



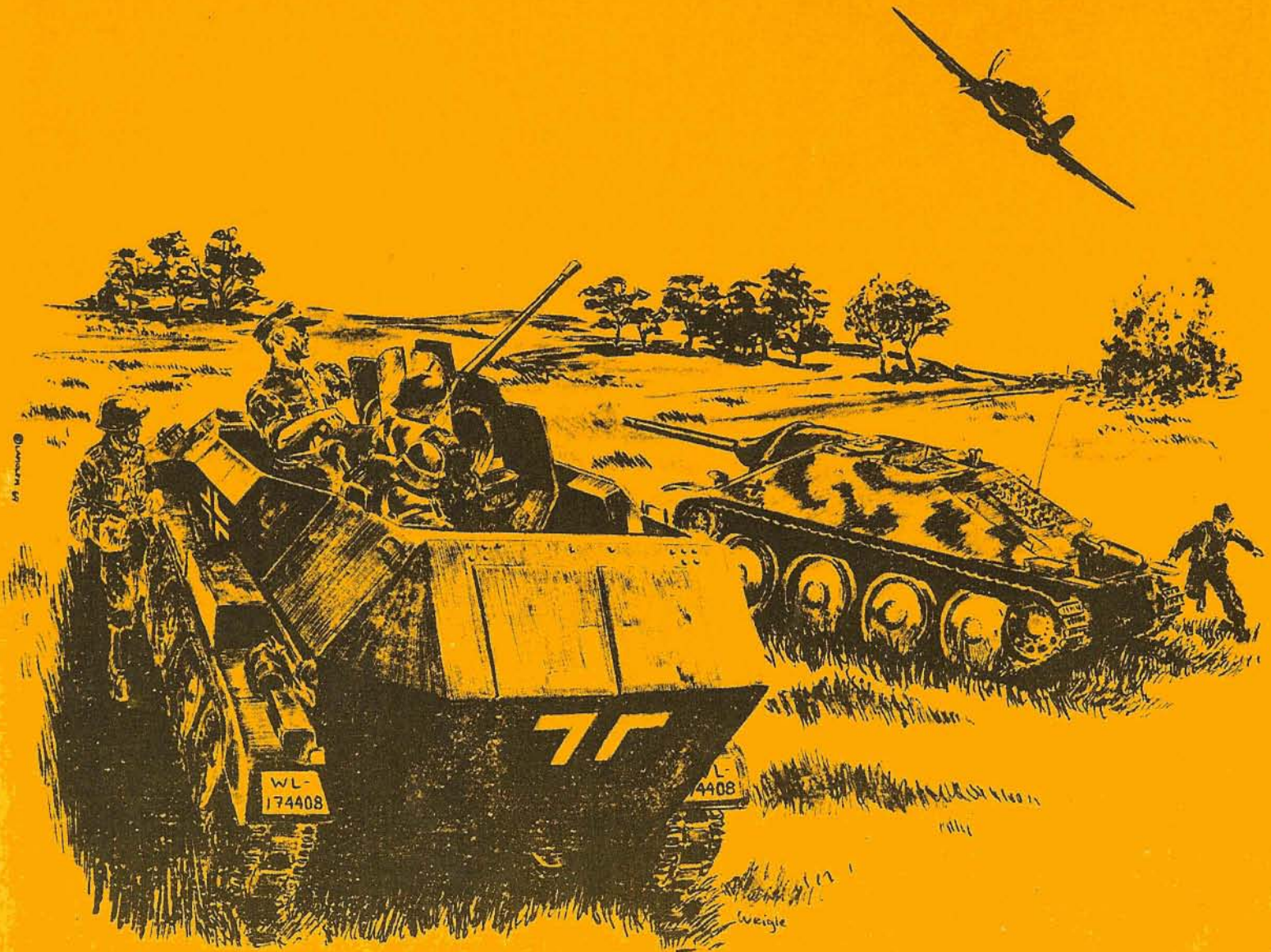
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The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill games of strategy. Historical articles are included only insofar as they provide useful background information 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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The
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As has been the case all too often in recent times, the new year brought more than resolutions. Inflation seems to be catching up with us again and in an attempt to stay solvent a price increase is in order. Effective immediately, all flat box games except *TACTICS II* and *BLITZKRIEG* will retail for \$9.00. *TACTICS II* will remain at \$5.00 as our lost leader introductory game. *BLITZKRIEG* will remain at \$10.00—a price necessitated by the size of the board. Most stores will probably delay passing on the increase until they place their next order so you may still be able to locate the games in your local store at the old price for a short while.

Speaking of reduced prices, we occasionally get complaints from ELITE Club members who are upset because they can utilize their \$1.00/game discount for only the mail order titles. The explanation for this is quite simple. Our distributors (and your local store owners) would be quite upset, and justifiably so, were we to offer the games direct for less than the suggested retail price. Such price undercutting would be akin to cutting their collective throats (and therefore ours) and would be looked upon with something less than mirth by our distributors. Hence, the ELITE Club discounts must apply only to Mail Order Division games.

Our distribution system is a story in itself. Approximately 85% of our business is done through wholesalers or mass merchandisers. These concerns order in large quantities at the largest possible discount and then sell the games in smaller lots at a smaller discount to individual stores. Thus, when you call asking us to recommend a store in your area which carries the games, more often than not we can't help you. All we can do is give you the name of a local wholesaler who probably could care less about selling one game to an individual. If you're lucky he may provide you with the name of a store in your area which he supplies, but in many cases he's likely to be too busy to want to be of any help. So unless you happen to be nearby a good source, you're better off sending us a mail order. Now that UPS service has been extended across the continental United States our mail order service runs even quicker and more efficiently than in the past, and we strongly urge you to use it if having difficulty finding the games locally.

The wargaming t-shirts are in production and are available for mail order purchase now. See the advertisement elsewhere for ordering details. The black and white photographs shown in this issue do not do full justice to their appearance in full color.

NEW TITLES

As related last issue, *KINGMAKER* will be our annual spring retail release. It will be accompanied by the second edition of *TOBRUK* whose place in the Mail Order Division will be taken by *FRANCE, 1940*. Therefore, effective immediately, *TOBRUK* will no longer be eligible for the ELITE Club discount, but *FRANCE, 1940* will.

Accompanying the spring retail releases will be our newest mail order offering; *RUSSIAN CAMPAIGN*. Like *KINGMAKER* and *ALESIA*, *RUSSIAN CAMPAIGN* is the initial product of another company. The game was initially designed by our exclusive Australian agent John

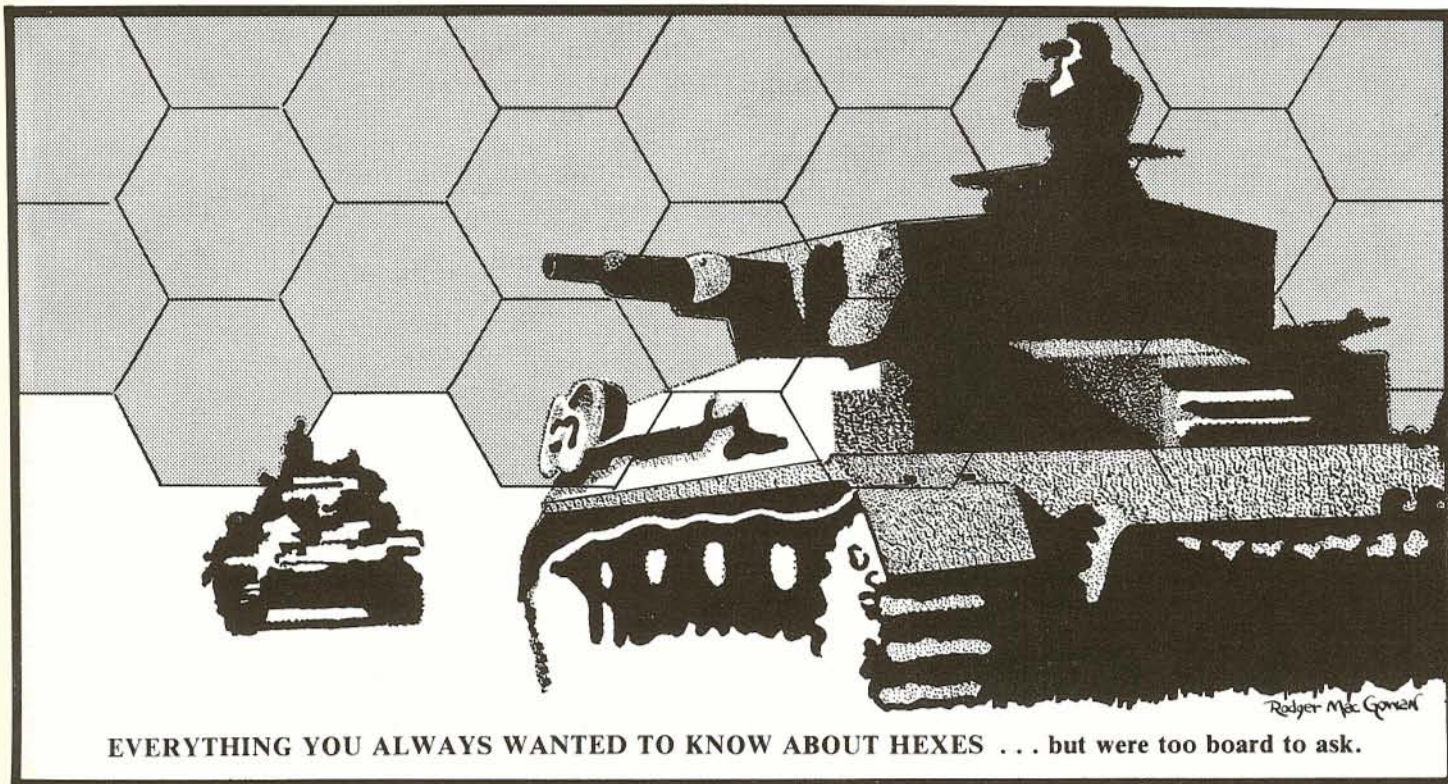
Edwards who marketed it in Australia where it became an instant success. Although the game has been hard to obtain in the United States, those Americans who have seen it have been lavish in their praise. We initially discounted the possibility of producing it due to the overlap of subject matter with our own *STALINGRAD* but several games quickly convinced us that this was too good to ignore. So we've set out to improve the graphics, tighten the rules, add scenarios and playing aids, and generally improve upon what was admittedly an extremely entertaining game before we ever saw it.

Although *RUSSIAN CAMPAIGN* covers much the same ground as *STALINGRAD*, it is an entirely different game. The Russian doesn't win just by holding on to his cities. He must reverse the tide of war and take Berlin by June, 1945. Moves are double impulse with each impulse equalling a month of real time. Industrial values, airpower, weather, partisans, parachutists, naval transport and invasions all lend a touch of realism to a game which never becomes static. The German blitzkrieg knives through the initial Russian defenses with all the force of the original Barbarossa. The average game finds German panzers outside the gates of Moscow by November only to be repulsed by General Winter. From that point on it's a close thing as the Germans strive to deliver a knockout blow to Russian industry before the Red Army can recover and start its steamroller advance on Berlin.

The game plays swiftly and in exciting fashion with many changes of fortune. By way of illustration—one test game we played found the German panzers surrounding Stalin in Moscow in September, 1941. The attack which, if successful, would have resulted in an automatic German win, came at 4-1 odds and was met by a Contact. Another attempt during the second impulse (October) fared no better. The Russian, in his turn, could manage only a 1-2 surrounded vs the northernmost panzer pincer and a 1-4 soak-off with Stalin. As fate would have it, the panzers were eliminated in a retreat and Stalin survived the soak-off, retreated out of danger, and set up shop in Stalingrad. A sudden change in the weather stopped the Germans in their tracks and after a touch & go 1942, the Russians gained the upperhand and swept into Berlin and victory. What had looked like a sure German victory turned into a gradual uphill battle for the German player. For lack of a better comparison, *RUSSIAN CAMPAIGN* could easily be considered a *DNO* in a miniature, highly playable form. PBM enthusiasts should latch onto this one. It is being especially developed with the pbm enthusiast in mind and should be the best game we've ever made for pbm play.

As good as *RUSSIAN CAMPAIGN* is, it's small potatoes compared to other recent acquisitions by Avalon Hill. Wargamers far and wide should be thrilled by our purchase of Games Research, Inc.—makers of the classic *DIPLOMACY* game. *DIPLOMACY* is a seven player political/military game which has been so successful in establishing a hard corps following of its own that it has been widely recognized as the third branch of wargaming in and of itself

Continued on Page 24, Column 2



EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT HEXES . . . but were too board to ask.

PANZERBLITZ HEX BY HEX

By Larry McAneny

About six months after *PANZERBLITZ* became generally available in retail stores I began to hear complaints: "We know every bush . . . no challenge . . . crucial hexes all located . . . familiar . . . need new terrain . . . new boards . . . MORE boards . . .".

Now these complaints had some validity. In my first outburst of enthusiasm for *PANZERBLITZ* I played all twelve scenarios a couple times each in the space of a month. Thereafter, I discovered that my tactical appraisal of the ground was no longer fresh: I did not have to look around wildly for the vital high ground; I knew precisely where it was and how long it would take my troops to get there. Manstein at the height of his glory could not have boasted such an advantage.

Realistic tactical combat should be an improvisatory art. Since we experts are no longer improvising, we feel entitled to dance mournfully upon the bodies of victim novices to sad strains of "unrealism" and "over-familiarity."

If you can't join the chorus line, this article is for you.

Incidentally, there are two ways in which you can study the terrain thoroughly and still retain some of the impromptu feel of "real" combat:

1. Play carelessly. (my method)
2. Have somebody make up new boards for you all the time. Why Avalon Hill never published new boards I cannot understand. At the outset, *PANZERBLITZ* could have sold mapboards the way Barbie sold midget bikinis.

I. OVERVIEW

To facilitate over-familiarity with the three boards Avalon Hill *did* publish, let's see if we can discover the design philosophy behind them.

The countryside depicted on the mapboards does not seem much like the Russia described in my Richard Scary atlas. No snow, no mud, no weather at all, in fact. No vast forests, vast steppes, or vast women. Lots of hills, though, all the same height. Trees grow on top, but never on the slopes.

Transportation needs are met by an amazing quantity of one-lane roads, too narrow for vehicles to pass each other at speed, but so well paved that trucks can go four times as fast on roads as on open ground. Although the Soviets depended heavily on their railroads, *PANZERBLITZ* has no choo-choo terrain—nor airfields, nor major cities, nor broad rivers, factories, farms . . . Well, why go on about it. *PANZERBLITZ* terrain is *not* "twenty square miles of typical Russian terrain." *PANZERBLITZ* lacks (dare I utter it?) realism.

Fortunately.

Few "real" tank battles take place on complex ground. Generally, the defender deliberately chooses a site dominated by one or two major terrain features (E.g. Alam El Halfa ridge) in the hope of denying the attacker freedom of maneuver. The attacker makes the best of whatever accidents of ground are available to him, but usually will have to make some part of his assault over open ground. At that point, if not sooner, the battle is beyond either commander's control. It becomes a slugging match, the outcome of which will depend on attrition at the crucial point. The division CO may commit his reserves at this or that point, but once he does, the result will be decided by luck, morale and numbers.

Brilliant strategems are uncommon on the real battlefield, and technical differences play a minimal part. An infantry company over-run by assault guns will not care what sort of assault guns they are. Tank platoons undergoing heavy artillery concentrations

will fare just about the same, no matter whether outfitted with Pz IV's or Tiger II's. Quite serious and complete military histories, even those concerned especially with small unit actions, rarely give details on vehicle types involved. Apparently, flexibility of commanders and of tactical doctrines will more than offset inferior equipment. The technicalities of tank design are not to have direct bearing on the outcome of the action.

Now, *PANZERBLITZ* is a game designed at the height of what was practically a worship of tanks. Minor variances in tank design, however unimportant militarily, were a matter of intense interest to many of us. Nobody wanted to hear about artillery or infantry—if a game had tanks in it, it sold. Only recently have wargamers begun to take a more balanced view.

PANZERBLITZ, faulted now for its lack of realism was, in fact, never an accurate portrait of armored warfare; it was at birth a caricature, in which the fine shadings of tank and anti-tank design are heavily underlined and exaggerated. The unreality of the caricature has nothing to do with "playability"—the adman's excuse for drabness—but is instead a response (whether a deliberate or unconscious response, I do not know) to the major wargaming fantasy of 1969-70: the over-awing might of the tank.

Tank-worship pervades the game. You see it in the counters: only the armor rates a silhouette. You hear it in the name: *PANZERBLITZ!* (How much blitzing was done by Panzers in the game's 1943-44 time period?) Most of all, it emanates from the box-art: Advancing Jagdpanthers, teutonic, massive, dominating the horizon like battleships and no infantry in sight.

The *PANZERBLITZ* boards, too, are the natural map of the tank freak's fantasy. The pattern of the

terrain is set up to make small differences in range and movement factor as crucial as possible. Why, for example, does no road run between Opustoschenia and Zabvenia? Doesn't anybody ever journey between these two towns? But if the road were there, then there would be no place on the mapboards where the tanks could outdistance the trucks, where the trucks' slow off-road speed would leave them exposed in the open.

The logic of geography (reality) would expect a road between the two communities; the logic of game design (fantasy) demands open terrain. The *PANZERBLITZ* boards answer to the latter logic, and the player with the speedier tanks triumphs on the Opustoschenia plain just as he feels he ought to. That feeling, that what happens in the game is just how it should be, is all the reality you ever get in a wargame. And in regard to that feeling, the *PANZERBLITZ* boards were once quite real.

II. HEXES AND HEXSIDES

Now that we have an overview, let's dissect the boards a bit. For one half the time you spend playing, your units will be motionless, frozen in place while your opponent shoots, over-runs, assaults or encircles them. With that delightful prospect before you, you want to be a might choosy about where you park your Puma. Fortunately, the choices are not extensive; I'll list them for you:

1. Clear terrain.

Some industrious reviewer once counted the clear terrain hexes in *PANZERBLITZ*; he found 481 of them. They are all dangerous. You can lose units faster, in more ways, on clear terrain than on any other kind.

I envision this terrain as being rather soft, open flat ground. Tanks grind through it at half their road speed. Trucks wallow at $\frac{1}{4}$ their road speed. Since the boards are designed to be advantageous to tanks, clear terrain is *completely* clear: No wheat fields or small boulders which would give infantry a concealment bonus. Where the tanks are observed, everybody's observed.

And observation is deadly. (The game symbol for the Evil Eye looks like this:



Not only can you be shot at on clear terrain, you can also be close assaulted and over-run, all without addition to the die roll. On the other hand, if you live long enough to return the fire, you will find your opponent's units in cover or on higher ground. I recommend that you don't stop on clear terrain, even if it means you can't use all your movement factors, even if it means you can't fire next turn, even if you'll miss an opportunity to over-run a truck.

Rule: IF YOU STOP YOUR UNIT ON CLEAR TERRAIN, BE PREPARED TO LOSE IT.

Incidentally, it pays to be a little suspicious when you see a small target in the open, particularly if you are retreating. A German in Situation Four can lose a lot of units just by taking the time to open fire every time the Russian gives him an easy shot.

2. Slopes.

The slopes in *PANZERBLITZ* are all bare, without concealment, like clear terrain on an incline. The incline is extremely gentle, so that a reverse slope is never in defilade to an observer on a hilltop.

At a distance, a unit is more likely to be observed on a slope than on plain terrain. This disadvantage is offset by a defensive advantage: Incoming fire is



Diagram 1: Situation 4.

The JgPz. IV dares not fire at the truck which the Russian has put out as bait, for fear of the infantry close assault. Nor can the Nashorn; Russian tanks would surround it next move. Both German units should retreat.

halved. The advantage does not benefit small units—a halved Hummel will still kill a truck—but does give infantry units an approach march free from the hazards of over-run. A tank may stop on a slope to take up a temporary firing position or to avoid over-run. Neither infantry nor tanks should occupy a slope permanently: There is no cover and no addition to the die roll, so eventually your opponent will bring up the artillery to get a 4-to-1 sure kill. You want to move on before he does. Thus, for the most part the superior field of fire you get from a slope goes unused: You can't afford to stick around long enough to shoot. As with clear terrain, best stop elsewhere.

3. Brown hexsides.

Presumably these hexsides represent little ridges in the slope, flanked by enough rubble that you can't get close to them to use them in a hull-down position. Unlike the other heavy hexsides, Brown hexsides don't always block fire along their length.

The trick with brown hexsides is to stay close to them but not too close. One hex away on low ground is ideal. If you stop adjacent to the hexside you will be on a slope: In that position the brown hexside will block your field of fire to slope or ground positions, but leave you exposed to fire from hilltops. If you stop on flat ground one or two hexes behind the brown hexside, your field of fire will not be much worse, but your protection will be considerably greater. About the only advantage an adjacent position confers is that the brown hexside will help keep an adjacent attacker halved.

In any event, it is wise to keep in mind that brown hexsides do not impede movement. Their protection is from fire only; you can be over-run or outflanked through a brown hexside if your opponent has the movement factors. As with slopes, it is best to regard brown hexsides as transitory shelter—enough to stop for a turn but not enough to set up camp. Even then, better inspect the terrain carefully. Often there are peculiar gaps between the ridges (Diagram 3) which allow a shot to slip through. Many a dead man thought he was on dead ground.

4. Hilltop hexes.

There are really two types of hilltop hexes:

- With trees.
- Without trees.

Type A is just swell. You can see the enemy far off, you can shoot him up from a distance and he can't shoot back. Type B is awful. He can see *you* from far off, shoot you up from a distance or over-run you. A hilltop is the most exposed chunk of terrain around. You get a large field of fire with few masks and a defensive bonus, and with cover you can take devastating advantage of those features. Most of the good artillery positions on the board are green hilltop hexes. But just as you can see everything, so everything can see you. Without cover you cannot last long enough to use that wide field of fire, and since every popgun in range can join the attack against you, the halving of low-level fire will probably not save you. *A Fight on Bald Mountain* is a Loony-Tune.

5. Orange hexsides.

Orange hexsides are very nearly superfluous to the play of the game, once you understand the shape of the terrain which the mapboard describes. An orange hexside signifies a military crest. It is not necessary to outline the interior plateau hexes of Hill 132; once you understand that the top of the hill is flat, a mesa, then the only significant orange hexsides are those adjacent to slopes. If you wish to fire down the slopes you must assume a position adjacent to the military crest.



Diagram 2: Brown hex-sides.

The Russian armor is badly positioned. Neither unit can be overrun. But the SU-85 has a very poor field of fire, blocked on three sides by brown hexsides and about to be pummeled by a Hummel. The T-34/85, one hex away from the brown hexside, has a much better field of fire, and all German fire is blocked. Notice, however, that the brown hex-sides halve the German CAT attack to the point that the SU-85 is in no more danger from two stacks of infantry than the T-34 is from one stack.

Orange hexsides make rather better cover than brown hexsides because the cover is more obvious. A flat-topped hill is easy to hide behind, and has no embarrassing gaps. Moreover, you can do your hiding at any distance from the hilltop. No one need



Diagram 3: Brown hex-sides. The German armor seemed safely hidden behind the ridge lines. A slight miscalculation . . .

puzzle out whether attacker or target is closer to an orange hexside; unlike brown hexsides, they mask fire absolutely, for all distances. This feature allows one to make use of reverse slopes in a way that is too dangerous with razor-back ridges. The cover is still too tenuous to allow the setting up of artillery on a reverse slope, as an enemy turning movement will unmask the target, but infantry and vehicles may pause here as long as they deem necessary.

One more thing about orange hexsides. Each hilltop hex has one blind shoulder, and many have two, where an unfriendly unit may find shelter. A hilltop unit has no line of sight along the length of an orange hexside. These blind shoulders are very handy as jump-off points for close-assaulting infantry. (Diagram 4) Interlocking fire from neighboring positions is the best remedy for this vulnerability.

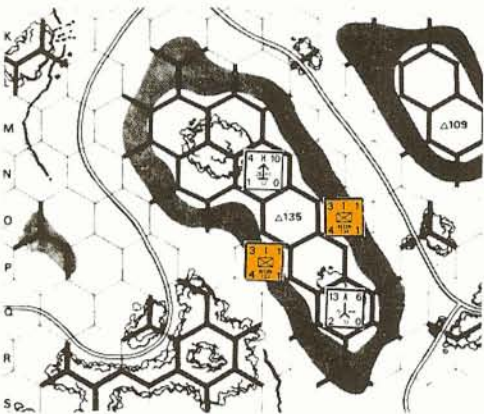


Diagram 4: Orange hex-sides. The Russian has occupied the blind shoulders of the German position with his recon units. Neither German unit can fire; either can be close assaulted next turn.

6. Swamps.

Swamps seem to be more water than weeds. Infantry can move through swamps but get no concealment advantage. Vehicles enter swamp hexes only on roads. Thus, swamps have a channelizing effect, very much favoring a defender. A swamp is a fine place to stop a unit *behind*; stopping *in* a swamp hex is no healthier than it sounds.

7. Woods.

The woods in *PANZERBLITZ* provide 100% concealment. A unit in woods is invisible, even if you saw it go in, even if it fires at you every turn. If you want to shoot it, you've got to spot it first. The spotting requirement is a bugaboo to a lot of gamers, particularly those who want to see a sort of Tank Fight in the O.K. Corral, with everybody out in the open, blasting away. Instead of that they get T/34s playing cops and robbers with the Tigers in the timber. And "Panzerbush" loses another fan.

Now these Panzerbushers do have a valid "reality" argument, since the game does not feel right to them (although I should hasten to mention that quite frequently troops do have trouble locating the sources of incoming fire; I gather one has a certain tendency to keep one's head down, making it hard to see . . .). But the Panzerbushers miss the design purpose of woods hexes. Woods hexes are not places to cower in, safe from all harm; they are places to move through and fight for.

The essence of combat is movement: One force tries to move into or through the area occupied by a hostile force. In twentieth century warfare, there are two absolute requirements for tactical movement. One is traversable terrain—a path. The more obstacles (E.g. hills or enemy soldiers) in that path, the slower the movement. The second requirement is cover. The more complete the cover, the more freedom from fire and observation, the faster the movement.

PANZERBLITZ is the most fluid of any of the tactical games primarily because the *PANZERBLITZ* boards feature an unnatural abundance of cover, most of it woods hexes. (That industrious polyhistor whose work I am plagiarizing counted 207 woods hexes, approximately one for every 2.43 clear terrain hexes. I'll bet Redmond Simonsen didn't know that.) A good part of the fighting in the game is over possession of woods hexes, particularly those on hilltops. Moreover, most of the attacks which are not directed at woods hexes are set up from them; the very quantity of woods hexes on the boards means that units may get closer to their targets before jumping off and suffering less exposure in the process than would be possible in more natural terrain. Less concentration of force is necessary for an attack, and hence impromptu attacks and multiple attacks are commonplace, even where forces are balanced. Because firing units in woods remain unspotted, fire discipline is unnecessary. Players feel free to pop away at any target in view, even at poor odds. An average game features more fightin', movin' and shootin' than the entire battle of Kursk. A lot of this larger-than-life quality is caused by woods hexes.

8. Green hexsides.

Green hexsides are the functional opposite of woods hexes; where woods hexes facilitate the fluidity of movement, green hexsides impede it. Most of the movement in *PANZERBLITZ* will occur along more-or-less the same paths. Where the terrain is open, the road network and the availability of cover will determine the paths. Where the terrain is heavily wooded and cover is abundant, the lines of continuous green hexsides will form barriers to vehicular traffic, slowing movement to infantry pace. Swamps, and to a lesser degree hills and

streams, will extend the green hexside barriers, sometimes clear across the narrow part of the board. Any holes in the line can be filled by mines, blocks or infantrymen. As long as this line remains intact, the defender's job is nearly complete: If the attacker cannot pass the line, he cannot reach his objective.

The defender may make things even worse by establishing mobile reserves behind the lines and by covering the line with artillery. The artillery and the obstacle line are mutually supporting: The obstacles shield the artillery from attacks; the artillery beats off attempts to remove the obstacles.

To overcome such a defense the attacker will have to force a breakthrough. Infantry can infiltrate green hexsides, but often time does not allow the infantry to proceed unsupported to the objective. Moreover, the enemy usually has ample time to bring up reserves to block a purely infantry advance.

A better tactic is to use the infiltrating infantry to clear the passes in the green hexside line, either by attacking the force covering the block or by a flanking close assault, if the block is infantry. In either case, simultaneous pressure should be brought to bear from the friendly side of the barrier. In such an operation it is sometimes possible to use the green hexside line against the defender by snuggling up to it, where the hexside will provide an assault force with cover from the hostile artillery.

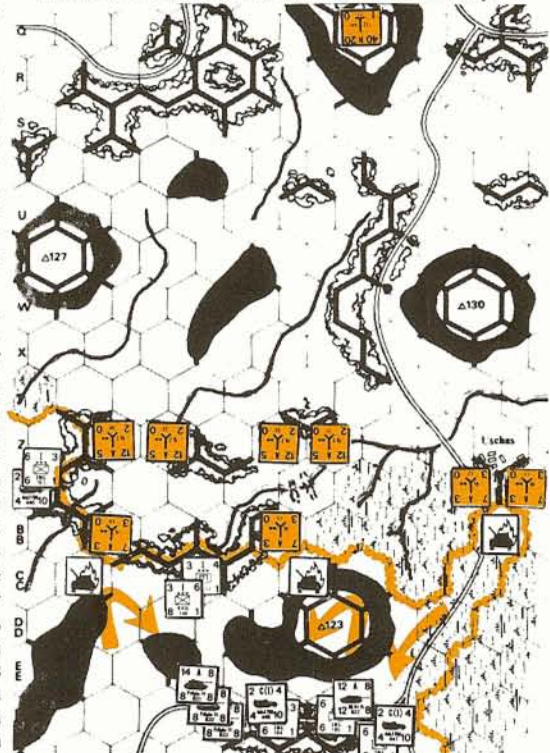


Diagram 5: The use of green hex-sides. The initial attack has recoiled; the Germans are suffering from a plague of small PAKs. They can't go around the guns because the green hex-sides block all vehicular movement past the line shown. Worse still, the wreck on the road has made the Russian back-up line unflankable. Fortunately, for the German, neither Russian line is supported by infantry, thus, cannot hold more than a couple turns. The close assault will go in behind the shelter of the green hex-sides where the Soviet artillery cannot reach.

9. Town hexes.

PANZERBLITZ towns are strange. Clearly they bear no resemblance to those clumps of wooden huts one normally associates with the Russian interior. The houses seem to be made of stone or steel, conveying instant armor to the inhabitants. Yet they give little shelter to individual infantry or artillery units. Moreover, a position in a town insures a unified defense. Let's look at these oddities more closely.

A single infantry unit can be four times as vulnerable to "A" class weapons in a town hex as in plain terrain. A standard battle tank's weapon is halved at any range against soft targets, such as infantry in the open, but doubled at close range against armored targets, such as infantry in towns. Thus, an infantry unit threatened by tank attack is on the horns of a dilemma: If it stays out in the open it can be over-run; but if it enters the town it will be caught and destroyed when the panzers move up.

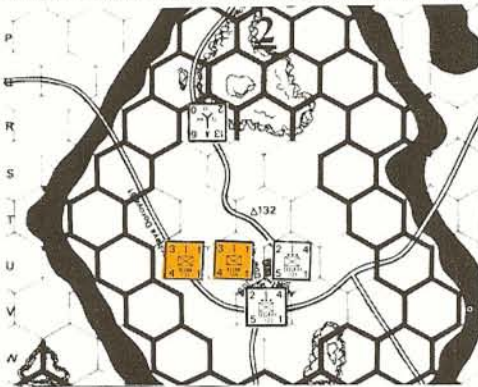


Diagram 6: Town hexes.

It is the German's turn to fire; which unit should he shoot at? His odds against the Russian in the open are only 1-1. But against the Russian in the town he has a 4-1, almost a sure kill! The security infantry should not fire, since their "I" type weapons are ineffective against the armored target—and not needed anyhow. Better to save them for a close assault against the recon unit in the open.

One suspects that the designer made a false analogy somewhere; the protection given a mobile man behind an immobile stone wall is *not* like the protection given a trapped man in a maneuverable armored box.

The only solution for the infantryman is to seek safety in numbers. Generally, *PANZERBLITZ* artillery has an uncanny ability to single out and smash weak units. A platoon of supply wagons hiding amongst a couple platoons of King Tigers, taller, broader and in every way more bulky, is vulnerable if spotted, even when all three units are skulking in the woods. But in town hexes those wagons are untouchable, full protected by their doughty companions. Infantry receive similar benefits. They have large defense factors anyway, and when you add up two or three of them into one big defense factor, indivisible

Even after the town hex is spotted, the infantry is relatively safe. Any unit attempting to spot infantry massed in a town hex is likely to be scratched by a sizable CAT. The massive defense factor creates a difficult attack problem even for tanks, and to some degree overcomes the extra vulnerability conferred by town hexes.

But what an odd tactical doctrine I preach! The "realistic" reaction of an infantry company threatened by HE fire is to disperse, so that only a few men can be hit by a single impact. The *PANZERBLITZ* player, however, does better to concentrate his troops—the precise opposite of orthodox teaching. This oddity is inherent in the artillery rules and not really restricted to town hexes; but towns are where the oddity hits hardest.

10. Gray hexsides.

Gray hexsides are nearly superfluous to the game; they do not impede movement at all; they do block fire somewhat. Apparently, a gray hexside represents an angle or jog in the town streets such that several buildings overlap the line of sight, preventing observation, but allowing movement. All the towns occupy at least three hexes; presumably if there were smaller towns the artillery might be able to fire straight through them.



Diagram 7/1: Gray hex-sides.

The Russian has mis-positioned his T-34/85s. If the German occupies hex "X" the Soviet artillery will not be of any assistance, since the gray-hex-sides block all LOF to "X". To prevent the German from taking Opostoschenia with hardly a shot fired, the T-34/85s should occupy "X" themselves, forcing the Germans to stop in the open or risk the barrage in the town.

Gray hexsides become tactically interesting only when possession of the town is in dispute; in that instance a unit may find shelter behind the hexside from enemy artillery. Therefore, an attacker entering an occupied town will be wise to stop on the friendly side of gray hexsides. Similarly, a defender garrisoning a town will be wise, if he cannot occupy all hexes, to take his own supporting artillery into account. If he has enough fire power to knock out any attacker who enters the town, then he should occupy the hex(es) where his opponent would find shelter. (Diagram 7/1) But if his own artillery is weak, the defender had best set up behind the gray hexside himself. (Diagram 7/2)

11. Gullies and streambeds.

These dry streambeds would be called wadis in Africa. The channel is not slab-sided, like a gorge, but more gently inclined, at about the angle of a slope hex or a little steeper. Thus, adjacent units may fire into a gully and units in gullies may fire out.

Gullies are dangerous to both sides. An attacker may see a gully as a very attractive approach route, offering protection from over-runs and ground level fire without the inconvenience of green hexsides or

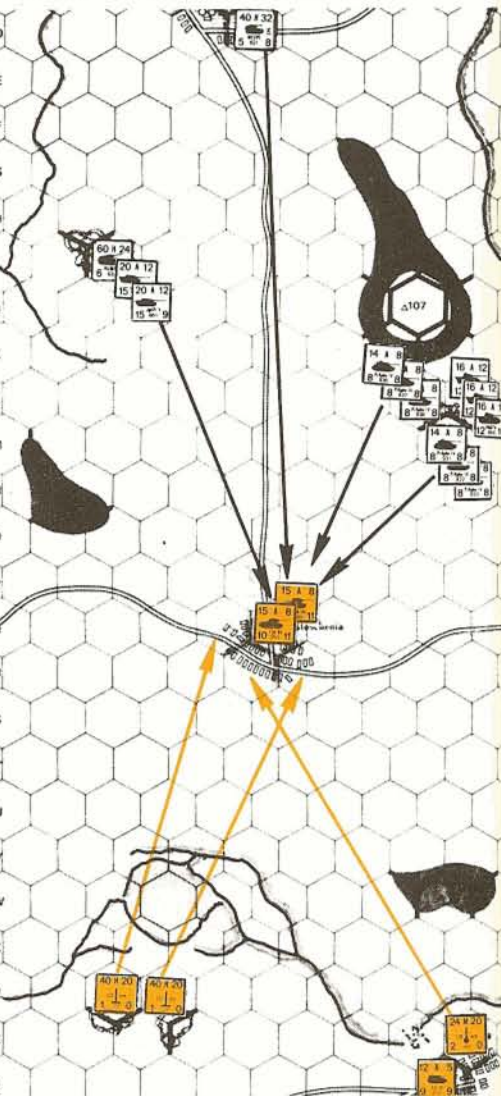


Diagram 7/2: Gray hex-sides.

Now the Russian has hit it right, yes? No! Because now the German has brought his SPAs up to provide an artillery concentration of his own—one the T-34s are not likely to survive. If even one German unit survives to spot, the T-34s will have to vacate the premises without firing. If the Russian moves back to his former position, on the friendly side of the gray hex-sides, he might possibly be able to risk a shot—at worst, the T-34s will be a couple hexes closer to friends and can more readily make a run for it.

the exposure of clear terrain. But the protected approach can be very slow. It is a lot easier to get into a gully than to get out of one: Four times as hard for tanks, three times as hard for trucks, which have it rough anyway. Vehicles with slow movement factors may have to stop on clear terrain after exiting. If the vehicles exit directly onto a slope hex, the cost is practically prohibitive.

What is worse, the protection provided by gullies is incomplete. Units on slopes and hilltops have superior observation. A unit in a gully gets no additions to the die roll when shells rain on it from above; it might as well have been on clear terrain. When stopping in a gully hex without concealment, check the heights. There may be guns in them thar hills.

A defender thus has three methods for dealing with infiltration through gullies: (i) He may block the gully physically with mines, road blocks, or infantry, forcing the attacker to take an expensive

detour. (ii) He may occupy a covered hilltop position so as to interdict traffic along the streambed. (iii) He may hold one or two long-ranged mobile units in reserve. Then, after a gullible attacker has committed himself, the reserve moves to a temporary firing position on a bare hilltop or slope. The attacker will have to scramble to get into cover, and all too often infantry, carts, and even some trucks, won't have the movement factors to get out of the trap.

your position is dangerous and you might need a fast getaway, stay on the road. If you are seeking a firing position to support an attack, best leave the road clear. And for heaven's sake, if you are exposed to fire without cover, get off the road and find some place to hide—a wreck on the roadway won't help attack or defense.

Any stationary blocks or mines should be put in a position where your opponent will spend maximum movement points getting around them. Blocking a road on a slope will cost him four to six movement points; on clear terrain, only one or two. If you block the road in a swamp, he won't get by at all; likewise, a block on his side of a green hexside will cause him grief.

In all cases the blocks should go in front of your lines, not behind you. If he can't get to you, he can't attack! If you fear a breakthrough and wish to stop exploitation, station a mobile infantry or A/T reserve near the threatened road. If the threat materializes, the reserve can block; if the alarm was false, your mobility is preserved.

Most of the admonitions above apply to every assault route, not just the paved routes. There are many paths throughout the boards; roads are the swiftest and smoothest—and the most obvious.

III. GESTALTEN

The boards are not random collections of hexes, they are selections, carefully put together as hills and forests so as to exercise the strengths and threaten the vulnerabilities of each unit. To fight well in a forest, you must know more than the general properties of woods hexes; you must also look at the whole forest, and the terrain around it: the Gestalt. (For those of you who don't do cross word puzzles, please don't be alarmed: A Gestalt is *not* a member of the German secret police; it is just a short name for form and entity.)

Before I continue this sermon, let me set up a few conventions so that I don't have to talk in the Bingo-game jargon of grid coordinates. I suggest that you lay out the boards 1-2-3, the way they are pictured on the play-by-mail sheets. For an actual game, compass directions are determined by instructions on the scenario card; but for the sake of discussion here, let's consider that standard map orientation applies: North is at top, East on the right, etc. I have considered all the half-hexes at the edges of the mapboards to be playable because, depending on the orientation of the board, they sometimes are.

Board 1

Board 1 is an excellent board for defense because the jumble of hills, woods and water obstacles frequently restricts movement to a few paths only, and those easily blocked. Moreover, there are enough good artillery positions to support the blocks. The terrain favors the Soviets. The Russian technique of direct fire supporting massive infantry assault works best where slope and shrubbery are plentiful. The German army, preferring long range and indirect fires, must avoid the Soviet clinches or it will be Heer today and gone tomorrow.

At the very top of the board is a path most frequently overlooked. A fast unit may travel straight along the north edge of the board in two or three moves, pausing behind the orange hex-sides or in the dead ground where the west road leaves the board. Hills 104 and 126 and the ridge between them make an almost perfect shield against flanking fire from the south. The defender's units must leave concealment to block the path physically. The best way to close the hole is to put artillery on the northern hex of Hill 126, in order to put fire on the potential layover hexes. To be doubly safe, put a roadblock or mine next to the artillery.

To hamper north-south movement, occupy the road slope hexes with a static counter or an armored unit. Even a wreck there will slow your opponent considerably.

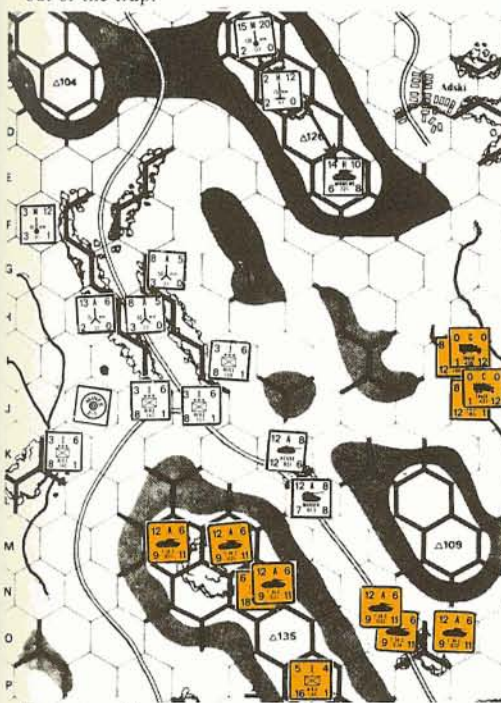


Diagram 8: Gullies.

Sneaky Ivan thought he saw a way to get around the road block and set up a close assault on the German artillery position. Then the Wirbelwind moved up. Now the attack is off and Ivan cannot possibly get both trucks away intact.

12. Fords and Bridges.

For all practical purposes these terrain features are identical. The difference between them is only 1/2 movement point. Neither offers any concealment or defense advantage; both are bad places to stop a unit you want to keep.

Fords and bridges tend to be good places for a block or a mine. A good many armies have adopted the practice of shelling crossroads indiscriminately, on the grounds that traffic is twice as likely to be at a point where two roads meet. You can't do artillery interdiction in PANZERBLITZ; but you can apply the same principle. If you block a bridge, you not only interfere with traffic along the road but also with traffic along the gully. In effect, you are interdicting a cross roads, with the additional side effect of turning a gully into a minor barrier, time-consuming to cross and even dangerous if cover is sparse.

13. Roads.

There is no such thing as a road hex. A hex takes its nature from the terrain on both sides of the road, which nature the road does not alter (except in the case of a bridge, which magically transforms a stream hex into clear terrain). A road gives no security from fire, close assault or over-run; the terrain through which the road runs may do that, and should, therefore, be the first object of a player's scrutiny.

The only factors you must consider when deciding whether to stop on or off a road are your plans for movement in your next turn and your opponent's plans. If you are stopping only because your movement factors have run out, stay on the road. If



Diagram 9: Roads.

The German has excellent defensive ground with good observation and access, and a powerful if static O.B. But he has negated half his advantages by deploying his blocks and mines behind his own lines "in case of a breakthrough." If the Russian attacks all along the front it won't matter; but if the Russian puts all his force behind any one of the indicated attacks, the feared breakthrough will be almost guaranteed. The German has no immediate mobile reserves; if he gathers them from a quiet part of his front he will quickly discover that he has blocked his reinforcements, not the enemy. Far better to have deployed the mines and blocks in front of the line and kept a small reserve mounted in the trucks, deployed in a central position.

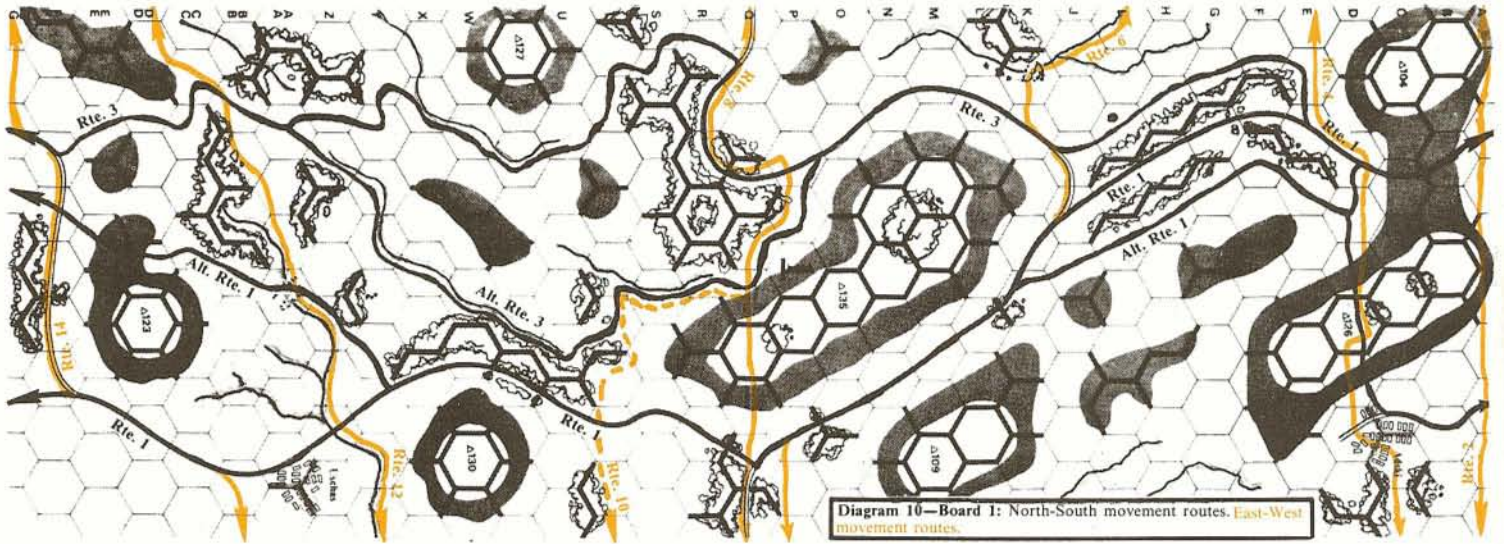


Diagram 10—Board I: North-South movement routes. East-West movement routes.

That northernmost hilltop hex is really the best artillery position on Hill 126, but the hex with the number often lures the novice. The numbered hex looks at first glance to have a better field of fire—but it doesn't. The two fields of fire cover almost the same ground.

Actually, the numbered hex is quite a bit riskier: There are eight unobserved hexes, not covered by fire from the numbered hex, from which a close assault may be launched. The northern position has

only three blind hexes. Part of the risk of these blind hexes may be avoided by occupying the middle woods/hilltop hex with supporting infantry, or with a small howitzer or mortar.

The town of Adski is not the dead end it appears. True, it is almost impossible to go south from Adski, pursuing the direction of that useless road. Notice, however, that Adski is a natural re-entrant to Hill 126. And because the terrain to the south is difficult, any east-west movement on the top third of Board I

will have to go over Hill 126. Players using this path must hold both the hill and Adski. If Adski is occupied by hostiles, units will be deprived of the cover they need to move off the hill, and the hill itself will be under continual threat of close assault from the town. To make the barrier solid, occupy all three woods/hilltop hexes and garrison Adski with tank destroyers or infantry.

Between Adski and Hill 135 lies a sort of desert. The combination of three ridges, two streambeds, one

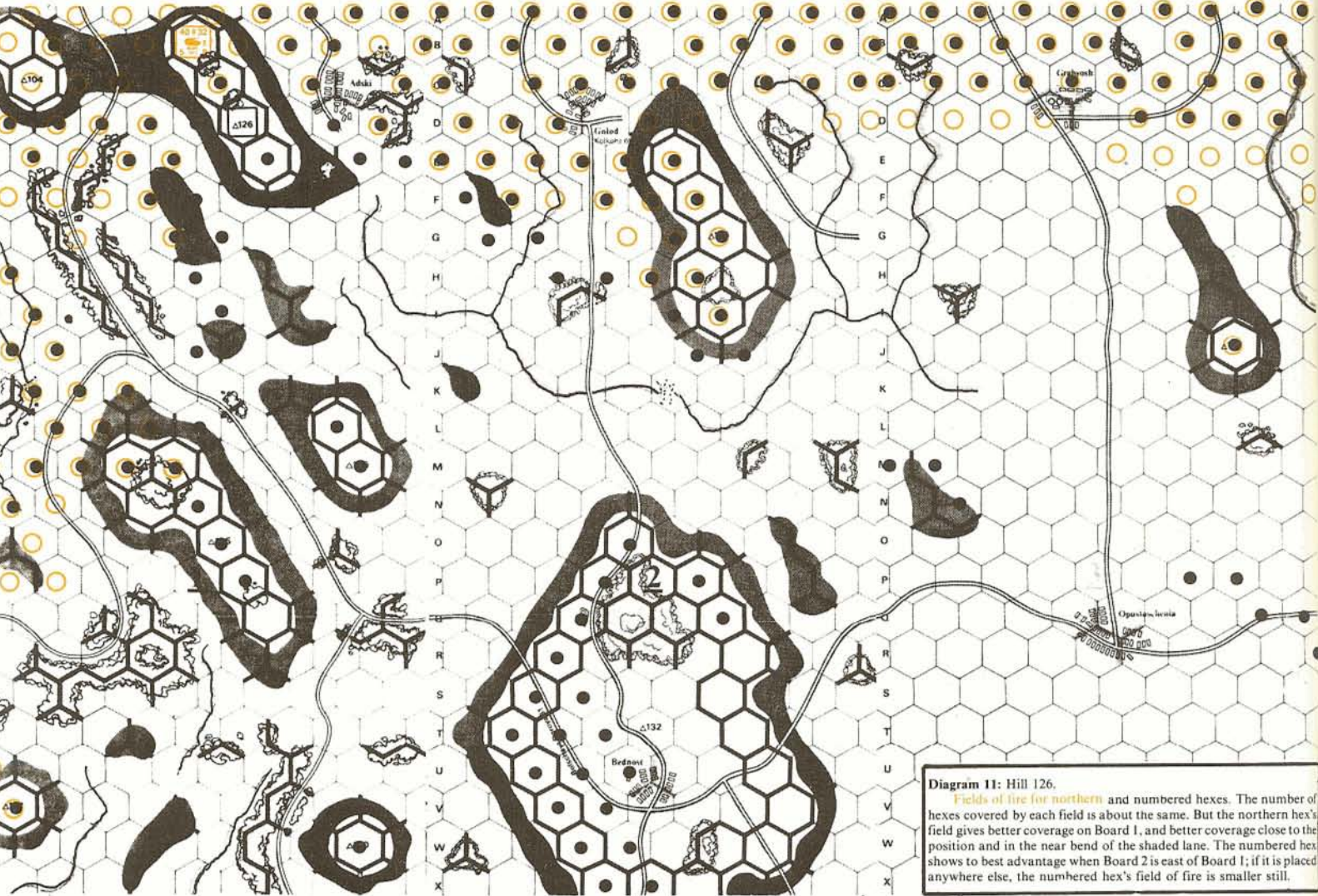


Diagram 11: Hill 126. Fields of fire for northern and numbered hexes. The number of hexes covered by each field is about the same. But the northern hex's field gives better coverage on Board I, and better coverage close to the position and in the near bend of the shaded lane. The numbered hex shows to best advantage when Board 2 is east of Board 1; if it is placed anywhere else, the numbered hex's field of fire is smaller still.

swamp and Hill 109 is forbidding indeed. It takes at least 15 movement factors for vehicles to cross this area, which means at least one turn in the open for all but the fastest armored cars. Without concealment all military life withers, and the area becomes dead. Even fire through the area is blocked by the ridges, except for one narrow line of sight along hex row J. Few battles happen here.

In the middle of the dead area is a sort of hole: One lone clear terrain hex surrounded by slopes and swamps. If there are no enemies to the east, this hex can be temporary harbor for a wayward Panther or T-34, for it is almost completely in defilade from fire to the north, west and south. The only line of sight to this hex is from the slope hex just southeast of Hill 104—and by the time a hostile unit mounts that slope the transient can be gone.



Diagram 12: Dead ground.

None of the Russian artillery on the hills can see the Panther where it pauses in the course of a flank march. But the German has overlooked one puny mortar—and must now stand a 3-1 attack on the infantry passenger.

The major north-south route on Board I splits in three after it crosses the ridge line. The fastest route is the shady lane running down through the woods towards Hill 135. If that avenue is blocked, vehicles may travel freely along either side of the woods.

Note that while north-south movement is easy and safe, east-west movement is blocked by lone lines of green hex-sides. This has two effects: (1) Vehicles committed to one north-south avenue cannot readily switch to another within the forest, and (2) east-west traffic must go around the forest at one end or the other. Thus, for travel in any direction the crucial hexes are at the north and south ends of the forest.

Because north-south lines of fire are not blocked by green hex-sides, this woods is a good place for emplacing A/T guns, preferably with supporting infantry. Any force attacking the woods will be exposed to fire from Hills 126 and 135. The bend in the road means that both hills must be held to make the woods below secure; if only one hill is held, an enemy may shelter behind green hex-sides where the road turns. (You can't assume your opponent is crazy just because he's around the bend.)

A force attacking in the woods should be composed primarily of infantry, supported by heavily armored assault guns and "H" class weapons. This area is the perfect stonping ground for SU-152s.

The streambed-and-forest combination on the west edge of Board I has a dual nature. The ford is extremely convenient; the green hex-sides flanking it are extremely inconvenient. North of the woods



Diagram 13: Around the bend.

If the German half track had made it to Hill 126 last turn, the Russians would have a tough fight. As it stands, the German artillery superiority is neutralized by green-hex-sides even though all the Russians in the forest are spotted. The over-matched Axis infantry will have to pull back, leaving several hexes unspotted. In the next turn the Russians will unload a massive infantry assault force in those hexes.

the streambed is an access route: The ford gives you an easy way out. South of the woods the streambed is a barrier: Vehicles must pay full exit cost. The position to occupy or block is the ford.

Hill 135 is the decisive terrain feature on Board I. If you hold it, you hold the board; if not, you are everywhere under its shadow. The hill has a bounty of excellent artillery positions, and if all of them are occupied it can be a tough nut to crack.

However, the hill does have its weaknesses. There are nine woods hexes nearby where enemy infantry may assemble in concealment and from which they can then assault the hilltops with one move. Only one hilltop hex is free of this threat. The narrow southern end of the hill particularly is surrounded by these jump-off hexes. If the enemy is allowed to assemble there unhindered, there will be hill to pay: A strong stack of units may die without getting off a shot. To hold the hilltop securely, it is necessary to fight for the flats.



Diagram 14: Hill 135-Close-assault positions.

Hill 135 has a second weakness. Communication among the hilltop positions is difficult. To move a unit only five hexes from the north end of the hill to the south end requires two turns at least. If an attacker holds the road which almost encircles the hill he will have what amounts to interior lines—he can switch his units to one flank or another faster than the defender can. If the defender has only carts to move his artillery, it will be completely immobile.

Moreover, the defender's vehicular units can be trapped against the green hex-sides.

A wise defender will station some infantry on the northern end of the hill for quick reinforcement against close assault, and perhaps one or two small mortars for easily shifted fire. A still wiser defender will not mass his troops on the hill but will retain some on the low ground as outposts and reserves.

Movement in the middle section of the mapboard tends to be trifurcate. To go east or west, you have a choice of moving north around Hill 135, south around it, or over it. If you go north you must move through the bottleneck between Hill 135 and Hill 109. The copses in the defile provide concealment for block forces. If the defender uses armor to stop the bottle, he should set up on the enemy side of the green hex-sides, so that if he loses a fight the wrecks will block traffic. He will also get a better field of fire in that position.

The southern route is a last resort, to be used only when the other paths are blocked. It is just possible to squeeze a vehicle between Hill 135 and the woods to the west, and so pass on around the lower tip of the hill. But travel is impeded by trees, gullies and slopes. A Panther will need two turns to cross the board safely by this route; a Pz IV will need three. If the northern route is blocked, it is quicker for vehicles to go over the hill than around it to the south. For infantry on foot, it is quicker all the time, even when the road is available.

All three east-west paths end up passing through the gate-like groves on the east side of the board. It is almost impossible to block east-west movement into this area—there are not enough green hex-sides—but a defender should garrison the woods anyway to block the north-south route and to deny his opponent assembly areas for an attack on Hill 135.

The woods southwest of Hill 135 are more extensive than they appear. It is possible for an infantry unit to travel clear across the board without losing concealment, or as far south as Hill 123. The north section is a threat to Hill 135, so it is wise to put a garrison there. If you put a unit on the road, you must also put one in the woods hex inside the curve, or your opponent can cut across and catch the road on the other side. It is also good to station an infantry or A/T unit in the one gap through the green hex-sides, near the western edge of the board: A unit there will stop north-south movement altogether on that side of the board.

If Hill 135 is captured despite your best efforts, try retreating some infantry to the hex entirely surrounded by green hex-sides. In that position the infantry is safe from long distance fire and will have to be rooted out by close assault, which can be a time-consuming process. If your opponent bypasses that pocket, the infantry can move out to harass traffic on the road or to threaten weak artillery positions on the hill.

To the east this woods turns into another tree-lined avenue, where the road curves around Hill 130. The place for a block in this area is at the north end, where two units can seal off the line of green hex-sides. Blocks further south can be bypassed on the slopes; they should be used for delay only.

If the road is blocked units may still travel north and south by two parallel gullies. The eastern gully is preferable because it is longer and has superior concealment. The ridge between the gullies keeps the routes separate. The western gully has few safe hexes in which to pause, and one serious problem for northbound traffic: If somebody occupies the woods hex at the north end a unit can hardly get out. East-west movement throughout this area isn't worth the trouble.

The two small circular hills on each edge of the board should not be occupied, not even by a fort. If the field of fire tempts you to try a fort, consider for a moment: The fort and the units in it can be kept dispersed and useless most of the time by a handful of units firing from cover—all your opponent needs is 2-to-1 odds. The advantage of keeping a few enemy units occupied will not be worth the loss of the fort if he rolls a one. If you must use these hills, use them for cover; Set up behind them, not on them.

South of Hill 130 the road passes through Uschas and into the marshes. Uschas is the vital point. Occupy the two southern town hexes with small weapons—this is a good position for A/T guns, small infantry support guns, even those Russian 12.7 mm machine guns that nobody ever knows what to do with. Similarly, you may bottle up the road from the other end by occupying the two woods hexes at the bottom of the board where a traveler must debark. If you cannot spare three or four units to guard Uschas, you can accomplish almost the same result by placing a block or a mine—or if you are the ruthless type, a spare half track—in the road. Block the road right in the middle of the swamp where any stopped unit will be quite exposed. Then you really need not pay much attention to this sector: The southeast corner of the board is permanently denied to vehicles. No major attack will come that way.

If you feel that you must force the swamp, don't try it with vehicles unless the defense leaves you a gap in the exits so that you can deploy on the far side. If there is no gap, a better technique is to mass your infantry and make a wave attack. Expect that it will be costly and allow yourself plenty of troops. Only when Uschas is captured and the road is clear do you send vehicles across. The "forced marsh" is not recommended because it is obvious: A prudent defender will be massing his artillery as soon as he sees that you are massing infantry. When you charge out of cover, you will be swamped with fire.



Diagram 15: Overburdened Germans.

Among the units shown, only the Lynx is fast enough to escape the pursuing Soviets without taking fire. The other units must choose between stopping exposed on a slope or turning to battle the overwhelming attackers. This is a somewhat artificial example designed to point up the German's disadvantages in a pursuit situation.

If the road is guarded, you may prefer to go by another route. Unfortunately, there are very few other routes. In hex row BB there are only three hexes through which vehicles may pass. (Diagram 5) One of these is the swamp-road hex; the other two are gaps in the green hex-side barrier. All of them are easily blocked. Among the trees there are secondary block positions on hex row Z, requiring only four units. Thus, from any direction an attacker will be faced with a long slow battle, involving two successive infantry infiltration and flanking operations. In most scenarios time will run out before anything can be accomplished. An attacker with a severe time limit would do well to avoid battle on the south end of Board 1 if at all possible.

Hill 123 and the adjacent ridges serve about the same function as the corresponding hills and ridges at the north end of the board. They block lines of sight to and from Board 1 (although not completely—watch for gaps!), and interfere with movement. Because there is no road it takes 7 movement points to cross the ridge barrier safely. This is where the Germans suffer for their overburdened chassis. A Hetzer must spend one turn exposed to fire in order to cross. A Jagdtiger must spend two turns. Not that long range artillery fire could kill a JgPz VI . . . but it might be annoyed, and a couple of lucky dispersals could keep it out of the fight altogether.

BOARD 2

Board 2 is neutral ground; neither army is favored. Most of the fighting on Board 2 will be of a fluid nature, a lot of positional jockeying and small meeting engagements. So much open terrain makes it difficult to block movement completely. So much concealment makes it difficult to deny the enemy at least a slow advance. The two large hills, with their superior sight lines, tend to be the crucial positions, and most battles occur on or between them.

There is an unobstructed path across the width of the board at the north edge. (Diagram 11/1) (You will notice that all the narrow board edges feature more or less unobstructed paths, except the southern edge of Board 1.) The town of Golod and the trees adjoining it dominate this path; in conjunction with a mine or a block, an occupied town will block it completely. Without the block it is necessary to occupy the woods to the west, and perhaps those to the east as well, to prevent the faster varieties of armor getting by.

Golod is also the key to the main north-south route. If you occupy both southern hexes, the town neatly corks the bottle neck formed by the gully and the hill; anyone moving the length of the board will have to go over one or the other. Incidentally, it is possible to short cut slightly when entering Golod from the south: Don't follow the road; enter by the western hex. Saves you half a movement point.

Golod has another virtue: Hill 129 has a large blind sector to the north, and fire from Golod and from the northeast woods hex will just about cover it.

It is wise in this area to be a little distrustful of that old military caution about seizing the high ground. The north end of Hill 129 looms right over the town—but it is not dominant. Many a novice seeking Golod in them tar hills has found himself exposed to fire from below. Don't try to subdue the town with subtlety; just grab it and garrison it.

The valuable portion of Hill 129 is the southern end. There you have three fine artillery positions, of which the most southern is vital. From that hex you can command large portions of flat land to east and west, and provide interlocking fire support for both faces of Hill 132. Because of the stream and swamp

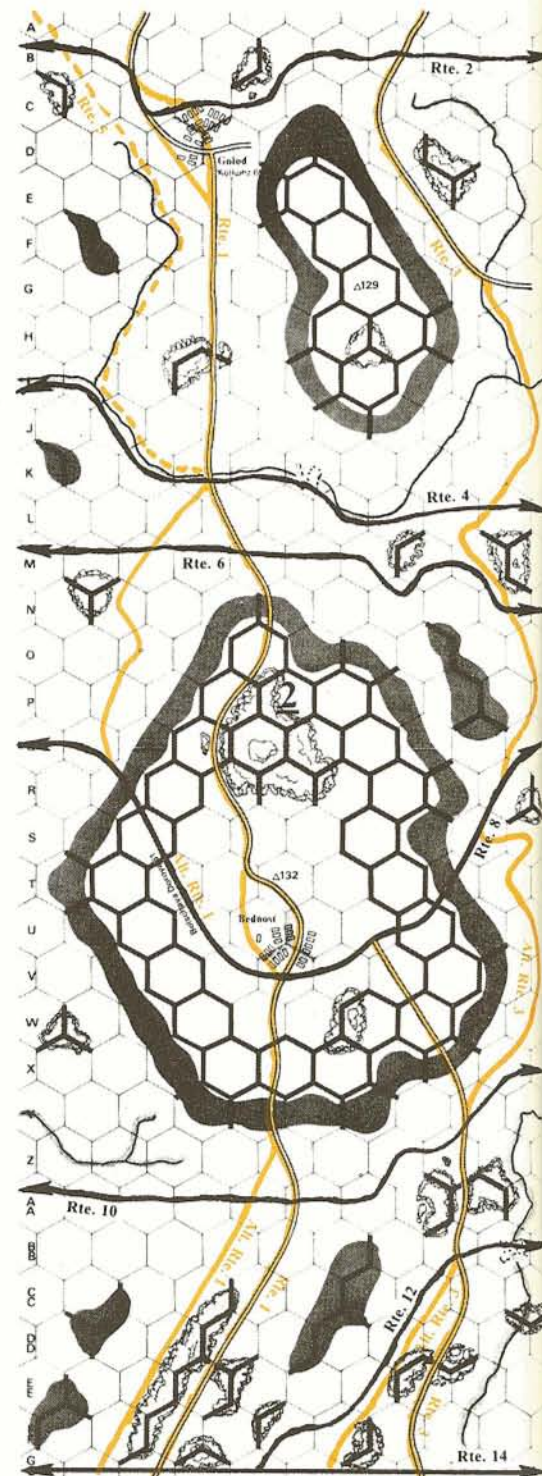


Diagram 16: Board 2. East-West movement routes, North-South movement routes.

to the southeast, the southern position is hardest to reach and therefore, hardest to assault—and also hardest to reinforce or evacuate. What you put there you should plan to keep there, and reinforcements had better be handy.

Like Hill 135 on Board 1, Hill 129 has poor internal communication routes. A garrison should include some infantry which can pass the green hex-sides. If your artillery must have mobility, I recommend half tracks to cope with the slopes.

There are two ways to assault Hill 129. From the north and east an attacker can approach by road or gully and will use the woods in the northeast corner of the board as his assembly area. From those



Diagram 17: Assault paths against Hill 129. The western path can be interdicted by fire from Hill 132; the eastern path cannot be.

woods he can sortie to the adjacent slope hexes, which are blind to supporting fires from Hill 135 and to Hill 129's own gunfire. Enemy infantry on these slopes is a deadly threat, and there is no really good counter once they are there: The cramped positions on the hilltop will seldom have the strength to resist the close assault on the next turn. Far better to prevent the whole affair by occupying the assembly area.

The other assault route is from the west side, where one woods/road hex is close enough that the infantry may attack straight up the slope. This assault is riskier than the assault from the east, because the attack must be made on a narrow front, over a slope exposed to fire. All the same, the preventative method of foiling attack is recommended here too, not only to prevent enemy assembly but also to block movement along the road and to outpost Golod.

The stream between the two major hills forms a natural obstacle to north-south movement; the obstacle is best reinforced by a pair of blocks at bridge and ford. To a lesser extent, the streambed is also a path for east-west movement; but the east-west traveler finds an uncomfortable lack of cover on the west side and an inconvenient marsh on the east. And because the streambed itself provides no cover against guns on the hills, the traveler will generally prefer to go by the clear terrain route immediately to the south.

Hill 132 is the largest hill on the board, the only hill too big to be dominated by one or two units. One does not fight for Hill 132; one merely fights on it.

The hill is the site of a cross roads; any enemy passing through Board 2 will likely want to pass over it. Unfortunately, the quantity of open terrain on the plateau makes it very difficult to forbid passage altogether. Several slope hexes on the southern sides of the hill are difficult to observe and lay fire on, and a speedy vehicle can usually scuttle from the shelter of one such hex to a similar hex on the other side of the hill. You can, however, deny your enemy the use of the road by occupying Bednost, by occupying reverse slope/road hexes, and by road blocks or mines. As a general rule, the static counters should go on the slope/road hex, not on the hilltop where they can be bypassed.

The best artillery position on Hill 132 is the northernmost hex on the point of the hill. Artillery at this point provides the same services for Hill 129 as artillery on 129 does for Hill 132: Each position

swats pests which the other cannot reach. As with 129, the weakness in the position is the unobserved rear approach. Unlike 129, the processes of communication and reinforcement among the defenders are not much hindered by green hex-sides or slopes.

The main artillery position on the point may be supplemented by secondary positions on both flanks. If an attack is not immediately threatened from the north or west, it is well to leave the road/woods/hilltop hexes on the west side unoccupied, so that the road may be used by friendlies for retreat or reinforcement. I suggest holding a couple of infantry units or small mortars back in the woods where they can move forward to pre-empt the road hexes if necessary. The hex with the large 2 is a handy place for a weak howitzer or A/T gun. It won't have much in the way of field of fire, but may serve to keep the bad guys away from the main position.



Diagram 18: Defense of Bednost. At the end of his turn the Russian unloads infantry to spot for heavy artillery on another board. The German set-up is poor. The big mortar on Hill 129 is in a good position, from which it covers both flanks of Hill 132; and the other units are not badly located except for the 88 with no field of fire; but most of the blocks are miserably placed and can be circumvented. None of them could be circumvented if they were placed on slope/road hexes, and the Russian assault would be deprived of half its force. Only blocks 1 and 4 are adequate where they stand. (Note that the truck carrying the recon unit cannot quite reach a hex adjacent to Bednost.) But even with all the blocks properly positioned, the Russian could still mount an attack a couple turns later from the sheltered slope hexes where the wagons with rifles are shown.

The other hexes of the northern woods are not on the military crest and cannot command anything beyond the rim of the hill; they should be occupied when attack is possible from the south or east. The corner hexes have the best fields of fire.

If the north woods are held against a southbound attacker, he is likely to slip to his right to catch the road which climbs the hill from the west. This move is not readily blocked, but occupation of the little woods at M&N will at least prevent him from obtaining a secure rest stop. He can also attempt to go around Hill 132 on the east side, but that path is tortuous and contains several bottle necks where a single unit might cause delay.

The eastern and southwestern faces of Hill 132 lack good firing positions altogether, and the south face has only a mediocre position. As an attacker you should be able to find an unobserved assembly point quite close to the southern woods/town complex. A wise defender will give the southern woods a heavy complement of infantry to fend off CATs, and put most of his A/T capability in Bednost to meet vehicles driving into the interior of the plateau.

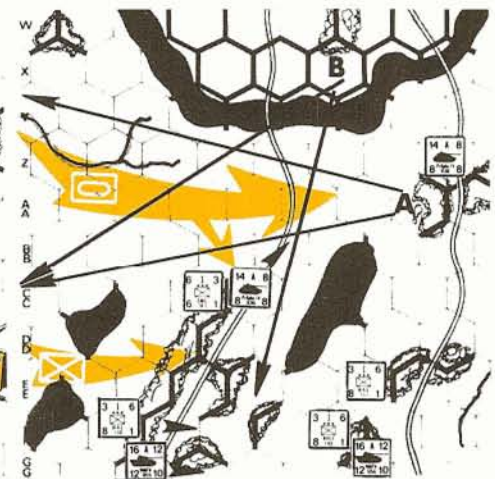


Diagram 19: German Mobile Defense. The Russian armor must go north of the line of green hex-sides or south of it. A single blocking unit stalls the southern attack; but the northern attack can be blocked only by fire from hexes "A" and "B." If these positions are strongly held the Soviets will be forced to the slower pace of infantry assault through the woods in the south.

The value of Bednost is that it guards the back door to both the northern and southern woods on Hill 132. The town also features a couple shortcuts like the one at Golod. To block movement across the plateau, and to hold the hill itself, it is essential to hold Bednost—but the place itself is not much of a firing position and does not command anything off the hill. If you have a choice, employ short-ranged units in Bednost and save the long range factors for other positions.

Very little traffic moves past the southwest face of Hill 132. The route has advantages: The woods provide concealment to the traveler, and the bare heights deny concealment to an enemy. But the fork-tongued streambed is a stumbling block which cannot be bypassed. Slower vehicles are left exposed to elevated observers. Better send them by another route.

South of Hill 132, Board 2 is rather like the northern half of Board 1: A set of ridges on one side of the board screens pathways through the woods. In this case there are two paved roads instead of one, and the ridges are a bit porous, so that an attacker can usually ooze into the position even from the west.

There are few good firing positions that face west. Hex "A" (Diagram 19) is probably the best of them; the rest are frequently masked by brown hex-sides. There are gaps which allow very narrow fields of fire

in and out—nasty surprises are possible for those who do not examine their LOS carefully.

An attacker has two routes by which he can come: Along the southern edge or just north of the ridges. The southern route is readily defended by an infantry block-force, and the defender may rely on the green hex-sides to guard his center. But the northern route is almost impossible to block without at least three mine fields or road block counters—with anything less, don't even try. Instead, buy time with a mobile defense, and then retreat across the ridge in the middle of the board to take up secondary blocking positions.

You can employ a very similar two-phase mobile defense against an attacker from the east. But the east side of the board is also suitable for a rigid defense. The streambed forms a protective barrier restricting the attacker to a few channels—particularly if the ford can be blocked. There are a number of low-level firing positions behind this barrier, and the possibility of limited fire support from Hill 132. An attacker should plan to work through the woods with a large infantry force. The defender would do well to have a heavy infantry contingent, also.

Against attack from north or south a mobile defense is again recommended. At least four units will be necessary to block the main approaches, and even that many will be relatively easily outflanked. A numerically large force might hold for a while, but a force less than ten units should plan to retreat eventually. While the block-force stays, it must be sure to position units with A/T capability next to green hex-sides crossed by roads. Germans should be particularly wary of bringing on an engagement here: This is all good ground for the heavy Russian Infantry, and for SU-152s.

BOARD 3

On Board 3 we meet at last something like the featureless plains of the Ukraine. Actually there is quite a lot of terrain on Board 3, but since not much of it is woods—and those woods in awkward, out-of-the-way places, never quite where you want to go—the board looks barer than it is. Still, there is the somewhat scary possibility that a unit will be caught in the open, unable to find cover. On the other boards one fights for observation and mobility, for the hills and for the paths between them. On Board 3 one fights simply for shelter.

Even though this mapboard resembles Soviet territory, it offers little comfort for Soviet troops. Board 3 is the place where the German's longer ranges finally prove advantageous. The German can lay back with his heavy weapons, secure from all

harm, and smash any units attempting to close his forward positions. The forward units may not even need to fire: Simply occupying all available cover will be quite deadly enough. The Russian units do not have the range to match such tactics, and will suffer heavy losses in the open stretches if the Russian player does not watch his step.

Towns are more important on Board 3 than on other boards. There are more of them, and all directly astride the main routes of march. More importantly, there are town hexes with large fields of fire on Board 3, as there are not on the other boards. The isolation of the towns—there are few close concealed hexes where a close assault may form up—and the cohesive defense factors make a heavily occupied town an extremely tough nut to crack.

The northern third of Board 3 is flanked by two gullies. The gullies tend to inhibit movement east or west, although they can provide a temporary shelter. Board 3 has no elevated concealment from which a hidden unit may cover the gullies with fire; therefore, after a careful check of the LOS to other boards, a unit may rest in a gully momentarily.

Movement north and south is aided by the gullies. The eastern streambed is a bit more conducive to travel northward, since a slow unit may rest in cover before attempting to climb up the banks. Units with 7+ movement factors can journey from either clump of woods to the other without exposure. The western streambed is not quite so useful. At its southern end it is particularly hard to get out of. Its northern end doesn't lead anywhere. Hill 107 provides some cover from unfriendlies to the west and south, and a wise traveler would perhaps prefer to rely on that cover, staying out of the gully and retaining more mobility.

In the center of things sits Grabyosh and its satellite woods. The quickest east-west route passes north of the two gullies, near the top edge of the board. Anyone taking that route will likely stop at Grabyosh. Likewise, few units are fast enough to use the road to or from Opustoschenia without a stopover in Grabyosh. Thus, the town is crucial to all operations in the north. If you can, grab Grabyosh.

The best field of fire at Grabyosh is not in the town itself but in the southernmost adjoining woods hex. To give that position added protection, and to block the road, occupy the southwest town hex. The unit in the town can lay down fire on areas which the unit in the woods cannot observe, and together they can lay fire on all the covered hexes. Actually, the town hex would have an excellent field of fire but for one

small oddity: There is an extra gray hex-side along the north border of the town, possibly a city wall. This restricts the field of fire to three hex-sides instead of the usual four.

If you are headed north through Grabyosh and plan to take the east road, there is another shortcut: Do not follow the road. Jump off to the eastern town hex instead and save 1/2 movement point.

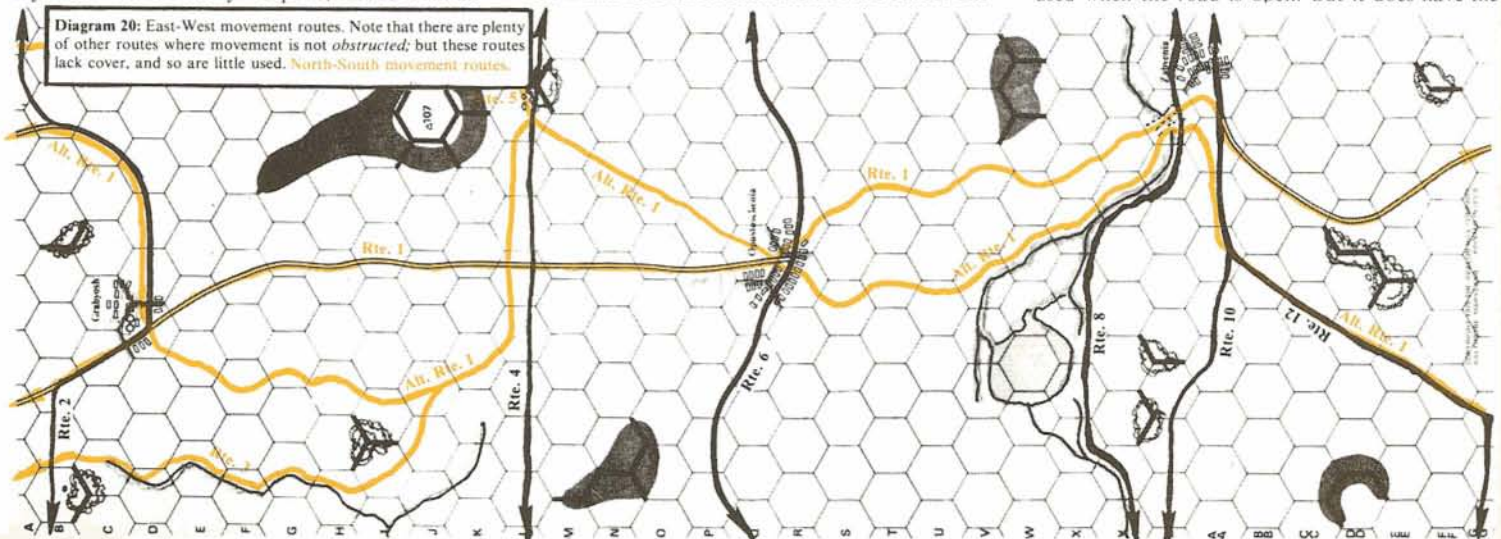
Every time I play Situations 4 or 6 as German, Satan materializes at my elbow disguised as a local real-estate broker. He transports me to the top of Hill 107, sweeps his arm across the magnificent vista and offers, if I will but fall down and worship him, to let me bring a Hummel up there. Now that I'm older I've learned to turn the deal down.

The top of 107 does offer a magnificent field of fire—you can see and shoot into practically every nook and cranny on Board 1—and in theory the German SPAs ought to be able to smash a Russian assault before it comes into range. In practice the Russians often come so fast and in such quantity that if the SPAs take more than one shot there will be Russian survivors shooting back. And since SPA armor is too thin to stand up to much of that, the SPAs will generally scamper after the first shot. Total it up: It takes two turns out of action (one climbing the hill, one descending it) for only one turn in action. Since the trick with SPAs is to spend a maximum time firing, the move to Hill 107 looks to be wasteful.

And dangerous, too. It takes precious time to get off that hilltop. A T-34 on the road moves three times as fast as a Wespe descending slopes; if the Wespe comes off it a turn too late, it will be trapped with no place to hide. Board 1 is so open that almost any safe concealed position has a good field of fire. The rewards to be gathered on Hill 107 do not justify the exposure of valuable units to risk.

To go south from Grabyosh there are two routes. The straight route, along the road, is fastest. To get from Grabyosh to Opustoschenia without spending a turn in the open, a unit must have at least seven movement factors. Each block or mine, and each pair of wrecks, deployed on the road will increase the number of movement factors required by one. To stop movement altogether, at least four blocks must be deployed between Hill 107 and the western stream.

The second route is a zigzag path, from Grabyosh to the clump of trees at H&I to the copse south of Hill 107 to Opustoschenia. This route also requires seven movement factors. Since it is slower, it is seldom used when the road is open. But it does have the



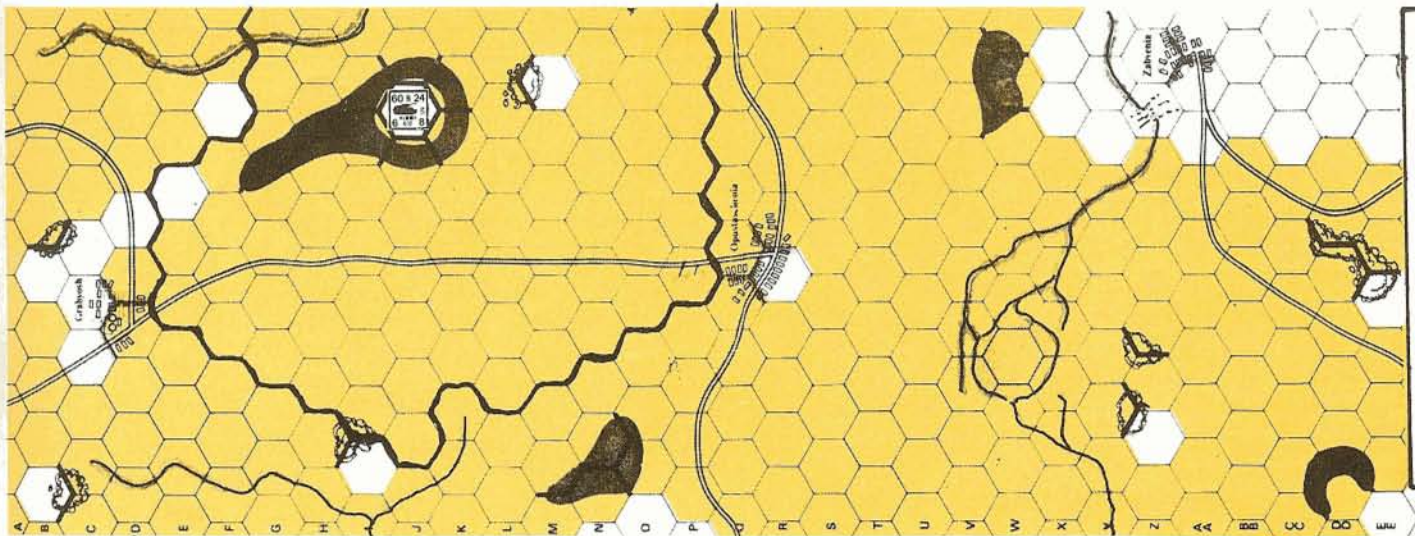


Diagram 21: Field of fire for Hill 107. If even one T-34 remains undispersed inside that black line, Hummel faces the double threat of fire or over-run.

advantage of providing a couple of firing positions along the way.

What to do with a unit that has less than seven movement factors, if the road is under fire? Well, if you must move them, you can generally sneak along



Diagram 22: Defense of Opustoschenia. In the initial attack, the Russian dropped off his tank-loaded infantry and then moved his tanks up to spot. But the tanks were destroyed, and now their wreckage blocks out the close assault. The Russian would have done better to spread both armor and infantry through all the hexes adjacent to the town, so that no one hex would be completely occupied by wrecks.

behind Hill 107. Even a wagon, if it takes its time (8 turns) can make it into Opustoschenia with only a turn in the open. Of course, the enemy need only fire once . . .

Opustoschenia is the key town for Board 3. Movement in any direction must pass through the town; it is too far to go around without cover or concealment. Gunfire from the town's four hexes will cover most of the mapboard. At the same time there are few enough firing positions which may be used against Opustoschenia—very inconvenient for the Russians—and no place at all to set up a close assault.

The isolation of the town will force an attacker to surround the place with massive forces deployed in the open. The defender should use a high proportion of armor inside the town, particularly a German defender. An attacker, on the other hand, must avoid using too much armor, particularly if he's Russian. If the attack should fail, there is always the danger of building an impassable rampart of wrecks for your opponent; (Diagram 22) to avoid this for certain, put one infantry unit in every attacking stack. Both attacker and defender should consider keeping reserves handy to exploit or plug any town hexes which become unoccupied. The defender may want to overrun the attacker with some armored units inside the town moving out and others outside the town moving in to fill the vacated places. (Diagram 23) The defender should keep all four town hexes occupied if at all possible.

The empty plain south of Opustoschenia and the stream which flows past Zabvenia form a strong double barrier. It takes eleven movement factors to cross the plain east to west. Travel north or south requires less speed; how much less depends on whether objects in the gully can be observed by the enemy. If they can be, nine movement factors is minimum safe speed. If the enemy has no observation, units with only four movement factors could travel south in safety, by ducking into the gully at the first opportunity. Going north is harder, requiring seven factors minimum. East-west traffic may also use an unobserved gully to hide in, but traffic will be slow skirting the pond.

Zabvenia would have a splendid field of fire if it weren't for that awkward ridge a few hexes to the north. But even as it is, Zabvenia controls the most important single hex on Board 3: the ford. Since the ford is the only channel through the streambed barrier, it is of peculiar importance. A single mine or block reduces movement on Board 3 to a dangerously exposed crawl. The ford is the only fast route.

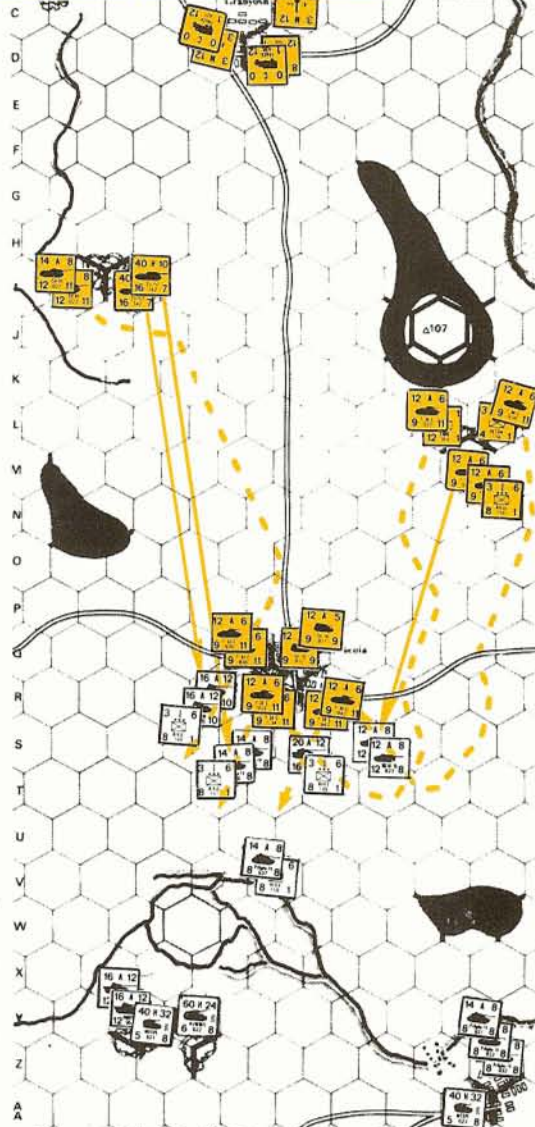


Diagram 23: Situation 10. The Germans have attacked prematurely. The Russians elect to make over-runs so as to bring their full strength to bear on the attackers. Only the SU-152s, and four of the T-34s fire. The other T-34s, the SU-85s and the SU-76s make over-run attacks. Those units in the town make their over-runs out and remain exposed to fire. The T-34s from the woods at Row I make PANZERBLITZ assaults, which leaves the infantry also exposed and the town once again filled to capacity with armor. Any holes in the defenses can be filled by reserves from Grabyosh. The Russians will lose a dozen units, but the Germans will most likely be dispersed without any spotters for their heavy artillery.

Continued on Page 34, Column 3

attacking the blocking force. The only way that he can attack both 2-2-6's at once is to have all the Italians attack 7/31 Motor at 3-1 and the 21st Panzer attack 9A/20 at 3-1 surrounded. This does get rid of the block, if not by combat, then eventually by isolation. It has several drawbacks, though. First of all, it wastes a supply unit on a non-critical position. Second, it abandons the western passes to the British player, who can reoccupy the positions thus causing more headaches for the Germans. Third, any results other than D-elim and the Germans will be hurting. It is possible for the German to lose a maximum of 9 factors to the British 4. The fourth and final reason is tied to the third. If 7/31 Motor survives the 3-1, the Italians will never make it to Tobruch before June. So much for that idea. However, attacking Tobruch with only 12 factors is not the brightest idea in the world, either. The 15th Panzer cannot threaten either Tobruch or your blocking force in May. Remember what I said about blocking the approaches to Gebel El Achdar? 2 units of the 21st Panzer can block the 9A/20 on C11, while the Recce occupies G18. This makes reoccupying the western passes too risky for the British to attempt. This also insures that the Italians can make it to Tobruch. There are 2 disadvantages to this maneuver. The first and most important is that it leaves the blocking force intact. Containing the force will not destroy it, since it carries its own supply unit. The second disadvantage is that the German must leave a 2-2-4 at F5 to prevent a British seizure of Bengasi. If the British were to retake Bengasi, they could easily threaten the German home base and supply lines from that position. Another Italian must be positioned at G9 to prevent the 2-2-6's from escaping into the central desert. It will take time and/or supplies and men to destroy the force. What if the German does not block off the eastern coast road approach to Gebel El Achdar? This will be dealt with during the British May I turn.

British May I — Your course of action again depends on the manner in which the German is dealing with your blocking force. If he has sealed off the approaches to Gebel El Achdar, your best bet is to sit tight. He is not going to eliminate you unless he attacks you. If he has abandoned the western passes in order to crush your blocking force, simply reoccupy the western passes in the positions of the standard defense which we all know and love, using all 1-1-6's, 2/3, and 22 Gds. Take care that your positions are strong enough to prevent an automatic victory on the escarpments. (At least 3 factors per escarpment) 9A/20 does not have to stay at C11 where it can be surrounded. This will force the German to use 2 units if he wants to prevent the unit from escaping. It can be moved to C10 to prevent the German from surrounding it on a 3-1 attack. If he has used Recce to hold the coast road pass, sit tight in your Tobruch perimeter and wait for him to come to you. If the German has chosen not to guard the coast road approach to Gebel El Achdar, the British player can (if he so desires) pull off a sacrifice to block the Italians by positioning themselves at C15 and E17. Over-running the position is next to impossible, requiring most of the available troops the German has on board at the time. A better long range move would be to stay where you are and maintain the threat rather than make it easier for the German to dispose of you.

German May II — If we assume that the German has not attacked up to this time, it will be of no benefit to the German to receive more supplies, since he can have no more than 3 on board at any

one time. Leaving a minimum force to oppose the blocking force, (3 Italian units) the Germans attack and drive the British into Tobruch. The British leave two 1-1-6's outside of the fortress to make the Germans waste another supply on their 1st June turn. The remaining British forces delay toward Alexandria while the blocking force sits there and annoys the German. (Mostly by just sitting there)

As the situation now stands, the German has 1 Italian unit on Home Base, 3 Italian units watching the blocking force, and 2 more besieging the fortress at Tobruch. What does this leave the German for the drive on Alexandria? The 15th and 21st Panzer Divisions. That does not leave much room for exchanges, especially around El Alamein. The German could go back and clear out the blocking position, but he would have to be wary of the possibility of the British isolating the Italians besieging Tobruch. It will still take time, supplies, and men to destroy the position. (Usually 3 turns.) What makes this gambit so effective is that the absolute minimum forces required to hold Tobruch are used, while a substantial SUPPLIED blocking force is sent into the German rear. The German cannot do as he has in the past and string a line across the board to kill stray units. He is forced to either attack a non-critical position or tie down a significant portion of his force to contain it. Now to deal with the D.A.K. Opening.

Paleveda Gambit vs. D.A.K. Opening

The principal difference between the Hazlett Opening and the D.A.K. Opening is that the former thrusts more directly at the escarpments while the latter ignores them entirely, preferring a route around the southern escarpments, and posing a possible threat to Alexandria. The initial German move is as follows: Bologna-W3, Savena, Brescia-J3, Trenta, Pavia-P13, 21/5, 104, and No. 1 supply-T22, 21/3-U24, Rommel-P13. The British setup is identical to that used against the Hazlett Opening. The basic premise of the D.A.K. Opening is that the 21st Panzer can outflank the British in the western passes, forcing a precipitate withdrawal to Tobruch. Of course, it is very embarrassing for the German to find that his Italian force has been blocked, and that his flanking force no longer has anything to outflank! The German is further chagrined to discover that his 21st Panzer is too far away to immediately help the Italians, nor can he immediately menace Tobruch in his next turn! The small force of Italians moving through the central desert does not pose you any immediate problem. Moving the Italians through the central desert takes the same amount of time as having to move them around the escarpment. The problems for D.A.K. get even stickier as time goes on, as we will see in the next move.

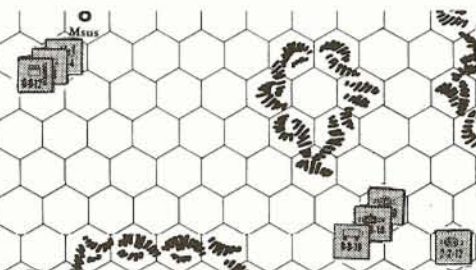


Figure 4: The D.A.K. Opening in operation. The only drawback is that there is nothing to outflank, since the British have pulled into Tobruch. Any sane German should now seriously consider altering his battle plan.

German April II — The German commander has 2 options at this point, neither of which are

especially pleasant. Again assuming that the German gets his supply unit, he can do one of the following:

1) Continue with the original plan and move his forces to the positions suggested by Mr. Searight. (Bologna W3, Savena I3, Brescia F3, Trenta L15, Pavia N17, 21/5, 104, No. 1 supply -S29, 21/3 P29, No. 2 supply-N15) Now the flaw in the D.A.K. Opening becomes glaringly apparent. The 21st Panzer cannot assault Tobruch by itself, but at the same time it is too far away to be of any aid to the blocked Italians! The Italians moving through the central desert are of no aid, unless they divert to aid the remaining Italians in a 3-1 on 7/31 Motor. The 21st could make a lunge at the British Home Base, but a wide awake British player can easily anticipate and parry the move. In effect, the German has split himself into two combat groups, each unable to accomplish anything by themselves, but incapable of mutual support! Clearly this is not a wise course of action.

2) Abort the D.A.K. Opening and seize the western passes instead. One advantage of this is that the 21st Panzer will be in position to either attack the block in May or seal off the blocking force. One other advantage is that the Italian force in the central desert can attack either 7/31 Motor or 9A/20, or move on Tobruch via the coast road if the British does not block it. The disadvantage is that you can no longer threaten Alexandria, but that is a minor disadvantage compared to those involved in continuing with the D.A.K. Opening.

British April II — If the German has any sense, he will have aborted the D.A.K. Opening. The Italians moving through the central desert can reach the coast road in May and aid the 21st Panzer in an attack on the escarpments. As the British commander, you have the choice of either employing the sacrifice to block the Italians, or maintaining the block for use as a continuing threat. I recommend the latter as the better course of action unless you feel that the delay of the Italians serves your purpose more. If the German is too timid to move completely into the western passes, it is possible for you to pull back your blocking force and revert back to the Standard Defense! (Which might not be a bad idea; you could conceivably have the German player vacillating between 2 fronts).

Let us suppose, though, that you have decided to maintain the blocking force. The German will still be faced with the choice of either attacking it or leaving a force to watch it. From here on in, play proceeds much as it does in the Hazlett Opening.

Which attack is superior? Neither achieved decisive results against the Paleveda Gambit, so in that sense there is not much to choose from between the two. The Hazlett Opening has better overall balance, but it is vulnerable in that the Italians rely too much on the coast road, which the Paleveda Gambit is designed to block. On the other hand, the D.A.K. Opening employs the use of the Rommel unit to speed the Italians through the central desert, reaching Tobruch one turn sooner than under the Hazlett Opening. Its major weakness is that it is not capable of mutual support, since the Paleveda Gambit manages to split it up into two separate assault groups, neither of which is capable of doing too much by itself. Once the Paleveda Gambit is put into play, nothing that the German can do will force the British player to abandon the gambit against his will, unless the German makes a mistake of sufficient magnitude to warrant its abandonment.

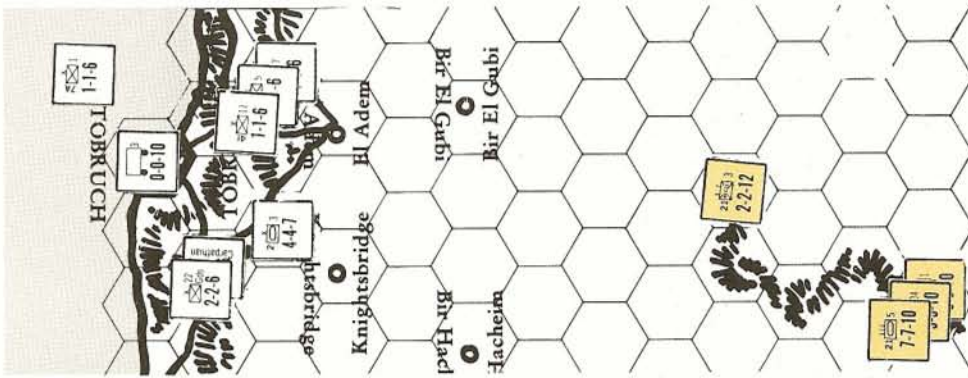


Figure 5: This is what could confront our reckless German. It is obvious that 12 factors by themselves are not going to do the job.

The only way to stop the Paleveda Gambit (or at least reduce its effectiveness) is on the first move of the game. This opening is especially designed for use against the Paleveda Gambit and is called (modestly enough) the Lockwood Opening. This opening attempts to combine the most advantageous segments of the other two openings, with a slight modification for use against the Gambit. The setup is as follows: Trenta W3, Ariete H3, Savena K3, Bologna K5, Pavia, Brescia P13, 21/5 N17, 21/104 N16, 21/3 D7, Supply No. 1 017, Rommel 015.

What this opening attempts to do is confine the Paleveda Gambit to as small a space as possible so that it becomes much easier to bypass, and subsequently easier to dispose of. At the same time, it retains enough of the advantages of the other openings so that it is usable against the Standard Defense, should the British player decide to use it instead. All things considered, the Paleveda Gambit offers a lively alternative to the aggressive British commander who wants to do more than passively resist the

They are also too far away from the Italians to be of any immediate benefit.

German advance and occasionally send suicide units in a usually futile effort to menace his supply lines.

ADDENDUM: Alternative initial placements at Tobruch are as follows: Both 2/3 and 22 Gds at I25, 2/3 at I25 and 22 Gds at I27, 22 Gds at H23 and 2/3 at I25, or 2/3 at I25 and 22 Gds at H24. The only opening maneuver I found which in any way attempts to accomplish the objectives of the Paleveda Gambit was in an article by William B. Searight in Vol. 5, No. 6 of the *GENERAL*. (The same author of D.A.K., interestingly enough.) The author moved a 2-2-6 to E7 to block the Italians on the first move, but then pulled it back to Timimi on the second. A good concept, but tactically weak since an enterprising German can cut off its escape route on the second move and kill it through isolation. Since that time no British commander has had even THAT much chutzpah!

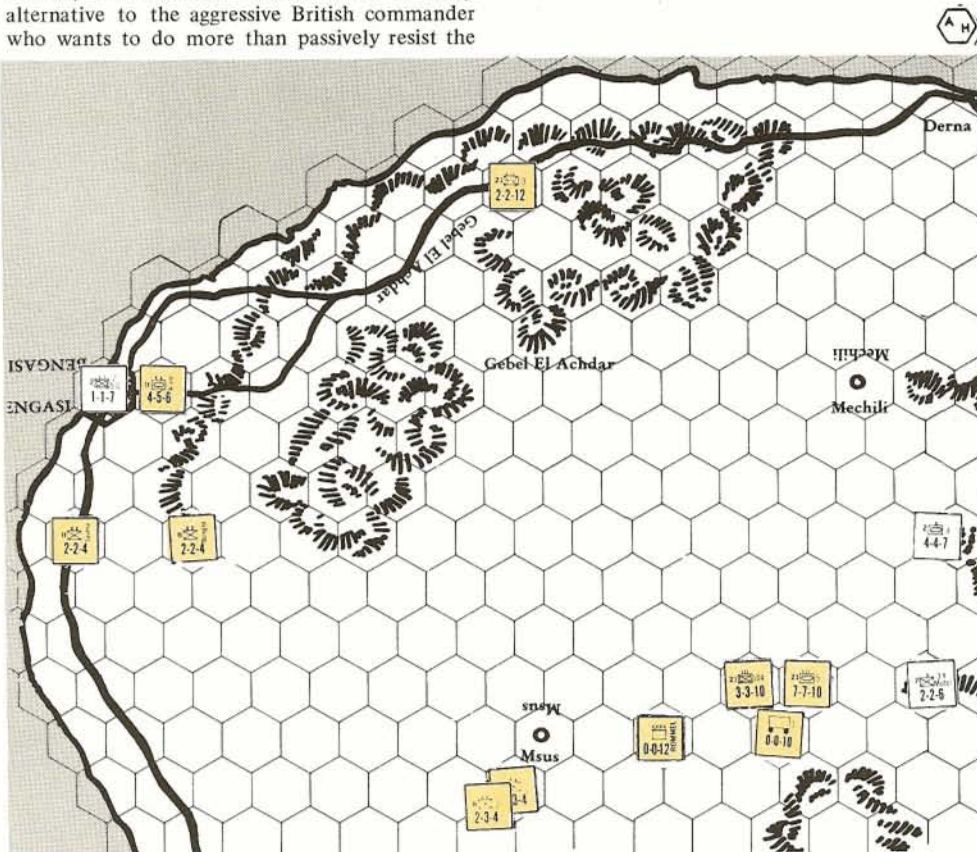
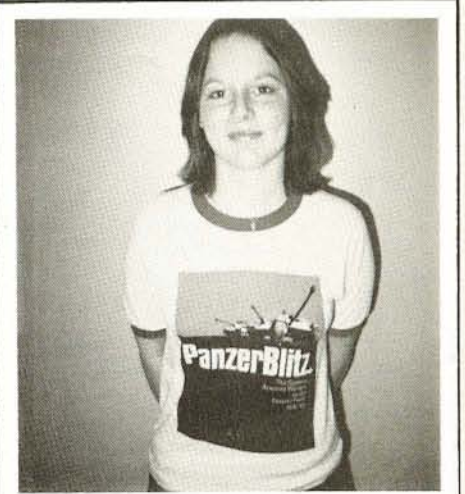


Figure 6: The Lockwood Opening. The British units shown are part of a variation of the Standard Defense used against this opening. The other two 2-2-6's are at G18 and H17. Note that it is still possible to employ the Paleveda Gambit, but the placement of the Recce unit reduces the available operating space for the

Gambit, thus markedly reducing its effectiveness. Of course, it is not very good against this Modified Standard, but that is why the Paleveda Gambit was developed. It puts the German "between the devil and the deep blue sea" on his first move!



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Playing Aid

TURN SEQUENCE

- I. Year/Sequence (Spring Turn Only) 3.1
 - A. Strategic Warfare Determination 9.1
 - B. BRP Level Calculations
 - C. Strategic Warfare Builds
- II. Determine Order of Movement 3.3
- III. Front Option Determinations & Declarations of War 3.6
- IV. Game Turn
 - A. Attrition Option (possible only if adjacent to enemy units at end of turn) 3.31
 1. Movement Phase
 - a. Land units may move normally
 - b. Naval units may change bases on same front, intercept, and be intercepted
 - c. Air units may stage to any friendly base within 8 hexes
 2. Attrition Combat Phase 3.312
 3. Unit Construction Phase 3.313
 - a. Assemble Murmansk & Lend Lease Allotments 5.9
 - b. Build new units
 4. Strategic Redeployment Phase 3.314
 - a. Fleets may change fronts
 - b. Land & Air units may be Sea Escorted over ocean expanses
 - c. Italian forces may be lent or withdrawn to (from) Germany
 - d. Lend BRPs
 - e. Execute Murmansk & Lend Lease Transfers
 - B. Offensive Option (15 BRPs) 3.32
 1. Movement Phase (same as IV.A.1)
 2. Combat
 - a. Allocate Shore Bombardment (3 factors/9 factor fleet) 4.9171
 - b. Transport (2 naval factors/1 land) and Amphibious Assault (3 naval/1 land) 4.9172
 - c. Allocate Air Missions
 1. Breakdown or Buildup 4.923
 2. Counterair 4.9251
 3. Ground Support 4.9253
 4. Defensive Air Support (DAS) 4.924
 5. Interception of DAS 4.9254
 6. Air Attacks on Naval Forces (takes place after all other combat) 4.9252
 - d. Ground Combat 3.321
 - e. Breakthrough & Exploitation 4.51
 3. Unit Construction Phase (same as IV.A.3)
 4. Strategic Redeployment Phase (same as IV.A.4)
 - C. Pass Option 3.33
 1. Movement Phase
 - a. Land air units may only move over controlled hexes
 - b. Naval units may move only by Strategic Redeployment
 2. Unit Construction Phase (same as IV.A.3)
 3. Strategic Redeployment Phase (same as IV.A.3)

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- e) THE GENERAL; USA subs. postage FREE; Canada, Mexico add \$3.00; Overseas add \$5.50. Consult (a,b,c,d) for Back-issue postage.

READERS RESPONSE

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| * GETTYSBURG | * STALINGRAD |
| | * WATERLOO |

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

ORIGINS II

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PLACE: Johns Hopkins Univ., Baltimore, Maryland

YES! The wargaming event of the century, *Origins I*, returns! If you missed last year's massive gathering of wargaming's best, fear not! You have another opportunity to participate in this veritable gaming extravaganza! ALL major wargaming and miniatures companies will again be there to showcase their newest releases and products specially prepared for THIS show. If you want to keep up with the latest happenings in the hobby this convention is a MUST! Not to be out-done by the past, ORIGINS II promises to have more tournaments, more seminars, more 'expert' demonstrations, more prizes, more trade show participants, more pageantry events, and more excitement than its illustrious predecessor. The entire wargame/miniatures/diplomacy hobby is growing, mushrooming—literally exploding. And ORIGINS II will be 'ground-zero' for all the action. Don't miss a minute of it!

DIPLOMACY FANS! *Origins II* has the honor of hosting **DIPLOCON IX**, the only recognized national *Diplomacy* Convention. Plans are now underway to make this year's DiploCon singularly outstanding. This is the gathering that people will be talking about for years. Don't miss it!

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REVISED TOBRUK RULES AVAILABLE NOW

As promised, the revised *TOBRUK* rules are now available. Containing over 65 major changes, the rules also include many new **EXPERIMENTAL RULES**, as well as some major additions to the regular rules framework. The most important standard game change is a 'fire initiation doctrine' rule which reduced dice rolling by almost half. Also included is a 'scenario addenda' section which expands the first three scenarios to utilize the total rules package and a set of historical summaries detailing the course of events represented by the scenarios. All of the material printed in the *GENERAL* will also be included.

Many players will appreciate the unique 'summary chart' which will hopefully summarize all game functions at the standard, optional, and experimental rules level and which should greatly facilitate playing the game with ALL the rules.

New experimental rules include: Incidental AFV Damage; Stuka Counterbattery; Sustained Barrage Fire; Best Aspect Option (for targets turning towards enemy in their final hex of movement); Undulating Terrain Cover; Ammo Exhaustion, Overload, and Replenishment; 'Will Not Fire' rule; First Turn Increased Fire-For-Effect; Variable Minimum Crews; Infantry Close Assault Against AFV's; Accidental Bombing; Personnel Surrender; Intimidation, Chain Surrender; Using Captured Equipment, and more.

In short, the *Mail-Order Release* version of the *TOBRUK* rules represents the most complete tactical game package ever released. Owners of the *PRE-PRODUCTION* version of the rules may update their rules by simply mailing the *COVER* of their old rules along with 50¢ to cover postage and handling to: 'New Rules,' The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Md. 21214. Available after October 15, 1975.

GENERAL BACK ISSUES

The number in each column represents the number of articles dealing with that particular game in that issue. Naturally, the fewer the articles the more comprehensive you can expect the articles to be. An asterisk indicates the feature article. A □ indicates the game utilized in the series replay. Specify alternates for each selection.

	CAESARS	W S & I M	PANZER LEADER	ALEXANDER	CHANCELLORS	1776	RICHTHOEENS	FRANCE 40	ORIGINS	LUFTWAFFE	PANZERBLITZ	ANZIO	1914	JUTLAND	GUADALCANAL	BLITZKRIEG	STALINGRAD	WATERLOO	BULGE	D-DAY	GETTYSBURG	MIDWAY	AFRIKA KORPS	TOBRUK	THIRD REICH	
Vol. 5, No. 2														1	3											
Vol. 5, No. 3																			2	1	1					
Vol. 5, No. 6																			4	1						
Vol. 7, No. 2																			1	1						
Vol. 8, No. 1																			1	1						
Vol. 8, No. 5																			1	1						
Vol. 9, No. 4																			1	*	1					
Vol. 9, No. 5																			1	1	*					
Vol. 11, No. 5																			1	*	□	1				
Vol. 11, No. 6																			□							
Vol. 12, No. 1																										
Vol. 12, No. 2																			1		1	1				
Vol. 12, No. 3																			□							
Vol. 12, No. 4																			1	□	1					

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COLLECTORS MARKET

Players wanted for 11f 3R, Blitz, DD, 1776, Wat. I am 16. Also wanted: Vol. 10, No. 3 of General with Leyte Gulf pieces. Will pay \$3.00. Tony Strong, 1002 Cuyamaca Ave. Chula Vista, CA 92011. 426-4484.

Wanted all back issues of General, Panzerfist and Spartan. Also Civil War Original, C-ville. Will pay any fair price all must be complete. David Gibson, 485 Maple Ave., Marietta, GA 30060 (404) 422-433.

Wanted: 1914 good condition. Will trade AHgames for it. Also have extra Vol. 10 #1 for sale or trade. Shane Sulser, 239 N. Johnson, Pocatello, ID 83201 (208) 233-4792.

Need article "Ships that missed the Battle Part II" probably Vol. 7, #6. Xerox ok. SSGT. Craig D. Lattig, 412 E. Letchworth, Rantoul, IL 61866 (217) 893-3319.

Will trade my Vol. 11 #4 for Vol. 11, #3, Vol. 10 #6, #4, or #1 or buy at \$4 each. Wade Nivison, P.O. Box 161, Prudential Center, Boston, MA 02199 (617) 536-7707.

I will trade any of my games, in-print and out, for any out of print game or will buy instead. Stan Hooker, 7105 45th St., Chevy Chase, MD 20015 (301) 652-0007.

Will trade excel. cond. 1914 for very good cond. Guad. 1914 has pbm kit! Bill Baumam, 6504 Devonshire St. St. Louis, MO 63109, FL2-6046.

Want: Parker Bros. War Game "Conflict" last print. 1964. Also metal ships and board for Orig., U-Boat. David Waldron, 82 Thurston Terr., GLEN Rock, NJ 07452, 444-3686.

Wanted: Excellent condition General Vol. II, No. 1, complete 1914. Dan Morton, Box 802, APO NY 09238.

Carl Benton write me. 11f in Cortland. Homer call me. Need Vol. 8, No. 4 General. John D'Addario, 35 Greenbush St. Cortland, NY 13045 (607) 753-0614.

A Glimpse at the Soon to be Available Game of:

Diplomacy®

BASIC RULES

DIPLOMACY is basically a relatively simple game in principle, but complex in execution. Each piece has the power of 1 and can move only one space each move. There is no element of chance. The play of the game combines careful planning as in Chess, with skill in negotiating deals and persuading other players to go with your plan.

DIPLOMACY may be played by any number from 4 to 7 players. The game is best with 7 players but can be played well with less. Although the ultimate objective of the game is for one power to gain control of the majority of the board, the game can be played well by deciding in advance exactly how many moves will be played in the game.

The moves in the game are classed as two moves a year beginning in the year 1901 with Spring and Fall moves. A game involving only 8 to 10 moves, or 4 to 5 years, makes a very good game and will take as much as 3 hours for beginners. Knowing when the game will end, each player can then plan to have a maximum number of pieces on the board at that time. The winner is the player with the most pieces on the board.

The rulebook appears ominous because of its length. Most of the book is taken up with careful explanation of the rules. It is necessary for reference but need not be read and absorbed thoroughly before starting a game.

You start the game by putting the pieces (Armies and Navies) on the board as outlined in the beginning of the rulebook, and then begin your negotiations before you make your first moves. Armies may move to any space on land and may be convoyed by the Navy across the sea. A Navy may move to any space in the sea, as well as to any space on land that is adjacent to water.

The number of pieces that a player has on the board at one time is determined by the number of "supply centers" which he controls. The supply centers are marked by black dots on the board. Control of the supply centers is determined by which piece last occupied the supply center in the *Fall* move of the game. The moves of the game are figured as 2 moves each year beginning in the year 1901. There is a Spring move and a Fall move.

Occupancy of a supply center in the Spring of the year does not mean that you have control of the supply center. You must be the last force to occupy the supply center in the Fall of any year.

During the first year, it is important to plan to occupy as many of the supply centers in neutral countries as possible. It is important to make alliances with players so that you both do not go for the same supply center and waste your energies. If, in planning your moves, there are questions as to where a piece can or cannot move, or how, then consult the rulebook.

After negotiations, each player privately writes down on paper the moves for all of his Armies and Navies. These "orders" are then read off. A unique feature of *Diplomacy* is that every piece of every player moves simultaneously. Therefore all orders must be read out before it is clear where each piece will end the move. Only one piece can be in one space on the board at one time. If two pieces are ordered into the same space, neither one moves unless it has "support" from another piece. Thus, a move can be wasted. Negotiations before each move help avoid wasting a move in this manner.

An Army or Navy may support the move of another Army or Navy of that country or any other country in making a move, provided it is adjacent to the space into which the move is being made. Support can also be given on a defensive basis to protect a piece from being dislodged from the space it occupies.

If one piece has the support of another in making the move and the opposing piece does not, then it moves into the empty space—or it may force an unsupported piece to retreat out of a space. To "support" a move, the supporting piece must itself be able to move into the space under attack. Opposing pieces with equal support do not move. An advantage in force of just one wins.

READER BUYER'S GUIDE

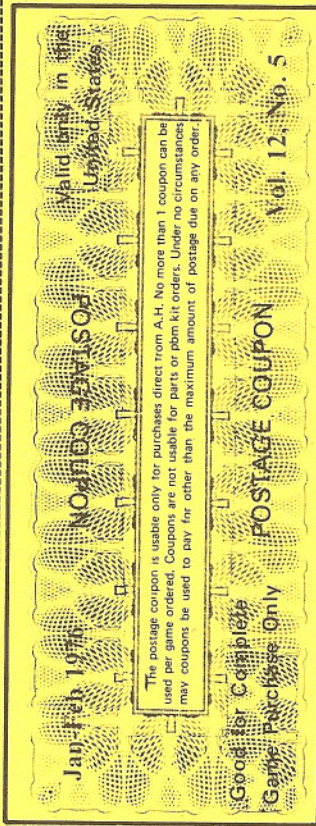
TITLE: **TOBRUK** \$12.00
 Individual tank & squad level game of the war in Africa, May-June 1942.

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: _____



Opponent Wanted

1. Want-ads will be accepted only when printed on this form.
2. For Sale, Trade, or Wanted-to-Buy ads will be accepted only when they are dealing with collector's items (games no longer available from AH) and are accompanied by a token 25c fee.
3. Insert copy where required on lines provided and print name, address, and phone number where provided.
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5. Ads will be accepted only on forms from the preceding issue except in those cases where no Opponents-Wanted form appeared in the preceding issue.
6. So that as many ads can be printed as possible within our limited space, we request you use the following abbreviations in wording your ad. Likewise with State abbreviations.

Afrika Korps = AK; Alexander the Great = Alex; Anzio; Baseball Strategy = BB St; Battle of the Bulge = BB; Basketball Strategy = BK St; Blitz; D-Day = DD; Football Strategy = FT St; France, 1940 = FR'40; Face-to-Face = FTF; Gettysburg = Gett; Guadalcanal = Guad; Jutland = JUT; Kriegspiel = Krieg; Luftwaffe = Luft; Midway = Mid; 1914; Origins of WWII = ORIG; Outdoor Survival = Out; Panzerblitz = PAN; Panzer Leader = Pan Ld; Play-by-Mail = PBM; Play-by-Phone = PBP; Richthofen's War = RW; 1776; Stalingrad = 'Grad; Tactics II = TAC; Third Reich = 3R; Waterloo = Wat.

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Name _____

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A.R.E.A. RATING SERVICE

As outlined in The General, Vol 11, No. 5, Avalon Hill offers a lifetime service whereby players are rated in relationship to other game players. Return coupon NOW, along with the \$4.00 lifetime service fee for complete details on the Avalon Hill Reliability Experience & Ability Rating.

I don't object to having my name and address printed in The General with the rating lists. I rate myself:

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I realize that my rating may change according to how well I fare against others. For now, please send me complete details and membership card—here's my \$4.00

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- C&O/B&O (ORIG. '62)**
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CONTEST NO. 70

During a turn of 1776, the British player is conducting, simultaneously, 10 attacks. As the American player, you must choose a Tactical Matrix card for each attack that will gain for you the best chance of success in all ten battles. The British choices have been predetermined.

You are awarded points for the following results:

- Successful termination of combat: +3 points
- Favorable modification of die: + value of modification
- Unfavorable modification of die: - value of modification

The British are attacking at 3 to 2 odds and in the open for all 10 battles.

Battle	Tactical Matrix card #
1.	_____
2.	_____
3.	_____
4.	_____
5.	_____
6.	_____
7.	_____
8.	_____
9.	_____
10.	_____

Those players with the highest cumulative point total are declared the winners.

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

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

STRATEGIC ALTERNATIVES

THE RISE AND (SOMETIMES!) DECLINE OF THE THIRD REICH

by Mark Saha

Look for Mark's suggested THIRD REICH playing aids on the Readers Response Page of this issue.

The first thing to be said about *THIRD REICH* is that everyone should get hold of a copy — or at least get hold of a friend who has a copy — and get in on all the excitement at game tables these days as soon as possible. Gentlemen, make no mistake about it — the Third Reich is on the move again! That paranoid madman Hitler, once a harmless obscure Austrian artist (notice we didn't say he was a *good* artist!) has come to power once more and is changing the face of Europe as he swings wildly at enemies both real and imaginary; while the jackal Mussolini sits cackling on the sidelines waiting to pick at the spoils; and Winston Churchill desperately seeks Roosevelt's aid in restoring sanity and order to the continent; and Stalin spends sleepless nights tossing in bed in a cold sweat, worried sick about the survival possibilities of Number One!

Strange, isn't it — how very few people actually want to *fight* a war, but almost anybody would give his eye teeth for a chance to *run* one! Well, Avalon Hill — those wonderful folks who have made so many other amazing things possible — now give you the opportunity to do just that. And not just any little old war. No pikers, they; what they have selected is no less than the Second World War. At last, here's your chance to indulge in all those secret fantasies: Be a madman! Be a jackal! Be a Bolshevik! Be Winston Churchill! Be . . . well, you get the idea.

Getting Started

The main thing is to get into the game, into actual play at the game table, as soon as possible. That's what this twofold article is about; first some practical hints on how to get a smooth and fast paced game into motion pronto, and then some hard tactical/strategic advice on how to *stay* in the game as long as possible after that. (Nothing is more pathetic than a *3R* addict who has driven over a hundred miles for a session — only to bungle or bust himself out of the conflict in the opening moves — and spend the rest of the day cooling his heels in the library, perhaps checking movie ads in the local paper, while the war rages on in the next room with his services and advice most decidedly no longer in demand.)

The first thing you should do upon purchase of a copy of *THIRD REICH* is stop by your local Xerox operator and have three copies made of the charts on the gameboard; since there are two groupings of charts, this will require six Xerox shots. Next, cut out the charts and mount a complete set on each of three 11" x 7" poster board cards. This way, players sitting at all sides of the table have a complete set of charts before them — the player at the south edge using the actual gameboard charts.

Next, the game rules; these have been criticized for a number of reasons, but in fact they are quite good. Actually, far above average. What bogs down most *3R* games that I have seen or participated in is not the rules but the fact that AH made a very poor selection of rules modules summarized on the back cover of the rules book. Consequently, "first time" players find themselves scrambling through the booklet for clarification of every trivial rule or sequence of practically every phase of their turn ("Anybody know how you make an air attack on a naval base?" etc.) I've urged AH to remedy this by

running an intelligent selection of rules modules on pages 16/17 of THE GENERAL, so this entire page could be removed from the magazine and used as a much needed play aid (*not* a rules substitute!).

It goes without saying that all participants of a *THIRD REICH* session should have read the rules at least once before showing up for the game. This is a courtesy you owe to the other players. But in addition to this, until/unless AH runs the rules module suggested above, the owner of the game should buy a deck of oversized 5" x 8" index cards and type out some of the more frequently used rules for handy reference. For example, a separate card for air attacks on enemy air bases, on enemy naval bases, air interception of enemy aircraft and enemy fleets; naval interceptions; amphibious assaults; the Malta/Gibraltar/Axis Forces in Africa rules; Supply; partisans. Rules for movement and combat are probably not necessary as they become second nature very quickly. So will most of the above rules; you'll find yourself chucking these cards away fairly quickly after a couple of games, but for getting started and helping new players they can definitely make the difference between a fast and exciting game — and a bull session.

Finally, most important, one card should be a carefully typed out Turn Sequence Card. This avoids many problems and speeds up your game more than anything else — simply by reminding a player of all the options available to him during a turn, and the exact sequence in which they must be carried out (See Turn Sequence Module). Notice that there are sequences even within a phase; for example, that air attacks on naval bases may be made only after all other combat. Also, notice that the German must commit his Murmansk convoy interception force during his Movement Phase; the Allied player assembles any such convoy during the Allied Build Phase; and the convoy actually sets sail and its fate is decided during Strategic Redeployment. Also included are items many people forget; such as that Declarations of War must be made during Declaration of Strategic Options; air units may stage during Movement Phase *and* fly during Combat Phase (!); and that any loans of BRPs to allies are made during Strategic Redeployment.

So you can see that a good tight Turn Sequence Card is a very handy thing to have. Finally, while typing up these cards, it's a good idea to include the Rules Booklet number of each rule on the card — so you can quickly consult the booklet if further clarification is necessary.

But is all this work *REALLY* worthwhile? That's a good question. And I have a good answer — yes! It would be worthwhile even if you intend to play *THIRD REICH* only once. But you are not going to play the game only once. After the first session you'll be hooked, believe me. It's assembling these play aids that you need to do only once — and you'll be glad you did for years afterwards!

Because, gentle friend, as you are about to discover, *THIRD REICH* is a game so deep and rich with strategic possibilities as to become a virtual bottomless pit of twists and counter twists. What works in one game can burn you in the next. There are no "perfect" strategies to my knowledge, although there are certainly some

good ones. We can't discuss them all here but enough can be said to allow you to survive your first games long enough to learn something. After that, you'll start licking your chops as increasingly subtle wrinkles suggest themselves — and you're on your way!

The Strategy of Europe

A major war in Europe is always a highly complex and confusing political and military event. First time *THIRD REICH* players usually have the same impression when they sit down at the gameboard. Indeed, they often feel that if only they didn't have so many options available — so many different courses of action — they might have a better idea of what to do! Fortunately, certain fundamentals of geography and politics that dominated the actual war are also built into the game; and, while players need not deal with these realities in the same way as their historical counterparts, a knowledge of what is going on is essential to your making intelligent decisions.

The first thing to remember about *THIRD REICH* is that the key to victory or defeat for either side is Russia. If Germany can conquer Russia fairly early in the game, the Axis will almost certainly win a decisive victory. If Germany can be enticed into enough sideshow "adventures" so that the invasion is postponed until Russia is too strong (and you can't do this to a good German player unless he's got something else up his sleeve), or if the invasion fails to topple Russia, or even fails to force Russia to sue for peace, the Axis is probably going to lose. The Italian player also realizes this, so he usually avoids excessive demands on German resources and causes the British as much trouble as possible in the Mediterranean while this "main event" is in progress in Russia.

The second thing to remember about Russia is that she is very weak and easily defeated early in the game. But she grows in strength very quickly, and sometime around 1942 has become so powerful that a German invasion is no longer pleasant to contemplate. Which means the German usually wants to invade Russia as soon as possible (again, unless he's got something up his sleeve). The very first game turn would be ideal, except that it leaves a hostile French and British army on the continent in his rear — and uncontested Murmansk convoys of aid to Russia! So the usual German scenario is the historical blitz: smash France, seize Norway — and hit Russia with everything but the kitchen sink! This is not the only German strategy, nor necessarily the best; but it is very common and quite playable, and understanding the fundamental logic behind it can guide other players in making decisions.

England

Let's start with England. Surprisingly, I find this one of the most challenging and difficult positions to play in the entire game. England probably has more different options, alternate courses of action, open to her than any other country. She can: (1) Delay the fall of France, (2) Discourage the Germans from attempting to invade England, (3) Invade Norway, (4) Seize the

TACTICAL HINTS & DIRTY TRICKS

(1) Only a 9 factor fleet can Sea Escort a land unit during Strategic Redeployment. Therefore, always take every opportunity, especially by air power, to chip an enemy fleet down to an 8.

(2) Deployment of that one French armored unit in 1939 is especially crucial, since it is the only unit with a Zone of Control. Do NOT put it behind the Maginot Line; best is along the Belgian frontier, but in any case in front of Paris. The German can, with luck, take France on the first turn of the game if you misplace this unit.

(3) Always keep close tabs on your opponents' BRP levels. If they have moved first this turn, and their BRP level is now below yours, explore the possibility of judicious expenditure of your own BRPs this turn to preserve your higher level. This would allow you to go first next turn; i.e., in effect to move twice in a row!

(4) Remember, a good opportunistic way to eliminate land units is to intercept a fleet in transport and chip it down below its present cargo capacity—which eliminates the passenger! Fleet/air exchanges you might otherwise be unwilling to make are often worth it when you count the land unit!

(5) The Russian should learn to take full advantage of the fact that the German cannot call an Offensive Option on the Eastern Front in winter. This means that even during the first year invasion of Russia—when Russia is presumably weakest and probably moving second—she can safely counterattack in fall without fear of pulling herself out of position for a massive German winter riposte. It is also tempting to attack in winter when the German is not doubled on defense, but remember the German *can* counterattack since his next turn is Spring. This does not mean the Russian shouldn't do it, but only that due caution should be observed.

The Russian can best exploit his Winter advantage when he moves first (which can happen at any time in the game according to BRP levels); because then he is attacking an undoubled German, and the German cannot counterattack!

(6) An attack at 1-to-1 is not always such a bad thing. Study the CRT carefully. You only lose with a "6." And a CA result is often to your advantage; since the defender must counterattack at basic odds, this often works out to 1-to-2 against him!

(7) When you are winding down after a game of *THIRD REICH*, especially say on the morning after—sit down and read the rules over again. Not only will you find them fascinating reading in light of what transpired before, but many new wrinkles, by-passed opportunities, and illegal moves will be discovered!

Make note of these on your own personal index cards—and as game sessions continue, play will increase in speed, accuracy, and fun!

(8) The Variant Situations Option (9.8) is fun to play and worthwhile because—at least we find—it adds an element of uncertainty to the game without that element being decisive (but it can be!) HINT: Sometimes you draw a chit not really beneficial in the present game situation. Thus, it may sometimes be to your advantage NOT to play the chit so as to keep your opponent in doubt and force upon him a caution based upon a chit he THINKS you have!

(9) Allied players should note that at the start of Campaign Game, Italy and Germany combined outnumber Allied BRPs by only 5 points! Therefore, Britain/France should always consider carefully the possibility of getting two moves in a row on the very first game turns (Fall/Winter 1939)! They can do this by buying nothing at all if the German spends 6 points; and, if he spends more, by simply limiting British/French purchases below such levels.

However, it should be pointed out that (a) this will not always be possible because of German gains and (b) even when possible is an *extremely dangerous tactic*. Dangerous because the Allies cannot possibly hold onto this BRP lead so early in the war; and, when they lose it, Germany then gets two moves in a row! And since Germany has the initiative, he can probably put it to better use.

But the point to remember is that the opportunity IS there! If, for example, you can see an opportunity to take Berlin with a double move, or seize Rome and garrison it, this may be well worth the hazards of an Axis double move when the BRP lead is lost.

(10) Basic Game rules give each country a standard 1SR value for simplicity. But variable SR is both more realistic and interesting tactically. Advanced Rule 9.2 (page 25) gives the more accurate capacities. Why not simply write these on the BRP cards? For example, "SR 6" at the top of the British card?

(11) Moving first in a complete turn has both advantages and disadvantages. If your opponent moves first, watch carefully and take note of what fleets and planes have performed operations. These cannot now be used during your move. Often, amphibious assaults, etc., that you would otherwise not dare attempt become impossible to intercept because your opponent has nothing available.

By the same token, when you move first, be sure to leave enough naval force especially to counter any threat. Late in one 3R game, I was invading France as British/American player; I had the initiative at that time, but also had fleets in the Mediterranean. Every fleet in the English Channel area performed some mission or other. The German, in his turn, made a sacrifice amphibious invasion on French beaches in my rear. He landed only a 3-3 unit, but it was on a BH marker, and removing the threat it represented was time consuming and annoying. Simple precautions would have precluded this. It was excellent German play, because at that stage of the war he was playing for time anyway. And succeeded.

Mediterranean, (5) Send Murmansk convoys, (6) open a Lend Lease route in Persia; and . . . some very bizarre things we'll discuss later.

The point is that England can do almost ANYTHING she wants, but she cannot do EVERYTHING! And this is what proves the undoing of most English players; they grab wildly at the plethora of options and opportunities, and in trying to do everything accomplish nothing.

Actually, what England should do — indeed, must do! — is very simple. England must try to prevent the Germans from accomplishing what *they* must do — namely, conquering Russia! Understand this, and as England it becomes much easier to order your priorities. First, you should definitely throw in enough force to delay the fall of France as long as possible. Why bother, if the country is going to fall anyway? Because every single turn you delay the fall of France you also postpone the German invasion of Russia. And since Russia is growing stronger all the time, that one extra turn delay could be the one to decide the issue in Russia, and hence the war.

This same reasoning dictates a swift and hard British invasion of, and struggle for, Norway. Even if you fail to take it, the German struggle for control there will again delay or weaken an invasion of Russia. And finally, when Russia is invaded, England *must* send maximum BRP aid possible to the Soviets every single turn! The first year of invasion is the most crucial; if Russia survives that, she has a good chance of surviving the second; and if she survives that, she's in the game to stay!

It goes without saying that England must keep her own home guard in order during the above, to avoid being invaded herself! But there is something else she must also do that is a little more subtle. Namely, she must deploy very carefully in the Mediterranean. Why? Because the above operations are going to make very heavy demands upon her fleet. Therefore, after the first two game turns, all BEF forces in North Africa should be as self supporting as possible, and prepared to "go it alone" on defense for at least a year. Because, should the Italians cause a crisis here, England could not put the situation right without pulling fleets from the priority Norway/Murmansk operations. And if England did not "put the situation right," and the Mediterranean collapsed, the catastrophic blow to British resources would bring an even more drastic curtailment of aid to Russia. So the best way to avoid this double bind is for the British to dig in and hold at Gibraltar and Suez, and not go adventuring. America enters the war in 1942, and this massive reinforcement of fleets and resources will allow a "heating up" of the Mediterranean at that time — while still supporting Russia.

All this may seem like rather obvious advice, but you would be surprised at how many British players I've seen open the game with an aggressive North African campaign — while Russia collapsed!

Other Sleeves

Hopefully, the above example of a German strategy and British counterstrategy illustrates how players may use a fundamental understanding of the strengths, weaknesses, and needs of other countries in formulating an intelligent policy and course of action for their own. Especially, it should be born in mind at all times that Russia is the key. Never forget this.

However, you will notice I've qualified almost everything I've said with the remark "unless the player has something else up his sleeve". This is what makes *THIRD REICH* so truly remarkable

as a game. The variations are endless. You can try pretty much anything you want, providing you are willing to take the consequences. Here are a few examples NOT recommended until you've experienced a few sessions; but should give you an idea of the possibilities.

(1) Britain, France, and Russia ALL declare war on Turkey on the first turn of the game! Note: this would not constitute a state of war between Germany and Russia. These allied units cannot attack together according to the rules (no units may stack with Russians), but they can factor together in assaulting the same targets. Russia may use amphibious invasion without fear of interception as Turkey's fleet is based in the Mediterranean. Obviously, France would fall very quickly — and all French units in Turkey would return to France for either Vichy or deactivation. The Germans would also get Norway. But the 30 BRPs for Turkey should probably go to Russia, and England could open a Persian Lend Lease route. The Suez would be strongly defended, and Britain need only garrison Gibraltar and protect against a homeland invasion. This would be an interesting situation.

(2) Germany could deliberately delay an invasion of Russia. Instead, she attempts to overrun all of Europe. Absolutely essential to this plan would be the conquest of England — make that British player cool his heels in Canada for the rest of the game! The vast resources of Spain, the Mediterranean, and East Europe would all fall to the Axis. Russia would probably think twice about declaring war if England fell quickly; but surely the Russkies would seize Persia to guarantee Lend Lease from the United States. Thus, this game would be decided with a massive Russo-German war; a battle of superpowers, and since the Russian front is the most incredibly tactical of the entire game, the better tactician would probably win. But Russia would have to be very aggressive; with all those Axis objective points, Russia would have to take Berlin to win. However, if she could seize a non-Russian port in the Baltic, the Yanks could bring their fleet in and start landing troops too!

(3) The best story I've heard so far — and this is authentic — is a September 1939 first turn British decisive victory. This was accomplished by Roy Easton at UCLA's Galaxy gaming club. The Italian, it seems, was greedily deploying for some exciting adventures in Greece, Yugoslavia, and North Africa. The Italian peninsula was conspicuously weak in defense. So, first turn, Britain declared war on Italy, made an amphibious invasion with armored exploitation — and took Rome! The Italian counterattack, or what little there was of it, failed; and all Italian forces disappeared from the map. The German, shaken to a point beyond description by this instantaneous collapse of the Mediterranean, Italian peninsula, and his own southern flank — resigned. I understand he was not very happy with his jackal partner!

What's Best?

Which brings us full circle; because "what's best" in this game means what's best for you — in this specific game session — against these particular opponents — in this unique situation. That's the real challenge of five-man *THIRD REICH* (which I regard as the best version) — recognizing that you are dealing with four other individuals of differing personalities, experience, and game-board capabilities. Sometimes, you find, you can attempt the most absurd things — and get away

Continued on Page 34, Column 4

DESIGN ANALYSIS



PRACTICAL MATRIX

by Adam Gruen

Matrix combat results tables have always been a fascinating part of wargaming. Designed not only to flavor a game with historical combat, matrix CRTs give players a chance to outwit their opponents via maneuvers, relying on part strategy/part luck instead of the traditional die roll. In certain circumstances, a player can "control" the outcome of a battle by shunning or preferring a particular maneuver. A game such as *1776* is a compromise (a very good one at that) between luck outcomes and determined outcomes. I became intrigued by the aspect of fitting other AH games with matrix CRTs similar to *1776*. The tables I created had the desired effect of the advantages mentioned above. Not satisfied merely with one successful experiment, I began wondering if it were possible to create an accurate, playable, and no-luck factor matrix CRT for many of the "D back 2" games.

The answer, naturally, was yes. In first experimenting with matrix CRTs, I found that it was not possible to create a perfectly balanced matrix without ruining the percentages of results in the regular CRTs. As shown in the matrix CRT provided (Figure No. 1), some choices are more beneficial than others. Yet this did not hurt the CRT at all; players could choose maneuvers depending on the tactical situation. In effect, the strategies resultant from the CRT were similar to the game-theory techniques expressed by Mr. Connolly in the Jan.-Feb. issue of 1975. In this

manner, probability percentages from the regular CRT were maintained.

As an example of the "situation-determination" technique, witness figure No. 2, which is an enlargement of the 2-1 column from the master matrix CRT. Let us assume that in a game of *STALINGRAD*, the Germans are attacking a key river position in the hopes of dislodging the Russian units. The situation is not good for both sides in terms of units, neither commander wishes a total elimination of his forces. If you were the

Figure 2

2-1	Engage	Escalating Assault	Blitzkrieg
Abandon Position	DB2	AB2	EX
Fighting Withdrawal	EX	DE	AE
Standfast	AB2	DB2	EX
Hold-at-all Costs	EX	AE	DE

As one can see, the 2-1 table is the only one where the matrix is symmetrical, that is, Abandon Position & Standfast achieve the same results, and Fighting Withdrawal & Hold-at-all-Costs are also the same. For the attacker, no columns are symmetrical, although no advantage can be gained by choosing any one column over another. (Counting EX as zero, DB2 as plus 1, AB2 as minus 1, DE as plus 2, and AE as minus 2, this matrix is balanced.)

Figure 1

THE MATRIX COMBAT RESULTS TABLE

	1-5			1-4			1-3		
AP	E	EA	B	E	EA	B	E	EA	B
FW	AB2	AE	AE	AB2	AE	AB2	AB2	AE	AB2
S	AE	AB2	AE	AE	AB2	AE	AE	AB2	AB2
HC	AB2	AE	AE	AB2	AE	AE	AB2	AB2	AE
	1-2			1-1			2-1		
AP	E	EA	B	E	EA	B	E	EA	B
FW	EX	AE	AB2	DB2	AE	EX	DB2	AB2	EX
S	AB2	DB2	AE	AB2	DE	AE	EX	DE	AE
HC	AE	EX	AB2	AE	DB2	AB2	AB2	DB2	EX
	3-1			4-1			5-1		
AP	E	EA	B	E	EA	B	E	EA	B
FW	DE	EX	DB2	DE	DB2	DB2	DE	DE	DB2
S	DB2	DE	EX	DE	DE	EX	DE	DE	DB2
HC	EX	DE	DB2	DB2	DE	DE	DE	DB2	DE

- AP... Abandon Position
- FW... Fighting Withdrawal
- S... Standfast
- HC... Hold-at-all-Costs
- DE... Defender Eliminated
- DB2... Defender Back 2
- EX... Exchange
- AB2... Attacker Back 2
- AE... Attacker Eliminated
- E... Engage
- EA... Escalating Assault
- B... Blitzkrieg

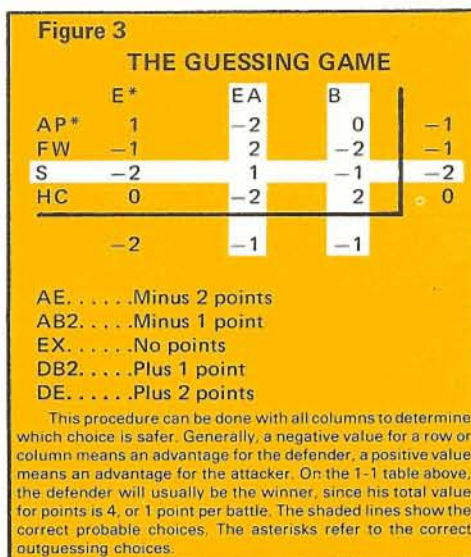
German commander, which tactic would you choose? It really depends upon the situation. As described above, your best choice would probably be ENGAGE. This is so because you cannot afford an AE, due to your lack of units. True, there is a 50% chance an EX will occur, but since you are attacking at 2-1, an EX will guarantee you the river line. The DB2 will also give you the river line, but at a lesser cost. The AB2 will cost you the position, but it will not hurt you in losses.

Players can determine their choices in this fashion. Taking certain variables into account, choices can vary greatly. If losses were not a problem for the Germans (I don't know when that might happen), then the commander would probably have chosen a BLITZKRIEG. If the attack were on the 3-1 column instead of 2-1, an ESCALATING ASSAULT would be preferred. The defense can also use the situation to determine his choice. For example, if, using the same situation described for figure No. 2, you were the Russian commander, which would you choose? This is a tough choice. If you had figured out the German choice, you would naturally play STAND-FAST. Assuming you don't know what the German does, though, your choice depends upon which you value more, the units or the river. If you want to hold the position, a HOLD-AT-ALL-COSTS would be the correct choice. Why? Since holding the line is important, you would want the best possible result in placement of units after combat. Since an EX would lose you the line, this leaves the choice between 2 losses and an AB2 (Standfast), or 2 losses and an AE (Hold-at-all-costs). Obviously, one would choose the latter.

You may have noticed that there is no column for a 1-6 or 6-1 attack. Because I use a 3 x 4 matrix, these attacks are difficult: The defense will have at least two choices that assure AE in the 1-6 attack, and the offense will have at least one choice which assures DE in the 6-1 attack. If I were to change this in order to balance the column, the percentages would be altered. Since the 1-6 attack has a 17% chance of having AB2 as a result, on my 3 x 4 matrix there must be 2 AB2s (2 out of 12). If I changed this to 4 out of 12, the column would be the same as a 1-5 attack. I suggest that a 1-6 or 6-1 attack be done normally, by rolling a die and referring to the regular CRT.

The amusing qualities of the matrix CRT provide for a bit of luck as well as skill. In figure No. 3, which is a mathematic representation of the 1-1 odds column, the attacker is at the disadvantage. His best choices are EA and B, which will lose 1/4 of a point per combat. Notice a strange fact, though. If the defender picks Standfast, which is his best pick, he will have lost the advantage he had over the attacker! If the defender knows the attacker will choose EA or B, his best possible choice is AP, which will give him 1/2 of a point per combat. The attacker, however, may be wise to the defender's strategy, and pick E instead. If the defender counterguesses this, he will of course choose S which starts the guessing game all over again! Good guessing can raise a player's morale, if nothing else.

The reason I use the type of maneuvers suited best for WWII games is due to the fact I own a KRIEGSPIEL set and can use the cards they provide. For those who don't want to use cards, blank counters will do fine. Simply write the abbreviations of the maneuvers on the back of the blank counter, to provide secrecy. For the WATERLOO and GETTYSBURG games, the names of the maneuvers can be changed as long



as the matrix is still used. (It goes against the grain to have Napoleon pull a Blitzkrieg on the Prussians). Incidentally, a simple solitaire version for the defense can be done by the method described in figure No. 4.



What I have related here is only the tip on the iceberg of matrix wargaming. I'm sure that this CRT can be modified to include many different aspects of warfare, at the wargamer's whim and fancy. Matrix CRTs open up a tremendous amount of potential in the enjoyment of wargames, particularly the old AH classics. I feel that they are a definite step ahead in the field of wargames.

★★★★★

A.H. Philosophy *Continued from Page 2*

(miniatures and conventional wargames being the other two).

DIPLOMACY deals with the situation existing in pre-WWI Europe as seven powers (Britain, France, Germany, Austria-Hungary, Russia, Italy & Turkey) plot and maneuver to control Europe via military force and political maneuvering (otherwise known as 'backstabbing'). Each country starts with an assortment of fleets and armies and attempts to gain control of supply centers which will allow them to expand their forces. Agreements (which don't have to be kept) with other players for support or non-aggression are necessary for expansion, and even survival. Each turn represents six months with "builds" of new forces taking place every year. The strongpoint of the game is the fact that it is totally devoid of luck elements of any kind. The game is especially vibrant in postal play where

literally dozens of fan 'zines have sprung up to monitor the multi-player games complete with 'press releases' from the various powers. DIPLOMACY fandom is another world—complete with its own rating system, records of all postal games ever played, and a self-regulating organization made up of the enthusiasts themselves called the International Diplomacy Association (I.D.A.). It is this organization which is sponsoring DIPLOCON IX in conjunction with ORIGINS II.



Shown above at left is Allan Calhammer, designer of DIPLOMACY, presenting the game to Don Greenwood (center), New Products Manager, and Tom Shaw, Vice President of the Avalon Hill Game Company. The photograph was taken shortly after the official signing ceremonies at the Hobby Industry Trade Show in Chicago.

Originally published in 1960, DIPLOMACY has been handicapped from a marketing viewpoint by the fact that it was only a one game line. It is a marketing axiom that it is very difficult to get broad retail distribution on just one product. Despite this handicap DIPLOMACY has constantly enjoyed good sales figures which we hope will triple as a result of increased availability through our larger distribution system. We are prevented from lowering the price of the game to \$10 by prior wholesale price guarantees made by GRI to their wholesale customers. We will retain the popular wooden playing pieces and issue the game exactly as it was made available by GRI. Eventually, when present stocks run low we'll repackage the game into the bookcase format but the time tested elements of the game itself will always remain the same. We will be unable to ship DIPLOMACY into Canada or England due to exclusive licensing arrangements with manufacturers in those countries, but readers residing in those areas will be able to purchase their country's native version from the local manufacturer and in that way avoid expensive import duties. DIPLOMACY is not available from us at the present time. When the transfer of inventory is completed we will notify you via the GENERAL and at that time will be able to accept mail orders for the game.

One would think that all of the previously mentioned acquisitions would be enough to satiate even the most ferocious game appetite, but they represent only the tip of the gaming iceberg at Avalon Hill. The business world was astounded on January 28th to read that the Avalon Hill Company had entered into final negotiations for the purchase of the complete line of 3M games. 3M had developed an extensive line of 52 adult game items which was nationally distributed in stationary and department stores over the past 10 years. 3M was somewhat of a pioneer in the adult game field—being the first company to

Continued on Page 31, Column 1



Match B, Allied Dec. III Turn: This time the Allies invade further north in the Mondragone zone with 13 of a possible 14 stacking points. The 1-2 attack vs Herman Goring reduces it a step, and the 2 Para Bde is eliminated but the 23 Bde retreats to M59. A 1-1 vs the 26th Panzer reduces the 36th Division to a 2-3-12 but the Allied units are able to hold their attack positions. A 1-1 vs

the 2 Para costs both sides a step but the Allies maintain their attack positions and thus eliminate 2 Para which cannot move or attack in its turn. The soak-off attack of the Fr. 4 Mt and 45th Division at 1-4 against 15th Panzergrenadier retreats with no loss to 049.

ALLIED DEC III:

The attack at Salerno is really sneaky, but good. Had the German been defending "near Pompei," this wouldn't have happened! Again, just an ersatz unit at hexes such as K54 or K52 would have greatly helped. The debacle at Cassino illustrates a tactical point in ANZIO: better two hexes strongly defended than three moderately garrisoned. A bit of reshuffling would have meant an Allied 1-2 on N48, and an Allied

retreat. The invasion units are cleverly placed (although we should keep in mind that the invasion is "on second thought"). The British 1st Division keeps 2nd Para from moving, and hands it a tough odds attack. British 5th Infantry blocks the bridges at M54, while the British 4th Bde. dictates only defender-tripled attacks on 24 Gds. The Allies now have five cities, since they last occupied Salerno, and threaten two more.



Match B, German Dec. III Turn: The German responds with a flurry of attacks, but none are as successful as the first where the 1st Parachute loses a step in pushing back the Br. 7th Armor which is reduced to a 2-2-12 as the Germans regain control of Salerno. A 2-1 vs the US 3rd Division doesn't fare as well; 29 PG is reduced to a 2-3-12 and retreated to N55. Hud 44 retreats to M56 and the Herman Goring Division to M57. The 3rd Division takes a step loss but holds its ground. 305, 334, and Frascati

attack the 24th Gds at 2-1. It becomes an inverted counter and retreats to Mondragone. The Germans do not advance. The 3rd PG attacks the British 1st Infantry at 1-2 and inflicts a 1 step loss, but is reduced itself to a 2-3-12 and retreats to N54. The German attempt to salvage Cassino is met with disaster as the 2-1 vs the French Mor. Div inflicts a loss of 3 steps on 26 Panzer and forces the Germans back to M48.

Tom's point about pushing north of Pescara would be more valid only if he'd pushed somewhat further. I think Mark could have easily scraped together enough units to counter the invasion.

GERMAN DEC III COMMENTS: Overall I am not too unhappy with the situation, and still have a reasonable chance to win. This is all the more remarkable when you consider how poor the overall German situation stands. Due to prior poor play on my part, my line is overextended badly—from Salerno to Pescara—and two of my east coast units are stuck on High Apennine hexes. What this shows in my estimation is that while an Allied Dec III second invasion is certainly viable and even powerful, it also has limitations. The Allied advantages are:

- a) No mud.
- b) Invasion reaction cannot get into combat before game's end.

Allied disadvantages are:

- a) The Allied player puts himself under considerable time pressure (two moves!).
- b) Germans move last.
- c) German invasion reaction can still be used to fulfill German zoc requirements.
- d) Germans can no longer be isolated.

My attacks at Salerno and Napoli are obvious, and I shall be happy if I can take and hold just one of these. The attack on Br. 1 inf. is mostly to keep it out of the Cassino battle if things go wrong there. Anyway, there seems little else I can do with 3PG.

Attacks three and five are the real gambles, and if successful will seal the fate of Cassino. If my 2-1 attack on 24Gds succeeds, AND if my 2-1 vs. the French allows me to occupy N49, then he cannot possibly enter or attack from Cassino next turn. He will need BOTH Napoli and Salerno to win.

If things go wrong, I have in mind a last-ditch attack on Pescara next turn. I'm fortunate he couldn't put more pressure on Terracina, as that and Pescara would probably have called off my Cassino adventure.

GERMAN DEC III:

Instead of directly attacking Naples and Salerno, the same 19 attack factors could have been used to hit 23 Bde. (two defense factors), surrounded. Even with a "5" die roll, you'd get 4 movement points after combat, which would enable the Germans to advance into Salerno, and next to Naples, forcing the Allies to attack. With just a little luck (67% probability), the Germans could occupy O55. With the 4th Ersatz Infantry at O58, the strong Allied forces near Benevento would be blocked. Another key point in ANZIO: small units alone make easy targets, which in turn can produce advances that "lock-in" your opponent. The attack on the British 7th Armor was a waste, especially at 1-1.

The Germans should have hit 24 Gds. with much more strength. Look at the units used: Frascati, 334, 305! All low attack factor, high defense factor. He should have pulled 18th Panzer and 15th Panzer Grenadier into the attack. Two ersatz units at H51 is one too many. One at J50 would free another attack unit vs. 24 Gds. Make it 4-1 and load L51 with heavy units. Advance a small defender to K52, and you've protected the back door to L51. 3rd Panzer Grenadier should have been retreated to N53, not N54.

ALLIED DEC. IV COMMENTS: I now hold Cassino strongly, and have won unless the Ger-

mans can retake a city. Although they have a fighting chance at Napoli, or even Cassino, it is a 1-in-6 chance at best, as I don't believe they can do better than 1-1. As in the first game, the end will see a big part of their army cut off in a pocket near Salerno.

ALLIED DEC IV:

The Allies couldn't ask for a better position on the part of the Germans for this turn's attacks, which serves to reduce German strength and encircle units. Naples is completely safe now. At Cassino, 16 defense factors mean no better than a 1-2 attack is possible, which won't dislodge the Allies. There is no point in continuing.

GERMAN DEC IV COMMENTS: Only Salerno has fallen to me. The failure of my 2-1 attack to take N49 has resulted in catastrophe for my forces in L51, who did their job admirably. Cassino is now held strongly by the Allies. He has given up on Salerno, so my only real chance is Napoli. Even there, my assault is nothing more than an opportunity for him to make a mistake. Otherwise, success is impossible. His error would be to retreat into Napoli, where I could hit him with a second combat, with possible advance into the city. But if he retreats two hexes—through Napoli—there is no way I can occupy it or reach him for second combat, because even at optimum odds I cannot destroy enough steps to achieve breakthrough.

ALLIED EPILOGUE: The German did counter-attack at Naples with what was left of the 1st Para and HG Divisions at 1-1 vs the American 3rd Infantry, losing a step for his trouble. The remnants of 3rd PG and HuD were only slightly more successful in their 1-1 vs the British 5th Infantry — both sides taking a one step loss. Neither attack was able to retake Naples.

This is the victory I blew in the first game by presuming too long that the fall of Salerno was inevitable, and by failing to see the advantages of an invasion further north which made it mathematically improbable for the Germans to win. My biggest criticism of their play is failure to garrison their very vulnerable rear. At least one way they could have done this would have been to not build up some depleted units, instead using the ersatz units as coastal defenders.

With Match B firmly in the Allied victory column, we now proceed to the "rubber match" of the series, starting a bit earlier, with the Allied DEC I turn. The action up to this point is again that which is reported in Vol. 12, No. 1. Only the last four turns which we'll now observe are changed from the original.

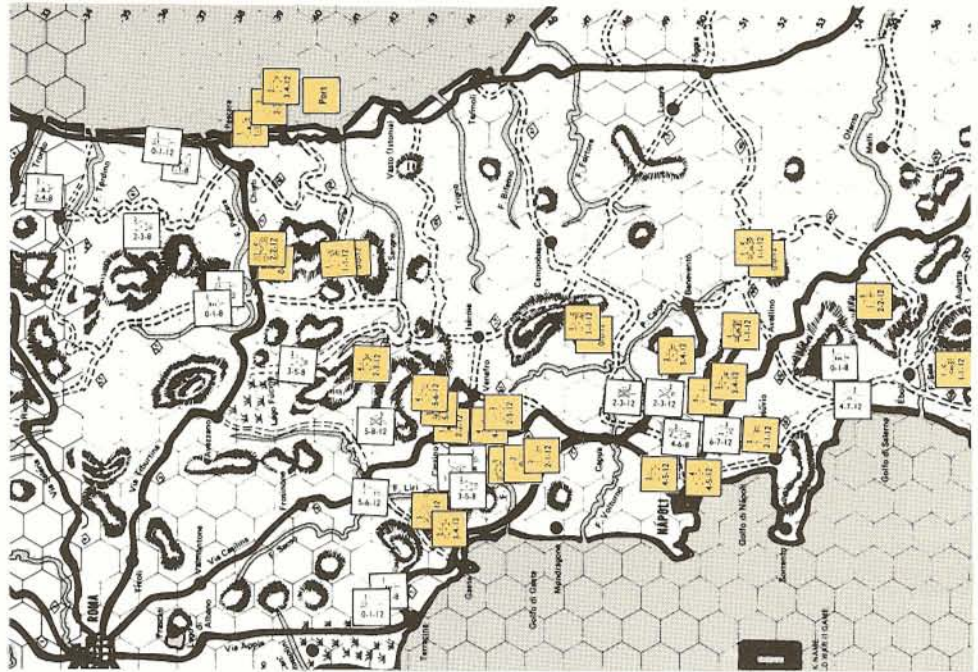
ALLIED DEC I COMMENTS: The attack on Frascati was too good to pass up for three reasons:

1. odds better than 2-1 are rare
2. P48 threatens Cassino and the roads South
3. I have a chance to destroy a unit or two.

As for the Allied move; although a basic odds attack on a surrounded defender, particularly a valuable unit like the Canadian division, is hard to resist, I believe the Germans need every available unit on the Western littoral. I also think their withdrawal northeast of Napoli was unnecessary, but I'm pleased to see it!

ALLIED DEC I:

It is impossible to overstate the concept "keep your objectives in mind" in playing this—or any



Match B, ALLIED Dec. IV Turn: The final Allied move drives the nails into the German coffin. Three German units (334, Frascati, and 305) are eliminated in a 3-1 surrounded at Cassino. A similar 3-1 vs HuD 44 near Naples is less successful, managing only to hold its ground while losing a step from the Br. 46th

Division. But the Allied soak-offs add insult to injury—Br. 23rd Armored Brigade causing a step loss to HG in a 1-4, while the British 78th Division retreats to P54 after turning 29th PG into an inverted counter in its 1-1 soak-off attack.

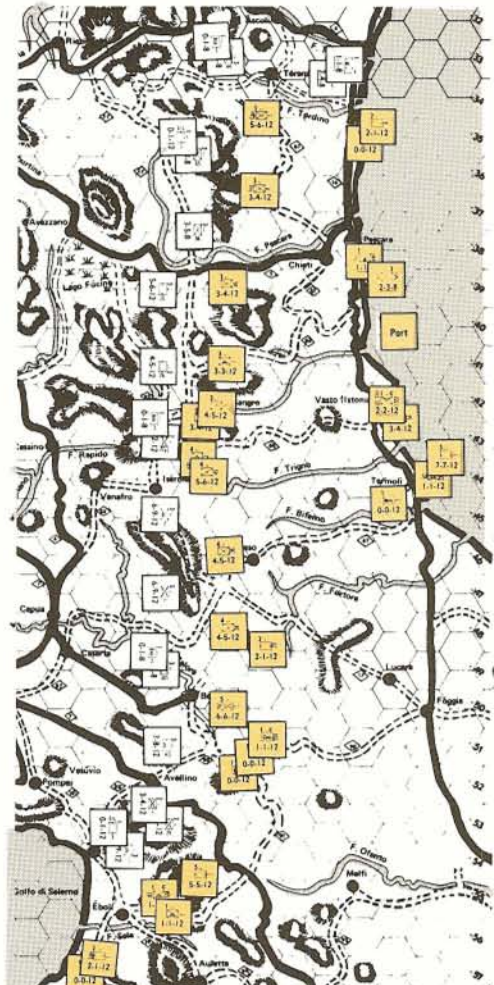
other—game. The situation, at start, finds the Allies firmly gripping three of their required five cities (Foggia, Termoli, Pescara). They are very close to Salerno and only four hexes (three at the end of their Dec. I turn) from Cassino. The German position at P48 is the closest to Cassino and should be one of the most strongly defended positions in his line. Three defense factors here are woefully inadequate, and the Allied player jumps on them with relish. The German should have considered defending O48 instead, taking advantage of the High Apennines (effectively a quadrupled hex as long as P60 is held). As the Allies advance to P48, they force the German defense to N48/50, with Cassino at their backs! Any conceivable defense line is going to have a weak point, but why not place it around Q42 where the line can bulge forever and not surrender a victory city?

GERMAN DEC I MOVE: My opponent informs me that he intends to try a new wrinkle this final round. That's ominous, considering his reputation. My guesses include (a) premature invasion during mud to gain time for the Allies, (b) no second invasion at all, or (c) a Dec III "no mud" invasion, not necessarily in a new area, but with a new tactical twist. This last I consider most likely and am acting upon.

Notice that in pulling back almost my entire front, I have: (1) placed myself in closer proximity to the west coast to prepare for fighting a battle on reversed fronts; (2) wherever possible in this withdrawal placed units on roads or highways to allow them to react very quickly; while (3) leaving as many rivers and Apennines to impede Allied east coast forces, and, because of this withdrawal allowed myself to build up two units.

3rd PG is weak on the hill near Salerno, but this was necessary for 1 Para to rebuild; the situation will be corrected next turn and meanwhile due to mud the best he can get is 1-1 on it.

My own 1-1 assault on Canadian Idiv was made because advantages far outweigh disadvantages: (a) I can live with even a "six-out" result as it is basic odds, (b) there is a good chance I can wipe out the entire unit even without rolling a "1"; and (c) success



Match C, ALLIED DEC I Turn: While the invasion armada assembles on the western coast, the Allies concentrate on defense but make one large assault—a 3-1 vs Frascati and the 3rd Ersatz Infantry, eliminating both enemy units and occupying P48 at no cost. The 23rd Bde has just been rebuilt from inverted counter status.



Match C, GERMAN DEC I Turn: The German player exercises both recklessness and excessive caution on the same turn. Grasping at the 1/6 chance of destroying the Canadian Division in a 1-1 surrounded attack, the Germans are repulsed with a two step loss and retreat to Q40, T36 and R37 respectively.

there threatens Pescara and shortens my own front. Allied "Operation Stretch," which has about run its course anyway, will be shattered, and protecting Pescara will certainly compromise his upcoming offensive elsewhere.

Die roll "6"—the worst possible result! Nonetheless, these units will be used for zoc requirements, and if I can get them there soon enough, for west coast defense.

I've placed blank "danger" counters on M58 (Vesuvio), Napoli, K54, Frascati, and G44. Ideally, I would like units in each of these before the second invasion. Units at Napoli and Rome need be strongest as these are not doubled. This deployment would also cut both ends of the highway through Terracina, so I would also need only block the one road from there, which forces defending Cassino can do.

GERMAN DEC I:

Out of the frying pan, but into the fire. A number of axioms to good play in ANZIO have been violated here. 1.) Don't use armor to rebuild infantry (it's too big an investment for the return). 2.) Don't build up units (German) until either a specific unit is inverted (or near it), or you've got widespread partial strength units. The German needs numerous, small value units to fill in gaps: his mission continues to be primarily defensive, for which Ersatz units are well suited. 3.) Don't make low odds attacks, especially when they accomplish nothing! Even if the 1st Canadian had been destroyed, the Allies could have slowly withdrawn to the Pescara River, running the game out long before the steadily diminishing German units could capture Pescara. It's hard for the German to take all the lumps without striking back, but it does no good to strike out in such futility. 4.) In terms of defensive factors, Napoli is probably over defended, while Pompei, Terracina and Rome (!!!) are left bare. Here is where the Ersatz, not to mention units lost in attacks would be so handy. The use of High Apennines at O/P48 to save a unit is very good play, although it allows the Allies to take O48 without a fight.

ALLIED DEC II COMMENTS: If a Napoli invasion led to a hairbreadth loss for the Allies, a Mondragone invasion a narrow victory, then a Roma invasion should do even better! The absence of German defenders allows me to hold much of the beachhead with light units. South of Salerno I have left my left flank unanchored, but as the ports in the

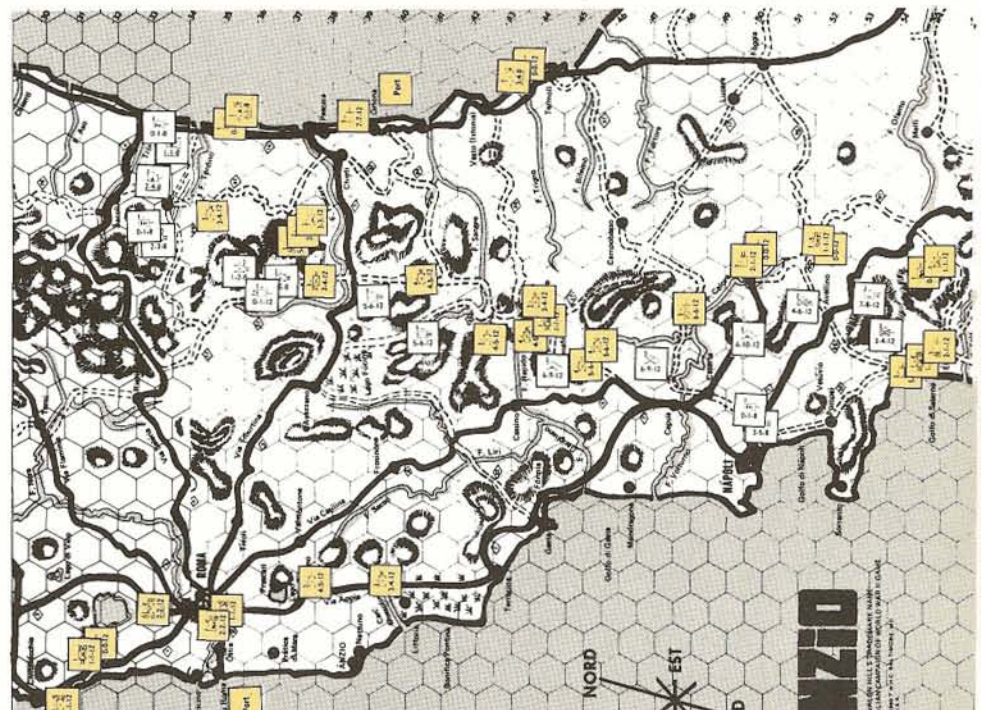
Elsewhere what appear to be premature withdrawals allow 1st Parachute and 26th Panzer to rebuild to full strength although the western beaches remain unprotected. The German has one armor replacement in reserve and the 334th Division which is making its way to the front and is currently at B37.

rear are protected, and the Germans should have their hands full, I'm not worried about the possibility of an end-run. My attacks couldn't have been worse, the only consolation being some advantageous retreats.

The German riposte has temporarily retaken Salerno, but I still have 5 victory points, including Roma, which has nearly been retaken. More importantly, the German front is collapsing into fragments.

ALLIED DEC II:

Before your heart bleeds for the poor Allies, realize that the "6" die roll is exactly what he wanted



Match C, ALLIED DEC II Turn: The Allied second invasion has landed at Rome without opposition. Elsewhere the Allies launch three attacks—all of which are met by "6" die rolls. However, only in the case of the 2-1 vs the 94th Infantry are these "bad" die rolls beneficial to the German cause. All of the Allied units involved in the attack take a step loss and retreat to R42, save the Canadian Division which retreats unscathed to S39. Fortunately for the Allies, the German defenders had not occupied a doubled position so their losses are limited to 3 steps. The 1-1 vs 2nd Para is against a doubled position but this matters little to the Allied

near Cassino and Salerno. He seems to be completing the German with a "silly season" of his own in the north—or is there something on his map (like a victory city) that's not on mine? The "retreats" are actually advances that chop up the German defenses.

GERMAN COMMENT ON ENTIRE DEC II MOVE: Detractors may say "Oh, but it was poor German play that made it possible." Maybe so, but how many players can exploit so brilliantly the poor moves of their opponents? Notice, please: (1) EVERY SINGLE ALLIED VICTORY OBJECTIVE IS EITHER TAKEN OR DIRECTLY THREATENED, and (2) this was accomplished despite the fact that EVERY SINGLE ALLIED ATTACK ROLLED A SIX!!!

I can only say that as a gamer I'm delighted, but as German defender, appalled! My response seems rather dismal and pedestrian, too. The best I can come up with at the moment; I'm pretty shaken, as you must understand. But readers are urged to set up this position and try their own hand at a German response. Almost anything is possible! Remember you don't have to fulfill German continuous front requirements until final move, and since Germans are not isolated they no longer have to worry about that, either. So—a German breakout south to retake Foggia and Termoli is even plausible!

Anyway, here's my thought: I took out paper and pencil and tried to decide where I would attempt the small remaining chance of victory. I am garrisoning Salerno and Napoli, hoping they can withstand two more turns of attacks at 1-1. Cassino—I shall fight for; Terracina, I shall defend! If all that is accomplished, I must also take Roma for my win! Cassino and Roma are the most doubtful, but almost everything is doubtful! Retaking either Salerno or Napoli by the Allies would give them the victory!

player who is rewarded with a forward retreat after combat—thus trapping the German 2nd Para. The US 34th takes a two step loss to 2-3-12 strength, BR 78th takes a one step loss, and 82/505 becomes an inverted counter. The Allies "retreat" the 3rd to L52, 78th & 34th to N48, 45th to O51, and the 505th to O48. The Allies continue their forward retreat at Salerno where the 504th and Cdn 1st Bde are destroyed in a 1-1 vs the 3rd PG, but the Br. 7th Armor gets to "retreat" to M59. Although the German has lost only one step (1st Ersatz Armor) to the Allies' 11—he has suffered a mortal blow.

At least I force the Allies to make decisions, too. When he commits himself, so shall I! Although, notice, Salerno and Napoli are pretty much "on their own" for now.

I passed up a 3-1 at Civitavecchia because a step loss was unacceptable; I must mass my forces intact for this last great battle! Undoubtedly, US 1 Armor will be part of the action now that I have posed no east coast threat.

GERMAN DEC II:

The German makes good use of terrain at P41. The 334th Infantry could have been shifted to H35, which would keep Allied units from swinging up past Bolsena, and then south. German positions are now tattered and torn almost beyond hope! I think I might have used HG, 3PG, & 2nd Para to hit Br7, and 305, 15PG, & 1st Para to get at the US 3rd Division. The attackers could be arranged to also defend against possible Dec III Allied advances

ALLIED DEC III COMMENTS: With a little better luck the game would now be over. There no longer is a front line, just a very fluid, confused situation. I hope that Mark is more confused than I am.

The German response to my move, consisting of a "hedgehog" defense of Terracina, Cassino, Napoli and Salerno is about the best possible strategy to protect those cities in the present confused circumstances. The AV attack was clever, but perhaps the 12 movement points generated could have been put to better use, if only in continuing to steam-roller weak Allied units. The German Adriatic flank could have been shorter and stronger if brought South to the Pescara River; for example: P39, R41, and U39. In a situation such as exists in this particular game it would be difficult, perhaps impossible, to determine just what a retreat "to the rear" consists of!

ALLIED DEC III:

It's hard to make any sense out of the board anymore. It's now a veritable hodge podge of units!



Match C. ALLIED DEC III Turn: The Allied move turns the board into a hectic jumble of colors with little cohesion and nothing in sight even faintly resembling a front. The turn commences with an AV (7-1) attack vs. the 65th Infantry which, despite a "6" die roll eliminates that unit and allows free passage through the hex. The Fr. 4 Mt and US 45th Div each lose a step and the NZ Div loses two. The Br. 5th Div and US 1 Armor advance into the vacated hex. Another "6" die roll in the 1-1 attack vs 16 PZ costs the Fr 2 Mor and US 36th Division each a step and they retreat to

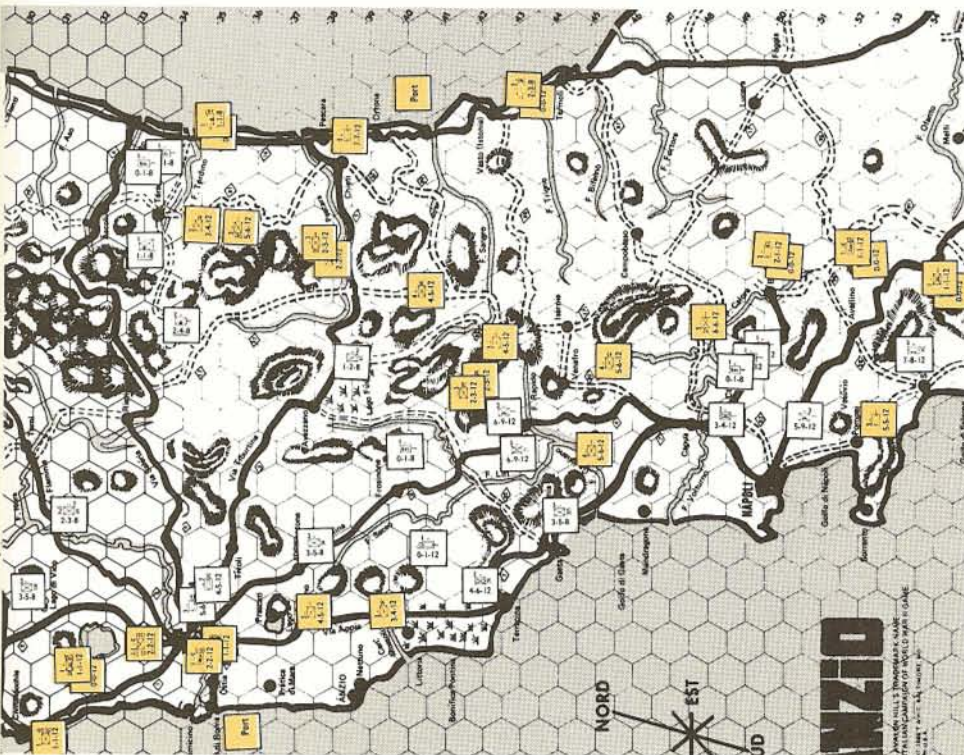
E44 and J44 respectively. The 26th Panzer is not quite as fortunate, losing a step in a 1-1 attack by the Br. 1st Div and Ind. 4th, but holding its ground and forcing its attackers back to G47 and E46 respectively. The turn could well have ended with two less Panzer divisions on the board, but the German can't be blamed for not feeling fortunate at the moment. Elsewhere, the Allied player takes advantage of the chaotic "front" to rebuild 6 units including 505, 24 Gds, 6615, Ind. 8, US 34th, and the Br. 4 Armor Brigade.

The Allies have a lead on the Germans since the German task is to both keep five cities AND form some kind of cohesive line. I think the multitude of low-odds attacks are taking their toll on both sides, but some of the Allied losses near Rome may have been unnecessary since a defensive posture coupled

with the end-run around Bolsena would give the Germans sufficient grief. The attackers near O44 might have been better employed near Naples. A heavier commitment against Naples would produce viable drives against THREE victory cities (Naples, Salerno, Rome) when only one is required. We'll see.

GERMAN DEC III:

The Automatic Victory on ISSF may have been better employed if the resulting movement had been simply used in advance only; moving adjacent to 82/325 and 24 Gds. 60 PG should be sent elsewhere. At this point, I think the German should continue husbanding his strength to withstand expected vicious attacks next turn. In addition, he still must fill holes in his lines. The Allies had a very slim hope of forcing Terracina, but failure to attack in the Naples area enables the German to pull everything into the city. The Allies, the bulk of their "free" forces at O44, cannot rectify the situation. By stripping his lines, he might get a 2-1; an Allied offensive against this area on Dec III might have reduced the German defenders enough to make a 3-1 possible.

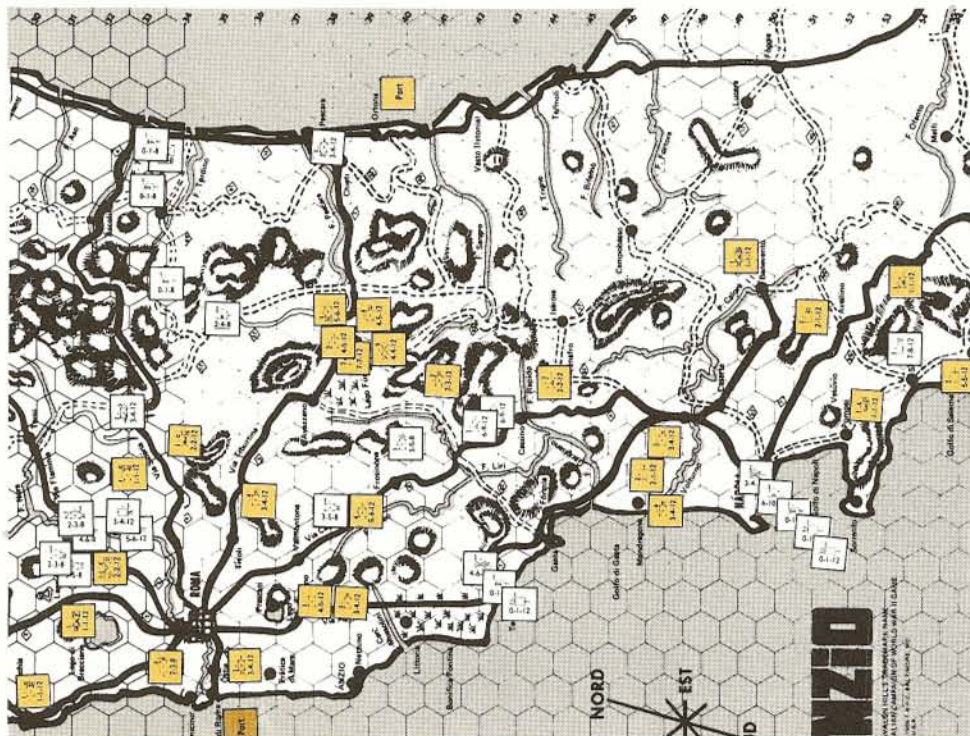


Match C. GERMAN DEC II Turn: The German is forced to depend on rivers and High Apennines to temporarily hold a semblance of front, but even so his army has been cut into two pockets. The 2nd Para attacks the BR 78th and US 34th at 1-2

and draws a stalemate—neither retreating or losing/gaining casualties. The German counterattack on Rome with 16th & 26th PZ turns both 201 GDS and 6615 into inverted counters, but the Germans decline the advance into the city.

ALLIED DEC IV COMMENTS: A lot of the top pro basketball players started out in street games in New York, including Kareem Abdul-Jabbar, Connie Hawkins, Julius Irving, etc. "Dr. J" always maintained that in those games, when going in one-on-one for a lay-up, it was just as important to make the other guy look silly as to score a basket: so here goes!

In order to prevent the Germans from massing every unit for last turn attacks, they must end the game with a front line, or the Allies win. Although I had a good chance to win by holding 5 cities, I decided it would be no harder—and more fun—to win by preventing the Germans from ending the



Match C, GERMAN DEC III Turn: The German masses his striking power for a 9-1 AV attack against 1SSF. 26th PZ suffers a lost step in the attack but 12 extra movement points are generated from the overkill, causing a Breakthrough which allows 334, 71, and 362nd Inf and 16th PZ to obtain a 4-1 second

combat vs the French 2nd Mortar. Unfortunately, the German rolls a "6", causing a loss of two steps from the 334th and ending the offensive with no further advance. The Fr. 2nd Mor suffers a one step loss in the attack. Elsewhere the 94th Inf is repulsed in a 1-2 attack vs the US 3rd Div with a step loss.

game with a front line. Their army is split up into no less than 8 pockets, as much by rivers and High Appennines as by Allied units. They only have four units able to move freely in the northern half of the

board. Anything is possible in ANZIO, but my chances look good.

The German final move could have won the game for them had their attacks generated enough



Match C, ALLIED DEC IV Turn: The Allies deliver the coup de grace by cutting off virtually the entire German army. The Br. 1st and 5th Divisions each lost a step in a 4-1 AV attack vs the 1st Ersatz Infantry, allowing the Canadian 1st Inf to enter T36 and attack in conjunction with the NZ and US 3rd Divisions in a 7-1 AV vs the 3+4 Mt and 5th Ersatz Inf. These two AVs cleared the coast road, allowing the Br 1st Para, US 45th Inf and French 4th Mt to advance up the Adriatic coast. The latter two ended their

movement at N32 and U22 respectively (out of the confines of the illustration). The movement points generated by the second AV allow the NZ, Canadian 1st and US 3rd to launch a second attack vs the 3rd Ersatz Inf at 7-1 odds. The NZ Div is reduced to inverted counter status but the other attackers advance after combat to P39. Both French units take on replacements and gain a step.

forward movement either to close the front north of Rome, or to penetrate to the Allied port, since to win in this alternative way the Allies need to trace a line off the North edges from their port. I'd say they had a 16% chance to succeed, and it failed. It was a worthy try, however.

While revising the 1969 ANZIO for re-issue in 1974 I gave a lot of thought to the anomaly that breakthrough movement can result in a unit moving farther than it could under normal (non-combat) movement. I concluded that there was no better or realistic way to handle it. In this last turn, for example, several strong German divisions steamroller Allied brigades. One could imagine a result ranging from negligible resistance, to an heroic effort that would delay the attackers despite their overwhelming strength. If the rules were modified to stipulate that attackers can never exceed their maximum normal movement, not only would it demand a lot of bookkeeping, but in my opinion it would over-represent the average delaying ability of small units in Automatic Victory situations.

GERMAN COMMENT ON DEC IV: Since the Allies are going for their alternate win: denying the Germans a final front line, I have two desperate chances to still defeat them. Either one would be akin to running the table in billiards.

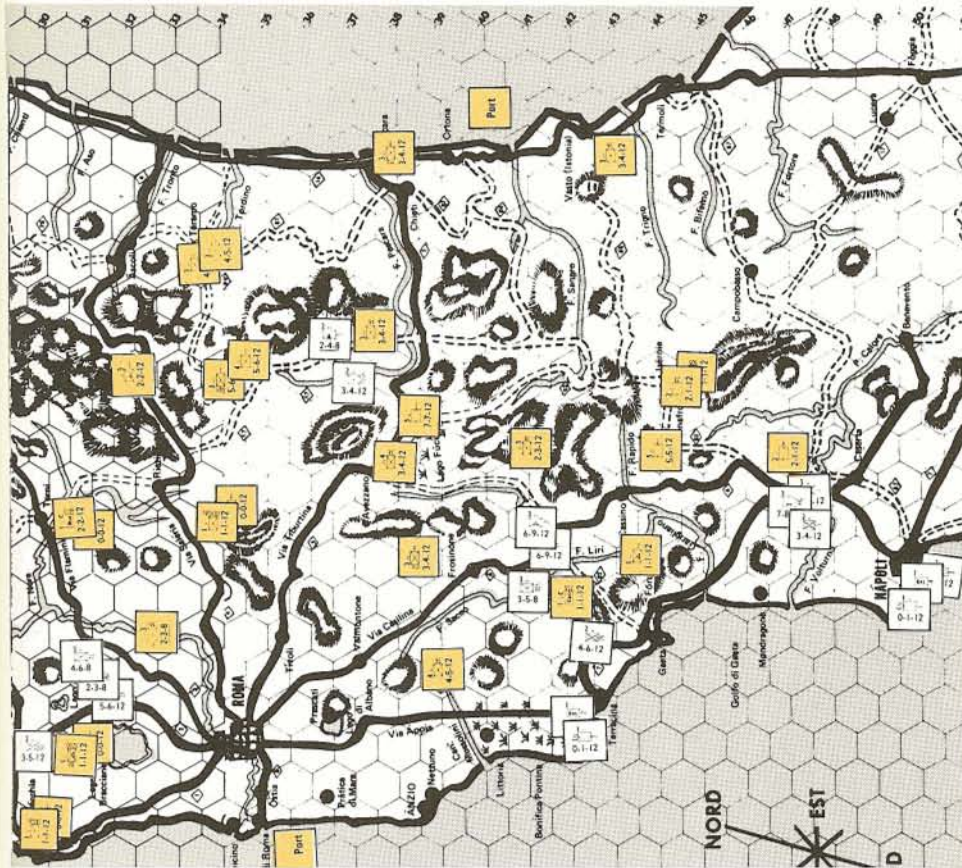
In the north, I have a 7-1 attack with one chance in six of generating enough "breakthrough movement" to close off the front. I could have tried to form a front across the narrow "Gothic Line" neck of the peninsula, but the gain in fewer units needed is more than offset by the added distance they must go to get that far north. What really hurts is that I still have an armored ersatz credit that I am unable to claim, because all are in play on the board. If this unit were at I35, I'd have a 1/3 chance instead of 1/6th. Moreover, I could probably rearrange the deployment attack to make the odds even better.

In the south, I start out with a pair of high-odds attacks, but this is just the beginning. From these I must generate enough forward momentum for second and third combats, all of which must generate favorable rolls, in order to penetrate towards the Allied ports at Ortona and the Termoli zone, either to actually reach them, or to shield them from the rest of the board by German zoc's, thereby denying the Allies their victory.

The results? Blast! I would have loved to pull this one out! Admittedly, my tactics were sheer desperation. Overall, I must say I got better die rolls than I deserved, and hot crap shooting is no substitute for good play. A German victory here would have been a "steal" from an Allied player who rolled more than his share of sixes and deserved to win far earlier.

DEC IV TURN:

The victory criteria state that the German must prevent the tracing of a line (free of German ZOC) from a port (beachhead or port city) as constructed on the board (therefore excluding the south end), to the north edge of the board. The Allied start points are the Roma area, Ortona, and the Termoli zone. Rome (both the beach and Lido port) are easily captured. This leaves the east coast. In a nut shell, there's only one way to block the Allied "victory trace" from these two port counters. We have two methods to evaluate: 1.) throw a new defensive line around or north of the ports; or 2.) destroy the ports. The Naples forces can't attack Br56, the Cassino forces can't break out to the east (primarily due to blocking terrain). The Roma forces can't get past Br46 (at best, they could AV Br201, and advance to P42 for a 1-2). The Allied forces in the far Northeast prevent any swing from there to the



Match C, GERMAN DEC IV Turn: The small German hopes for a victory now depend on overwhelming attacks generating enough excess movement points to allow second and third combat and enable them, with a great deal of luck, to close the front. The beginning of such a line is formed in the north (out of view) by: 1st Ersatz at T21, 26th PZ—Q23, HuD 44—N26, 334—N29, and the 94th at L32. The German starts with a 7-1 AV vs 325 and the Allied replacement counter at F41. A "6" die roll quickly puts an end to any thoughts of second combat as the Replacement counter survives the attack and retreats. A 9-1 vs

Cdo 2SS has more success and generates 12 extra movement points. The 305th Inf loses two steps but all 4 attacking units move on to attack the Br. 2 Para at 9-1. Again, the Germans are met with a "6" die roll which, although it eliminates the British defenders, does not generate enough extra movement to maintain the German's mathematical chances of a victory. Elsewhere 1 Para, HG, and 3rd PG wipe out the Br. 4 Bde in an 8-1, but this attack as well as a subsequent second combat vs 505 & 23 are now pointless. The German has been dealt a catastrophic defeat.

South. Therefore, there is absolutely no chance to destroy the Adriatic ports. In the North, there is a slim chance to form a continuous front, but as the results show, it didn't work.

SUMMARY:

My "gut reaction" is that the Allied player could have sewed it up 100% (as opposed to 83%) by more directly pursuing the "city victory" campaign from Dec II on. As it was, he came down the line to Dec IV and was forced to win the hard way, which he most certainly did, and did very well. In fact, his positions are really a work of art. Understand, this is

★★★★★

THE ANZIO MASTER at his best: novices beware this approach!

The German player started in the red, losing Frascati and under the gun at Cassino. The Dec I turn cost him dearly and from that point on he flew with a broken wing. ANZIO does exemplify the axiom that the winner is he who makes the fewest mistakes. Mark played a fairly good game, but Tom just plain stayed one step ahead of him at all times, particularly in regards to tactical placement.



A.H. Philosophy Continued from Page 24

utilize bookshelf packaging in an attractive format. Not a wargame company, 3M specialized in abstract games of strategy for the adult market. The true adult game addict will readily recognize such classics as: *FACTS-IN-FIVE*, *BACKGAMMON*, *FEUDAL*, *TWIXT*, *OH-WAH-REE*, etc. We will not attempt to maintain all of their items although we will continue to manufacture and distribute the best of their line. The combining of the two lines should enable us to build our retail distribution to new heights.

Again the consumer will benefit by increased availability of both 3M and AH games as one line opens marketing doors for the other. In addition, due to the efficiencies of scale brought about by the merger of the two lines we will be able to

reduce the price of 3M games to the \$10.00 level so as to keep parallel pricing structure between the lines.

We cannot accept your orders for the 3M line at this time but will be happy to do so at a later date when actual manufacture commences. Stay tuned to the *GENERAL* for details on this and other exciting news from Avalon Hill. We have far more up our sleeve for '76 and you won't want to miss any of it.

Other titles on the horizon include a complete remake of *GETTYSBURG* by our resident Civil War expert, Mick Uhl, and the often delayed *STARSHIP TROOPER* which probably won't make its appearance until *ORIGINS II*. The latter is getting deluxe art treatment and will probably be our most colorful game ever. Armed with Robert Heinlein's endorsement we hope *STAR-*

SHIP TROOPER will do for us in the bookstores what *OUTDOOR SURVIVAL* accomplished in gift shops.

Vol. 12, No. 4 of the *GENERAL* was a bit of a surprise to us as it garnered a 2.64 rating to rank as our third best effort in the past three years. It was surprising because the feature article was not voted the best of the issue as is usually the case. Top honors this time around went to Dr. Joseph Connolly for his *STALINGRAD* variant "Starting Stalingrad in 1942." The polling for individual articles based on our random sampling of 200 votes (3 points for best, 2 points for 2nd best, etc.) looked like this:

Starting Stalingrad in 1942	230
The Battle of the Hydaspes	213
Series Replay: Afrika Korps	135
3-D Panzerblitz	134
Back to Nuts & Bolts	94
A Study of Wargamers	84
PBM—The Hard Way	74
Design Analysis	73
Calculated Victory	59
France '40 That Might Have Been	53
The Rest of the Battle	28
A.H. Philosophy	23

This issue will be coming to you, as usual, quite late. We will be doing our best to get back on schedule in the near future but circumstances may make that impossible for quite some time. The recent acquisitions will dictate a heavier workload for all of us at Avalon Hill, and just as important, may force a move to larger quarters. Should this occur we will be hard pressed to maintain our current publishing schedule. We hope you'll be patient with us in the hectic months ahead.

A.R.E.A.

We've recently revised the official pbm procedures for all AH games by doing away with special pbm CRT's and charts in favor of a system which transforms all 10 digit stock results to a base 6 number. This is accomplished by dividing the base 10 number by 6 and using the remainder as your die roll. A remainder of 0 would be equal to a result of 6. Individuals using the old system should feel no need to rush to the new one, but games not already underway may do better to switch to the new system. All AREA matches not already in progress as of February 29th, 1976 should utilize the new system.

AREA now has approximately 1700 members. To date, only one individual has been expelled although three others have been sent "warnings." It is unfortunate that anyone need be told to conduct themselves in a mature manner and that the ultimate purpose of the games is, after all, to have fun. However, if AREA is to develop a reputation for reliability we will have to trim the troublemakers from the rolls. It is an unpleasant position to have to exercise dismissal powers with no more evidence than the written account of a supposedly wronged party. We urge all AREA members to exercise good judgement, manners, sportsmanship and constraint in complaining about opponents. Just because you file a "foul" call before the other fellow doesn't mean he'll be banned. If his story is more convincing than yours, you might be the one that gets bounced! The point is that AREA is supposedly a pool of mature and reliable players who are fun to play. Exhaust all possibilities of a mutual conciliation before complaining. We are still looking for more AREA technicians in the Baltimore area to update the records on Saturdays. Write or call Don Greenwood at Avalon Hill if interested.



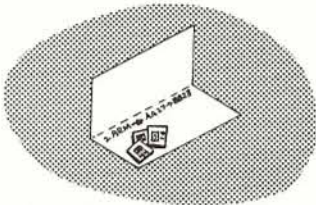
THE REST OF BLITZKRIEG

by Dave Roberts

The new BLITZKRIEG rules did such an excellent job of cleaning up a previously ambiguous game that we were hesitant to include some of the advanced optionals which might have "muddied the water" again. So in order to spare some newcomer the pain of biting off more than he could chew, we omitted the Hidden Movement, Nuclear Warfare, and Propaganda sections at the last minute. They are presented below for the use of the GENERAL's veteran readership.

Hidden Movement:

Each side may "hide" up to 10 units and remove them from the board. Hidden units must always be stacked with a "covering" unit and obey normal stacking and movement rules.



To hide a unit, remove it from the board and place it in the fold of a 3 x 5 index card as illustrated. The unit to be hidden may be "mentally" moved to the covering unit, or the covering unit may move to the hidden unit. Reinforcements must be placed on the board before being hidden. The unit identification of the covering unit (and *only* that unit) must be written in the fold of the index card.

Units may be hidden with a covering unit of any type. (In the TG, air and ground units may hide under each other.) Hidden units may move normally with the covering unit, although neither may exceed legal rates or restrictions at any time. To change a covering unit the hidden unit(s) must be returned to the board and the 3 x 5 card revealed.

Whenever a covering unit attacks, is attacked, moves through an unfriendly city, or at the discretion of the controlling player, the hidden units are returned to the board and the 3 x 5 card revealed to your opponent. Hidden units at sea need not be disclosed even if enemy units are in the same sea zone.

Hidden units which are attacked are only revealed at the instant of combat. In an Automatic Victory situation involving a covering unit, the hidden unit with that covering unit need not be revealed until after the attacker has completed all movement. If revelation of the hidden unit then reduces odds below AV, any units which moved beyond that AV must retrace their steps, "piling up" as close as possible behind the AV battle. Retracing units must be placed in legal stacks not in enemy ZOC, and they may not attack anything that player-turn. *This is called a "nasty surprise".*

Nuclear Warfare:

Nuclear warfare may be conducted on both a tactical and a strategic level. Players shouldn't engage in tactical nuclear war unless prepared to accept the possible consequences of strategic nuclear war (See 38.7). When using tactical nuclear weapons, attacks on the TGAT and ACT are rolled 3 columns higher on the chart than otherwise. Thus a 5-8 attack may be rolled as a 17-20 instead. Attacks on the BBT are rolled 6 columns higher on the chart. Any tactical nuclear

BBT attack affects all BBT targets in that hex (34.2, 34.3, 34.4, 34.5, and 31.42). All grounded aircraft in a nuclear target hex must be removed first, before any ground factors are removed.

Each player has enough tactical nuclear weapons to support 150 nuclear attacks per game maximum. A record must be kept of all nuclear attacks expended. If a bomber intending to use a nuclear attack is shot down before bombing, the unused attack would still be considered expended, in addition to possible nuclear attacks used in air combat there. Place a heads-up penny on each target hex where a nuclear attack is used.

After all combat is resolved, and air units have landed, the attacker must roll for fall-out effects on any units then in or adjacent to a nuclear target hex. Affected air units must be lost before ground units in that hex may be taken as losses. Armor units are *never* lost due to fall-out. Fallout is rolled on the 4-7 column on the BBT. The attacker may deliberately attack vacant hexes on the BBT to produce fall-out.

All ground units that advanced or retreated after combat into or through a nuclear target hex, or into or through any adjacent hex, must also roll for fall-out. Air units needn't roll for fall-out in hexes they *flew* through. Armor never roll for fall-out. Roll separately for each *stack* of such units in each affected hex moved into or through. It is possible for a given stack to have to roll up to 5 times for fall-out after combat, 4 for advances or retreats, plus 1 for ending the turn in an affected hex.

In the player-turn following a nuclear attack, flip the penny to tails-up. Adjacent hexes are no longer affected by fall-out, but a tails-up hex still affects each stack moving into or through it. Units which simply move out of a fall-out affected hex escape fall-out effects. Factors eliminated by fall-out while moving are removed immediately and do not engage in combat that player-turn. Remove the tails-up penny at the end of this player-turn.

If a minor country liberator uses a nuclear attack in or adjacent to a city of that minor country, all special benefits of having been the liberator are lost. Cities of that country are no longer friendly to the former liberator, and must now be garrisoned to be friendly. Any unreduced cities would now resist the former liberator just as they would the aggressor. The 2 factor losses of 29.6 and 29.7 now also apply to the former liberator. However, (A) players need not garrison cities during a player-turn in which they are subject to fall-out, and (B) players need not garrison cities garrisoned by their opponent, in order to avoid the 2 factor losses of 29.6 and 29.7.

For strategic nuclear warfare, both have a full stock of multiple-independently-targeted-entry-vehicle-intercontinental-ballistic-missiles, equipped with multi-megaton-thermonuclear-devices. Translated from Pentagonese, this means that either player may upset the board whenever he pleases.

Although not strictly prohibited, players should refrain from (A) using tactical nuclear weapons over enemy home country cities, and (B) occupying any home country hexes with ground troops. Players who upset the board in a player-turn in which their opponent escalates the conflict to such excesses as "A" or "B" above would be considered morally justified. But in any

case, all players and spectators present when the board is upset should be forever banned from further play of Avalon Hill Games.

Propaganda:

While having no direct bearing on the logical/mechanical elements of the game, a zealously waged propaganda campaign can make a major contribution to final victory, or even win in an otherwise hopeless situation.

Players are now free to engage without limit in propaganda such as accusing the other of warcrimes, political corruption, suppression of subject peoples, forecast the collapse of the other's economic system, etc. Scathing use of the term "aggressor" should be made at every opportunity, and the most high-minded nobility of soul feigned in use of the term "liberator." Going deeper, one could drum one's fingers loudly on the table when awaiting the end of your opponent's move, or you might respond with a bored, "Ho-hum, what a dumb game!" when your opponent rolls into a crucial city with a 1-2 and a die roll of "1".

Players are reminded that excess zeal in propaganda may damage relations away from the game table and leave you no friends, but that's your business. It all depends on how seriously you take simulating the absurdity of war. Remember, this is an Optional Rule. You don't have to use it.



ALEXANDER SECOND EDITION

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

PLAY-BY-MAIL PROCEDURES REVISED

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

REDUCED HEX SHEET PADS

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

Dear Sir:

The following is an optional rule submitted for use in your Revised *BLITZKRIEG* game.

37. FORTRESSES

37.1 This is an optional rule for the Tournament Game. Fortresses represent emplaced positions to strengthen defense of an area. This rule can be used only in conjunction with the Critical Resources Rule.

37.2 Each player begins the game with 4 Fortresses. He may position them anywhere within his home country.

37.3 A player receives 1 Fortress counter at the start of his player turn if he has 4 friendly Basic Industry cities. He must place it immediately or it is lost; Fortresses cannot be accumulated and brought on en masse later. They may be placed on any non-sea or lake hex from which a combat supply line can be traced to one of the IND cities (not necessarily in the home country). Once placed, fortresses may not be moved.

37.4 Once placed, a fortress may be occupied by any ground unit of either side. Fortresses may be destroyed by friendly forces (removed from the board) if a unit begins its turn on the fortress and does not move that turn. Any number of Fortresses may be destroyed in a turn.

37.5 Units in fortresses have certain advantages:

37.51 Units in Fortresses may ignore retreats called for by the TGAT (attacking or defending).

37.52 Units in Fortresses are not required to attack adjacent units.

37.53 If they do choose to attack, they need not attack all adjacent units; they may attack one, some, or all adjacent hexes (but must attack all units in the hex, per 14.4. Not all units in the Fortress are required to attack; the player may use some, one, or all, in one or more attacks.

37.54 Units in Fortresses postpone the effects of isolation for one turn, due to supply stockpiles. If a fortress is still out of supply, at the start of the second consecutive turn, the effects of 23.6 occur.

37.6 If aircraft rules are used, special conditions apply:

37.61 Bombers do not bomb units in fortresses at double strength (30.8).

37.62 Tactical Bombing does not double units in fortresses behind a river (30.41).

37.63 Anti-Aircraft batteries in Fortresses return fire (in the 13-16 column of the ACT), against any attack in its hex (Strategic Bombing or Additional Missions, 30.42 and 33), over and above any other AA return fire.

37.64 A Fortress may be attacked as an Additional Bombing Mission, at 2 columns lower than normal on the BBT; only a blank saves the fortress. There is return AA fire (13-16 on the ACT). The destroyed fortress is removed.

Glenn Roberts
Eaton, Ohio

★★★★★

Dear Mr. Greenwood:

I would like to congratulate you on a fine Series Replay in Vol. 12-3. I would like to see more "classics" replayed in the magazine. Commendation should go to Mr. Anton for some fine neutral commentary. Instead of harshly criticizing the players, he tried to point out why they made a certain move. It was a job well done.

I think the game would have been great if the luck factor was equal. As Mr. Roberts said, the odds that his three 1-2's would fail was 29-1! (I wonder what would have happened if the first 1-2 succeeded?) However, as Mr. Anton said, you must plan your game on the worst possible luck. I tend to agree with Mr. Roberts that it is difficult, (not impossible) to beat a competent PAA player, such as Mr. Libby, by taking only 3-1's and delaying pieces. I hope that future Series Replays will be as good as this was.

Andy Tomcufcik
Old Tappan, NJ

Letters to the Editor ...

Dear Sirs:

I have recently purchased a copy of your game *Wooden Ships and Iron Men* which I am generally pleased with except for the fact that the Dutch fleet is completely ignored. It is true that the Dutch fleet was small and it's primary function was convoy escort, but it was larger than the American fleet of the 1830's and large enough to keep over twenty of His Majesty's SOL's occupied in the North Sea. Another interesting thing about the Dutch fleet is that it did not exist, the British would have been denied one of her greatest naval victories under sail, the Battle of Camperdown.

The Battle of Camperdown took place on 12 October 1797 and was the most decisive victory, strategically as well as tactically, since the destruction of the Spanish Armada. The Dutch fleet, under the command of Admiral John William DeWinter, was ordered to sortie into the North Sea "for the honor of the flag" and was caught by the British while attempting to make it back to port. While catching the fleeing Dutch, the British fleet, under the command of Admiral Adam Duncan, then 66 years of age, was in two disheveled formations when the order for "General Chase" was given. As the British closed at an angle of approximately 120 degrees to the Dutch, the Dutch formation let loose a murderous raking

broadside that did little to slow the advancing fleet of Adam Duncan. Many of the British SOL's managed to break through the Dutch line resulting in the division of DeWinter's fleet into three sections, two of which were hopelessly involved in intership melees to a numerically superior formation. The third section of four ships was not involved in the fighting and they ran. After four hours of fighting, the British captured nine of the Dutch fleet and left two to flounder on the soil of their flag. All this eliminated the Dutch fleet as a fighting force and cleared the North Sea for the next 115 years.

In my opinion, this was at least the third greatest victory for England in this period because it was fought by fleets which were nearly identical in every respect, and it showed the folly of the notorious fighting instructions, which continued to be followed until World War II. Duncan might well have been another Howe or Rodney if he wasn't stuck with an idle front like the North Sea.

I have included a scenario of Camperdown and I hope you find it useful in expanding the possibilities of *Wooden Ships and Iron Men*. But as far as these big scenarios go, take my advice and get some additional boards.

Robert Hoernig
West Yarmouth, MA

THE BATTLE OF CAMPERDOWN

NAME	GUNS	CLASS	Nr.	HEX	Dir	HULL	CREW			GUNS	CARRON		RIGGING				
							Qual	Section	L R		ADES	L R	1 2 3 4				
BRITISH:																	
Lancaster	64	SOL	2	Z13	3	11	Cr	4	3	3	6	6	1	1	7	7	7
Isis	50	SOL	2	Z14	3	8	Cr	3	2	2	4	4	1	1	6	6	6
Bellefleur	64	SOL	2	V14	3	11	Cr	4	3	3	6	6	1	1	7	7	7
Bedford	74	SOL	2	V16	3	14	Cr	4	4	4	8	8	2	2	7	7	7
Ardent	64	SOL	2	U18	3	11	Cr	4	3	3	6	6	1	1	7	7	7
Venerable	74	SOL	2	T19	3	14	Cr	4	4	4	8	8	2	2	7	7	7
Triumph	64	SOL	2	O20	3	11	Cr	4	3	3	6	6	1	1	7	7	7
Agincourt	64	SOL	2	C22	3	11	Cr	4	3	3	6	6	1	1	7	7	7
Adamant	50	SOL	2	D23	3	8	Cr	3	2	2	4	4	1	1	6	6	6
Veteran	64	SOL	2	E25	3	11	Cr	4	3	3	6	6	1	1	7	7	7
Monarch	74	SOL	2	F26	3	14	Cr	4	4	4	8	8	2	2	7	7	7
Powerful	74	SOL	2	C27	3	14	Cr	4	4	4	8	8	2	2	7	7	7
Director	64	SOL	2	C28	3	11	Cr	4	3	3	6	6	1	1	7	7	7
Northmouth	64	SOL	2	B28	3	11	Cr	4	3	3	6	6	1	1	7	7	7
Russell	74	SOL	2	C31	3	14	Cr	4	4	4	8	8	2	2	7	7	7
Montague	74	SOL	2	B31	3	14	Cr	4	4	4	8	8	2	2	7	7	7
Circe	28	F	3	T9	2	5	Cr	2	1	1	2	2	1	1	5	5	5
Beaulieu	40	F	3	A19	2	10	Cr	3	2	2	4	4	3	3	6	6	6
DUTCH:																	
Gelheid	64	SOL	2	OQ19	2	8	Cr	5	4	4	6	6	1	1	7	7	7
Beschermmer	56	SOL	2	OO20	2	8	Cr	4	4	3	5	5	1	1	7	7	7
Hercules	68	SOL	2	MM21	2	8	Cr	5	4	4	8	8	-	-	7	7	7
Adm. de Vries*	68	SOL	2	KK22	2	8	Cr	5	4	4	7	7	-	-	7	7	7
Vrijheid	74	SOL	2	II23	2	14	Cr	5	4	4	9	9	1	1	7	7	7
Staten-Generaal	74	SOL	2	HH24	2	14	Cr	5	4	4	9	9	1	1	7	7	7
Wassenaar	64	SOL	2	EE25	2	8	Cr	5	4	4	6	6	1	1	7	7	7
Batavier	56	SOL	2	CC26	2	8	Cr	4	4	3	5	5	1	1	7	7	7
Brutus	74	SOL	2	AA27	2	14	Cr	5	4	4	9	9	1	1	7	7	7
Leyden	68	SOL	2	Y28	2	8	Cr	5	4	4	7	7	-	-	7	7	7
Mars	44	F	3	W29	2	7	Cr	4	3	3	5	5	1	1	6	6	6
Cerberus	68	SOL	2	U30	2	8	Cr	5	4	4	7	7	-	-	7	7	7
Jupiter	74	SOL	2	S31	2	14	Cr	5	4	4	9	9	1	1	7	7	7
Monnikendam	44	F	3	R33	2	7	Cr	4	3	3	5	5	1	1	6	6	6
Hearlem	68	SOL	2	P32	2	8	Cr	5	4	4	7	7	-	-	7	7	7
Alkmaar	56	SOL	2	N33	2	8	Cr	4	4	3	5	5	1	1	7	7	7
Delft	56	SOL	2	L34	2	8	Cr	4	4	3	5	5	1	1	7	7	7

PREVAILING WEATHER CONDITIONS

Wind direction: 3
Wind velocity: 4-Heavy breeze
Wind change: 5

SPECIAL RULES

1. No land hexes
2. No anchoring

★★★★★

Dear Editor:

I was very pleased to see my work on *Jutland* in Vol. 12, No. 3 as the lead article, as well as my material on the *Derfflinger*. However, there were some errors committed in the printing of the counter sheet and the supplemental hit records, which I would like to call to your attention.

1. The hit record for Australia is wrong. It should be like her sister ships, *Indefatigable* and *New Zealand*.

2. The counters for the British B's should all have been like that for King Edward.

3. The protection factor for the British B's on the hit record sheet should have been 10, rather than 7.

4. The unit counter for the Rodney is for the WWII BB. The ship of this name which was projected but not built in WWI was a BC of the Hood class. Thus the counter for Scenario 5 should have been like that for the Hood.

5. The protection factor on the unit counters for the Antrim, Argyll, Devonshire and Roxburgh should be 1, rather than 2.

Dean Miller
Fairfax, VA

Dear Sir:

I wonder if I might use the letter columns of the *GENERAL* to express my wishes to all those who contributed in any way to my getting the two Charles Roberts awards? To have a damned Limey walking off with two of the five awards must have been rather a bitter pill for righty-patriotic Americans to swallow, and the fact that they appear to have accepted this (my mail box has contained letters of congratulation but—as yet—no bombs) as well as having, separately, promoted it speaks volumes for the generosity and fair-mindedness of the wargaming fraternity. Mind you, why I deserve any award of this nature, let alone two, mystifies me—after all, I have been enjoying myself! *ALBION* was a labour of love and sometimes even I wish I had the courage to take it on to issue 100... but I soon get a grip and continue to take the pills...

Anyway, many thanks to everyone and particularly to the organisers who have pulled off a get-together which has been in everyone's dreams for some years but which takes a helluva lot of organisation to bring to reality.

Don Turnbull
Cambridge, Great Britain

Dear Mr. Greenwood:

I was very much surprised to see that in the Avalon Hill Philosophy Part 52 in the November-December edition of the *General*, that your forthcoming release entitled *KINGMAKER* was referred to as "a multi-player diplomacy game of the English Civil War."

Nothing could be any further from the truth. *KINGMAKER* deals with the period of dynastic wars between the royal houses of York and Lancaster which lasted from 1454 to 1485. These wars were fought almost exclusively between the nobility with the common man knowing or even caring little about the outcome. As a result of the "wars" nothing really changed except that the Tudor dynasty came to power. One dynasty had been changed for another.

The "English Civil War" occurred from 1642 to 1646, and ended with the execution of Charles I. This war was concerned with the struggle between the conflicting growth of the power of Parliament and the divine right and royal prerogative. As a result the style of English life was changed, though not for long by outward appearances. As a result the authority of the King was on the decline and the power of the Parliament was on the rise.

I hope that there will be a disclaimer published so that the novices among us will not think that the *KINGMAKER* is the English Civil War, and that the Wars of the Roses is simply another name for the same.

Bill Mauzey
Maryville, MO

Ed. Note: You are, of course, correct. It is easy to fall into the trap of describing the Wars of Roses as a civil war because, in a broad sense, it was one. However, you are entirely correct in chastising us for referring to it as The English Civil War which, of course, is not. Thanks for catching our slip.

★★★★★

Dear Sir:

The article by Randall Reed in the current issue of the *GENERAL* (vol. 12, no. 3) raises the possibility of rule changes to the recent issue of *Chancellorsville*. I agree that the victory condition ratio should be 3-1 rather than 4-1. I also wholeheartedly agree that the addition to the victory conditions pertaining to Confederate line of supply be initiated. The comment in the article about the old version being a *D-Day* on the river is certainly true and I can remember the frustration of just trying to cross the river in the older version.

I have also noted in the *General* over the past year that there have been many articles on compartmentalization of components. I would like to say that I know of a method that is relatively cheap and very efficient. My method of compartmentalization consists of the purchase of two *Rubbermaid* mini cube trays (no. 2866); after purchase, cut the plastic edges off with a razor blade. You are now left with two trays, each of which has 36 separate compartments capable of easily holding 8 *Panzer*—pieces. This method is excellent for such games as *Panzer Leader* and *Panzer Blitz*. The only disadvantage is that the boxes must always be kept in a horizontal plane otherwise the pieces will fall out of the compartments. Two *Rubbermaid* mini cube trays with edges trimmed fit very snugly into a bookcase type of box. I am surprised that after four years of *Panzer Blitz* being on the market that no one has published this excellent method!

Dr. Don Holshuh
Lynch, KY

★★★★★

Gentlemen:

I want to thank you for publishing the Origins of World War II game, which I have used with great success with groups of students of diplomatic history. Mind you, I have modified the game some, adding Italy, Czechoslovakia and Poland, and creating teams for the various democratic governments (teams which must have majority consent to act, giving them a disadvantage versus the dictators). At first I used it at the end of the term, as a kind of celebration at my home, but the students commented that they could have profited from it before final exams. So now it's an integral part of my international politics course in the period 1900-45.

Robert W. Sellen
Professor of History
Georgia State University

READER BUYER'S GUIDE

\$10.00

TITLE: BLITZKRIEG '75 Edition **SUBJECT:** Fictional war of two major and five minor powers loosely based on WWII

BLITZKRIEG was the 23rd game to undergo analysis in the RBG, placing 15th on the chart with a cumulative rating of 3.09. This performance while good (not every game can be the best), was disappointing to us in that we had thought highly of the '75 revised edition. The results may have suffered from readers basing their ratings on the original, rather than the recent edition of the game. However, more likely the game's appeal suffers because it is only mythically based on WWII, rather than being a historical simulation.

The game's worst rating came in the area of physical quality which is hard to explain other than for the fact that it is a comparatively old game of the classic generation. The lack of an exceptional Realism rating is, again, probably a reflection of the non-historical subject matter being covered. Whereas the 1st edition often more closely resembled a "sit-krieg" than blitzkrieg, the '75 edition certainly lends itself to the fluid movement of armored warfare. The new artillery and air power systems address those arms with much more accuracy than past systems.

BLITZKRIEG did set a new RBG record in the Play Balance category where it bested Third Reich by a significant .34. This is no mean achievement for even though the forces involved are nearly identical in total strength, their order of appearance and native terrain advantages are not. The Completeness of Rules rating is also quite impressive and

apparently well deserved as "our nut mail" to date has revealed no unanswered questions, other than the exclusion of the Hidden Movement rules mistakenly advertized earlier as being part of the second edition.

BLITZKRIEG offers something for just about everyone. If played without the Optional Fighter rules, it is an exceptionally good game for PBM play due to the large number of units and relatively few turns (15). Those who stress competition will enjoy the Basic Game for its ease of play while the hard corps has expressed delight with the added rules for crucial industries, air combat, and naval ascendancy. BLITZKRIEG in its revised format is a worthy edition to any gaming library and those of you who have not updated your sets should do so at your convenience.

1. Physical Quality	3.39
2. Mapboard	3.28
3. Components	3.30
4. Ease of Understanding	3.14
5. Completeness of Rules	2.89
6. Play Balance	2.25
7. Realism	3.67
8. Excitement Level	2.81
9. Overall Value	3.05
10. Game Length	4 hours

Hex by Hex

Continued from P. 13

and Zabvenia is the only cover on it. If the enemy wins in a rush, he will have to take Zabvenia.

The gully gives Zabvenia its importance, but it is also a threat. The two gully hexes north of the town provide for assaulting forces partial shelter from a defender's supporting gunfire. Only units in a north hex of Zabvenia can fire into the gully, and those units may discover themselves overburdened, unable to kill enough spotters to prevent an artillery zank from Opustoschenia. To prevent this, try occupying the easternmost gully hex, or, with a mobile unit, the reverse slope of that interfering northern ridge. The brown hex-sides will interdict enemy fire from the north for either position.

Defending Zabvenia from a southern or eastern attack can be quite difficult. If your opponent has strong forces, better not attempt a besieged defense like Opustoschenia's. Zabvenia is another place for elastic armored action rather than infantry-artillery rigidity.

It would be folly to assume that, because Zabvenia ford is the easy route south, everybody will come that way. The little forest on the east side of the board, close to the stream, provides a convenient jump-off point for a flanking assault which will circumvent the streambed barrier and possibly force an evacuation of the town. It is just close enough to serve a similar purpose for a northbound attack against Opustoschenia. The forest makes an excellent artillery position for use against either town. A single unit is sufficient to hold the forest against light opposition.

It is just possible for a really fast unit (e.g. T-34s, but not Panthers) to by-pass Zabvenia at the ford, attain the road, and pull up into the woods between the forks. Again only a single unit is needed to prevent such a penetration. Two units there will dominate both forks. Still another unit in the cove in the southwest corner will provide a firm outpost line for Zabvenia against southern attack. An attacker would be wise to seize both forests before assaulting Zabvenia.

That little C-shaped ridge in the southeast corner is an odd obsession of mine. The shape intrigues me, and occasionally I must repress an impulse to nestle some unit in the mouth of the C. If I did, it would be a wasted unit: The brown hex-sides would block most of the lines of sight in and out, the slope hexes would slow down movement to a better position, and while it lasted, the unit would be a target for anything on a hilltop. I call the position Rorschach Ridge, and I think it might prove meaningful if ever I undergo psychoanalysis—but it is perfectly useless for anyone playing PANZERBLITZ.

Strategic Alternatives

Continued from Page 23

with them! Other times, a sound tactic or strategy simply falls apart for no reason. Especially when other people do not react — as you would expect — in their own best interests! So you have to learn to be flexible.

For example, Germany cannot simply decide that she is going to overrun all of Europe before attacking Russia. England will usually be too strong to invade. But if the British player gets careless — and the opportunity presents itself — the German can now consider this possibility. Indeed, the British player often leaves his island with less than optimum defense (but still defended, mind you!) on the assumption, "Germany can't afford to gamble on a Sealion invasion — he's got to get into Russia!" So that works both ways.

Another example is the French/British/Russian first turn declaration of war on Turkey. When we tried it, Germany intervened! We didn't expect this, as it meant Germany had to declare war on Russia in winter, 1939! (Italy, intimidated by a strong British fleet, remained neutral!) We were eventually driven out of Turkey and Germany managed to push up the Caucasus — an alarming event! However, Germany found herself in a three front war in 1939; France did not fall, although Paris changed hands a couple of times (it was a near thing!); and the Persian Lend Lease route was obviously lost — but Germany simply had no forces to spare to take Norway! Murmansk convoys were uncontested. Eventually, the game worked out to Allied strategic advantage after all; but for a while everything was in mid-air (nobody knew what was going on or who was winning!) as the fall of Paris would have sent the Allied dominoes tumbling. It certainly wasn't the scenario we expected or planned. Incidentally, it was a good thing we had Xeroxed the United States BRP card, since France never fell.

Thus, in conclusion I can only advise new players that they should open a THIRD REICH game with a definite policy for their nation (such as British support of Russia) and a tentative plan for carrying that policy out under normal circumstances. Beyond that, remain flexible. Keep a hawk eye out for opportunities, for mistakes by other players (and they will arise!); then, decide whether you wish to exploit that opportunity. If yes, then bring your full tactical and strategic wargaming skills to bear — and exploit it to the hilt! Whatever happens, however it works out, I can only say that it will rarely be quite what you expected!

THE QUESTION BOX

PANZER LEADER

Q. May a unit whose LOS has been obscured by a SSC direct fire at a target spotted by another friendly unit?
A. No.

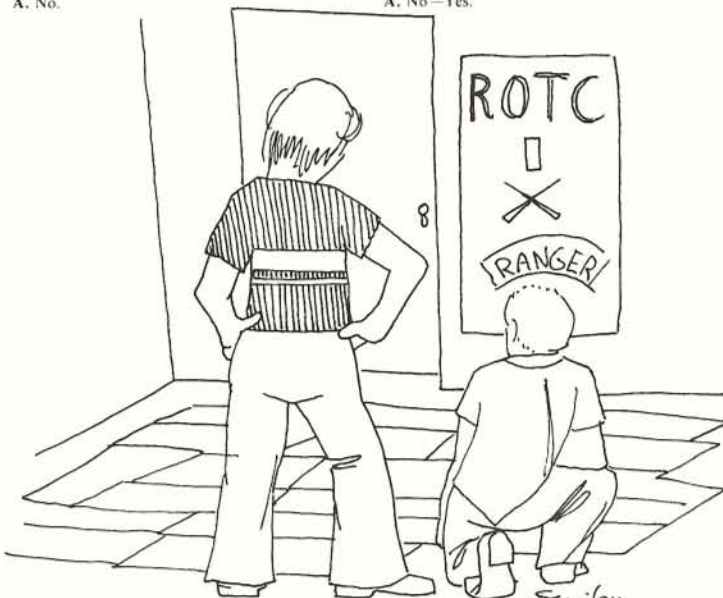
Q. May the turn an engineer unit unloads count as the 1st turn of a 4 turn sequence for building a block or demolition work?
A. Yes.

Q. Can German AFV's carry 81mm mortars or "I" type weapons?
A. No.

Q. Can an AFV overrun at odds worse than 1 to 4 for positional reasons (i.e., to gain entrance to terrain behind the defender)?
A. Not in PL.

Q. Assume 3 wrecks and a block on a bridge. Can you move across it?
A. No — the situation card for #20 has been revised however to prevent this from happening.

Q. Can a unit other than the original spotter act as a spotter to prevent "Scatter" when the original spotter is no longer present and if no — can you have more than 1 original spotter designated?
A. No — Yes.



TELL ME BOB, NOW THAT WE HAVE THE FOUR PANZER LEADER AND SEVEN PANZERBLITZ BOARDS SET UP, HOW'RE WE GOING TO GET TO THE BATHROOM?

AVALON HILL RBG RATING CHART

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

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
2. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
3. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
4. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
5. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
6. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
7. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
8. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
9. JUTLAND	2.83	2.84	-	2.39	3.27	3.06	3.24	2.93	2.61	2.67	29.7
10. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
11. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
12. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
13. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
14. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
15. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
16. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
17. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
18. D-DAY	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
19. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
20. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	4.57	4.59	4.20	11.6
21. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
22. GETTYSBURG	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
23. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	6.29	9.8

COVER STORY

Our cover this issue is entitled "Air Attack." It is a print by Bruce Weigle from the Eastern Campaign portfolio. The cover depicts a Soviet IL-2m missing its target as a mobile German flak crew brings their gun into action. Anti-aircraft protection was afforded German units by this special configuration of the Sd. Kfz. 251 halftrack APC, which mounted a 20mm rapid-fire weapon, and saw limited action from 1943 onwards. This and many other prints are available from LAMO-LEM Battle Prints, P.O. Box 2382, La Jolla, CA 92038. The complete Armor-In-Action series consisting of five portfolios is available for \$4.95 ppd. Lamo-Lem also offers a catalogue free for the asking.

Metro Detroit Gamers have announced that their annual convention MICHICON V will take place June 11-13 at the University of Detroit. Among the many featured events will be tournaments in 1776, WOODEN SHIPS & IRON MEN, and STALINGRAD. Those seeking further information should contact Bill Somers, 1654 Chandler, Lincoln Park, MI 48146.

The Texas A&M Wargames Society reports that it will hold a convention, War Con II, on April 9-11 in the Rudder Tower at Texas A&M in College Station Texas. A PANZERLEADER tournament is scheduled as the feature event. Interested parties can contact Keith Gross, Box 8199, College Station, TX 77844.

Probably the northermost Interest Group is the Kodiak Wargamers Society which meets on the island of Kodiak at a USCG Air Station. Being a bit isolated from population centers, they offer free room and board (with advance notice) for people visiting their Saturday get-togethers. Those interested should contact YN2 William T. Dobson, USCG Air Station, Box 33, FPO, Seattle, WA 98790.

LTC Frank T. Rivera of the Department of Military Sciences at the University of Puerto Rico reports full usage of the complete Avalon Hill wargame line as a module alternative to the normal ROTC course offerings. The course is designed to give the cadet an appreciation for military history and, at the same time, increase his oral and written comprehension.

The 4th Annual Flying Buffalo Wargame Convention will be held in Scottsdale, AZ on June 25-27. Avalon Hill and Diplomacy tournaments are scheduled, as well as many other events. For more information write to Flying Buffalo Inc., P.O. Box 1467, Scottsdale, AZ 85252 or call Rick Loomis at 602-994-9104.

We must remind you to utilize first class postage on all correspondence to Avalon Hill. With the recent postal rate increase, the Post Office may refuse to deliver the answers to your questions if your envelope doesn't bear at least 13¢ postage.

Buffalo wargamers are excited about the opening of a unique store just for them. "The Articles of War" at 2525 Delaware Ave. is a retail store specializing in wargaming products of all types. Owner James Venn provides free 4'x8' miniatures tables, opponent matching service, wargame tables, and organized tournaments. At present, the store is restricted to evening hours and weekends.

Infiltrator's Report



The Avalon Hill Football Strategy League's SUPER BOWL III is now history as Don Greenwood's Green Bay Packers returned to their 1973 winning ways. Greenwood, who barely made the play-offs of the 26 team league with a 9-5 record, breezed to victory in the play-offs with 40-13 and 28-26 wins. Game designer Thomas Shaw failed to make the SUPER BOWL for the first time in 3 years as he fell to the Buffalo Bills of Dennis Yost by a 17-7 score in the Quarter Finals. Yost proved no match for Greenwood in the SUPER BOWL however as the Packers won easily 37-10. The league will expand to 28 teams next year. If you live in the Baltimore area and would like to participate in any of the three AH sports leagues, contact Don Greenwood at Avalon Hill.

Those of you who were playing pbm matches with Canadian partners shouldn't be so quick to cry foul over a lack of response from our northern neighbors. A Canadian postal strike was the culprit so give them another chance now that it's over. They didn't move—the Canadian Post Office just returned your mail.

Tube watchers who saw the EMERGENCY episode aired on December 13th might have caught a glimpse of a familiar name in the credits. Our own Mark Saha who makes his living with his literary talents wrote that episode.

Organizations seeking public announcements of tournaments and conventions in the GENERAL are reminded that such material must be received at least 3 months prior to the activity taking place. We receive many convention announcements which we'd be happy to publish but which must be discarded because the event would be over by the time the next GENERAL is printed.

Nick Palmer of Denmark reports that all is well with the start of the International Wargaming Team Avalon Hill Championships. Six teams have put up the \$20 entry fee to do friendly battle by mail. A total of 16 games will be played with each team having to field their respective experts in ANZIO, AFRIKA KORPS, BATTLE OF THE BULGE, BLITZKRIEG, D-DAY, PANZERBLITZ, STALINGRAD and WATERLOO. Here's wishing good luck to the members of OOPS, OKH WEST, Ye Olde Wargaming Club, Ithaca, USC, and the National Games Club which is hosting the event from their base in Denmark.

Reader E. Carlson reports that the main exhibit in the Lowie Museum of Anthropology on the Berkeley Campus of the University of California, was devoted to "Games of Chance, Skill, and Strategy" from November through January. The exhibit included games from ancient China, the Plains Indians, South American Indian civilizations, ancient Greece and Rome, African tribes, and a host of other places and times around the world and down through history.

Only two games represented contemporary American society in this great panoply—MONOPOLY and WATERLOO. It would appear that Avalon Hill has even earned a place in the history of our culture!

Contest No. 69 called for the Poles to set up their defensive line to accomplish two goals: 1.) attaining the highest probability of survival, and 2.) inflicting the greatest probability of damage to the German forces. The first goal is attainable several ways. The Poles can guarantee that the German must make at least one 2-1 attack in order to capture Warsaw. These are the best odds that he can hope to get as he cannot force the German into a 1-1 attack. The probability that the attack will fail and the attacker will be eliminated is 1 in 36. The second goal is more difficult to determine. Damage is best measured in terms of the standard unit of exchange; the BRP. So losses are not measured in combat factors, but in the number of BRPs it would cost to replace those factors. A surprising result is discovered through mathematical analysis. On the average, it costs the Germans more BRPs (6.79) to attack Warsaw directly across the river than to attack twice southeast of the city and up into Warsaw (6.68 BRPs). Only 7 entries hit upon this solution or variations of it. Many were disqualified because their defence was anchored on the Partition line which the Germans are allowed to cross.



The ten winners of Contest #69 were: C. Trebilcock, Montague, MA; A. Wiecking, Bethesda, MD; G. Saunders, St. Johns, Newfoundland; L. Rosales, N.Y., NY; J. Hooper, Falls Church, VA; D. Swerdion, Bethesda, MD; M. DeMartelaere, Rochester, NY; S. Collier, Decatur, GA; J. Vaurus, Pasadena, CA; and M. Schuette of Saginaw, MI.

OPPONENTS WANTED

Experienced Adult Wargamer wants tough fit in Madison county area. AREA member have AK, BB, Blitz, Fr, 40, Luf, Pan, Luf, RW, 1776, Grad, Anz, Blz, Wp, 415, AH Games, William W. Fox, Jr. 2134 Victoria, Rockville, Ariz. Area #5848. Ariz. Area #5848. Ariz. Area #5848.

Need opponent in Boulder area. Can play BB, Pan, Anz, Blz, Wp, 415, AH Games, William W. Fox, Jr. 2134 Victoria, Rockville, Ariz. Area #5848. Ariz. Area #5848. Ariz. Area #5848.

Experienced wargamers wanted for New Orleans Gamers Club. We play all manufacturers games. Novice players welcome also. Call: Richard Cuccia, 1499 Athys St., New Orleans, LA 70115. Phone: 504-835-2222.

Pbm Wooden Ships & Iron Men, Pan, Luf, 1776, Anz, Grad, Wat members for pbm club ages 12 to 18. Write me if interested. Keith Stevenson, Box 231, Gowder, MO 64545. Phone: 660-645-4545.

Clayton LeSage, 5255 S. Skyline Dr. New Berlin, WI 53151, 425-6396. Does anyone live in Atlantic Canada or Canada in general. No letter goes unanswered.

I will play anybody at anytime and anywhere. I'll play any game. Anybody in Doylestown to Phila. area. Give me a call. AREA (900) Mark Zimmerman, 2138 Herblow, Warrington, Pa. 17057. Phone: 717-865-4545.

Wanted average player to play Mid, 1914, Orig, Pan, Grad, 3R or any you have. Prefer fit but will pbm. Am 14. Michael Brien, 8614 E. Granada, Scottsdale, AZ 85257, 945-3621.

Fort Lauderdale Wargaming Club. Interested in new players of all types. Miniatures and board games. We meet at least once a week. Mike Willegal, 4840 N.E. 18th Terrace, Fort Lauderdale, FL 33308, 771-8792.

Young adult (26) wishes fit play. Own over 20 games. Doesn't someone live close? Will travel. Call me at Charles E. 5621 Knell Ave., Balto., MD 21206, 325-9887.

1776, Anz, Grad, Wat members for pbm club ages 12 to 18. Write me if interested. Keith Stevenson, Box 231, Gowder, MO 64545. Phone: 660-645-4545.

Help! I haven't had an opponent in 3 years. Have AK, Blz, Orig, RW, Wat, DD, BB, Saxe, TAC, Wp, 415, AH Games, William W. Fox, Jr. 2134 Victoria, Rockville, Ariz. Area #5848.

Need pbm fit most AH games. Will play anyone who knows him and read this tell him. Mark Owens, 503 Gunwood Ct., Altamonte Springs, FL 32701, 862-9393.

Wanted average player to play Mid, 1914, Orig, Pan, Grad, 3R or any you have. Prefer fit but will pbm. Am 14. Michael Brien, 8614 E. Granada, Scottsdale, AZ 85257, 945-3621.

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FOR SALE

Area member wishes to play pbm as allies. For quick response send up your name. This will be a rated match. 1200 up only. Steve Crocker, 5172 Blake, Spokane, WA 99216 (509) 328-3231.