

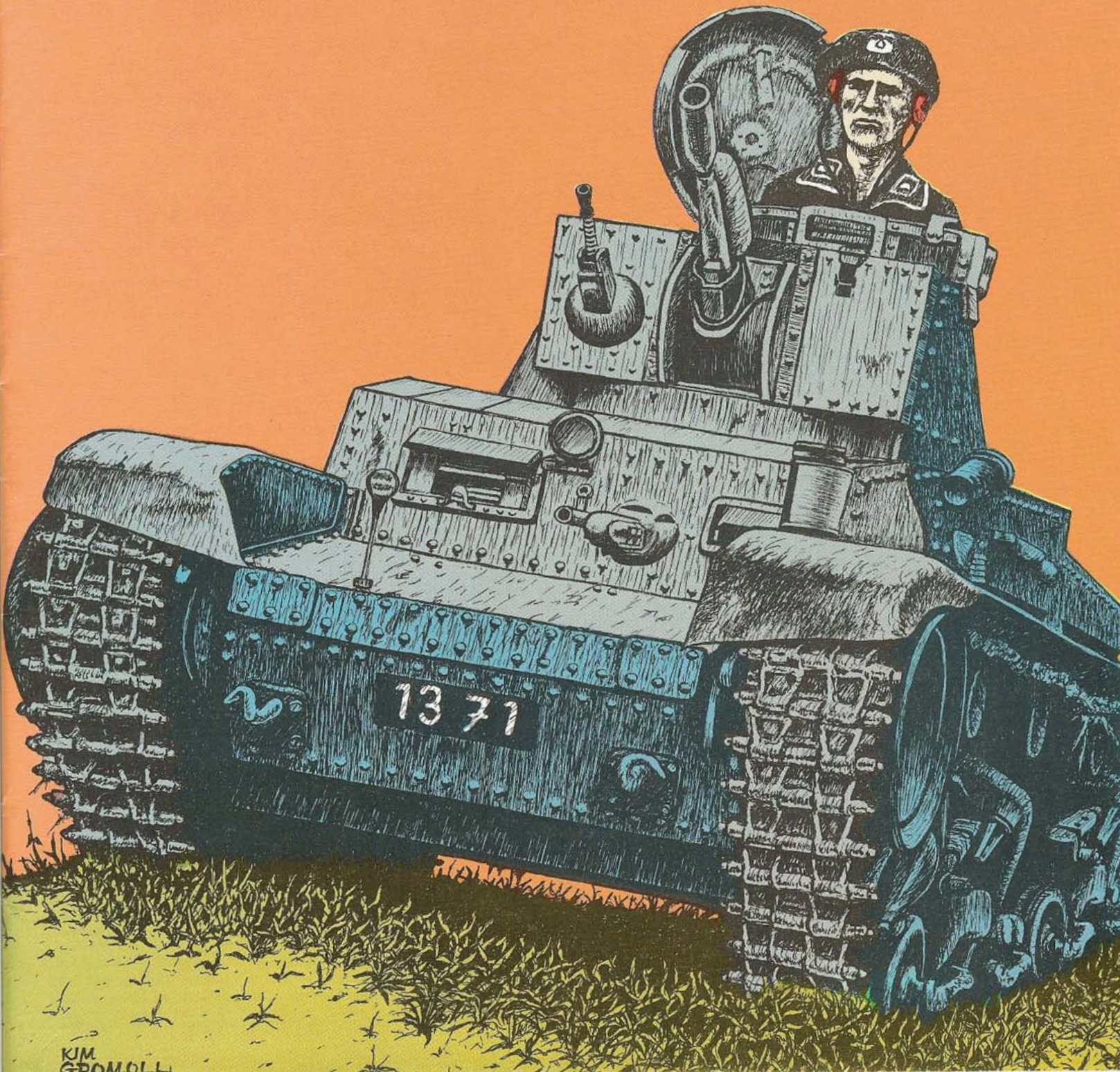
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GENERAL

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KIM
GEOMOLL

The AVALON HILL GENERAL

The Game Players Magazine

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

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4517 Harford Road,
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Avalon Hill Philosophy Part 68

Every once in a while in this business, you have to eat some crow and we got some liberal helpings of it at ORIGINS '78 this past July. If you recall, back in April we did a promotional 8-page combination spoof of our softball team, ORIGINS '78 events and upcoming releases. Although we went on record that some of the games might not make it in time for ORIGINS, even we did not expect that we'd fall as short as we did. When the record crowds at Ann Arbor descended on the exhibition area with cash at the ready, we faced them bravely with only two of nine promised titles. The most frequently asked question was: "Wha' happened?" Briefly, here's wha' happened.

CROSS OF IRON was our only new wargame to make the con and the usual jokes about wet ink weren't all that far fetched. The concept for the gamettes had undergone great changes since we first proposed them a year ago. Not just hastily thrown together collections of new maps and counters, *CROSS OF IRON* with its massive new armor system grew into a major design and testing process that matched or exceeded the development of *SQUAD LEADER* itself. As a consequence, the project grew until it took on all the physical and time costs of a full scale AH game—which it is, except for the oddity of being a game based on another game. In any case, *CROSS OF IRON* didn't take 6 months as was initially planned, but an entire year. The second kit . . . A RISING CRESCENDO (since renamed *CRESCENDO OF DOOM* was set back accordingly, and due to the many changes in *CROSS OF IRON* will now have to undergo a second playtesting period. Don't expect it before next spring. As for *CROSS OF IRON*, although many expressed surprise at the cost (\$12.00), we sold out of the 350 copies on hand during the first 4½ hours. Reports of the game being scalped thereafter for \$25.00 a copy were probably exaggerated, but did lend a considerable buzz to the exhibition gossip.

STATIS-PRO NBA BASKETBALL was the only other new title released at the show. For a \$15 sports item at a wargame convention, it moved rather well. The other *STATIS-PRO* sports games . . . 1977 Major League Baseball, and Great Pennant Races are still being sold in their original *STATIS-PRO* packaging.

BISMARCK didn't make it to ORIGINS, although printer's proofs of the games' various components did and drew quite a few favorable comments. The game was essentially done, but the Advanced Game version had yet to be thoroughly tested. We decided to withhold publication pending a complete by-mail playtest. It should be available before Christmas on a mail order basis and in retail outlets the following spring. The price has been set at \$12.00.

THE RISING SUN may be redubbed *THE SETTING SUN* if we don't finish it soon. The game is just now reaching art stage, and a by-mail playtest will probably keep it out of print until the spring. When it's gone, we'll breathe a sigh of relief and proclaim "never again." Making a *playable* game of this monster may end up being far more trouble than it's worth. We certainly won't tackle anything this involved again in the near future.

MAGIC REALM pulled a disappearing act on us when designer Rich Hamblen fell ill in late June. We did display the artwork for the game at

ORIGINS and hope to conduct a mini-playtest session at GENCON. If all goes well, the game should be available by mail before Christmas, and in the retail pipeline shortly thereafter. We spent a small fortune on artwork for this rascal and have decided against releasing it until we've tested it more thoroughly. Just how much we spent on the artwork will become obvious when you see the \$15.00 price tag. Ah, inflation . . . will you ever end?

THE LONGEST DAY should have been called *THE BIGGEST JOKE* based on any expectation that it would be available for ORIGINS '78. ORIGINS '79 would be closer to the truth. It is tentatively being scheduled for Spring release. Randy Reed is doing his usual impeccable research job and has acquired enough data to fill a dozen books. The first real AH "monster" game leaves us with one overriding, unanswered question . . . not will anyone play it, but rather, will anyone be able to pick it up? A monster game with mounted mapboards is not only a hobby first, but will probably be a sizable blow to the wallet as well.

TRIREME fell victim to the fantasy craze. Despite being all but ready for a by-mail playtest, the game was shelved in favor of work on *MAGIC REALM*. When progress will resume is open to conjecture, but surely not before *MAGIC REALM* is completed, and not prior to 1979, in any case. *GUNSLINGER*, incidentally, has an identical status, being another of Rich Hamblen's designs.

REGATTA fell victim to the *Wargamer's Guide to DIPLOMACY*, which *did* get done. Nevertheless, this old 3M favorite should make it into the new Sports Illustrated branch of Avalon Hill before Christmas.



"Nope, no *MAGIC REALM*, no *BISMARCK*, *CROSS OF IRON* is sold out, but let me tell you about our fantastic Statist Pro Basketball . . ."

As to the show itself, it can be safely said that ORIGINS '78 far surpassed its predecessors in size, facilities, organization, and just about any other category you'd care to mention. Metro Detroit Gamers put on a simply fantastic show in proving that a hobby organization can do every bit as good a job of running a convention as can a major gaming company. In fact, they showed they could do it a lot better! Only the lack of air conditioning, failure to mail the excellent program to pre-registrants in advance, and exorbitant university food prices marred an otherwise flawless conference. Attendance estimates were in the neighborhood of 3,600—4,000; a figure well substantiated by our ability to set a new sales record despite having only two new offerings as opposed to six the year before.

Continued on Pg. 31, Column 1



PANZER LEADER, 1940

By Ramiro Cruz

With all of the fine games currently available today on almost every conceivable subject, variants have to be presented with class to have any chance at all of meeting with anything approaching common usage. Paper counters and unmounted mapboards are fast becoming a thing of the past. A game worthy of one's time these days almost has to include die-cut counters and other physical accouterments to attract your attention. Therefore, we've backed up Mr. Cruz's application of the PANZER LEADER game system to the 1940 Battle for France with a set of full color, die cut playing pieces. This sheet of 192 5/8" counters can be obtained from the AH parts Dept. for \$2.00 plus the usual postage charges. When coupled with the background data contained in the following article, the original PANZER LEADER rules and mapboards, and the ten additional scenarios contained in the special insert in this issue, PANZER LEADER, 1940 comes close to approaching the status of a new game—certainly at least that of a very classy variant.

The battle for France in 1940, for all its brevity, is probably still one of the most fateful events in modern history. Just think of it: At daybreak on May 10, 1940, France was the cultural center of the world. Her army was widely regarded as the most powerful on Earth. Her empire was second only to the British in size. Actually, the French empire, being made up mostly of African colonies, was much easier to protect and defend than the British,

with its colonies spread all over the world. Great Britain, in turn, was the world power, the only nation with possessions everywhere . . . and the naval power to defend them. The two foremost powers on Earth faced again the foe they had defeated twenty years before. And just six weeks later, how it all changed! The French armies had been routed, most of France had been occupied and Britain was now alone, seemingly defenseless in the face of imminent attack. And look around now. The two powers facing the Germans that tenth of May took part in the final victory, despite their initial defeats, but not without crippling themselves in the process. Both have lost their empires and have been reduced to an inconsequential position in world affairs, all due to that six weeks of battle, thirty-seven years ago . . .

The reasons for the collapse of 1940 have been argued, proven and refuted to death. There is no point in beating that dead horse again here. One point worth discussion, however, is the relative capabilities of German and Allied weapons, especially tanks. During the war, no one was in the mood to publish hard data on weapons still in use. As a result, exaggerated estimates, misconceptions and propaganda were taken as fact for years. Nowadays, of course, we know better.

For the historically minded wargamer, it is unfortunate that no one has designed a tactical wargame on the battles of 1940. The disparity between the German and the Allied armies, an abyss

at strategic level, was not as pronounced at the tactical level. As in Russia a year later, the equipment to stop the Germans was there, but was badly misused . . . Our purpose here is to create a variant for the regular PANZER LEADER game. A few extra rules will be added as required and, with the addition of a few extra 1940-vintage weapons, the decisive battles of 1940 can be fought again.

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6 37mm 3	4 25mm 3	6 75mm 2	6 47mm 3

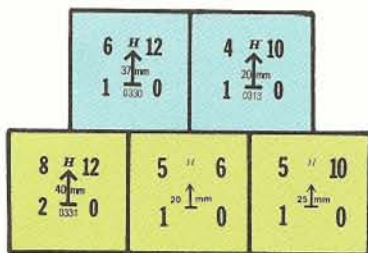
THE UNITS

Anti-tank Artillery

During the 1930's, mechanical development made tanks a bigger menace than the WWI models had ever been. To stop them, most major armies developed anti-tank guns of 37-40mm caliber, weighing about a thousand pounds. These were precision instruments, designed to hurl a shell or solid shot at a very high velocity and to penetrate the armor of a tank by the brute force of the impact

against it. A good example was the German 37mm PAK 35/36, on which Japanese, Soviets and Americans based their own 37mm guns. This weapon had an effective range of about 400 yards, although it was powerless against the heavier (and better armored) British infantry tanks. Early in 1941, the Germans began to replace it with a bigger gun. The British Army developed the two pounder: a 40mm gun, firing a two-pound solid shot. This gun had more range than the German weapon and was more sophisticated. It incorporated such niceties as a mounting which allowed all-around traverse in the firing position. It also weighed twice as much as its German counterpart (you will never get something for nothing). The French (always different from everybody else) relied on three different pieces for anti-tank defense. The most common was the 25mm gun. Most of these were a 1934 model, heavier than the more powerful German 37mm. An improved 1937 version was also available. As a back-up the French used the veteran 75mm gun, model 1897. This was actually a medium field gun, used in the A-T role. Although effective, this old cannon was gradually being replaced by the new 47mm gun. Only a few of these weapons were issued on time for the battle. In latter years, it became fashionable to regard these small guns as little more than peashooters, but don't forget that the anti-tank guns of 1940 were quite able to deal with the tanks of 1940. The King Tiger was not around yet.

Finally, in a class by itself, there was the famous German 88mm gun. This weapon had been designed for heavy anti-aircraft work: to put a 20-pound shell at any desired point up to five miles up. The Germans tested this (and other) weapon(s) in Spain, during the civil war, and discovered that the 88 made a fearsome anti-tank gun, taking note of the fact for future reference. The 88 was used in the battle for France, but seldom in the A-T role. That would not become fashionable until later in the war. Eventually, the idea of killing tanks with AA guns was copied by the Americans and the Russians. The 88 was used by the Germans until the end of the war and by other nations after it. A few nations still use them to this day.

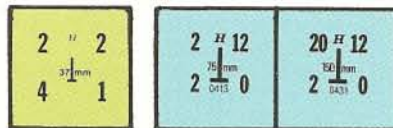


Anti-Aircraft Artillery

As tanks improved, aircraft did the same, and the old WWI anti-aircraft guns, which had been retained since then, became obsolete within a few years. Everybody agreed on the need for powerful guns to deal with high-flying planes (above, say, 20,000 feet). This required sophisticated weapon systems like the German 88 or the British 3.7 inch gun and their associated paraphernalia: trackers, range predictors, etc. Older weapons were retrofitted with the new gadgets and kept in service. The best example of this is the British 3 inch anti-aircraft gun, which entered the service in 1914 and remained in use until 1946. Except for the German 88, these weapons were used only in the rear areas, against airplanes. That's why they are not included in the game. Everybody agreed, too, on the need for small-caliber quick-firing guns to deal with low flying planes (under 10,000 feet) and planes at medium altitudes (up to 20,000 feet). The former were light weapons up to about 25mm caliber while the latter went up to about 50mm. Predictors were much less

sophisticated than in the big guns and would have been useless against low flying planes anyway. High rate of fire (over 100 rounds per minute) and tracer ammunition were used to make up for this deficiency.

The German light flak gun was the 2 cm Flak 30 while the medium gun was the 3.7 cm Flak 36. Both were fine weapons and were used throughout the war, supplemented by newer weapons or modified as needed. In addition to these, the Germans also made good use of a large number of captured foreign weapons, mostly in rear areas. In Britain, the army had neglected its A-A defense for many years. As the threat of war grew bigger, the top army brass began to see the light and thus began a last-minute search for anything which could be called light flak. The Royal Navy had been using quick-firing guns for decades and had what seemed to be a model suitable for use on land. This was the O.Q.F., 2 pr, better known as the 2-pounder Pom Pom. This was a 40mm weapon, based on an older 1-pounder gun. The army having nothing else available, tried to adapt the Royal Navy's gun for their purposes. Unfortunately, this gun had been designed to be used in a ship, where weight is almost insignificant. Weighing seven and a half tons, the Pom Pom could never be considered a mobile weapon. Fortunately, an alternative appeared after all: the 40mm Bofors gun. This Swedish weapon weighed only two tons and had a more powerful shell and greater range than the British Pom Pom. The choice was obvious, and purchase of a batch of Bofors guns was followed by production under license in Britain. Versatile enough to be used both as a light and medium anti-aircraft gun, the Bofors is one of the great weapons of the war. It was used, through purchase, loan or capture, by all major combatants and many minor ones in WWII and has remained in service around the world to this day. The French Army used two light guns, a 20mm and a 25mm gun. The 20mm weapon was the Swiss Oerlikon, made in France under license. This was also a very popular gun, as widely used as the 40mm Bofors, although the Oerlikon was used mainly as a naval weapon. The 25mm piece was a French design, produced by Hotchkiss since 1930. Other weapons were also available, like the 37mm Hotchkiss and the 40mm Bofors, but were not used by army units in the field. The French did not seem to worry too much about the menace from the air and their units' establishment did not include any anti-aircraft artillery at all. Twenty-two divisions had a dozen 20mm Oerlikons apiece and another thirteen divisions had six 25mm guns each. More than half of the French Army had no anti-aircraft protection at all!



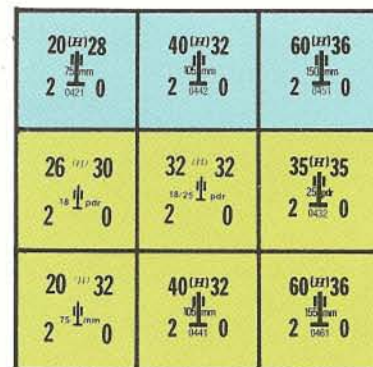
Infantry Guns

During the First World War, the various combatants soon discovered the impotence of infantry against any strong position, specially when defended with machine guns. This led to the invention of a number of weapons to increase the infantry's firepower. At the infantryman's level, there was the submachinegun and the hand grenade. Platoons, companies and larger units had various sizes of mortars and light guns. It is the light infantry gun with which we are concerned here.

The infantry gun was never all that popular, since most nations thought the mortar was a more efficient solution to the infantry's needs. Of the major powers, the French and the Japanese went for the infantry gun idea, but not to the extent that the Germans did. The two former nations had only

small man-carried guns at company level. The French gun was a 37mm WWI piece which was used in WWII. This was the "Canon d'infanterie de 37 mle 1916 TRP." Obsolete by 1939, it was used by the French in WWII due to the limited number of infantry support weapons available. It was issued mainly to second class units: reservists, colonial troops, etc. The Germans, on the other hand, made full-size guns and organized them in eight-gun companies, attached to the infantry regiments.

The most common German infantry gun was the 7.5 cm IG 18, a weapon developed in 1927. It had the unusual feature of a break-open action, like a shotgun, to load the gun. It was used throughout the war, like the heavier 15 cm sIG 33. This was a more conventional design, issued in 1933. The IG 18 weighed only 800 lbs., while the sIG 33 tilted the scales at 3500 lbs. Just for comparison, the British 25 pounder and the American 105mm howitzer weighed 4000 and 5000 lbs. respectively. The usefulness of the German infantry guns seems to be highly questionable, specially when compared with the mortars, which were every bit as effective as the infantry guns, but were lighter, cheaper and easier to manufacture and to use.



Medium Guns

Seemingly since the Dark Ages, field guns have been part of all Western armies, becoming more important with each technological improvement. Centuries of steady development culminated in the invention of the first modern gun, the French Schneider 75mm gun, in 1897. This gun had an hydraulic recoil system and a breech block design which permitted a high rate of fire (6 to 12 rounds per minute). These features were copied in contemporary guns and have been used in these weapons ever since. "Medium gun" is a very loose term, meaning different things to different people. Here, we will define as "medium gun" those weapons normally used in the artillery regiments of front-line divisions.

The medium guns of 1940, whether WWI veterans or brand-new weapons, shared some similarities. They all were mobile weapons, weighing about one to six tons and of 75 to 155mm caliber. Some retained the old wooden-spoked wheels and carriage designed for horse traction, but many had newer carriages and pneumatic wheels for towing by motorized vehicles. Self-propelled artillery had been advocated for many years, but it had not yet been put in practice. All the medium guns of 1940 were towed.

At the end of WWI, the French had huge numbers of the 75mm gun already mentioned. For economic reasons, these old weapons had been retained and were in use in 1940. This is not as terrible as it seems, since the 75 was a fine gun. The U.S. Army adopted it as standard field gun in 1918, and did not begin to replace it until 1940. Indeed, this 80-year old weapon is still in use today in a few nations around the world. In addition to the 75, the French also used 105 and 155mm medium guns.

These weapons came in various models, from old pre-WWI pieces to brand-new designs, but they were never as numerous as the ubiquitous 75.

The British equivalent of the French 75 was the 18 pounder gun. This weapon, whose official designation was "Ordnance, Q. F. 18 pr." entered the service in 1904. Its caliber was 3.3 in and was used in large numbers in WWI. During the 1930's, new and better weapons came out, but the shortage of them forced the use of the 18 pr when WWII began. A number of these veterans were taken to France by the British and abandoned there in 1940. Some remained in service, for training purposes, until the end of the war. The need for a gun firing a 25 pound shell was seen as early as 1925, but it was not until the early thirties that anything was done about it. The reason for the delay was, of course the large number of 18 prs available. Trying to have their cake and eat it, too, the British began, in 1935, to rebore existing 18 pr barrels to take the 25 pound ammunition (3.45 in caliber). The result was the "Ordnance, Q. F. 25 pr Mark 1," commonly known as the 18/25 pr. By 1939 this weapon had become the most common gun in the British field artillery regiments. Large numbers of them were sent to France and lost there. The 18/25 pr was intended to be only a stop-gap, until the "pure" 25 prs could take their place. The latter weapon, the 25 pr Mark 2, was designed from the beginning to take the 25 pound shell. It entered service in 1940, completely replacing the 18/25 pr by 1944. The Mark 2 was used for the first time in Norway, and none were sent to the British Expeditionary Force in France. This is the "25 pr" included in the *PANZER LEADER* units.

Germany, after her defeat in WWI, was forced by the Versailles Treaty to scrap most of the guns she had. Thus, when her army began to be expanded after Hitler's rise to power, new weapons had to be provided, giving the German artillery an edge over opponents equipped with older weapons. The smallest medium gun was the 7.5 cm leFK 18, first issued in 1938 and used until 1945. Wooden-spoked wheels were fitted, making the gun unfit for towing by motor vehicles. The "medium" medium gun was the 10.5 cm leFH 18. A first class weapon, this gun entered service in 1935 and was the backbone of the German field artillery until the end of the war. It was fitted with either wooden-spoked wheels or rubber tires. The heavier partner of the leFH 18 was the sFH 18, a 15 cm weapon which served from 1934 to 1945. It was also fitted for horse draught or motor towing. These weapons are also included in the *PANZER LEADER* game. Like the French 75 and the British 25 pr, these German guns were used by other nations after the end of the war and some armies have kept them to this day.



Mortars

About 1908, the German Army began to issue a small man-carried mortar to be carried by the infantry and provide it with the firepower to deal with minor enemy strongpoints. During the First World War, the practice was copied by the other warring nations. Infantry guns, already mentioned, and mortars of various sizes were developed. Most of the latter were improvisations which were discarded after the war, but their capabilities were not forgotten. During the late twenties, the concept of heavy firepower in the hands of the infantry, for close support, came up again. Light mortars were the obvious weapon to fill this need, being powerful for their size, cheap and easily portable, so all

THE PRESCRIPTION THAT FAILED:

French Anti-tank Doctrine of 1940

War, said Clausewitz, is the realm of chance, for the unexpected may at any time take place. Even so, the Battle for France surprised the world, for if there was an unexpected event, that was the sudden French collapse of 1940. Never before had a big power like France suffered such a swift and catastrophic defeat. To the French people and to the Army, the defeat was a very unpleasant surprise. The people had relied on their Army and the Army had relied on its own capacity to repel the German attack. What failed? What went wrong? There were many factors which contributed to France's defeat, like the poor quality of her reserve divisions, her limited population and industrial base and the turbulent pre-war French politics, just to name a few, but, in the end, the instrument of the German victory was the armored spearhead of the German Army: the Panzer divisions. The French Army always considered itself quite able to stop the German armored assault and had established a defensive doctrine against it. This doctrine, and the reasons for its failure, are our topic here.

With an army made up mostly of "leg" infantry, the French were aware of the infantryman's vulnerability to armor attack, and devoted much thought and effort to counter that threat. When establishing the defense doctrine of their infantry divisions (the bulk of their army), the French assumed that all attacks would be supported by armor, to a maximum strength of no more than fifty tanks per kilometer of front. To counter these, an average of ten anti-tank guns per kilometer would supposedly be sufficient. These would be deployed in depth and not stretched in a single line across the front, for French anti-tank doctrine emphasized defense in depth against tanks. Most of the anti-tank guns were to be in the main line of resistance and in the interior "barrage", behind the main line. A smaller number of anti-tank weapons were to be placed forward and behind the two principal lines, in the advance posts and in the final stopping line. The plan, then, was to wear the attacking armored force with four successive defense positions: the advance posts, the main defense line, the interior barrage and the final stopping line. The French infantry's task was to hide and let the tanks pass through their lines and to emerge and engage the German infantry coming behind. The dual combination of the anti-tank gun and the machine gun, it was hoped, would defeat the attacker or at least weaken him enough to be easily defeated by a counterattack. On paper at least, this seemed to be a sensible scheme that should have been more successful than it actually was.

The French Army of 1940 had three models of anti-tank gun in service. By and large, the most abundant was the 25mm. At 500 meters, this gun could penetrate about 20mm of armor. The 25's were backed up by the new 47mm anti-tank guns and by the old 75mm Model 1897 guns used in this role. Despite its smaller caliber, the 47 was about as effective as the 75, which had low penetration and poor accuracy beyond 500 meters due to its low muzzle velocity. Both could penetrate about 50mm of armor at 500 meters. Needless to say, penetration could be higher at shorter range, while vulnerable parts (like the tracks and suspension system) could be damaged at longer range. These figures, to have

any meaning, must be compared with the armor of their intended target: German tanks. The Pzkw I had 13mm of armor, making it vulnerable to all French anti-tank guns at common "battle" range (about 500 meters). The Pzkw II had a frontal armor of 30mm and about 15mm in the sides and rear, while the Pzkw IV had 30mm and 20mm, respectively. The Pzkw 38 had 25mm in the turret and at the front of the hull and 18mm or less in other places. The best armored of the lot was the Pzkw III, with 30mm armor all around. We can see, then, that all German tanks (except the Pzkw III) were vulnerable to all French anti-tank guns at usual battle range. The Pzkw III was better protected, but no Panzer division had more than 65 of them. The bulk of the German tank force was made up of the thin-skinned Pzkw's I and II.

Even before the battle began, things were not going exactly according to plan. Since each French infantry division was expected to cover about ten kilometers of front line, it should have been provided with at least a hundred anti-tank guns, according to the ten-guns-per-km rule. Instead, only 58 were authorized for each division (5.8 guns per km). To make matters worse, not all divisions were up to full strength. The reserve units defending the critical Sedan sector (where the German attack was to come) could only muster 4.7 guns per km. Obviously, the French were not practicing what they preached. French divisional commanders had been instructed to identify the most likely avenues of approach and deploy their anti-tank weapons there, but this placed a heavy burden on the shoulders of officers who usually had little experience with tanks and less desire to acquire any. With the advantage of hindsight, we can now see that their task would have been hopeless anyway: all natural or man-made "tank-proof" barriers had eventually been penetrated . . . by tanks.

When the battle began, it soon became apparent that the pre-war assumptions of 10 anti-tank guns per km and no more than 50 enemy tanks per km of front had been in error. Even that ratio implied that each gun would have to destroy an average of five enemy tanks, a clearly unrealistic rate. And, when the attack came, it was with a strength of about a hundred tanks per km. The defense was simply overwhelmed by the unexpected concentration of offensive power. No reserve existed, since the division did not have enough anti-tank guns to create any, while the guns themselves were heavy pieces, mostly horse-drawn, and therefore too slow to be moved about the battlefield. The painstakingly drawn defense plans, like so much else, collapsed under the strain of the battle. The anti-tank weapons available were not enough to stop the German tanks, while the infantry ran away rather than try to accomplish their part of the plan. Again using the advantage of hindsight, it becomes evident that the French defenders did not have a chance of success. Comparison with what was done later in the war is enlightening. The French in 1940 believed that ten guns per km were sufficient, but three years later, in the Battle of Kursk, the Russians employed 29.8 anti-tank guns per km in their defensive fortifications and even that line was pierced by the Germans, requiring the intervention of Russian armor to restore the situation.

nations began to make or buy mortars again. They came essentially in three sizes: small (45 to 60mm caliber), medium (75 to 85mm) and large (over 90mm).

The small ones were used by the infantry platoons and are part of the infantry units' Attack Strength in the *PANZERBLITZ/PANZER LEADER* game system, so no unit counter is provided for them. The French Army used the Brandt 60mm mortar, model 1935. This mortar was, by the way, made under license in the U.S. and was used by the American Army in WWII. The British used the Spanish Ecia 50mm mortar. Under the official name of "Ordnance, M.L. 2-inch mortar," it entered service in 1938, being used throughout the war and for many years afterwards. Fifteen different models were developed. The Germans had a 50mm mortar which saw service in limited numbers in WWII. Slightly more powerful and accurate than its British counterpart, it weighed over three times as much (31 vs 10lbs.), which did not exactly endear it to the infantrymen who had to carry the thing around.

The German medium mortar was the 8cm Granatenwerfer 34, an 81mm weapon used in the German Army from 1934 to 1945. The "Ordnance, M.L. 3 inch" mortar was the British medium weapon. It was based on the 3 inch Stokes mortar of 1915, on which are based all modern medium mortars. The 3 inch mortar was outranged by the German 81mm, but fired a heavier bomb. The French used the Brandt 81mm, model 27/31. Like the Brandt 60mm, this mortar was produced in the U.S. It is included in *PANZER LEADER*, as are the British 3 inch (76mm) and the German 81mm mortars.

The large mortars were used mainly by the chemical warfare units of the various armies, to deliver poison gas (not used in WWII) and smoke, although some thought had been given to the idea of firing high explosive from them. There were not that many of them in service and certainly were not as popular as they were to become later, as the war went on. The French and the British had no heavy mortars. The Germans had the 10 cm Nebelwerfer 35. This was a 105mm weapon first issued in 1935. It was used in small numbers until the end of the war. It was replaced since 1941 by rocket batteries and since 1942 by a copy of the 120mm Soviet mortar.

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Infantry

By the fourth decade of the 20th century, the infantry's traditional title of "Queen of Battles" had become little more than a bad joke as far as the infantrymen were concerned. The dramatic improvement in guns and rifles made in the last decades of the 19th century, coupled with the invention of the machine gun, forced the infantry first to hide among the bushes and then to dig into the ground for protection. Hardly the position for the queen of anything. Despite her obvious weakness, made only worse by the new threat from the air, infantry made the bulk of the armies of 1940, the reason being that infantry is, of all branches, the cheapest.

The basic infantry unit in *PANZER LEADER* is the platoon. These were very similar among the various warring nations: a few machine guns and automatic rifles, an anti-tank rifle and a light mortar (sometimes) and a small crowd armed with SMG's, rifles, hand grenades, pistols and bayonets. Usually, the platoon was made of four squads of about ten men each. Three infantry platoons would form a

company, three companies would form a battalion and three battalions, a regiment or a brigade. This method of building units with three sub-units as building blocks, known as the triangular system, was very popular then and now. Exceptions were sometimes made, as in German infantry companies, made up of four infantry platoons, or in British battalions, made of four infantry companies. Special sub-units with heavy weapons were added to support the infantry element in the higher echelon units.

Most of the infantry's firepower came from its machine guns. The Germans considered the MG the most important infantry weapon and had more per platoon than their opponents. Grenades and sub-machine guns provided additional punch at short range. Everybody had hand grenades in 1940, but only the Germans had sub-machine guns. The French had automatic rifles, but these are heavier weapons, closer to light machine guns than to SMG's. The British Expeditionary Force did not have any SMG's either, since the top Brass had made quite clear before the war that they did not want them. As a War Office officer put it: "the British Army saw no need to equip itself with gangster weapons." Light mortars were a useful addition, but were not all that important. The Germans and the British had anti-tank rifles, but these were of very limited value. They could only penetrate light armor although they could break the tracks of larger tanks. Rifles and pistols were almost ineffective except as morale boosters for the men carrying them, while bayonets were seldom used in combat, being reserved for really important things, like opening tin cans and cooking.

The other infantry-type unit in the game is the engineer platoon. These units were armed like infantry, but had a smaller number of heavier weapons (MG's, mortars, etc.). The engineer units had (and still have) two main duties: to create obstacles to oppose enemy advance and to speed up friendly advance by removing enemy or natural obstacles. For these tasks, they carried construction and demolition equipment, including explosives, flamethrowers and other nasty toys which made them very effective in close assault, as shown in the game.

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Transport

Although motor vehicles had been around for decades and had shown their potential since the First World War, the armies of 1940 were, for the most part, dependent on horses for transport. The main reasons for this anachronism were two: conservatism among top army officers and limited motor vehicle production capacity. The German and the French armies depended on horses to move most of their infantry. Horses were sometimes a strategic and tactical liability as they had some problems which motor vehicles did not have: low speed, low endurance and vulnerability to disease. For instance, the German 78th Infantry Division was immobilized for over a week due to an epidemic of equine flu. The German and the French armies both had a small number of mechanized formations (about 20 percent of the total field force) which used trucks for most of their transport needs. Unmotorized formations had a limited number of motor

vehicles for supply, support, recon, etc. The British Expeditionary Force, on the other hand, was completely motorized, but it must be remembered that the small BEF was about the size of the motorized element in the French and the German armies.

Besides trucks, all major armies had tracked and semi-tracked transport vehicles to get to places where trucks could not go. In the game, these vehicles are assumed to be armored, although this was not always the case. The Germans developed a number of armored and unarmored half-tracks of which the most important was the Sd Kfz 251, which was first used in Poland in 1939. Used in large numbers throughout the war, twenty-two different variants of this vehicle were issued. Britain had the Bren Carrier, a fully tracked vehicle which, first produced in 1936, was used in huge numbers throughout the war. The early models carried only a Bren machine gun (from which came the vehicle's name) and its gunners, but no other passengers. A few were made with unprotected seats on the outside, to carry infantrymen, but they were a failure. Another variant, the Scout Carrier, was made with the passenger's compartment protected by armor. It was made in limited numbers and used by the BEF, as were the other models described. For simplicity, only the Scout Carrier will be used here. It was very similar to the Universal Carrier, included in *PANZER LEADER*. The French had two fully tracked armored carriers: the Renault UE and the Lorraine 37L. The former was a 1931 vehicle, obsolescent by 1940, while the latter was first issued in 1937 and was intended to replace the older model. These vehicles, known as "chenillettes," were used by motorized and unmotorized formations, to supply front-line units with ammunition and fuel. A few mounted a machine gun, but most had no armament. The carrying capacity of the vehicles themselves was rather limited, so an armored tracked trailer was usually provided. A small number of 37L's were converted to armored personnel carriers by raising the armor in the cargo compartment of the vehicles and in their trailers. These APC's would have been a useful addition to the French mechanized forces, had more been available. As it was, the few made could not have any effect on the battle. The APC version of the chenillettes is the only one included here, since supply is not needed in the game.

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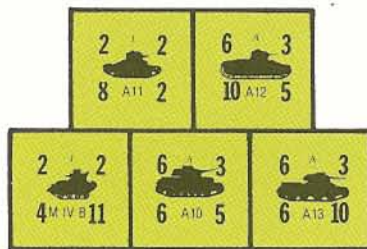
Armored Cars

The armored car was used by all combatants for many and varied duties: security, reconnaissance, mobile headquarters, etc. As several models and variants were normally in use, only the most important ones will be mentioned here. The Germans, with their customary thoroughness, took the time and effort to provide themselves with a good number of light and heavy armored cars. The light car was the Sd Kfz 221, a four-wheel car armed with a machine gun. This was a fast vehicle which, despite its poor cross-country performance, remained in service throughout the war. There were two heavy cars, the Sd Kfz 231 6-wheeler and the Sd Kfz 231 8-wheeler. Both vehicles had the same designation although they were completely different. The 6-wheeler was first introduced in 1933 and

was based on a commercial truck chassis, with steering in the two front wheels and propulsion in the two rear axles. This vehicle suffered from poor manoeuvrability and cross-country performance and it began to be replaced in 1938 by the 8-wheel car, which had eight-wheel steering and drive and was very similar to the Sd Kfz 234/1 (issued in 1944 and included in the game). Both the 6- and the 8-wheelers were armed with a 20mm gun and a machine gun. The British had two armored cars: the Morris CS9/LAC and the Daimler Scout Car. Both were four-wheeled vehicles, but only the Daimler had 4-wheel drive. The Morris was first issued in 1938 and was armed with a machine gun and an anti-tank rifle. It was intended as a stop-gap only, until a better car came out of the factories, due to its poor cross-country performance. Its replacement was the Daimler, first produced in 1939. This was an outstanding design, although the early models were handicapped by poor weaponry (only a machine gun). These Daimlers are not the Daimler armored cars included in the game. Only 38 Morris cars and a smaller number of Daimlers were used by the BEF in 1940. Unlike the Germans and the British, the French had only one armored car design: the Panhard 178. This was a four-wheeled car, with four-wheel drive and entered service in 1935. Armed with a 25mm anti-tank gun and a machine gun, the Panhard was one of the best armored cars of its time and, after the collapse of the French Army, the Germans put to their own use all the Panhards they could lay their hands on.

Tanks—

For all that has been said about them, the tanks of 1940 were not the invincible monsters some believed them to be at that time. They were bounded both by their technical limitations and by the relatively small numbers available. The “average” (so to speak) tank of 1940 had relatively thin armor, with seldom a maximum thickness of more than one or two inches and, in light tanks, as little as 1/8 of an inch in the weaker places. Sloped armor was unusual, flat vertical plates being almost the rule. Few tank guns were capable of firing both high explosive shells and armor piercing shot. The majority of the gun-armed tanks were equipped to fire only the latter. With machine guns as their only anti-personnel weapon, most tanks were, therefore, handicapped when attacking infantry positions, unless they could obtain external support. Indeed, thousands of tanks had no other weapon than one or two machine guns, to the obvious detriment of their fighting ability. Despite their bulk and size, tanks were (and still are) fragile vehicles, requiring careful maintenance and subject to frequent breakdowns. To keep them going, good mechanics and well trained crews were needed and the number of tanks an army could maintain was limited as effectively by manufacturing capacity and vehicle procurement and operating costs as by the limited supply of men trained to handle the machines. On the other hand, the tanks’ might should not be underestimated. They could be stopped only with weapons designed for that purpose or with medium and heavy artillery (which usually was not close to the front). Infantrymen caught without anti-tank weapons were helpless against tanks and as likely as not to flee in disorder at their approach. Awareness of what tanks could and could not accomplish also limited their use, although the definition of what could be done or not was often subject to the prejudices of officers committed to the preservation of traditional branches of the army (like horsed cavalry). Which brings us to another element which also limited (or enhanced) the capabilities of the tanks: the doctrine of their owners. Since each army had its own doctrine on the use of tanks, it is more practical to study these weapons by nationality as we shall do here.

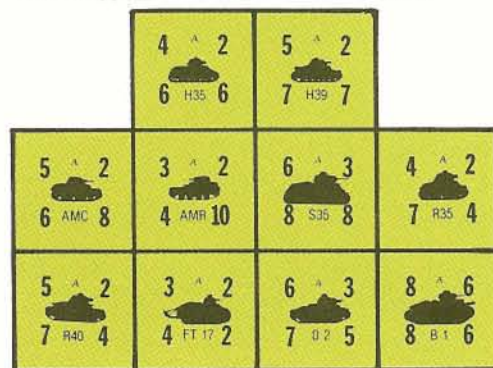


British military planners agreed on the need for two basic types of tank: the cruiser and the infantry tank. British doctrine called for the infantry, supported by the heavily armored “I” (infantry) tanks, to break the enemy front and for the faster cruiser tanks to exploit the gap and attack the enemy rear. Being in the forefront of battle, infantry tanks would require heavy armor. On the other hand, speed would not be essential, since they just had to be fast enough to keep pace with marching infantry. Two models filled this need: the infantry tanks Mark I (A11) and the Mark II Matilda (A12). The former was a light and cheap vehicle, developed in 1936. It was well armored for its small size, but badly underpowered, with a top speed of only 8 miles per hour. Armed only with one machine gun, the A11 was obsolete by 1939, but was used in 1940 anyway. It was a total failure, unable to outrun enemy tanks against which it was defenseless and, after the debacle in France, it was relegated to use in training. The A12, first issued in 1940, was less of a failure, if only because its thick armor could only be penetrated by the more powerful German guns. It also was very slow, with a maximum speed of 15 m.p.h., and was armed with a 2-pdr gun and a MG, both in the turret. Since its gun fired only armor-piercing shot, its only anti-personnel weapon was its MG, which was a serious limitation in combat. Like the A12, all British tanks of this period suffered from the inability to fire high explosive from their weapons.

The cruiser tanks, in turn, were further divided into light and medium. The British light tank was the “Light Tank Mark VI B”, a fast little machine, thinly armored and with two MG’s as its only weapon, the final product of a long line of light tanks made in Britain during the thirties. Despite its good speed, the Mark VI proved to be virtually useless in battle, due to its weak armor and poor armament. The medium cruisers were the A10 and the A13. The A10 was a mediocre tank, based on a previous cruiser tank whose main virtue was that it was cheap. It was a vain attempt to make a tank able to act both as an infantry and as a cruiser tank, resulting in a machine combining the worst of both: the speed of an “I” tank (16 m.p.h.), but with armor too thin for such a job. The A13 was a better tank, being based on a Christie tank brought from the United States, and had a top speed of 30 m.p.h. First issued in 1939, the first models were rather thinly armored and an uparmored version soon came out. Both variants saw action in France. Both the A10 and the A13 were armed like the A12, with a 2-pdr gun and a MG in the turret.

British tank doctrine was the product of two diverging schools of thought. The first, represented by most senior officers, regarded the new weapon as a threat to the dominance of the older branches of the army and tried to keep tankists under control by keeping their tanks in small units, directly controlled by the infantry. The second school was made up of tank enthusiasts, who wanted a bigger role for their machines. As a reaction to the pressure from the conservative senior officers, most tankists turned their backs to the lessons of the peacetime exercises of the thirties and claimed that an all-tank army was the army of the future and that the physical and morale shock caused by their all-

powerful machines would be enough to shatter any unarmored enemy. It was a most unfortunate situation, for both sides were actually turning away from science and experience, relying instead on fear, superstition and myth. Both sides got some of what they wanted, with the senior officers, of course, getting things done their way most of the time. Both sides received tanks tailored to their requirements. The tankists had an armored division created, but were not allowed to command it and, eight months after the war began, this unit still was in England. Tankists were promoted to high rank but immediately sent out of the way (to Egypt in one case, to retirement in another). Many British lives were thus wasted, either by refusing to use armor until too late, like in France, or by launching it in headlong charges against dug-in German anti-tank guns, as so often happened in the North African desert.



At the end of the First World War, the French had more tanks than anyone. This lead in quantity and quality was allowed to lapse, due to lack of interest (and money) during the thirties, just as the Germans and Russians stepped-up their tank-building programs. French military doctrine at that time was based on the supposed inviolability of a well organized defense line. Offensive action was inconceivable except to mop-up the remnants of the enemy after it has spent its strength in futile attacks. French tanks, and the doctrine for their employment, were developed with this scenario in mind. It would be incorrect, however, to say that the French Army discarded tanks completely. After all, the French created an armored division before the Germans and the British did.

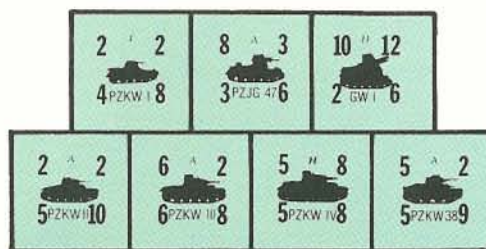
The French Army had two uses for armor. The cavalry wanted light fast tanks to assume its traditional role of covering the front and flanks of advancing armies and to scout for information. The infantry, on the other hand, wanted well armored tanks for close support and was willing to accept slower machines in exchange for more armor. The French tanks of 1940 were designed and built during the twenties and thirties with these requirements in mind. Although they sound very similar to the British concepts, in practice they never were. French tanks were, in general, well armored and armed, something which cannot be said of most British tanks of the period. And, although their machines were sometimes a bit slow, the French never wasted their limited resources in 8 m.p.h. tanks like the British did. Despite their designation, most French tanks were capable of operating together, having similar speeds and armor and, by 1940, tanks from both branches were operating together in the armored divisions.

With two organizations ordering tanks, it’s not surprising to find a large number of tank models in service with the French Army. The most important light cavalry tanks were the Hotchkiss H-35 and the H-39. Both were light machines, weighing about 13 tons, but not very fast (17 m.p.h. for the H-35 and 22 m.p.h. for the H-39). The H-35 was armed with a machine gun and the 37mm gun, model 1918, the

same gun mounted in the old WWI tanks. This gun was used in some of the H-39's, but most had the improved 37mm 1939 model. This weapon had a longer barrel than the 1918 piece and was more powerful. Also used by the cavalry were the AMR-35 and the AMC-35. These were fast tanks, lightly armored and intended for reconnaissance. They were not main battle tanks as the H-35 and the H-39 were. The AMR-35 was very fast (34 m.p.h.), thinly armored and armed with either a MG or a 25mm anti-tank gun. The AMC-35 was a bit slower (25 m.p.h.), but better armored and armed with a 47mm short gun and a MG. The medium cavalry tank, and one of the best of that time, was the Somua S-35. This was a fine machine, reasonably fast, well armored and armed, carrying a 47mm gun. After the battle, the Germans equipped some of their garrison units in France with captured S-35's, releasing first line German tanks for service in Russia and North Africa.

The infantry had three different light tank models (not counting WWI veterans), but one model accounted for over 80% of their numbers: the Renault R-35. This tank was well armored for its weight (11 tons) and was armed with the 37mm 1918 gun and a MG. It was also quite slow (12 m.p.h.). The two other light tanks were the FCM-36 and the R-40. Both were very similar to the R-35, although some of the R-40's had the long 37mm gun. For this reason, no counters have been included for the FCM-36 and the R-40 with the short gun. The "WWI veteran" mentioned above was the Renault FT-17. Armed with the 37mm 1918 gun, these tanks had fair armor protection, but were extremely slow. The French were well aware of the limitations of these old and tired machines and used them for infantry support in secondary fronts. The medium infantry tank was the D-2, a sluggish vehicle, but armed with a 47mm gun, plus a MG. Not many were made, the cavalry's S-35 being preferred instead. Finally, there was the Char B-1, a medium-heavy tank, heavily armored and carrying two MG's and two guns, a 47mm anti-tank gun in a revolving turret and a 75mm howitzer in the glacis plate, between the tracks. This was a fine tank, but had a serious drawback: its range was only 85 miles.

We should not leave the topic of French tanks without some general comments. By 1940, the French had developed some of the best tanks of the West. And it is of interest to note that while 2/3 of the British tank force and 1/3 of the Germans' were made up of machine gun-armed tanks, only a few French tanks, in secondary roles, were armed in that manner. But the technical limitations of French tanks were very serious. Only one tank in five (usually company commanders') had radio. Almost all had one-man turrets, with the tank commander having to direct his tank, search for targets, load, aim and fire his gun and keep an eye on flag signals from his company commander. The company commander's lot was even worse. He had to do all of the above except looking for flag signals, because he had to open his hatch, come out and make them. French tanks, unable to communicate and to coordinate their efforts in battle, were reduced to a group of crews, isolated in their own vehicles and fighting for their own survival. By way of contrast, all British and German tanks of the period had radio, and most German tanks (and many British) had two or three-man turrets. The result was a more effective tank and crew. Finally, most French tanks had a very limited fuel supply and, therefore, a very short range. This was suitable for the kind of war the French generals had planned, but not for what the Germans had in mind.



After the First World War, the Germans were explicitly forbidden to have tanks. For years afterwards, they got around this prohibition by various schemes such as sending German technicians to work in tank design abroad, setting up a secret tank testing facility in the Soviet Union and conducting army exercises using civilian cars as tanks. It was not until the advent of Hitler to power that German tank enthusiasts came out of the closet, so to speak. Like France and Britain, Germany had its share of men who realized the value of armored and mechanized troops. Hitler, enjoying boundless power, was able to give a free hand to these men and to force the top German generals (most of which were as conservative as their French and British counterparts) to accept it. After a few years in this favorable environment, a German armored force resulted which was second to none.

When the Germans began to rearm, they realized that an interim light tank would be needed while a suitable battle tank was developed and produced. Tank design and construction is a very specialized endeavour, requiring expertise almost beyond the capabilities of the German industry of the early thirties. And, of course, the facilities to build hundreds of twenty ton tanks just did not exist. Light tanks, due to their smaller size, were less of a burden to industry and could be manufactured by the automotive industry in existing facilities. Crews had to be trained and tanks and their support units had to be organized and tested. The use of an easily available tank in these early stages would speed up the creation of a truly potent force when the heavier tanks became available. The interim tank was to be the small and cheap Panzerkampfwagen I (For those who do not know yet, Panzer=armored, kampff=combat, wagen=vehicle.) In service since 1934, this machine was armed with two machine guns and was regarded as too thinly armored for combat, as experience in the Spanish civil war had clearly shown, but the acute need for tanks, any tanks, made imperative its use both in Poland and in France. In the latter campaign, about a third of the German tank force was composed of Pzkw I's. This machine did not leave front line service until 1941. By 1939, a steady supply of modern tanks was assured and the phasing out of the Pzkw I began. The chassis of this tank was used for various variants for training, supply, armored command vehicles and towing. In that year, an armored anti-tank vehicle was made, consisting of a captured 47mm Czech anti-tank gun, behind an armored shield, on top of a surplus Pzkw I. The whole thing was called "Panzerjäger (4.7 cm Pak(t) auf Pzkw I (auf B))". It was as ugly as its name and saw limited service with the infantry divisions until 1942. Another variant was the "Geschutzwagen I für 15 cm sIG 33", consisting of a 15cm infantry gun (complete with carriage and wheels) on top of a Pzkw I. Thirty-eight were converted and used for close support in the armored divisions. Due to delays in the production of the main battle tanks, another interim tank was developed: the Pzkw II. In service since 1935, the Pzkw II was armed with a 20mm automatic cannon (the standard anti-aircraft gun) and a MG and made up another third of the German tank force in May, 1940. Faster and better armored than the Pzkw I, the Pzkw II still was

unbattable-worthy, due to its small gun. Nevertheless, this tank was used in front-line service and made in large numbers until 1942. Production declined to a trickle after that, the tank being relegated to the reconnaissance battalions of the armored and the motorized divisions and used until the end of the war. The surplus chassis were used for a number of variants of which the most important was the "Wespe" self-propelled gun.

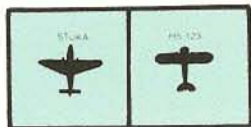
When planning the requirements of their new armored force, the Germans envisaged two types of tank. Both were to have bow and turret machine guns; the first would be the main battle tank, with a high-velocity anti-tank gun, while the second would mount a large caliber gun, for close support. The former would be the Pzkw III, while the latter was to be the Pzkw IV. Deliveries of the long awaited battle tank, the Pzkw III, did not begin until late 1938 and it was not until after the war began that this tank was officially accepted by the Army. The tankists had originally asked for a 50mm gun, but they had to settle for the 37mm piece then being made for the infantry. However, the turret ring was designed with a large diameter, to allow the installation of a larger gun at a future date. In this tank, the commander had a raised cupola in the turret, allowing all-around vision. This feature, and the three-man turret arrangement, which relieved the commander of all duties except commanding, resulted in a very effective vehicle, despite its relatively weak gun and armor. Periodically upgunned and uparmored, the Pzkw III was to remain in production until 1943 and in service until 1944. A number of variants were made, of which the most important was the assault gun StuG III, which was produced and used until the end of the war. Production of the Pzkw IV began in 1936, with a few vehicles being made for training purposes, but it was not until 1938 that this tank began to join the panzer divisions. The Pzkw IV was a close support tank, so only a relatively small number was required and, once a few hundred were made, production was slowed down. In addition to two MG's, this tank was armed with a 75mm L24 gun, capable of firing both anti-tank shot and high explosive. It resembled the Pzkw III, which was slightly smaller, and had a similar interior arrangement: three-man turret, commander's cupola, etc. Like the Pzkw III, the Pzkw IV had a large diameter turret ring which allowed the installation of a larger gun as the war went on. Later in the war, the Pzkw IV took the Pzkw III's place as main battle tank and, uparmored and upgunned, it was retained in production and in service until the end of the war. In typical German fashion, the chassis of this tank was used for a number of assault gun and tank destroyer variants, anti-aircraft tanks (like Wirbelwind) and self-propelled guns (like Hummel).

Due to the delays in delivering the Pzkw III, the Wehrmacht had to make use of the tanks captured when Czechoslovakia was occupied in 1939. There were two models, designated by the Germans as Pzkw 35(t) and Pzkw 38(t). Both were small light tanks, about the size and weight of a Pzkw II, but were better armed, having a 37mm anti-tank gun (albeit not as powerful as the German piece of the same caliber) and two MG's. These tanks were not as good as the Pzkw III, having such drawbacks as a two-man turret, bolted armor, and a smaller ammunition supply. Nevertheless, in German hands they proved to be quite effective. In the battle for France, the 6th Panzer Division used a large number of Pzkw 35(t)'s, while the Pzkw 38(t), which was a slightly better tank, was used by the 7th and 8th Panzer Divisions. These tanks remained in front-line service until 1943. The surplus chassis were used for variants (like the "Hetzer" tank destroyer) which remained in service until the end of

the war. We shall represent both Czech tanks with the same counters, since their capabilities were very similar.

During September and October, 1940, a special armored regiment was created and trained for the invasion of England. This unit was equipped with amphibious tanks, to land an armored force in the very first wave of the invasion. Fifty-two Pzkw II's were modified by waterproofing the hull and adding a flotation device and a marine propeller connected to the waterproofed engine. The flotation device consisted of metal floats, filled with celluloid bags and attached to the tank. Also two hundred and ten Pzkw III's and IV's were converted into submarine tanks. Each was made watertight and equipped with a snorkel and a gyro compass. They were supposed to be lowered through a ramp from a barge to the sea floor and crawl ashore under their own power, using the compass and directions given by radio to get there. These machines, of course, were not used against the British, but the Pzkw III's and Pzkw IV's saw employment against the Russians in the following year, when they were used to cross the river Bug.

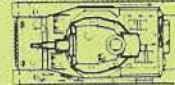
German use of tanks was based on the indirect approach, concentration of force on a selected weak point and rapid exploitation of any breakthrough. The Panzer force would pierce through the enemy lines and penetrate deep into their rear, disrupting their supply and communication lines and causing a collapse of enemy resistance by a sudden blow to its brains rather than a protracted battle against the body (the attrition strategy of WWI). For this purpose, German tank crews (the elite of the Army) had been trained and equipped. All German tanks had radio and, in their advanced models, the tank commander had no other duty but to command his vehicle. This could only result in better control and coordination of the armored force. Senior officers were provided with armored command vehicles, allowing them to follow and observe the battle from close range and to control their units through radio. However, it is in a sense a mistake to talk about "German" tank doctrine, for it was not developed only by Germans nor did all Germans believe in it. The tactics and strategy used by the Wehrmacht in France were the product of the work of French, British and German tank enthusiasts. Their ideas were put into practice thanks to the endeavours of General Guderian and a few other men sharing their vision, including Hitler himself. Unfortunately, while the German armored force was being developed, the French were too busy with domestic politics to pay any attention. And the British, well, they were busy too, sending their tank experts out of the way, in an attempt to make England safe for such anachronisms as horsed cavalry.



Aircraft—

Air power, in our case, can only mean one thing: German air power, the Luftwaffe. In the Battle of France, the Germans enjoyed a virtual monopoly of the air and all the advantages that this brought. The explanation for this situation lies in the relative fighter strength of the opposing air forces. The Germans had a total of 1264 fighters, against which the Allies could muster only 800, for a 3 to 2 ratio favoring the Germans. This looks bad enough as it is, but it gets much worse for the Allies if obsolete aircraft are not counted, for the German first line fighter strength was 1016 Messerschmitt Me109's while the Allied modern fighters were limited to 80 British Hawker Hurricanes and 25 French Dewoitine De520's, a 19 to 2 ratio! After sweeping the Allied air forces from the skies, the Luftwaffe was

The Search for the Best Tank of 1940



The PANZERBLITZ/PANZER LEADER game system is centered around armored fighting vehicles and, in a special way, around the tank. The AFV's dominate the battle with their mobility and firepower to a greater extent than they actually did in real life. Although tanks, tank destroyers and assault guns are employed in the same way in the games, the tank is clearly first among equals. Only tanks and tank destroyers appear on the PANZERBLITZ box, only tanks on PANZER LEADER's. In this context, it is only too natural to ask which tank, among those used in the Battle of France, was the best of all. Picking the "best" tank is much like trying to pick the "best" automobile, airplane or wargame, for each user has his own views of which features are a "must" and which are not. However, there can be little doubt that mobility, armor protection and firepower are the most important elements in a tank, so we shall look mainly at these.

Starting with the British, the A11 and the Mark VI B are immediately disqualified, being armed only with machine guns. The A10 goes the same route, due to its low speed. This leaves two tanks in the competition: the A12 Matilda and the A13. The A13 was a fast tank, adequately armored and armed with a 2 pdr gun and a machine gun. It was also mechanically unreliable, kept in service because it was the only gun-armed British tank with decent speed. Periodically "improved", the A13 evolved into the A13 Mark III Covenanter (a tank so unreliable that it was never used in combat, being relegated to training instead) and the A15 Crusader, of TOBRUK fame. This leaves only the A12 Matilda, which had the same weapons as the A13, but was more reliable and had very thick armor which compensates for its low speed. The A12 was not really a good tank, but it was the best of a bad lot and on that is based its claim to the title of "Best British Tank."

The French had a large number of tank models, but most of these were too slow or carried only light guns, so we really have to look at only two tanks: the Somua S35 and the Char B1. Both tanks were armed with a 47mm gun and a machinegun in the turret, with the Char B1 also carrying a 75mm howitzer slung between its tracks. Thus, the B1 had the advantage in firepower, while the S35 was faster. In armor thickness, the B1 had the edge. The S35 was a very good tank (among the best of its day), but was second to the Char B1, which was superior due to its ability to engage both armored and unarmored targets with its two guns.

Among the Germans, we can quickly eliminate the Pzkw's I and II (insufficient firepower in both cases) and the Pzkw 38 (inferior to the Pzkw III in all details except speed). This leaves two German

















contenders in the arena: the Pzkw's III and IV. The Pzkw IV was probably the most successful German tank design of the war, being designed in the late thirties with room for improvements that would keep it in service until the end of the conflict. The model used in 1940, however, was not as good as the Pzkw III, which was better armored and had the anti-tank gun which the "IV" lacked. Also designed with room for improvements, the Pzkw III was the best German tank of 1940 and probably was better than any of the machines it faced at that time, which usually were better armed and armored, but were slower and, in the case of the French, without radio.

Comparison of the machines mentioned above with those possessed by other powers is interesting, to say the least, so we shall undertake that task here. By mid-1940, the Italians had begun production of their most important tank of the war: the M13/40 medium. This machine had a good 47mm gun and that was about all that could be said for it. The M13 was slow, unreliable and its armor was inadequate, being too thin and of riveted construction. On the other side of the Atlantic, the Americans had spent a decade in experiments and trials, improving previous designs, but never building more than a few copies of each new model. The momentum of tank development was thus maintained at a minimum cost. The best U.S. tank of 1940 was the medium M2A1. This machine was comparable to the German tanks of the time, carrying a 37mm gun and having about the same armor protection. It was very reliable, due to a lengthy development, but was not produced in quantity. The M3 Grant and the M4 Sherman were based on the M2. Back in the Old World, the Japanese had also been busy designing and testing tanks and their standard medium model was the Type 97, Chi-Ha. This machine entered the service in 1937, armed with a short 57mm gun and a maximum armor thickness of only 25mm. It was a success because it had the good fortune to face only opponents with little anti-tank capability in the early years of the war. Good luck was no substitute for quality which the Chi-Ha lacked, for the tank was no match for contemporary Western models. Finally, there were the Soviets, but they were playing an entirely different game, their tanks being two years ahead of anything the rest of the world had. We are talking, of course, about the T-34, a reliable tank, easy to build and maintain, fast, with thick sloped armor and with a 76.2 mm L30 gun, soon to be replaced by a more powerful (L40) weapon. In production since June, 1940, the T-34 was the most successful tank of the war, used throughout the conflict and still in service to this day. With its ability to "dance like a butterfly and sting like a bee," the Russian T-34 truly was "the Greatest."

THE BEST TANKS OF 1940

Nationality	Great Britain	France	Germany	Italy	United States	Japan	Soviet Union
Model	A12	Char B1	Pzkw III D	M13/40	M2A1	Chi-Ha	T-34A
Weight (tons)	28.6	35	21	14	23	15	26.3
Gun caliber (mm)	40	47/75	37	47	37	57	76.2
Machine guns	1	1	3	2	8	2	2
Armor thickness (mm)	20-78	60(max)	10-30	9-30	32(max)	8-25	14-45
Crew	4	4	5	4	6	4	4
Maximum speed (mph)	15	18	25	21	30	24	31

CAT	SYMBOL	CLASSIFICATION DATA			COMBAT					MOVEMENT			OR		EXP					
		NAME	NO.	COMPOSITION	WEAPON	ATTACK MODES					TARGET	CAR	PASS	STACK	QM	TUR	AFV	ARTY	FOF	SSC
						DF	IF	OR	CA	AA										
TOWED GUNS		2 lbr	4	Four 2-pounder (40mm) anti-tank guns, 39 men	A	●					NA	● 1/2	●							
		25mm	3	Four 25mm anti-tank guns, about 39 men	A	●					NA	● 1/2	●							
		47mm	2	Four 47mm anti-tank guns, about 39 men	A	●					NA	● 1/2	●							
		75mm	1	Four 75mm anti-tank guns, about 47 men	A	●					NA	● 1/2	●							
		20mm	1	Six 20mm Oerlikon anti-aircraft guns, about 40 men	H	●			●		NA	● 1/2	●							
		25mm	1	Six 25mm anti-aircraft guns, about 40 men	H	●			●		NA	● 1/2	●							
		40mm	2	Six 40mm Bofors anti-aircraft guns, 42 men	H	●			●		NA	● 1/2	●							
		37mm	2	Three 37mm infantry guns, about 20 men	H	●					NA	● 1/2	●							
		75mm	4	Six 75mm model 1897 guns, about 67 men	(H)	●	●				NA	● 1/2	●					●		
		18 lbr HOW	3	Six 18-pounder (84mm) howitzers, about 99 men	(H)	●	●				NA	● 1/2	●						●	
		18/25 lbr HOW	3	Six 18/25 pounder (88mm) howitzers, about 99 men	(H)	●	●				NA	● 1/2	●						●	
		25 lbr HOW	3	Six 25 pounder (88mm) gun-howitzers, about 99 men	(H)	●	●				NA	● 1/2	●						●	
		105mm HOW	6	Six 105mm howitzers, about 152 men	(H)	●	●				NA	●	●					C	●	
		155 mm HOW	2	Six 155mm howitzers, about 152 men	(H)	●	●				NA	●	●					C	●	
	76mm	2	Four 76mm mortars, 29 men	M	●	●				NA	● 1/2	●						●		
	81mm	3	Six 81mm mortars, 59 men	M	●	●				NA	● 1/2	●						●		
INF		Rifle	18	British: 37 men, 2 MGs, one 50mm mortar— French: 50-60 men one to four automatic rifles, one MG	I	●		●			NA	● 1/2	●	●						
		Engineers	6	Forty to sixty men, mine clearing, demolition and construction equipment	I	●		●			NA	● 1/2	●	●						
TRANSPORT		Wagon	6	Four horse-drawn vehicles, six men							NA	●	●							
		Truck	9	Five trucks, five drivers							NA	●	●							
		Bren Carrier	9	Six Bren Carriers, six Bren MGs, 12 men	I	●		na			A	●	●							
		Chenillete	4	Six Chenillete 37L carriers, 12 men							A	●	●							
CARS		Morris	2	Six Morris CS9/LAC armored cars, 6 MGs, 24 men	I	●		na			A		●							
		Daimler	1	Six Daimler Scout cars, 6 MGs, 24 men	I	●		na			A		●							

CAT	SYMBOL	CLASSIFICATION DATA			WEAPON	COMBAT					MOVEMENT			OR		EXP				
		NAME	NO.	COMPOSITION		ATTACK MODES					TARGET	CAR	PASS	STACK	QM	TUR	AFV	ARTY	FOF	SSC
						DF	IF	OR	CA	AA										
		Panhard	2	Five Panhard 178 armored cars, (25mm) about 20 men	H	●		●			A			●		●				
TANKS		A11	6	Five A11 tanks, five MGs	I	●		●	na		A			●		●				
		A12 Matilda	3	Five A12 tanks, (2-pdr), five MGs, 20 men	A	●		●			A			●		●				
		MVIB	8	Five MVIB light tanks, ten MGs, 15 men	I	●		●	na		A			●		●				
		A10	5	Five A10 tanks, (2-pdr), 5 MGs, 25 men	A	●		●			A			●		●				
		A13	3	Five A13 tanks (2-pdr), 5 MGs, 20 men	A	●		●			A			●		●				
		H35	6	Thirteen H35 tanks (37mm), 13 MGs, 26 men	A	●		●			A			●		●				
		H39	6	Thirteen H39 tanks (37mm), 13 MGs, 26 men	A	●		●			A			●		●				
		AMR-35	2	Ten AMR-35 light tanks (25mm), twenty men	A	●		●			A			●		●				
		AMC-35	1	Ten AMC-35 tanks (47mm), ten MGs, thirty men	A	●		●			A			●		●				
		S35	6	Thirteen S35 tanks (47mm), 13 MGs, 39 men	A	●		●			A			●		●				
		R35	6	Thirteen R35 tanks (37mm), 13 MGs, 26 men	A	●		●			A			●		●				
		R40	1	Thirteen R40 tanks (37mm), 13 MGs, 26 men	A	●		●			A			●		●				
		FT17	2	Thirteen Renault FT-17 tanks, (37mm), 26 men	A	●		●			A			●		●				
		D2	2	Thirteen D2 tanks (47mm), 26 MGs, 39 men	A	●		●			A			●		●				
	B1	6	Ten B1 tanks, (47mm and 75mm), 20 MGs, 40 men	A	●		●			A			●		●					

left free to concentrate its efforts on assisting the German ground forces, with decisive results. The blitzkrieg was based on the rapid movement of motorized units, sweeping through the enemy rear, and for this they needed quick assistance to deal with any check met by the advancing forces. Towed guns are slow and take time to set up, but airplanes can be on call just a few minutes away. In this role of flying artillery, the Luftwaffe helped to maintain the momentum of the offensive, to keep the Allies off balance and to deny them the chance to consolidate their defenses. The Allies could move troops by day only at their own peril, for observation by German aircraft was unavoidable and attack from the air could come at any time. The German armies were spared these problems.

The most important German ground attack airplane was the Junkers Ju 87 Sturzkampflugzeug, or "diving-combat-airplane," better known as the Stuka. The Stuka was a slow and poorly armed machine, obsolete by 1940 standards. It could not operate in contested skies without suffering steep losses, as was shown in the Battle of Britain.

Nevertheless, in the German-dominated air over France, against defenseless troops, this machine proved to be extremely effective. Despite its ugly, evil-looking square shapes (or perhaps because of them), the Stuka became a symbol of the Luftwaffe and of Germany, probably the most notorious airplane of World War II. The model in service in 1940 was the "B," armed with one forward-firing machine gun and another one in the rear and carrying one bomb of up to 500 kg (11 lbs.). Its attack strength for game purposes is:

Machine Guns 1 (I)
Bombs 20 (H)

NEW RULES






















PANZER LEADER, 1940 uses all the standard rules of the regular PANZER LEADER game, with optional and experimental rules used as agreed by the players. A few extra rules will be added here, to represent some special units and situations not present in the regular game.

1. CHENILLETES—This vehicle had a very limited transport capacity. For that reason, only infantry type units may be carried by it. No towed guns or mortars of any kind may be carried.

2. FRENCH TANKS—French tank units represent companies (10 to 13 vehicles) instead of platoons. Therefore, all French tank units are counted as two units for stacking purposes. If a French tank unit is destroyed, it must be replaced by two wreck counters instead of one. This rule does not apply to other French armored units like the Chenillette 37L carrier and the Panhard 178 armored car. As per the standard rules, no more than three wreck counters may be placed in the same hex, even if two French tank units are destroyed in it.

3. INFANTRY TANK MARK I (A11) AND RENAULT FT-17 TANK—The British A11 tank and the French FT-17 tank both have a Movement Factor of 2. It costs them only 2 MP to enter a slope hex. Other movement rules are unaffected.

4. AMPHIBIOUS LANDINGS—With the Germans engaged in this business (and the Allies on the

CAT	SYMBOL	CLASSIFICATION DATA			COMBAT					MOVEMENT			OR		EXP					
		NAME	NO.	COMPOSITION	WEAPON	ATTACK MODES					TARGET	CAR	PASS	STACK	QM	TUR	AFV	ARTY	FOF	SSC
						DF	IF	OR	CA	AA										
TOWED GUNS		37mm	4	Four 37mm anti-tank guns, about 37 men	A	●					NA	● 1/2	●							
		88mm	4	Four 88mm anti-tank guns, 111 men	A	●					NA	●	●						C	
		20mm	4	Six 20mm anti-aircraft guns, 40 men	H	●				●	NA	● 1/2	●							
		37mm	1	Six 37mm anti-aircraft guns, 42 men	H	●				●	NA	● 1/2	●							
		75mm IG	4	Two 75mm infantry guns, 36 men	H	●					NA	● 1/2	●							
		150mm IG	2	Two 150mm infantry guns, 39 men	H	●					NA	●	●							C
		75mm HOW	3	Six 75mm leFK 18 howitzers, 67 men	(H)	●	●				NA	● 1/2	●							●
		105mm HOW	2	Six 105mm le FH 18 howitzers, 112 men	(H)	●	●				NA	●	●							C ●
INF		Rifle	18	59 men, 6 SMG, 5 MG	I	●				●	NA	● 1/2	●	●						
		Engineer	3	63 men, 3SMG, 3 MG, 2 flamethrowers, demolition and mine clearing equipment	I	●				●	NA	● 1/2	●	●						
TRANS		Wagon	6	Four horse-drawn vehicles, six men							NA	●	●							
		Halftrack	10	Five Sdkfz halftracked vehicles, 5 MGs, 10 men	I	●		na			A	●	●							
CARS		SdKfz 221	2	Seven SdKfz 221 armored cars, seven MGs, about 24 men	I	●		na			A	● i	●						●	
		SdKfz 231-6	2	Seven SdKfz 231-6 six wheeled armored cars, (20mm), about 31 men	H	●		●			A	● i	●						●	
		SdKfz 231-8	1	Seven SdKfz 231-8 eight wheeled armored cars, (20mm), about 31 men	H	●		●			A	● i	●						●	
TANKS, TDs, AGs		PzKw I	6	Five PzKw I tanks, 10 MGs, ten men	I	●		na			A	● i	●						●	
		Pzjg 47	2	Five Pzjg 47 tank destroyers (47mm), 15 men	A	●		●			A	● i	●							
		GW-I	1	Two GW-I assault guns, (150mm), eight men	H	●		●			A	● i	●							
		PzKw II	9	Five PzKw II tanks (20mm), five MGs, fifteen men	A	●		●			A	● i	●							●
		PzKw III	9	Five PzKw III tanks (37mm), 15 MGs, 25 men	A	●		●			A	● i	●							●
		PzKw IV	6	Five PzKw IV tanks (75mm), 10 MGs, 25 men	H	●		●			A	● i	●							●
		PzKw 38	6	Five PzKw 38 tanks, (37mm), 10 MGs, 20 men	A	●		●			A	● i	●						●	

receiving end), this section of the standard rules must be changed to reflect the new situation. All rules applying to the German player will now apply to the Allied player and vice-versa. Other than that, the rules will remain unchanged.

5. AMPHIBIOUS TANKS—The Pzkw II, with its flotation device, is used in the game in the same way as the Sherman DD tank. For each amphibious Pzkw II, a die is rolled (as was the case for the DD) and the unit lands normally with a die roll of 1, 2, 3, 4 or 5. With a roll of 6, the unit is sunk and removed from play. Amphibious (Pzkw III's and Pzkw IV's, being submersible tanks, behave in a slightly different way. All the rules for DD Shermans apply, except that the Allied player may not fire at a submerged tank (Hopefully, this requires no explanation). For each one of these units, a die must be rolled and the unit is lost with a die roll of 6. With a die roll of 1 through 5, the unit lands unharmed, but may not move in the turn in which it lands on the beach. Once on the beach, it may be attacked like any other unit and it may move normally in the turn following the landing.

6. AIRPOWER—Contrary to the regular game, here the Germans have airplanes and the Allies don't. Therefore, the German Player Segment in each turn must have an Air Phase after the Combat Phase. All Airpower rules in the standard game remain in effect., with the Germans taking the place of the Allies and vice-versa. The German observation airplane is the Henschel 123 and all rules applying to the L-5 apply to it. The Stuka is the German fighter-bomber and all fighter-bomber rules apply to it.

THE SITUATIONS

The scenarios collected here portray the French, British and German armies both in attack and defense, baring the strengths and weaknesses of them all. The French Army is a slow war machine, hampered by weak infantry and insufficient firepower, deficiencies which its good divisional artillery cannot really compensate. As you would expect, French armor is less effective than the British or the German armor, due to its one-man turrets and the lack of radio. The British Army suffers from the same problems its ally has: weak infantry and insufficient firepower, although its tanks are a bit more effective. Unlike the French, however, most British tanks carry only machine guns, thus placing virtually the entire weight of the battle on the small gun-armed fraction of the armored force. Finally, there is the German Army, with infantry at all levels superior to its Allied opponents and with artillery second to none. German armor, like the British, suffers from its small number of effective tanks. Only the few Pz III's and Pz 38's are a match for Allied armor, a fact which the German commander may only ignore at his peril. The German armor is an instrument which must be carefully handled to be effective, unlike the German infantry, which is usually strong enough to tolerate some bungling from above.

The various scenarios are more or less self-explanatory, but a few words here may put things in perspective and help to clarify what's going on.

SITUATION 21.—After the Germans invaded Belgium, the Allies entered the country. The vanguard of the Allied force was Prioux's Cavalry Corps, made up of the 2nd and 3rd DLM's (Division Legere Mecanique). Two days after the invasion, they met the German spearhead, Hoepner's XVI Panzer Corps, made up of the 3rd and 4th Panzer Divisions. The battle that followed (the first big tank battle of WWII) took place in Merdorp, West of Hannut, and both sides lost about 100 tanks. The Germans were disconcerted by the thick armor of the French tanks, but soon discovered their weak

point: Their poor coordination due to lack of radio. It was also relatively easy to approach a French tank from the rear, their commanders had so many things to do that no time was left for them to look to their backs. In the end, the Germans held the field.

SITUATION 22.—The Meuse is one of the major rivers of Western Europe and, from the German viewpoint, the major obstacle to their advance. Lacking any armored amphibious vehicles, any German attempt to cross the river could have been repulsed. Even after the crossing, with only lightly armed infantry holding the beachhead, it would have been relatively easy for the French to retake it. Instead, the French allowed the Germans to get across the river at Sedan and waited a whole day before counter attacking. Guderian, the German corps commander, seized the opportunity and began to send his tanks across and to expand the beachhead immediately. The French earmarked two infantry regiments and two independent armored battalions for the attack, but only half of this force actually took part in the battle. The result, needless to say, was a defeat for the French, a consequence of their "too little-too late" approach to warfare.

SITUATION 23.—After Guderian broke through at Sedan, he sent most of his forces westwards, while the French tried to stop him by striking at his flanks. The first attempt was at Stonne. This village had been taken by the Germans and was a critical position in their southern flank. The attack shown here lasted all morning and the battle for the village lasted several days, during which the village changed hands several times. This is another example of the French "too little-too late" approach to warfare. In the end, the Germans held the village.

SITUATION 24.—After the Germans penetrated the Allied front, the French tried in vain to stop them by throwing units in their path. The last barrier between Guderian's forces and the open and defenseless French plains was a stop-gap force made up of the 3rd Brigade of Spahis (a cavalry unit) and the 152nd Infantry Regiment (14th Division). It was easily pierced. Incidentally, the 152nd was commanded by Jean de Lattre de Tassigny, who would become a hero of the Liberation four years later.

SITUATION 25.—Another attack on Guderian's flank was done by the 4th DCR (Division Cuirasee), under the command of Charles de Gaulle. His "division" was made up of three tank battalions, a few independent tank companies, a handful of guns and an infantry battalion in buses. These units met for the first time on the eve of their first battle, depicted here. De Gaulle, aware of the importance of the time element, decided to attack Guderian's flank at Montcornet on the morning of May 17, with whatever forces reached him by that time. And attack he did, but in vain. For three days he kept trying to interfere with the German progress, but it was a hopeless task, for his improvised division was not strong enough for the job and was pulled out of the front.

SITUATION 26.—This is De Gaulle's second attack, again a vain attempt to slow down the German juggernaut by striking at its flanks. In later years, perhaps out of nationalistic pride, De Gaulle and some French historians exaggerated the results of the attacks depicted in this situation and in the preceding one. The fact is that these attacks did not achieve much and the Germans did not pay much attention to them. This implies no slur against De Gaulle and his 4th DCR, for the unit was no match for even one Panzer division and yet it dared to challenge an armored corps. It could not have done more than it did. De Gaulle's 4th DCR has the unique distinction of being the only French armored division (out of 3 DLM's and 4 DCR's which was

not destroyed or crippled in its first encounter with the enemy.

SITUATION 27.—When the Allies realized that their armies in Belgium were in danger of being cut off, they tried to coordinate a massive attack on the German pincer both from the North and from the South, to isolate its armored tip. From these grandiose plans came a small, local attack by an improvised Anglo-French force. With the immediate purpose of relieving the German pressure on Arras, 74 British infantry tanks, 2 battalions of British infantry (on foot), a gun battery and a few French tanks went to the attack. They had a field day against the German infantry, which lacked armored support and whose anti-tank guns were useless against the thick British armor, but had to withdraw, at heavy cost, when the Germans counterattacked with tanks that afternoon. Nevertheless, heavy losses were inflicted on the German infantry, specially to the 7th Panzer, whose commander had sent his tanks too far ahead for them to be able to come back on time. At that time the Germans believed that the attack had been carried out by five Allied divisions and feared another attack, on a larger scale, that might cut off their armored forces in France. Thus, the German High Command ordered the Panzer divisions to stop and even sent the 5th Panzer Division back, to assist the 7th. This delay gave the Allies the time they needed to fortify the Dunkirk perimeter, making possible the evacuation that would take place a few days later and would save the British Expeditionary Force from the German prison camps. On the other hand, the commander of the 7th Panzer Division also profited from the lesson he received that day. His name was Rommel.

SITUATION 28.—With the Allied armies cut in two and the Germans racing northwards along the coast to surround the northern forces, the British finally sent to France the armored division held in reserve in England (the only other British armor was in Egypt), which had been idle all this time. One tank regiment and two motorized infantry battalions were sent to Calais, to hold the city and its port and to delay the German forces advancing toward Dunkirk by the coastal road. This force landed on May 22 and began operations the following day, with some success. The Germans countered by increasing the pressure against the besieged city and, on the 26th, the few surviving tanks escaped from the city, running along the beach and reaching the relative safety of the Dunkirk perimeter, from which the men, if not the machines, would have a chance of returning to England.

SITUATION 29.—Surrounded and with their backs to the sea, the Allied forces trapped in the Dunkirk perimeter had no other escape route than by sea, to England. It was a desperate situation and desperate action was needed. Unable to stop the Germans, the Allies had to settle for slowing them down with raids and spoiling attacks like the one depicted here. This one was an attack on a German bridgehead across the La Basse canal, near Givenchy, held by an infantry battalion. It was an attempt to pull on Rommel the same trick tried before in Arras, but this time he had his armor close at hand, and the British tanks were quickly driven off.

SITUATION 30.—Needless to say, this situation never took place. It was included because it was the only chance to use the German amphibious tanks. Besides, it gives the Germans an opportunity to get even for all the beatings they take in the "D-Day" scenarios of *PANZER LEADER*. Both sides seem to be rather weak in this situation and that deserves some explanation. The reasons for the British weakness are fairly obvious: With so much equipment lost in France, they just did not have the

FRENCH UNIT COMPOSITIONS



Infantry Battalion: 4 2 1 2 0 0 3 0 5 RIFLE 1 WAGON 3 9	Infantry Regiment: 4 2 1 2 0 0 3 0 5 RIFLE 1 WAGON 3 3 27 3	Motorized Infantry Battalion: 4 2 3 M 12 1 2 0 0 3 0 3 1 5 RIFLE 1 1 200 14 9 9 11			
Motorized Infantry Regiment: 4 2 3 M 12 1 2 0 0 3 0 3 1 5 RIFLE 1 1 200 14 3 3 27 33	Dragons Portes Battalion: 4 2 3 M 12 1 2 0 0 3 0 3 1 5 RIFLE 1 1 200 14 4 AMB 10 9 11 2	Dragons Portes Regiment: 4 2 3 M 12 1 2 0 0 3 0 3 1 5 RIFLE 1 1 200 14 4 AMB 10 3 3 27 33 6	Motorized Engineer Company: 1 1 1 0 0 0 6 1 1 1 200 14 3 3		
DCR Motorized Infantry Battalion: 4 2 3 M 12 1 2 0 0 3 0 3 1 5 RIFLE 1 1 200 14 2 2 8 2 16 3 9 10 3	Motorized Recon Regiment: 4 2 1 2 0 0 2 2 3 2 3 0 5 RIFLE 1 1 200 14 2 16 4 AMB 10 9 10 4 2	DLM Recon Regiment: 1 2 0 0 2 2 5 RIFLE 1 1 200 14 2 16 6 6 9			
Infantry Recon Battalion: 4 2 1 2 0 0 0 0 3 0 5 RIFLE 1 1 200 14 WAGON 3 9 4 6	DLM Armored Battalion: 4 2 5 2 6 HOB 6 or 7 HOB 7 or 8 HOB 8 3 3 3	DLM Armored Regiment: 4 2 5 2 6 3 6 HOB 6 or 7 HOB 7 or 8 HOB 8 6 6 6	DLM Armored Brigade: 6 3 5 2 4 2 8 HOB 8 7 HOB 7 6 HOB 6 6 6 6		
DCR Armored Battalion: 5 2 8 6 7 HOB 7 8 HOB 8 3 3	DCR Armored Regiment: 5 2 8 6 7 HOB 7 8 HOB 8 6 6	DCR Armored Brigade: 5 2 8 6 8 6 7 HOB 7 8 HOB 8 6 6 6 6	Independent Tank Battalion: 4 2 5 2 4 2 7 HOB 4 7 HOB 4 6 HOB 6 or 7 HOB 7 or 4 2 2 3 3 3 3 5		
Anti-Tank Company: 4 2 0 0 3 0 1 WAGON 3 3 4	Motorized Anti-Tank Company: 4 2 0 0 3 0 1 200 14 3 4	Motorized Anti-tank Regiment: 4 2 6 3 0 0 3 0 3 0 1 200 14 6 3 9	Heavy Artillery Regiment: 40 32 60 36 0 0 2 0 2 0 1 200 14 2 2 3		
Light Artillery Regiment: 20 32 0 0 2 0 1 WAGON 3 3 3	Motorized Light Artillery Reg: 20 32 0 0 2 0 1 200 14 3 3	Motorized Engineer Bn: 1 1 0 0 6 1 1 1 200 14 9 9	Motorized Heavy Artillery Regiment: 40 32 60 36 0 0 2 0 2 0 1 200 14 2 2 3	DLM Artillery Regiment: 20 32 40 32 0 0 2 0 2 0 1 200 14 4 2 6	DCR Artillery Regiment: 6 3 40 32 0 0 3 0 2 0 1 200 14 4 5

Infantry Division: three Infantry Regiments, one A-T Company, one Light Artillery Regiment, one Heavy Artillery Regiment, one Infantry Recon Battalion, six Engineer.

Motorized Infantry Division: three Motorized Infantry Regiments, one Motorized A-T Company, one Motorized Light Artillery Regiment, one Motorized Heavy Artillery Regiment, one Motorized Recon Regiment, two Motorized Engineer Companies.

Division Legere Mecanique: one DLM Armored Brigade, one DLM Recon Regiment, one Dragons Portes Regiment, one Motorized A-T Regiment, one DLM Artillery Regiment, one Motorized Engineer Battalion.

Division Cuirassee: one DCR Armored Brigade, one DCR Motorized Infantry Battalion, one DCR Artillery Regiment, one Motorized Engineer Company.

BRITISH UNIT COMPOSITIONS



Infantry Battalion: 8 M 12 3 M 8 1 1 1 2 2 0 0 2 0 3 1 6 1 5 RIFLE 1 2 10 1 200 14 13 15	Infantry Brigade: 6 3 8 M 12 3 M 8 1 1 1 2 2 0 0 3 0 2 0 3 1 6 1 5 RIFLE 1 2 10 1 200 14 3 3 3 41 5 48	Engineer Battalion: 26 30 32 32 2 0 2 0 2 2		
Recece Battalion: 3 M 8 1 2 2 2 2 2 3 1 5 RIFLE 1 2 10 2 8 4 5 2	Infantry Tank Battalion: 2 2 2 2 6 3 4 M 11 8 AT 2 10 AT 5 3 7	Infantry Tank Brigade: 2 2 2 2 6 3 4 M 11 8 AT 2 10 AT 5 3 9 21	Cruiser Tank Regiment: 6 3 6 3 6 AT 5 6 AT 10 10 10	Engineer Battalion: 1 1 0 0 6 1 1 1 200 14 12 12
Cruiser Tank Brigade: 1 2 0 0 6 3 5 RIFLE 1 1 200 14 6 AT 5 12 12 30	A-T Regiment: 6 3 0 0 3 0 1 200 14 12 12	Mechanized A-T Regiment: 6 3 0 0 3 0 1 200 14 9 9	AA Battalion: 8 M 12 0 0 2 0 1 200 14 3 3	Artillery Battalion: 0 0 26 30 32 32 1 200 14 2 0 2 0 2 2 2 0
Mechanized Artillery Regiment: 0 0 26 30 32 32 1 200 14 2 0 2 0 4 4 4	AA Regiment: 8 M 12 0 0 2 0 1 200 14 6 6			

Infantry Division: three Infantry Brigades, three Artillery Battalions, one A-T Regiment, one AA Battalion, one Engineer Battalion.

Armored Division: two Cruiser Tank Brigades, one Engineer Battalion, one Recece Battalion, one Mechanized Artillery Regiment, one Mechanized A-T Regiment, one AA Regiment, one Infantry Battalion.

STALINGRAD—REVISITED AND REVISED

By Louis Coatney



Although there were many who expressed horror at the idea of a revision of their old favorites such as *AFRIKA KORPS* and *STALINGRAD* (*AH Philosophy*, Vol. 14, No. 5) in favor of "design innovations" more in keeping with the "state of the art", there doubtless were many who shared Mr. Mueller's sentiments in that published letter. One such comrade in arms is Louis Coatney whose sophisticated variant for *STALINGRAD* is about as thought provoking as any official revision we could probably come up with ourselves.

I shall never forget the keen anticipation I felt a dozen or so years ago upon opening my very first copy of *STALINGRAD*—and the keen disappointment I felt after examining the game. The bleak graphics, the whimsical Russian order of battle and the unimaginative game mechanics were all dismal evidence of a regressive design. Yet, perversely, *STALINGRAD* steadily grew in popularity to become a favorite of wargamers and a mainstay of wargaming tournaments. For all of its shortcomings, I regularly find myself turning back to my well-worn *STALINGRAD*, while my copies of *BARBAROSSA*, *WAR IN THE EAST II*, *WAR IN EUROPE*, *DRANG NACH OSTEN*, *RUSSIAN CAMPAIGN (JEDKO)*, *RUSSIAN CAMPAIGN (AH)*, *EAST FRONT* and now *WEHRMACHT* gather dust on my shelves.

STALINGRAD's universal popularity stems from the classic nature of its subject campaign and the classic simplicity of the game itself. The Russian Front in World War II was a classic match of German skill, speed and shock against brute Russian strength, size and endurance. However crude it may be in format and mechanics, the game does simulate this match in a fundamental way—even if more characteristic of WWI than WWII. After a dozen years, however, every arbitrary nuance of the game's mechanics has been so scrutinized, analyzed and otherwise reduced to absurdity in discussion and play that genuine realism has become sacrificed to gamesmanship.

The 1974 rules revision was another keen disappointment for *STALINGRAD* partisans like myself who feel that the revision could have and should have done far more to enrich the game's realism and to accelerate its pace with no real loss of simplicity. Thus, it seems left to a humble revisionist such as myself to provide the definitive revision of *STALINGRAD*.

Before revising the game, we should consider the purpose of the revision and select the historical variables we most want *STALINGRAD* to simulate. The purpose of the revision is two-fold: to simulate the operations of a classic campaign with all of their dramatic sweep and historical intensity

and to infuse into *STALINGRAD* the brevity, excitement and simplicity of play of the ideal tournament game.

Some of the critical historical variables which should be simulated are: the total surprise achieved by the Axis on 22 June 1941, the momentum of an advance, the superior operational flexibility and initiative of German forces, the deep penetrations and battles of encirclement known as *Kesselschlacht*, the war production potential of Russia, the importance of weather and supply and the unique fighting qualities of the Finns.

A good revisionist—refer to my article in *PANZERFAUST#64*, "Game Design: An Unliqudated Revisionist Speaks!"—salvages everything he can and lives with what he must. Major revision of crucial physical components such as the mapboard and unit counters would prove to be more trouble than completely redesigning the game from scratch (which I have done in about four distinct versions at this scale alone). Therefore, all rules and components of the original game are retained unless contradicted by any of the following revisions:

I. REVISED TURN SEQUENCE

A. Turn and Weather Determination

B. Axis Player Turn

1. Axis Replacements Phase
2. Axis Strategic Movement Phase
3. Axis Operational Movement Phase. Overrun attacks (6:1) may occur *during* this movement phase. Eligible units receive movement factor bonuses during this movement phase *only*.
4. Axis Attacks Resolution Phase. Axis tactical advances resulting from combat must be executed immediately after each attack.
5. Axis Breakthrough Phase. Axis units moving in this phase may not move into (or out of) an enemy Zone of Control.
6. Axis Units' Supply Status Determination Phase.

C. Russian Player-Turn: same as Axis Player-Turn.

D. Victory Determination Phase.

II. GAME TURNS Each game turn represents one month of real time.

A. **Tournament Game**—This consists of 8 turns: June 1941 through January 1942, inclusive.

B. **Extended Game**—This starts in June 1941 and lasts through December 1944 or the turn in which one player achieves his victory conditions.

III. VICTORY CONDITIONS

A. **Tournament Game**—The Axis player wins if, during the Victory Determination Phase in any game turn, *German* units occupy all of the cities in any one of the following groups of cities:

1. Leningrad and Rostov, OR:
2. Moscow: OR
3. Stalingrad.

Otherwise, the Russian player wins.

B. Extended Game

1. The Axis player can still win after January 1942 if he occupies both Moscow and Stalingrad with German units in the Victory Determination Phase in any game turn through December, 1944.

2. The Russian player wins if, during the Victory Determination Phase of any game turn through December 1944, Russian units occupy Helsinki, Warsaw and Bucharest.

IV. WEATHER

A. Weather Determination

1. July, August and September are automatically Perfect weather.

2. For October, a die roll of 1-2 produces Perfect weather, and a result of 3-6 produces Mud.

3. If October was Perfect, November is automatically Snow; if October was Mud, November is automatically Perfect.

4. December, January and February remain Snow weather months.

5. For March, a die roll of 1-2 produces Snow and 3-6 Mud.

6. If March was Snow, April is Mud. If March was Mud, a die roll of 1-2 produces Perfect April weather and 3-6 Mud.

7. If April was Mud, May and June are automatically Perfect. If April was Perfect, a die roll of 1-3 produces Perfect May weather and a 4-6 die roll equals Mud.

8. If April or May were Mud, June is automatically Perfect. If April and May were both perfect, 1-4 makes June Perfect, 5-6 Mud.

B. Weather Effects on Operational Movement

1. In Mud turns, all units' printed movement factors become "2"—except for cavalry units' which become "3."

2. In Snow turns, all units' printed movement factors are halved—except for Finnish units' whose movement factors are unaffected.

3. The movement bonus given to eligible units in the Operational Movement Phase remains unchanged by weather.

C. Weather Effects on Combat

1. In Mud turns for both players, all attacking odds are reduced by a one-column shift in the combat odds: e.g., a 9:1 (or higher) becomes a 6:1, a 2:1 becomes a 3:2, a 1:2 becomes a 1:4.

2. In all Snow weather turns, Russian units also receive a one-column odds shift to their advantage when defending—unless attacked *only* by Finnish units. In Snow turns of the first winter only, Russian units receive a one-column odds shift to their advantage when attacking Axis stacks containing no Finns.

D. Weather Effects on Tactical Advances after Combat

1. In Mud weather turns, only cavalry units may advance an additional hex through a vacated hex if the other Advance after Combat requirements have been met.

2. In Snow, only Russian armor and cavalry units may advance an additional hex if the other Advance after Combat requirements have been met.

E. Weather Effects on Breakthrough Movement

These effects are the same as those on printed movement factors in the Operational Movement Phase.

F. Weather Effects on Terrain

1. In Snow turns, all river, swamp and lake hexes on and north of the diagonal hex-line R19, S20, . . . Kursk, . . . EE32, FF33, . . . HH35, . . . and Astrakhan are frozen over and treated as clear terrain hexes for all purposes.

2. In thaw turns, a player's units on lake hexes are not eliminated unless they are still there during his Supply Status Determination Phase. In all non-Snow turns after the thaw turn, no units may enter lake hexes.

V. TERRAIN

A. Terrain Effects on Operational Movement

1. Mountain and major city hexes cost all units 2 movement factors for each such hex entered regardless of weather.

2. Each unfrozen swamp hex entered costs all armored infantry and armor units 2 movement factors even in Mud weather turns.

B. Terrain Effects on Combat

1. Terrain (and weather) effects on combat *are* cumulative.

2. Defensive terrain advantages are as follows:

a. For Russian units:

1) Axis attacks cross-river against any defending Russian unit(s) are reduced by a one-column shift in the combat odds.

2) Axis attacks against a Russian infantry unit (or any combination of Russian units of which at least one is infantry) which are in swamp, mountain or minor city hexes are reduced by a one-column shift in the combat odds for each such terrain advantage.

3) In Mud turns, the Russian infantry defense advantage for defending in swamp hexes is dropped.

4) Each Russian infantry unit *defending* in a major city receives one additional multiple of both its printed combat factors added to themselves for all purposes.

b) For Axis units:

1) Every Axis unit *defending* against a cross-river Russian attack receives one additional multiple of both its printed combat factors added to themselves for all purposes.

2) Each Axis infantry and armored infantry unit *defending* in mountain or major city hexes receives one additional multiple of both of its printed combat factors added to themselves for all purposes.

3) Russian attacks against an Axis infantry or armored infantry unit (or any combination of Axis units of which at least one is infantry or armored infantry) in a minor city hex are reduced by a one-column shift in the combat odds.

4) Axis units receive no defensive terrain advantage for defending in swamp hexes.

C. Terrain Effects on Tactical Advances after Combat

An armor or cavalry unit may not advance two hexes through the defender's hex if it attacked cross-river or if either of the two hexes have terrain which would cost it two movement factors to enter in normal operational movement. However, if not violating ZOC restrictions, any unit may always advance one hex after combat into the hex vacated by all defending units.

D. Terrain Effects on Breakthrough Movement

Terrain effects on Breakthrough movement are the same as those on normal operational movement.

VI. ZONES OF CONTROL

Except in the case of major cities, ZOCs remain "active" as in the regular game.

A. No unit may move both out of *and* into an enemy ZOC (directly from one ZOC to another *otherwise*) in the same movement phase—be that phase operational movement, tactical advance after combat or breakthrough movement.

B. Russian units may not end any movement phase stacked together in an enemy ZOC unless they began that movement phase already stacked together and unless, if moved, they were moved together as a stack sometime during that movement phase.

C. During the Operational Movement Phase only, all units moved during this phase which do not move either into or out of any enemy ZOC receive a two movement factor bonus (regardless of weather) added to their weather-modified printed movement factor.

D. Major Cities

1. ZOCs of adjacent enemy units do not extend into major city hexes for combat purposes. Any units on major city hexes are not compelled to attack enemy units adjacent to them. Units inside major cities do exert normal "active" ZOCs on adjacent enemy units outside the city, though.

2. If any of the units in a major city do attack adjacent enemy units, any remaining units in the major city are not compelled to participate in the attack. However, all enemy units (adjacent to the major city having one or more units attacking out of it) must be attacked—even if not by those units.

3. Any Russian major city which is not occupied by an Axis unit functions as a Russian ZOC for Axis movement, retreat or advance after combat and supply purposes. (Thus, for example, any Axis unit moving into an unoccupied Russian major city hex during the Operational Movement Phase must pay its two movement factors, lose its operational movement bonus and stop.)

4. Unlike the original game, if enemy units are adjacent to but not occupying a player's replacement city, the owning player still receives his monthly replacement factors for that city and can introduce a replacement unit on that city.

VII. STACKING

This is the same as in the original game with the following exceptions:

A. Stacks of Axis units of different nationalities may be only two units deep.

B. Rumanian and Hungarian units may not be stacked together.

C. Refer again to VI B. about stacking restrictions in enemy ZOC for Russian units.

VIII. REPLACEMENTS

A. Replacement units may enter the game from the owning player's mapboard edge—western for Axis; eastern for Russian—or one per replacement city. They may move as do regular units in the turn of their arrival from whatever their replacement source.

B. Russian replacement cities and sources are now Leningrad, Moscow, Kiev, Kharkov, Stalino and Stalingrad. (As a reminder, these cities might be underlined on the mapboard.) In January 1942 and again in January 1943, one additional supply source comes into existence in the Urals off the eastern edge of the mapboard.

C. The Russian replacement production now begins in June, 1941 at a rate of 4 factors per replacement city/source per month. In September 1941, this rate increases to 6 factors each and in December 1941 to 8 factors each.

D. For Russian *infantry* units only, the *attack* factor is used as the replacement factor. (As a reminder, Russian infantry units' attack factors might be underlined.)

E. In January 1942, the German replacement rate increases to 6 per month and in January 1943 to 8 per month.

IX. STRATEGIC MOVEMENT

A. Rail Movement

1. To be moved by rail, at the beginning of the Strategic Movement Phase a unit must not be in an enemy ZOC and must already be on a rail hex which itself is one of a continuous line of rail hexes leading back to the owning player's side of the mapboard without interruption by enemy units or their ZOC. Axis units cannot be moved by rail in Finland unless such a rail line back to the western edge of the mapboard can be established (through Leningrad, obviously).

2. In Perfect and Mud weather turns, a unit eligible to move by rail may move as many as 20 continuous rail hexes during the Strategic Movement Phase. It may not stop in an enemy ZOC, and

it may move no further during the remainder of the player's turn. In Snow turns, this rail movement distance drops to 12 continuous rail hexes.

3. Each player may move units worth as many as 16 replacement factors by rail per month regardless of weather. Replacement units *are* counted against this rail movement capacity limit.

B. Sea Movement

1. To be moved by sea, at the beginning of the Strategic Movement Phase a unit must already be on a port city hex and the owning player must control the sea.

2. A unit eligible to be moved by sea may move from one friendly port city to another during the Strategic Movement Phase. It may move no further during the rest of the player's turn. Units worth a total of 4 replacement factors may be moved in each sea per turn.

3. The Baltic Sea is controlled by the player who controls Helsinki. Port cities are Königsberg, Riga, Helsinki and Leningrad.

4. The Black Sea is controlled by the player who controls Sevastopol. Port cities are Odessa, Sevastopol, Novorossisk and Batum.

5. Units cannot be transported by sea through the White Sea, Caspian Sea or Mediterranean. Amphibious assaults may not be made against unfriendly port cities. Units may sail from any port cities in enemy ZOC. They may disembark in friendly major port cities—occupied or not—adjacent to enemy units. Units may *not* disembark in *minor* port cities which are in enemy ZOC, though.

X. OPERATIONAL MOVEMENT

A. Any units which were not moved in the Strategic Movement Phase may be moved up to the limit of their weather-modified printed movement factor—see IV. B.

B. Eligible units may receive the operational movement bonus—see VI. C.

C. Units move subject to applicable terrain, ZOC, stacking and weather restrictions—refer to the appropriate rules sections.

D. **Overruns**—Defending units subject to 6:1 (or 4:1 surrounded) attacks resulting in their certain elimination lose their ZOC for all purposes the instant such odds are achieved against them *during* the Operational Movement Phase.

XI. COMBAT

A. General Rules

1. Except in the case of major cities—see VI.D.1.—ZOCs are "active" for combat purposes just as in the original game.

2. The defense factors of Axis units in any stacks containing German or Finnish units must be attacked as one combined whole. Otherwise, defending units in the same hex may be attacked separately as in the original game.

3. **Finnish Power**—The combat factors of Finnish (*only*) units defending in Finland hexes are doubled for all purposes. The attack factor of any Finn attacking a Russian unit which is on a Finland hex is *tripled* for all purposes.

4. Units forced to attack at odds lower than 1:6 are eliminated in the Combat Phase before any attacks are allocated.

5. Combat Odds Calculation Sequence:

a. Attack factors of attacking units are totalled.

b. Defending units' defense factors are increased by any applicable terrain-added multiples.

c. The "basic odds" are calculated in the customary manner.

d. Any applicable column shift modifications to the combat odds are made yielding the *final* combat odds.

The "New Coatney-Revised/Standardized-Combat-Results-Table"

	1:5	1:3						4:1	7:1	
	1:6	1:4	1:2	1:1	3:2	2:1	3:1	5:1	8:1	9:1
1	AE	DR	DR	DE ^x	DE ^x	DE	DE	DE	DE	DE
2	AE	AR	DR	DR	X	DE ^x	DE	DE	DE	DE
3	AE	AE	AR	DR	DR	X	DE ^x	DE	DE	DE
4	AE	AE	AR	AR	DR	DR	X	DE ^x	DE	DE
5	AE	AE	AE	AR	AR	DR	DR	X	DE ^x	DE ^x
6	AE	AE	AE	AE	AR	AR	DR	DR	X	DE ^x

6. Combat Results—

- a. AE: All attacking units are eliminated.
 b. AR: The attacker must retreat all of his units involved in the attack back 1 or 2 hexes observing all ZOC movement restrictions. Any units unable to do so are eliminated instead. Defending units may never Advance after Combat.
 c. DR: The attacker retreats all defending units 0, 1 or 2 hexes as he chooses. Any defending units unable to retreat are *not* eliminated: they just stay where they are.
 d. DR: The attacker retreats all defending units 0, 1 or 2 hexes as he chooses. Any defending units which would be unable to retreat to a hex a full two hexes away from their former position are instead eliminated.

e. X: Exchange. All defending units are eliminated as are attacking units having attack factors at least equal (if possible) to the multiple-modified attack factors of the defending units. *EXCEPTION:* Against defending Russian armor units, their *defense* factors are used to calculate the Exchange cost to attacking units.

f. DE: All defending units are eliminated.

g. DE^x: For the Russian attacks, a "DE^x"—not a "DE"—means "Exchange". Thus, a Russian attack at 2:1 would actually have the following range of results:

2:1
 DE
 X
 X
 DR
 DR
 AR

7. "No Retreat!" Orders—

a. Any unit given "No Retreat!" orders is treated as though it is surrounded, i.e., a DR result eliminates the unit, and a DR result has no effect.

b. The Axis player may give such orders to any individual German units. The Russian player must give such orders to *all* his units for an entire turn. "No Retreat!" orders are assigned to units in the owning player's Supply Status Determination Phase in the turn prior to the turn they go into effect.

8. Combat Example

A German 4-4-4 and an 8-8-6 are defending Odessa against Russian units worth 15 attack factors attacking solely across the Southern Bug River in a Jan 42 (Snow) turn. Let's compute the odds: The 4-4-4 receives an additional multiple of its defense factor (and of, for exchange purposes only, its attack factor as well) for a) defending in a major city hex and for b) defending behind a river—giving it a multiple-modified factor of "12". The 8-8-6 receives no advantage for being in a major city hex, so its combat factors increase only one multiple to "16" for defending behind a river. Since "at least one defending unit is German or Finn," they must be attacked together and their combined defense (or, for exchange purposes, attack) factor is worth "28." The basic odds are 15:28 or 1:2. However, it is a Snow turn of the first winter, so the odds are now shifted upwards for final odds of 1:1. At the end of his own previous player turn, the Axis player gave his German 4-4-4 "No Retreat!" orders.

A die roll of 1 (DE^x) means "Exchange" so all attacking and defending units are eliminated.

A roll of 2 (DR) would eliminate the 4-4-4 (thanks to the "No Retreat!" orders) and retreat the 8-8-6 with no loss to the Russians. Assuming there were no other Axis units' ZOC to prevent it, the Russian units would be able to Advance after Combat into Odessa—BUT, in the case of armor and cavalry units, no further thanks to Rule V.C. . . .

A roll of 3 (DR) could retreat the 8-8-6 but would leave the 4-4-4 (thanks to its "No Retreat!" orders) in possession of Odessa. Russian units would remain in place.

A roll of 4 or 5 (AR) would force the Russian player to retreat his attacking units 1 or 2 hexes. Although defending units cannot Advance after Combat, the German units would be disengaged for the next Axis player turn, assuming there were no other Russian units adjacent.

A roll of 6 would eliminate all of the attacking Russian units.

Another combat example: A Russian 4-6-4 and a 6-9-6 are defending in a swamp hex against three 4-4-4s, two 6-6-6s and an 8-8-6 which are attacking cross-river in a Mud Turn. Although the Russian player did *not* give his forces "No Retreat!" orders at the end of his previous player turn, let's say Axis ZOC prevent a retreat. The Axis player attacks the 4-6-4 with one 4-4-4 for basic odds of 1:2. Because the attack is cross-river and in a Mud turn, the final odds shift two columns down to 1:5/6. Because it is already a Mud turn, the 4-6-4 gets *no* additional advantage for being in a swamp hex (V. B2.a.3). Odds against the 6-9-6 are 28:9 or 3:1 shifted down to 3:2. Since Russian units receive multiple modifications only for defending in major cities, the exchange value of the 6-9-6 remains "9". In its surrounded condition, a die roll of 2 would eliminate it with no loss to the Germans, whereas a roll of 3 would have no effect (other than forcing it to counterattack its attackers along with the 4-6-4 in the Russian Player Turn!)

B. Tactical Advances after Combat

1. Immediately after any combat wherein the defender's hex is vacated, attacking units may advance into it—observing all ZOC and stacking restrictions, of course.

2. Armor and cavalry units may advance one additional hex through the vacated hex if doing so does not violate ZOC and stacking restrictions and sections IV.D. and V.C..

3. If all defending units in a hex were eliminated with a DE result, any attacking armored infantry and armor or attacking Finnish units may ignore all ZOCs as they Advance after Combat.

XII. BREAKTHROUGH MOVEMENT

A. To be eligible to move in the Breakthrough Movement Phase, a unit cannot have yet moved in any previous phase or have participated in any attack during that turn. Neither, obviously, can it be in an enemy ZOC at the start of the Breakthrough Movement Phase.

B. When moved in this phase, a unit cannot enter an enemy ZOC or receive the operational movement

bonus for not having done so. The weather-modified printed movement factor is used and the same terrain costs are paid as in the Operational Movement Phase.

XIII. ISOLATION

A. To be in supply, a unit must be able to trace a supply line no longer than seven hexes in length and free of enemy units or their ZOCs (unoccupied by friendly units) back to a rail line which leads uninterrupted by enemy units or enemy ZOC to the owning player's side of the mapboard. Helsinki is the source of rail supply for Axis units in Finland, the westernmost rail hex in Hungary is the source of rail supply for the Italians and Hungarians, and Bucharest is the source of rail supply for the Rumanians.

B. In Snow turns, the supply distance back to a friendly rail line must be no longer than 4 hexes for a non-Finnish Axis unit.

C. As indicated in A., the presence of a friendly unit in a hex negates an enemy ZOC for supply purposes. Once again, Russian major city hexes unoccupied by an Axis unit count as a Russian ZOC for movement, retreat and supply purposes as of the instant it is vacated by Axis units.

D. During the owning player's Supply Determination Phase, units out of supply are eliminated as follows:

1. From each stack of isolated units in a major city hex, one unit is eliminated per turn. The unit is chosen by the owning player.

2. From each stack of isolated units in any other hex, two units are eliminated per turn. These units are also chosen by the owning player.

XIV. FUEL SOURCES AND SHORTAGES

A. If at any time during a Russian player-turn Axis units occupy the minor city hexes of Maikop and Grozny, Russian armor corps' printed movement factor is read as "4". (Thus, in Snow turns the movement factor of these units under fuel shortage conditions is halved to "2", not "3".) Also, a fuel shortage reduces all armor units' Advances after Combat (from a possible two hexes) to the one vacated hex in *any* weather and terrain conditions. The above movement restrictions apply during the *entire* Russian player-turn, whether or not Maikop or Grozny are liberated during the turn.

B. If at any time during the Axis player-turn Russian units occupy Bucharest—i.e., Ploesti—the same movement restrictions as described above for Russian armor units apply to German armored infantry and armor units for the entire Axis player-turn.

C. Fuel shortage movement restrictions have no effect on the movement bonus awarded eligible units in the Operational Movement Phase.

XV. SET-UP AND FIRST TURN RULES

A. The attack factors of all Axis units are doubled for all purposes in the Axis Player-turn only of the first turn—June, 1941.

B. At least 25 Russian units must be set up in a 3-hex wide zone inside and adjacent to the western Russian border running from the Baltic Sea to the Black Sea. Russian units may *not* be stacked in the Set-Up.

C. German infantry units worth no more than 8 replacement factors may start the game in Finland. Only those German units numbered with an "R" may, if the Axis player wishes, start the game in Rumania. Finn and Rumanian units must start the game in their respective countries.

D. June, 1941 is a Perfect weather month.

XVI. ORDER OF BATTLE REVISIONS

Major changes are futile, as I mentioned, but I would suggest the following substitution and addition:

A. The 35th, 3rd and 28th Russian infantry corps—one 5-7-4 and the two 7-10-4s—should be removed before play and be replaced with three 6-9-6 armored corps—the 5th, 8th and 9th.

B. To be brought in as replacements only, the Axis player should have the German 1st SS, 2 SS and 3rd SS Armor Corps—two 8-10-6s and a 7-9-6, respectively.

Any clown can be a critic. However, in this article I have proposed constructive answers to many of the questions and criticisms long raised by myself and other *STALINGRAD* partisans. I hope this article will serve as a basis for further discussion in an open dialogue on rules and revisions which will benefit not just *STALINGRAD* and Avalon Hill but military boardgame design at large.

There are many historical features of the Eastern Front which this revision simulates or intensifies. Especially in the Tournament Game with its brevity, the German player must maintain his *blitzkrieg* momentum of advance. More than just psychologically, the rules of retreat, advance after combat, breakthrough and disengagement enable and dictate the penetration and unrelenting pursuit of the enemy in the style of "Schnell Heinz" Guderian or George Patton. Specifically, moving into and staying in a defending unit's ZOC with an Advance after Combat forces that unit to either counterattack or disengage for the turn. A turn spent disengaging and regrouping is a wasted turn.

Any successful Russian disengagement, regrouping and counteroffensive will require (as at Moscow in December, 1941) a nerveless hoarding and concentration of reserves. Furthermore, attacking in the face of sizable enemy reserves (as the Germans did at Stalingrad and Kursk) should prove to be both fruitless and dangerous.

As in the actual campaign, the German player can usually run amuck until time constraints force him to focus on a geographical objective—specifically, a major city—in which Russian units can fight on an equal footing and in front of which Russian reserves can be concentrated. As more than one German general conceded, the Russians were always good fighters, and given time they became good soldiers as well.

The "home court" advantage of Finnish units produces a situation reflecting the relatively poor performance of German units in the North, the helplessness of Russian units at the mercy of Finnish tactics and the reluctance of the Finns to advance beyond their borders in the service of Hitlerian schemes.

Another intriguing detail of play is the ability of Russian units to launch unexpected, last-minute assaults across frozen lakes in thaw months (as happened on Lake Ilmen) in an extended game. In the Tournament Game, the superior power and mobility of Russian units in swamps sets up the "Pripyet Fortress" situation with which the Russian 5th Army confronted the Germans in June-August 1941.

The predicament of an isolated replacement city (such as Leningrad historically was) is better recreated with the revision's isolation and replacement rules. Under the new conditions, replacement factors must be paid just to sustain a besieged replacement city. One objection to my revision might be that the Russian player is overly restricted in his initial set-up of units. My answer is that this was the historical situation. Stalin's direct interference and cynical incompetence tied the hands of the Red Army Command—Timoshenko and then Zhukov *et al*—at all levels on pain of liquidation. On the other hand, the thorough preparation and total surprise wrought by the Germans in the first days of the campaign are accurately simulated by the doubling of Axis attacking strength in June, 1941.

Another objection might be that those rules discriminating for or against a particular player may foster specialized players ill-prepared for tournament play. However, we already have specialists with the standard game—"professional Germans," etc.. Anyway, you cannot know the strengths and weaknesses of one side without having to know those of the other.

An obvious objection is my use of the standard *STALINGRAD* Russian Order of Battle. The given OB played in the context of these revisions roughly simulates the organization and (in-) capabilities of the prewar Red Army. The weaknesses of that prewar Red Army dogged the Soviet Army even into the later stages of the war—the wartime reorganization notwithstanding. In any event, the small number of Russian unit counters has always been one of the major factors contributing to *STALINGRAD*'s playability. My ideal revision of *STALINGRAD* requires an entirely new mapboard and OB, and it is outside the scope of this article.

Certainly, with the gamut of possibilities this revision creates, considerable playing will be required to fine tune it. As with the original game, altering the Russian replacement factor is the most effective means to balance the game. I would enjoy hearing from anyone with an opinion of the revision and of the amount of play-balancing they think is required for historical or tournament play. Unlike some designers, I never presume my work to be so definitive that I would deny it its full growth.

Comments to: Louis Coatney, RR 4, Box 4785-5, Juneau, Alaska 99803.



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Magnetic strips are available from Avalon Hill for 90c a foot or \$7.50 for ten feet. Unmounted mapboards are available upon request for \$6.00 apiece. Usual postage charges apply, as does the 5% state sales tax for Maryland residents.



BEST SELLER LISTS

We proudly present with our usual lightning dispatch our second annual Avalon Hill Best Seller List. Best Seller lists are used by publishers primarily to hype sales by creating public interest in what's leading the field. The theory that if a product sells a lot it must be better than those with lesser sales figures is definitely in vogue these days, if not altogether correct. Such lists can be especially misleading in the case of Avalon Hill games where mid-year introductions, mail order only status, a slow publishing rate, different marketing approaches, and overall sales stability tend to make such figures meaningless. Yet, to appease the curious and give small manner of praise to the "hot ones" our Fiscal Year Best Seller List and All Time Best Seller List are printed below.

Both lists are based on total retail and mail order sales for our 1976 Fiscal Year which began in April '76 and ended May '77.

1976 Avalon Hill Best Sellers		1975 Rank
Rank	Title	
1.	FACTS IN FIVE	—
2.	STARSHIP TROOPERS	—
3.	PANZER LEADER	1
4.	THIRD REICH	2
5.	WAR AT SEA	—
6.	KINGMAKER	—
7.	OUTDOOR SURVIVAL	5
8.	TWIXT	—
9.	TOBRUK	9
10.	TACTICS II	8
11.	DIPLOMACY	—
12.	PANZERBLITZ	3
13.	W. S. & I. M.	7
14.	LUFTWAFFE	6
15.	ACQUIRE	—
16.	FEUDAL	—
17.	1776	4
18.	BLITZKRIEG	—
19.	RUSSIAN CAMPAIGN	—
20.	RICHTHOFEN'S WAR	—

Avalon Hill All Time Best Sellers

Rank	Title	1975 Rank
1.	PANZERBLITZ	1
2.	BLITZKRIEG	2
3.	LUFTWAFFE	3
4.	OUTDOOR SURVIVAL	4
5.	BATTLE OF THE BULGE	5
6.	AFRIKA KORPS	6
7.	MIDWAY	7
8.	TACTICS II	—
9.	GETTYSBURG	8
10.	D-DAY	9

FOREIGN READERS

Due to contractual obligations with our exclusive distributors we cannot accept mail orders for games from Australia, Britain, Germany, Greece, Italy or Japan. Such orders must be placed with our exclusive distributors whose addresses you'll find listed on Page 2 of this magazine. Orders for parts and airmail subscriptions to the *GENERAL* are not subject to this ban. APO and FPO addresses of U.S. servicemen likewise are *not* subject to this ban. We also urge you to get in touch with the distributor for your country in regards to placing your *GENERAL* subscription through him which in most cases will result in considerable savings for you.

INTERVIEW: ANDREW McNEIL

Andrew McNeil is the Scotsman who originally designed KINGMAKER for Philmar, LTD in England. As a 40ish executive with Grampian Television, LTD whose conventional wargaming exposure is definitely limited by most American standards he offers a viewpoint on gaming in England and games in general well worth reading. Our Mick Uhl who handled the cleanup chores in the Avalon Hill development of the Philmar edition authored the questions in italics below.

How and when did you get started in wargaming?

Each time I start to set down a date for the time I started in wargaming I seem to remember some earlier occasion. I certainly started with miniatures. They were beautiful lead models of ships of the Grand Fleet which belonged to my father, who was a boy at the time of the First World War. He told me something of the games he had devised for them, and inspired by him I armed myself with chalk, ruler and Tables compiled from the old Encyclopedia Britannica, and devised a highly enjoyable table-top wargame. When JUTLAND appeared, it was familiar. I'd played it years before. I was 11 or 12 years old when I played my dreadnought game. The battles ended with a change of school and a lack of opponents, but not before a vivid solitaire recreation of that most one-sided of naval battles—Santiago de Cuba! In 1961, seven years later, I saw, but did not purchase, the first rough games of Gettysburg and Antietam. I had visited both battlefields. Returning to England and Oxford University's history course I also read Don Featherstone on miniatures, played Diplomacy (this was now 1962—and there are still port stains on my ancient board), but more important—I revived my ideas, started five years before, for a medieval wargame. When I left university in 1964 I was introduced to AFRIKA KORPS by Boris Mollo, who now runs the National Army Museum in London. I played wargames, AH-style, thereafter.

How and when did the idea for doing KINGMAKER originate?

KINGMAKER originated with my deep love of history, and of medieval history in particular, and Shakespeare was another spur, too. I read history at Oxford—where one of my special fields was 'manorial economy'—the movement of sheep, and abbey account books in the 13th century! Around 1959 I knew I wanted to devise a game which would reflect the essential conflict within one country of personal and national obligations. Even then I knew the game I was inventing would have to have that dynamic within it. At Oxford I was able to narrow the period down to the Wars of the Roses. In 1963, somewhere between the Bodleian Library and my digs (next door but one to Professor Tolkien) I had the inspiration for the "faction/Royal Piece" matrix. From then on it was a matter of giving flesh to the bones.

How active are you in wargaming?

I'm not at all active in gaming. I'm a busy man at the moment, working in a small TV station in Aberdeen, the bustling oil boom city. But I keep in touch with the leading figures of the gaming world, and I proselytize. But work and family commitments prevent me from playing games more than once a month.

What kind of games do you enjoy?

I enjoy games with color. I can't abide the abstract. 1829, a railway/business game, has given

me immense pleasure. But if I'm honest I really enjoy KINGMAKER, just as long as I'm not playing with people to whom I'm also explaining the game. That's awful! Other games? I always lose at PANZERBLITZ, have failed miserably in 1776, and still hanker after the regular games of GUADACANAL, BULGE, 1914 and JUTLANDI used to have in the days before marriage and children.



What are your favorite periods in history?

I don't have any favorite periods in history because I know a lot about them all, and I like them all. But I particularly like those periods of history where there is still room for interpretation by historians which upsets the established view of things, like KINGMAKER and the Wars of the Roses. In a way the game is only a means to that end, discovery of a truth by building a model. The next game I do will do the same.

What do you find interesting about wargaming as opposed to other pursuits?

I'd say that what is interesting is the interaction of player and dynamic within the well-constructed model, and if the designer has done that well, then there should be as much interest for the spectator as for the player. Look at the success of The Series Replay in this magazine.

What is your impression of the tremendous proliferation in types, styles, and sheer number of wargames which has occurred lately? In particular, what do you think the future holds for the new categories now popular; i.e., large or huge detailed monster games, fantasy role-playing, multi-player games a la KINGMAKER, and computer games?

I'm not surprised at the proliferation, but I am perhaps a little alarmed that it will all get out of control. And will there be any room for the 'intuitive' designer? I would say that it is the intuitive designer who has created each of the four categories of game you specify. But there is a danger, isn't there, that the model will collapse under a weight of pure data?

As an ACW buff of long standing I had to have TSS. It leaves one happily drained. It's a great thing to have around. But it's not mainstream. Nor are the other giants, despite the pleasure quotient.

Fantasy role-playing games, space warfare, Tolkein's battles? I'm not into them, but I know the pleasure that people get from them. They're not mainstream either, but there can be no doubt that they will sharpen the awareness of both players and designers of mainstream games by getting them working and playing in lateral planes. If you can build a model of a dungeon, you can build a better model of the rise of Bolshevism or even of the battle of Franklin (1864 ACW battle typifying superiority of Union command structure!)

Multi-player games are great, and I'm glad to see that other games have evolved, borrowing something from KINGMAKER! But I think Rich Berg made an error in allowing so much bookkeeping in CONQUISTADOR. They're meant to be fun. As well as stretching the gaming mind. But I'm sure that their chief use, and here is where I would make a claim for KINGMAKER, will be to bring new people into the mainstream of the hobby, while still being games that hardened buffs will turn to after 60 hours of TSS or DNO.

I haven't played a computer game, being horribly innumerate. But I fed figures into KINGMAKER, and I can see that the advent of cheap, programmable calculators could open up new opportunities for dynamics in future games, whatever the model. 1914 comes to mind as a game which could be redesigned that way.

What do you think of the "state of the art" at present?

Games from the large companies are getting better all the time, aren't they? There's less hassle about the dividing line between a wargame and a game per se, between simulation and recreation. And this must come from the greater feeling of confidence that the companies have now, when the signs are so good for the hobby. Perhaps that means that they are not taking themselves too seriously, and so they produce better games.

Do you think there is room for improvement in game design?

As long as games go on being designed, and are not the product of feeding OOBs and Met reports and Terrain Factors into a computer, they will naturally go on being improved. I stuck out for color when I designed KINGMAKER. No one's afraid of it any more.

Do you like the directions in which board gaming is presently moving?

Board gaming is moving ahead on a broad front. The various arms seem to be supporting each other. Fantasy games, multi-player games, and massive simulations are there with a good sprinkling of the straightforward wargames, which are better than before because of the experience of those who have created them and those 'in house' developers. How nice it is that AH is producing ASSAULT ON CRETE, as well as revised GETTYSBURG; how nice it is, too that SPI can give us TSS, and promise WAR BETWEEN THE STATES for those of us who like to get into the economics behind the fighting, and at the same time produce straight simulation in numbers.

What do you think a game should "say"?

I should be really rather horrified if a game said anything to me, even if I agreed with it. Surely one of the great things about gaming is that it deliberately doesn't make value judgements about the subject. I deplore the ideas of the Nazis, but I don't want to have to add or subtract to the die roll every time SS Totenkopf goes into action. It comes down to what I

said earlier, that a game should be a good model, playing it should instruct as well as give pleasure. It doesn't need to say more.

What kind of games would you like to see?

Good games, games that look well, *feel* well (mapboard and components are important). More games that can be played over 4-5 hours. More games that go beyond the OOB to the 101 other variables.

What is wargaming like in Britain?

Wargaming in Britain is still in embryo, with miniatures still dominating the scene, with personalities like Grant and Featherstone. Board wargaming is on the increase, but the sales of games are still tiny compared with those in the U.S.

What kind of history does British wargaming have?

Well, the history of wargaming in Britain is very interesting. If you were to go back to before the First World War, when Britain was a pre-eminent military and naval power, you would see wargaming as we know it about to be born—'kriegspiel', of course, was played in Britain as well as Germany—*de rigueur* for professional soldiers. I don't know about the U.S. H.G. Wells had written 'Little Wars'. One would have expected wargaming to have developed in Britain. But it didn't. It remained something for the Sandhurst and Camberley chaps. So it was Avalon Hill who took up the 'kriegspiel' mantle, and AH and SPI have dominated the field ever since. Did anything other than *KINGMAKER* and the Jedco double, *TRC & WAS* come from outside the U.S.?

Is wargaming a popular activity in Britain; about how many Britons participate?

I would be reluctant to give a figure to the wargaming public—the counterparts of those who are heavily into AH games in the U.S.—but I would hazard a guess at around 15—20,000. Tiny, isn't it?

How do British wargamers feel about American game companies and their treatment of foreign customers? Can there be an improvement in our relations?

I have never heard any complaints about American game companies. We British are fair-minded, and recognise that import duty and our poor foreign exchange rate puts up the prices. I have heard, and have long expressed, admiration for the generally high standard of packaging and presentation of games. Admiration there must be too for men like Michael Hodge and Malcolm Watson, who had the courage and conviction to import war games and to popularise them. If you once make games available you are automatically helping to popularise the hobby. But I think they would say that the fringe companies, with their very shoddy products, can hurt them and the hobby. It's no fun importing a game (no names), paying large amounts in duty and carriage, to find that it's been run up in a back kitchen in Wilmington, NC.

Is wargaming growing in Britain, then?

Yes, and the signs are that it will continue to grow faster.

What types of games are Britishers interested in? Is there a vogue for role-playing games? What games are popular and frequently played over there?

Miniaturists still dominate. Partly because that was much more in our tradition, and partly because we have such excellent miniature designers and manufacturers. For the price of an Avalon Hill game over here you can invest in a sizable miniature army. But then time and space, and the desire for the greater scope that only a board wargame can give

takes over, and you have your AH buff. So I see a steady stream of people moving to board wargaming, having started in gaming with miniatures. I may be wrong. I can't see role-playing games making much headway. They are 'trendy', but British reserve is there, though not much different from American reserve, and 'straight' games will predominate. It's difficult enough to get people to 'stab' at *DIPLOMACY* and *KINGMAKER* over here! Popular games? *PANZERBLITZ*, of course; *AFRIKA KORPS* (British troops involved); and *STALINGRAD*. The old favorites. Go back eight years and think what was popular with you in the U.S. then. And there's *KINGMAKER*, I'm glad to say. I can't wait to see *CRETE*. That should go really well here, if it can get well enough known. And provided von Borries and Reed have done the job we'd expect. With British units involved it could arouse a lot of interest.

Are there recognizable and commentable themes or styles in the British wargaming hobby?

The hobby is still too small to be able to recognise themes or styles. But if a native industry does get beyond the home-printed folio stage, I would expect a preponderance of 'intuitive' games, rather than massive simulations. American companies are too advanced, and they already deal with 'British' subjects. I would class *TRC*, *WAS* and *KINGMAKER* as 'intuitive'. It's probably significant that Jedco produced the games they did from Australia. It's probably a guide to the way things will go here.

What directions are Britishers taking in the gaming and design fields?

There's a constant struggle to create a game from the English Civil War (17th century). But there hasn't been a good one yet, from what I've seen. And that's rather typical of the approach. Choose a period and try and create a game from known methods in the hobby. No room for intuition and no "model-building".

There seem to be a growing number of British wargame companies that have produced good quality games. Can we expect more in the future?

I wish I could see a "boom" in British gaming, even if I thought that was a good thing. But as my other answers should have made clear, I see nothing wrong with the way things are developing at the moment. The next stage is for the prices to come down by sub-licensing the popular games for manufacture over here, and I believe a start has been made on this. Let's face it, AH and SPI have world domination, and no-one here is going to challenge them. Even Shazam knows more about game design than most British games manufacturers. . . .



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THE GAMER'S GUIDE TO DIPLOMACY

THE GAMER'S GUIDE TO DIPLOMACY is a 36-page illustrated booklet containing all sorts of valuable information for *DIPLOMACY* buffs of all levels from beginner to expert. Written by Rod Walker, one of the best-known writers on the game today, the *GAMER'S GUIDE TO DIPLOMACY* covers in detail almost every facet of this "game" that has become an obsession for thousands of "players" worldwide.

The *GUIDE* is divided into eight sections. In the Introduction, Mr. Walker discusses the development of the game, its uncommon nature where some vices become virtues, and where ethics become, in some cases, a definite liability, playing objectives, country selection, and more.

In Section II, "Elements of the Game," you will read about such things as communications, alliance and treachery, aggression and defense, cheating, stalemates, convoyed attacks, and receive some tactical hints for better play.

The third section of the *GUIDE* presents a detailed study of the board, styles of play, and choice opening moves and game strategies for each of the seven Powers in *DIPLOMACY*. There are also several revealing charts showing the relative successes and failures of all of the Powers over the course of 803 recorded games.

Section IV presents a sample game, with commentary by the author and an analysis of the diplomacy and tactics of each of the seven players involved. The commentary is accompanied by several easy-to-read maps so you can go right along with the progress of the game.

The fifth section of the *GUIDE* concerns itself with postal *DIPLOMACY*, where you'll find a little history, descriptions of the various ratings systems used, and a few suggestions on how you can get involved in this exciting segment of the game.

Section VI is devoted to variants, with a full description of each of several of the better-known variants, including "Napoleonic" *DIPLOMACY*, "Bid" *DIPLOMACY*, "The Great War", and "Twin-Earths" *DIPLOMACY*. There are also complete rules for the original 1958 version of the game, and as a bonus the back cover of the *GUIDE* is a reproduction of the original map, for those readers who wish to play the first *DIPLOMACY*.

Section VII deals with clubs and tournaments, an area that the author feels is growing in importance as the ever-increasing rise in postal rates increases the attraction of face-to-face *DIPLOMACY* play.

The final section, entitled "Questions and Answers", attempts to deal with the most common (and several most uncommon) questions that may arise. As the author says, "they include some which are frequently asked as well as some that were asked only once and were debated at length afterwards."

For anyone with even the most casual involvement in this highly demanding game, *THE GAMER'S GUIDE TO DIPLOMACY* is an absolute must, and well worth the mere \$3.00 plus 50¢ postage that it costs. Send your check or money order made payable to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Maryland residents please add 5% state sales tax.



CORRECT THIRD REICH

by Stuart Smart

Stuart Smart is one of those incurable THIRD REICH enthusiasts whose love affair for the game is only slightly marred by its abominable rules. So great is his attraction to the game that he has organized and played through several postal multi-player games. In an effort to clean up the most commonly questioned points he has submitted the following clarifications for publication with a plea that we "officialize" them. Consider them "official" but in the interests of fair play, make sure your opponent has access to the article before starting.

Despite the clarifications brought out in the Second Edition rules players of this game are sometimes forced to deal with hazy situations not adequately covered in the rulebook, thanks to the designer's inclusion of so many possible strategies and tactics. This article is intended to be a summary of various addenda, changes and rulings that I hope will reduce the number of shouting matches caused by disputes about the game's finer points.

2.4 Dover/Great Yarmouth and Batum/Y42 should be added to the list of unconnected hexes. Also, the Gulf of Aqaba (hexside NN32/NN33) is treated like the Suez Canal; it may be crossed by normal land movement and triples a defender's combat value.

2.6 Defending units are tripled on either side of a Crossing Area AND when they are ON a Crossing Arrow (e.g. D27).

2.7 To repeat the 2nd Edition rules: Defensive benefits are *not* cumulative; a mountain behind a river is tripled, not quadrupled. Hexsides NN25/NN26 and MM26/NN26 are the only ones affected by the Quattara Depression rule.

2.9 A player's naval units need not be initially deployed in the same port. Nor must one strictly adhere to the Deployment Limitations for the 1942 and 1944 scenarios. A unit of greater strength may be substituted for the listed unit. In the '42 Scenario, for example, a Free French 2-3 satisfies the 1-3—in-Syria requirement.

3.2 There has been some confusion about Attrition attacks across Front boundaries. The ruling is that the attacker can include any of his units that are adjacent to enemy units located in the Front being attacked. That is, French units in T21 would count in a French Mediterranean Attrition attack if there were Axis units in Turin. The same Axis units would count toward an Axis West Front Attrition attack, even though they are not in the West Front themselves.

3.312 The defender forced to retreat a unit may not retreat into a hex the attacker occupied prior to advance, nor into a hex occupied solely by an enemy airbase or air/naval unit.

3.313 Involuntary BRP losses, such as enemy capture of a conquered Minor, do not affect the amount of BRPs a nation may spend per turn (except by reducing the number available). The rule does not spell it out, but no units may perform their intended functions on the turn of construction, including Sea Escort. They are free to be Strategically Redeployed, of course.

3.314 SR cannot be performed if the unit in question starts the Phase or would end the Phase adjacent to an enemy ground, air or naval unit, unless separated by a lake/sea/ocean or all-Quattara hexside.

No naval unit may move through the Dardanelles or past Gibraltar unless these areas are in friendly hands. If Gibraltar is under friendly control, SR into or out of the Med is not obstructed by an enemy unit in an adjacent hex.

An air unit can SR over an unlimited number of sea hexes as long as it can touch down at a friendly base at least every eight hexes. A possible SR path would be from Athens to Bengazi to Malta to Tunis to Corsica (if no French are present) to Vichy to London, with no Sea Escort required. The path would have to avoid enemy-controlled islands or coastal hexes.

3.32 Missions that require Offensives on two Fronts can be conducted as long as the Offensives are paid for. A German fleet based in E. Prussia may use Naval Transport to carry a ground unit from Leningrad to Danzig, after which the unit may take part in an attack on Berlin. The Transport mission and the final ground attack would each require an Offensive. If the unit had been carried to Kiel only one Offensive would have been needed.

3.321 If the French are deliberately trying to lose their fleet due to the imminent fall of Paris, the German player may choose to ignore any called-for French losses. The combat takes place but the French units remain intact.

3.4 It is not necessary to end the turn with a unit in an enemy capital to accomplish Conquest. If the German moves units through Paris and then prevents the French from reoccupying it, France falls.

3.51 The colonies and conquests of a fallen Major power (not including France) become neutral until occupied by some other player using either Offensive or Attrition option movement. No declaration of war is necessary.

3.52 When Paris has been taken by Axis troops the French may only initiate combat if there is a chance to retake the capital. This means that the French must be able to mount a 1:2 or better attack against Paris, taking into account Axis Defensive Air Support. If they can only achieve 1:3 odds, France will automatically fall without combat of any sort by the French, including Attrition attacks.

After the Combat Phase ends the German player removes half of the French infantry in France, half of the armor, half of the Replacements, half of the airbases, half of the air FACTORS and half of the naval units, rounding down (half of 3 is 2). Fleets are built up to the fewest and strongest units possible before halving. Corsica becomes German with France, but is considered a colony for the purpose of basing fleets. Any and all fleets must move to Marseilles prior to halving.

British units in the Vichy areas must SR out immediately or declare war in the next turn. If caught behind German lines they may surrender (returning to the Force Pool) to avoid having to declare war. German control of Unoccupied France is not implemented until the end of the Allied turn so British units may traverse French territory during the SR Phase in order to leave the country. If they choose to remain in France, they may not move.

Once the New Order is established the German player may move the Vichy fleets to Vichy colonies or rearrange the ground/air units as he sees fit, placing them in Vichy, France or in the colonies. All this would take place on subsequent Axis turns by game-legal mechanisms.

3.53 If Leningrad or Moscow change hands several times, the Soviets do not lose fifteen BRPs with each Axis occupation. The loss is a once-per-game event. Moscow never functions as an Axis supply source. Remember that the Axis forces inside Russia must outnumber the Red Army for surrender to occur, including the air and naval forces of both sides.

3.57 If France and Britain cooperatively conquer Libya either one may elect to take zero BRPs. If

France is subsequently conquered, the total BRP value goes to Britain. The rules governing Cooperative Conquest also apply to cooperative Intervention.

3.581 If Russia invades a German Minor Ally while Germany and Italy are not allied Italy can intervene against Russia, making the invaded country an Italian Minor Ally, using the same rules Germany would have.

3.582 The Axis side may only have twenty German factors in an Inactive Minor Ally. When the Minors are activated all restrictions are lifted.

3.583 Germany does not lose BRPs if a Minor Ally is conquered prior to activation.

3.6 A neutral Russia cannot invade a Vichy colony, even though Russia can normally invade a neutral adjacent to Russian territory. The capture of Finland would put Russians adjacent to both Norway and Sweden. The capture of Turkey by France and/or Britain would not allow neutral Russian fleets or ground/air units to pass through the Dardanelles or enter Turkey. Russia may not undertake Cooperative Conquest with the Allies until actively allied with them.

As stated in the 2nd Edition rules, a Major power's naval forces may intercept an enemy sea invasion of a Minor at any time.

3.7 When a Major power declares war on a Minor in the second half of a Game-turn, the Minor's first move would take place in the first half of the following Game-turn, moving before the invader even if he is taking two turns in a row due to a BRP advantage.

When more than one neutral has been attacked on the same Front and no Intervention has occurred, the Minors would conduct separate attacks against the invader. An attacking Major power may never make more than one Attrition attack per Front.

A Minor's air units may not conduct missions outside their own borders, except for German Minor Allies.

3.71 Intervention is accomplished by moving a ground, air or naval unit into the invaded Minor by Amphibious Assault, Naval Transport, regular ground/air/naval movement or SR. If a unit cannot be moved into the Minor, Intervention cannot occur. If Intervention cannot occur, the Minor is on its own regarding Attrition losses IF the invader's forces on the Minor's Front are not in contact with the forces of an opposing Major power. For example, the Germans could invade Sweden from Norway with an Attrition option while Russia is neutral. The British or French could not get a unit into Stockholm and there would be no active Allied troops in contact with Germans on the East Front, so any Attrition losses must be taken from the Swedes. If the British then landed in Bergen and Germans were not adjacent to either Bergen or Stockholm during the SR Phase, a British air unit could be SRed to Sweden, constituting Intervention. Any future Attrition losses would still be taken from Sweden until British ground units appeared on the East Front.

3.8 Either player may SR Lent Italian Forces. When Italy is conquered the forces are removed.

4.2 Zones of Control do not extend across lake/sea/ocean or Quattara hexsides.

4.3 The only supply bases in the game are the capitals of Major powers and Minors which have military forces, Libya (for the Axis only), Egypt (Allies only) and the east edge of the board in Russia (Soviets only). The French colonies do not qualify as supply bases so that units which start a turn in

these areas must trace a supply line through Jordan and Palestine to Egypt or by sea back to France, in which case naval factors must be assigned to carry the supplies (one factor per unit). Similarly, the Italian unit in Albania and Allied units on Malta and other islands must be supplied by sea. To repeat 3.314, units which start the player-turn out of supply may not use SR nor advance after combat. If still isolated at the end of the player-turn, the units are returned to the Force Pool (after the SR Phase).

4.4 A neutral Italy may conduct Amphibious Assaults but cannot place a Bridgehead on the invaded beach. Only active Axis or Allied powers may do so. This means that the only practical invasions a neutral Italy or Russia could make would be ones that involved immediate capture of a port or capital, using Exploitation if necessary.

Up to the maximum of five units stacked on a Bridgehead may participate in an Attrition attack on the Bridgehead's Front (or into an adjacent Front if enemy units across the boundary contact the BH).

A nation may not "invade" a friendly beach and place a Bridgehead for the purpose of maintaining supply or building a defensive redoubt. The beach hex must be under enemy control.

Bridgeheads represent massive buildups of men and supplies in a key position where enemy counterattack is imminent. Once the danger has passed, the position is normally abandoned as the supply lines shift to captured ports. Therefore, when a Bridgehead is not threatened by enemy attack and is not required to provide supply, it should be removed to prevent its unintended use as a defensive bastion in future turns.

4.5 (clarification) An attacker must attack all GROUND units defending in a hex together. . . Air units in a hex under attack are not required to fly Defensive Air Support in that hex.

4.53 A player who has achieved a Breakthrough may pile any number of armored units (that were adjacent to the original attackers) onto the Breakthrough hex and may then attack an adjacent hex with as many of them as he wishes, but stacking limitations must be met by the end of the turn. If stacking has not been brought down to legal limits by the end of the Combat Phase the player must remove the excess by SR (if not adjacent to enemy units) or eliminate units of his choice until only two non-airborne ground units remain in the hex.

The two-hex chain concept deserves clarification. Each Exploiting unit is moved individually and must end its movement within two hexes of either the Breakthrough hex (occupied by armor or infantry that advanced after the Breakthrough combat) or another Exploiting unit. The first unit to leave the stack must remain within two hexes of the rest but it may 'cut an arc' with a two-hex radius, establishing control over several hexes, assuming it has the required movement points. The next unit must remain within two hexes of the Breakthrough hex or the first unit, though it may zig-zag a bit before reaching its final position. This pattern continues until all Exploitation movement is finished. In reality the unit which ended up the farthest away from the Breakthrough hex would have been the first to breach the line. The others would have been involved in mop-up operations on the flanks of the main advance, finally returning to safeguard the primary supply line.

Exploiting armor may not advance after combat if it would exceed the two-hex chain requirement; nor may the unit make an attack on another Front unless an Offensive was taken on that Front.

4.8 A Fortress is never isolated. A unit which starts its turn in a Fortress hex may always perform the functions a normally-supplied unit could. A supply line, however, may not be traced from a Fortress to an adjacent hex that would otherwise be isolated.

4.91 A fleet may not provide Sea Escort and Intercept enemy fleets in the same Game-turn. It may Escort in the second half of a Game-turn and intercept in the first half of the following Game-turn, though.

Naval units may not break down into smaller independent units. One naval unit, however, may perform more than one mission in the same target hex as long as no factors are used twice. Specifically, one 9-factor fleet could carry a 1-3 infantry unit to an invaded beach and conduct Shore Bombardment with the six unused factors, for a total attack strength of three. Similarly, a fleet may transport a unit to a friendly port and then Bombard an adjacent hex in a subsequent attack with the extra factors.

4.914 A German fleet may change base from Danzig to Kiel and then execute a naval mission on the West Front in the same turn (an Attrition or Offensive option must be taken on the East Front). A British fleet may NOT move from England to Gibraltar and perform a naval mission in the Med in one turn.

4.915 A ground unit may not move by sea in the SR Phase unless it is able to reach a port occupied by the required 9-factor fleet prior to the actual sea movement. This means that the French infantry units that start the Campaign Game in the colonies may not return to France until a French fleet has been based in Africa or Lebanon, except by Amphibious Assault or Naval Transport.

4.916 An enemy fleet conducting a mission or changing bases may be intercepted before it joins fleets from other ports performing the same mission. Any fleet which is intercepted and takes losses may return to base, continue the original mission or set a new destination where the same mission is to be executed, all of which options are still subject to interception by unused opposing fleets. Being Strategically Redeployed in the owner's player-turn does not prevent a fleet from intercepting enemy activity in the enemy player-turn.

4.9171 Shore Bombardment may never be directed across an all-land hexside.

4.9172 Paratroops can not drop onto a vacant enemy port and open it up to friendly Naval Transport on the same turn. Transport may only carry units between ports controlled by the player at the beginning of the player-turn.

4.9173 A unit which lands on an undefended beach may not then attack an adjacent hex, unless it's an armored unit exploiting off a beach initially occupied by another armored unit.

Copenhagen may be invaded from any Baltic base.

4.921 Airbase counters may be placed during the initial set-up or at any time during a subsequent friendly player-turn and may be placed in any controlled hex, even one adjacent to an enemy armor unit. Once placed, they must remain on the game-board and are subject to all normal SR rules. If occupied by the enemy on the same turn the friendly capital is taken, the airbase counter is permanently removed from the game.

An air unit displaced by enemy movement is moved by the owner to the nearest friendly base. If there is no such base within eight hexes, the air unit is eliminated. Displacement does not affect an air unit's capabilities.

4.923 It was the designer's intent to have air units operate in groups of five factors. Smaller units can be used independently, but new units cannot be built unless they can immediately form a 5-4, either by joining with other factors already in the home country or by being Strategically Redeployed to the overseas/overland base where the other factors are.

4.9251 The number of air factors used by a player in a Counterair mission must equal or exceed the

number of UNUSED air factors in the defender's base. If a base contains ten factors and four have been used in the Game-turn, the six remaining factors are all that need to be attacked.

4.9253 To quote the 2nd Edition again: "Total air strength involved in any Ground Support Mission may not exceed three times the number of attacking ground factors."

4.9254 A DAS mission may be intercepted anywhere between and including its base and the hex under attack. Unlike Counterair, the Intercepting player does not have to equal or outnumber the defender.

5.3 A Replacement unit does not count in an Attrition attack nor can it advance if a hex is won, but it can be retreated by an enemy Attrition attack.

5.4 The Allies may lend BRPs to a neutral Russia. A neutral Italy may lend BRPs to Germany and vice versa. France may not lend BRPs to Russia or any Allied power before 1942.

5.61 The presence of an air unit of any size on Malta prevents the movement (by Staging or by SR) of any other air unit to the island, even if the owner intends to combine them into one unit.

5.7 Partisans do not need to be supplied and supply cannot be traced through them if they occupy an enemy-controlled hex. That is, Partisans can never change the ownership of a hex, even temporarily. They do block enemy supply and the enemy cannot use SR in hexes adjacent to them. Partisans cannot operate in the Nazi-Soviet Pact Area.

5.8 Sub/ASW factors are exchanged in the Murmansk Convoy Box each turn that a convoy's passage is contested. Units may leave the Box only during Spring turns; they may enter it in any SR Phase (for the Allies) or Movement Phase (for the Germans).

5.9 If the Allies control Turkey, the Lend Lease route need not go through Persia. Any Allied-controlled route into Russia can be used, as long as all other provisions of the rule are met. If the Persian route is opened by the Allies, the Axis may then invade Persia without first declaring war.

6.1 Italians do not count toward the 25-factors required for the East Front garrison. The garrison must be in place at the end of each German player-turn until Russia and Germany are at war. Units in Kiel do not count.

6.2 Intervention does not apply to the Pact Area. Control must be established by holding all of the involved cities at the end of a Game-turn and the area is then held until all cities are lost. Russian units cannot be built in the Pact Area.

6.3 No British ground, air, naval or airbase counters may ever be in the same hex as French ground, air, naval or airbase counters. Nor may British units move into or fly missions over Paris or the Maginot hexes. British and French ground units may attack the same hex (as long as only one side advances after combat) but they can not fly joint air missions or DAS for each other. British/French naval units may not intercept or conduct naval missions in the same hex. They could both Bombard the same hex, but the fleets would have to be in different hexes when it occurred. Either player's fleets could provide supply for the other's units (say, on a Beachhead). If France makes it into 1942, 6.3 is no longer in effect.

6.4 This rule does not apply to units in the Nazi-Soviet Pact Area.

8.2 The West Wall appears in the Spring '44 turn of the Campaign Game.

8.3 This rule applies to the entire Campaign Game.

8.5 Does not apply to the Campaign Game.

9.3 New fleets must be built in units of nine factors; partial strength units cannot be built to "fill out" units with less than nine factors. The new units would appear in the fourth Unit Construction Phase following the Construction Phase in which payment

was made.

9.4 This rule is suspended while Axis supply can be traced through Turkey (or via Russia / Persia / Iraq / Jordan / Palestine / Egypt).

9.5 For the purposes of this rule, Gibraltar is not a Bridgehead on the Continent. A Bridgehead on the Portuguese or Spanish beaches would be.

There must be no Axis units in Africa at the time of the die roll for the -1 modification to apply.

9.6 Units on Malta count toward the limit of eight units, despite the Fortress. If both entrances to the Med are lost, Malta is out of supply. Gibraltar can always be Amphibiously Assaulted IF there is no 9-factor fleet present in the Fortress.

9.8 Axis Variation #1—Iraqi units may leave their home country, just like any other German Minor Ally.

Axis #2—Units in Ireland can be "rotated" with other units as long as ten factors are stationed there at the beginning and end of each British Phase.

Axis #4—This variation can only be played in the '39 Scenario and the Campaign Game.

Axis #7—If played at the start of a '42 Scenario, the German may add the thirty Turkish BRPs to his At Start total.

Axis #9—The extra units must be built; they are not added to the At Start Force Pool.

Allied #3—The French fleets are halved before they go over to the British.

10.2 In a multi-player game a player may not SR through an ally's territory without his permission.

10.3 Objective hexes always belong to the original conqueror. A player may not take away an ally's Objective unless the ally is conquered.

Miscellaneous

1. Ground units are allowed to enter Great Yarmouth from J25 only.

2. The island in H36 is owned by Sweden.

3. K30 can only be invaded from the Baltic.



DESIGN ANALYSIS



THE REDESIGN OF D-DAY

By Jim Stahler

About two years ago, shortly after I first met Richard Hamblen, we were chatting about the early days of wargaming. Conversation drifted around to our old favorite, *D-DAY*, the oldest of the classics. I told Rich some of my ideas to modify *D-DAY* to make it more realistic and to improve the play of the game. Shortly afterwards, he went to work for Avalon Hill, and passed my ideas on to Don Greenwood. He liked them, and I undertook to turn my ideas into a new set of rules. After much typing, playtesting, modification, and rewriting, *D-DAY '77* came into being.

D-DAY, in its seventeen year history, has undergone a number of evolutionary changes, but it has always retained its classic style, presenting a complex strategic situation with relatively simple rules. In the latest version, I endeavored to keep the flavor of the original game, eliminate the rules ambiguities that plagued earlier versions, and make the game more realistic without encumbering it with complicated rules. I wanted to keep the current unit counters and board, which I knew intimately, and had long established tradition behind them. Only the rules would change, making it easy to update an existing game. I also wanted to keep the game suitable for postal play.

D-DAY '77 was designed to recapture the style of play in the '61 version. The normal flow of the game should be an Allied invasion in Normandy, Brittany, South France, or Bay of Biscay, followed by an attempt by the Germans to bottle up the invasion. The Allies eventually break out, and the Germans usually will retreat to a series of river lines, to the Seine, to the Meuse, and at last to the Rhine. Victory will depend on how skillfully the Germans can retreat and counterattack, and how well the Allies can employ their airborne divisions and smash through successive German lines.

The major rules changes are in the areas of Air Power, Replacements, Supply, Reinforcements, Airborne Drops, and Strategic Movement. I started out with the assumption that *D-Day '65* is well balanced if we ignore that 17 hex supply line limit and the Allied air power. If there is any imbalance in the updated game, it should be in the Germans' favor, since it takes more experience to be a good German player, it is more work, and it is generally considered more fun to be the Allies since they do the bulk of the attacking.

One of the problems with both earlier versions of the game was the lack of mobility on both sides. It sometimes took over a month for the Allied reinforcements to reach the front after coming ashore, German panzer reserves around Paris took two or three weeks to reach Normandy, and Patton's breakout from the Normandy beachhead was impossible to reproduce in the game. Borrowing Strategic Movement from *ANZIO*, units can be allowed to approximate much better the speed of their actual counterparts.

Since the Allied forces were extremely mobile, all Allied units are allowed to use strategic movement, to double their speed. This allows units to reach the front much faster, and it also allows the

Allies to switch reserves from one front to another. Most important, it allows unopposed units to make spectacular gains, until they either reach German resistance or run out of supply.

Throughout the war the bulk of the German army was horse-drawn. Thus strategic movement is limited to the elite units: the panzer, panzer grenadier, and parachute formations. This enables the German player to bring reserves up quickly to crush an Allied invasion or to plug a breach of the front; but the slower moving infantry may be left behind in a rout. Of course, the Allies were engaged in a continuous campaign of air interdiction to attack French roads and railroads to slow the movement of the German mobile forces. This is represented by the unit and river interdiction missions of the TAC factors, which are discussed below.

Originally, we tried giving Strategic Movement to all German as well as Allied units. The Germans were able to mass unbeatable forces at any invasion area in very little time. This led to unrealistic results, as well as swinging the game balance heavily in the Germans' favor. The Strategic Movement rule adopted contributes to a more realistic and better balanced situation.

Although the Allies will find Strategic Movement useful, the net benefit is strongly in the German favor, even taking into account air interdiction. This plus for the Germans is offset by the changes to the rules regarding the Allied airborne divisions.

In the earlier versions airborne landings could not be made in a German zone of control. However, in the actual airborne operations, the paratroopers landed on top of or very close to German units, as those who have seen "A Bridge Too Far" are well aware. The new rules only forbid landing in the same hex occupied by an enemy unit, which would play havoc with the game system. Rather, airborne units can land adjacent to German units, as they did in Normandy, Arnhem, and Wesel. It is now more difficult for the Germans to defend against airborne drops, but it is still possible. The key lies in forcing the paratroopers to soak-off against units in the rear, and having strong units nearby to counterattack.

The limit of two drops per airborne division is very artificial, and it has been done away with. It also made an airborne division that has dropped twice rather worthless, which is very unrealistic. Now, an airborne division can drop any number of times during a game, depending on how long it survives. However, it must drop from Britain, since the actual airborne drops were made by units that flew from British airfields. It is also impossible to rescue a surrounded airborne division by having it fly to safety.

The maximum of three airborne divisions that may drop per turn is imposed because that was the most that dropped at one time, in Market Garden, and even that strained the capacity of the Allies. Since an airborne drop uses a lot of bombers to tow



BINDERS

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hosts of gliders, a carpet bombing attack cannot be made on the same turn as an airborne drop.

Note that airborne divisions now drop *before* ground units move. This reflects the amount of planning and preparation required before an airborne drop. We were tossing around the idea of requiring airborne drops to be planned the turn before, with the hex coordinates being prerecorded. We didn't include this in the game because it would inject paperwork into the game, and would be too much of a limitation on the Allied player.

Airborne drops were only made in static situations; during the breakout from Normandy and the race across France, ground units were moving too fast to be coordinated with an airborne drop. This caused many proposed airborne drops to be cancelled because ground units had already captured the objectives. Since airborne divisions may only drop within five hexes of the positions of friendly divisions at the start of the turn, you will frequently find that the ground units can get farther than an airborne drop.

Leapfrogging of airborne divisions was eliminated by simply restricting a drop to within five hexes of an armored or infantry division, not an airborne division.

The net result of these rule changes is to aid the Allies, and make the Germans much more vulnerable to Allied airborne operations, although airborne divisions are much more valuable now and should be used more sparingly.

A major drawback of the original *D-DAY* was its lack of air power. The biggest problem with *D-DAY '65* was its unrealistic treatment of same. I believe that the biggest improvement in *D-DAY '77* is the Tactical and Strategic Air Power rules.

The Allies used Tactical Air Power to constantly give their ground troops an edge over the Germans. Fighter-bombers supported ground troops in every major attack. They slowed down the movement of the German mechanized formations. They destroyed bridges and hampered German river crossings. And they gave Allied units an edge in the defense, such as during the German counterattack at Mortain. These four types of missions are included in the new rules. The Allies are given six Tactical Air factors, each of which can perform one of the above four missions. Only one air factor can assist one attack due to a need to preserve game balance.

Tactical Air Power will give the Allies an edge, but usually it won't be decisive. Ground troops will still have to do the work. The best way to modify the game to correct imbalance between players of different ability is to vary the number of Allied Tactical Air Power factors available.

Of course, no game of *D-DAY* could be complete without including the Allied carpet bombing that enabled the Allies to break out of Normandy at St. Lo. I originally wanted a carpet bombing attack to increase the odds by two or three columns. However, this makes a very small attack potentially devastating. Carpet bombing actually made powerful attacks much more likely to succeed. Borrowing from *ALEXANDER*, a carpet bombing gives the Allies an additional die roll in an attack. This increases the probability of favorable results, but if a result is not possible without the carpet bombing, it is still not possible. Since the number of carpet bombing attacks is limited, they are not likely to be used in high odds attacks. Usually, they will be used to give a 1-1 or 2-1 attack a better chance of success. However, the possibility of failure remains.

Carpet bombing attacks were used only in static situations such as the attack on St. Lo. This is represented by allowing a carpet bombing attack only on hexes that were attacked on the previous turn.

Carpet bombing also helps the Allies, but it doesn't dominate the game as Strategic bombing did in *D-DAY '65*.

In the '61 version, German replacements were taken by attack factors. This was changed in '65 to defense factors, and static divisions were not allowed to be replaced. *D-DAY '77* reverts to the original for several reasons. It helps the Germans, and the Germans need some help after the changes to the airborne and air power rules. More importantly, as the war progressed, the German replacements were of lower and lower quality. This is best represented by the static divisions. Since replacements are by attack factor, the German can get the most defense factors by replacing these static divisions and the weak 3-4-3 infantry divisions. This leads to a more realistic situation by encouraging rather than forbidding static divisions to be replaced.

Headquarters may not be replaced to discourage the German player from using them as delay units. This is a very unrealistic use of the HQs, which were usually kept far back, away from the action. The Allies are discouraged from using their HQs as combat units to hold the line by the HQs' value in their supply function.

At first I wanted to do away with the Allied replacements, because they weren't in the original game, and the Allies do get reinforcements throughout the game. However, we found that the Allied drive tended to run out of steam too soon. This was fixed by giving the Allies a replacement rate, but the *D-DAY '65* replacement rate swung the balance too far in favor of the Allies.

I must give Richard Hamblen credit for the brainstorm that solved this problem: the German strategic installations. This gives the Allies a replacement rate of from 0 to 3 factors per turn, depending on how well the Allies are doing. It also encourages the Germans to hold on to Brest, the channel ports, and Rotterdam; and the Allies are encouraged to take them. In fact, the naval base at Brest, and the V-1 and V-2 sites were major Allied objectives that occupied quite a bit of Allied effort. It also has the useful side effect of employing the three German corps substitute counters, which are a holdover from the '61 game and were totally ignored in the '65 version.

Allied headquarters cannot be replaced to encourage the Allied player to protect them and keep them out of harm's way. The airborne divisions cannot be replaced because they were elite units, requiring a lot of training, and were very difficult to replace. It also makes each airborne division that much more valuable.

The timing of the second invasion is critical to the game. In '61, the rules weren't clear as to whether the second invasion had to be on the 9th week, or could be from any time from the ninth week on. The first interpretation helps the Germans considerably; the second interpretation requires them to hold large parts of the coast indefinitely, or retreat to the Meuse. In *D-DAY '77*, we have compromised by allowing the second invasion any time from the 9th to the 16th week. This gives the Allies some flexibility, but puts some limits on them. They could not have kept the second invasion as a permanent threat because the valuable landing craft were needed elsewhere, and weather would not have permitted an invasion too late in the year. Note that the Allied 16th week reinforcements may be used in the second invasion.

In the first two versions, reinforcements could be brought ashore only in the original invasion area, or through *inland* ports. There were quite a few ambiguities in this section of the rules: can reinforcements land in a German zone of control? How many units can land at a captured inland port per turn? Can reinforcements land at any beach hex

in the invasion area, or only on hexes actually invaded?

We have been careful in defining Allied control of a supply hex, which counts for both reinforcement and supply purposes. The only exception is the German coast, where the Allies could land supply, but wouldn't risk landing troopships because of the proximity to the remains of the German Navy and Luftwaffe.

A non-port coastal hex can only be controlled if a successful invasion took place there. I assume that a Mulberry port would be constructed.

Coastal ports anywhere, not just in the invasion area, can be captured and used for both supply and troops, but they must be occupied by an Allied unit at the start of the Allied turn. This prohibits the Allies from landing troops at a port on the turn of capture, and having those newly landed troops capture the next port along the coast in the same turn, where new troops land, and so forth. New troops cannot land until the next turn. The ports must be garrisoned to be used; HQ units are excellent for this, representing the significant amount of manpower that is involved in running ports and unloading troops and supplies.

Inland ports are treated the same way as coastal ports, except that the river approaches to the ports must be kept clear of German troops who would interfere with the shipping to the port. The British and Canadians engaged in a major campaign to capture the approaches to Antwerp.

The supply rules caused the most headaches. In the '61 version, a supply source, once captured, could supply units any distance away. In the '65 version, supply was abruptly cut off at 17 hexes. This eliminated South France from practical consideration as an invasion area, which released enough German troops to make a powerful defense all the way from North Sea to Bay of Biscay.

I wanted something in between the two extremes. Supply should not be a decisive factor in most cases, but it should be important enough to be a consideration. In general, the farther from a supply source the action is, the more difficult supply should be. My original idea was to have each Allied unit count as one division for supply purposes if it was within 8 hexes of its supply source; 2 divisions if within 16 but beyond 8 hexes; 3 divisions if between 17 and 24 hexes; etc. This ends up limiting Allied supply too much, and can be very complicated to calculate.

The method that was finally used requires the use of Headquarters to represent logistical effort, and extend the supply radius of ports to 8, 16, or 24 hexes, depending on the number of Headquarters being used at that port. This has some very nice effects. Since the number of HQs is limited, the number of ports that can be used is limited. If the Allies are near their source of supply, they only need one HQ per port and can open more ports. However, when they advance farther inland, they need more HQ per port and can use fewer ports. Since HQs at a port draw supplies from that port, the smaller ports become useless at a distance. A large port such as Marseilles can use most of its supply capacity out to 24 hexes. Thus, Marseilles can supply units as far as Strasbourg; which it did.

Supply "over the beaches" was limited and not as reliable as supply from a port. Thus beaches can supply units only when actually invaded; and then can supply units only up to eight hexes away. Note that on the first two turns, even with strategic movement, an Allied unit cannot move beyond supply radius of a beach. It can only move out of a beach's supply radius on the third turn, when HQs may be brought ashore.

STRATEGY FOR THE FOURTH MAN

A RAIL BARON CLINIC

by Michael L. Gray

This article was originally submitted to our sister publication *ALL STAR REPLAY* but was shuttled over to me with the haughty notation: "ASR only covers sports games". This bit of condescension would normally have earned the manuscript a quick trip to the round file were it not for the fact that I penned similar notes on two previous *RAIL BARON* articles which I foisted off on the editor of *ASR* previously. Neither fish nor fowl, *RAIL BARON* submissions have been caught in the large vacuum which exists between our sports and wargame publications. Such orphans never really concerned me very much previously, knowing full well the wrath that would befall me were I to devote so much as a single page of the *GENERAL* to a non-wargame analysis. *RAIL BARON* is an exception worthy of a chance, however. A simple game of chance on the surface, it can evolve into an intricate and calculated struggle between experienced players who have taken the time to analyze it. It is the *ONLY* game that our *ENTIRE* staff enjoys so much that they can be talked into an after-hours all night gaming session . . . from Tom Shaw down through Randy Reed and assorted wives and girl friends. Add to that list of endorsers such notable competitors as Gary Gyax and Howie Barasch and you begin to understand that this just may be an exceptional game after all.

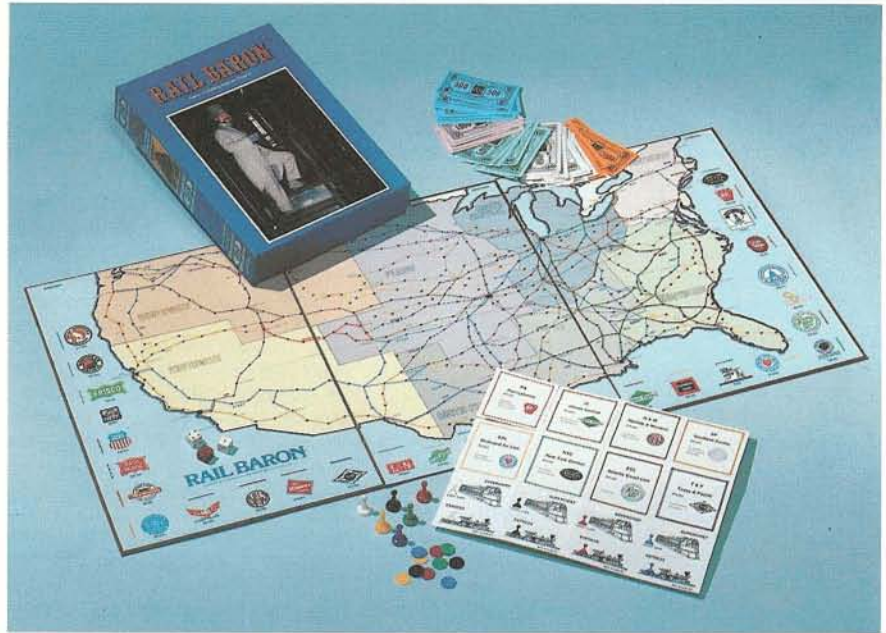
So at the risk of being accused of playing the 'marketing' game again, I decided to caste a non-wargame article upon the stormy waters of a wargaming readership. Not because Mr. Gray's prose is all that accomplished or his analysis all encompassing . . . indeed, he barely touches the surface of applicable strategies in this fascinating game. His fourth man stratagem was one of the first ploys we (or rather I) learned via the school of hard knocks. There are a multitude of other buying strategies which must be precisely timed based on the current situation. The trick is not in knowing what to buy but when to buy it based on such variables as money on hand, opposing monetary, ownership, and destination situations, etc. Knowing why buying a Superchief or Express is a good move for one player and a poor one for the next is realizing the difference between a game of skill and one of chance. I consider myself an accomplished *RAIL BARON* player yet I must take a back seat to cohorts Uhl and Hamblen whose computer-like studies of the game have reached mammoth proportions. Mr. Gray's article should help the uninitiated avoid the "bigger is better" pitfall and his charts should provide the key to unlocking the secrets of one of the best games anywhere.

It's a game about railroads. Every friend and neighbor I've played it with has come back begging to play it again. It really is fun and different.

RAIL BARON is played on a "map" of the United States on which many cities are connected by various railroad lines. Players move along these railroad lines towards their destinations in order to earn money. Money . . . aaah!

Each player starts out with \$20,000 and rolls for a "home city." The object of the game is to get back to your "home city" with \$200,000.

There are two data tables in *RAIL BARON*. The first is the *Destination Table*, which contains all the information needed to find your home city and your destination cities. First, roll three dice (two white,



one red) and consult the Region table. This will tell you which of the seven regions of the country your city will be in. Once you know the region, roll again. Look under that region and find your city.

Once you've got a home city, you need a destination. So you roll again (and again). On your turn you roll again, only this time you move your pawn the number shown on the two white dice towards your destination. When you get there, you collect a payoff. How much? Check the *Payoff Chart*. The longer the trip, the more you get. Baltimore to Washington pays \$500. Miami to Seattle pays \$35,000. Now comes the fun part—you can buy any railroad line that you can afford! There are 67 cities connected by 28 different railroads. Why buy railroads? Read on!

Every turn, you must pay to operate your train. If you travel on unowned railroads and/or your own railroads, you pay \$1,000 per turn. But if you should happen to travel to say, Miami, you'll have to ride on the Seaboard Air Line. If someone else owns that line, you pay that crafty fellow \$5,000 every turn you travel on his line. After a few low rolls, you have paid out more than you'll receive as your payoff! And as soon as all 28 railroads are bought up, the fee goes up to \$10,000.

So the race is on! You need those railroads in order to avoid paying user fees. You can only buy a railroad after you have reached your destination. Then you get a new destination, but you never know where it's going to be. Railroads range in price from \$4,000 to \$42,000 each. For added excitement you can buy faster trains. An express train costs \$4,000 and permits an extra die roll when you normally roll doubles. A Superchief costs a whopping \$40,000 but you roll three dice every turn!

FIRST GAMES

Our first games were played with four players: two rail barons and two rail baronesses.

Not having any idea what to buy first we assumed that the Big Three must be the best. That was our first mistake! The Southern Pacific (\$42K), Union Pacific (\$40K) and the Atchison, Topeka and

Santa Fe (\$40K) always went first, and the fourth person moaned and mumbled. The next most expensive railroad is the Pennsylvania (\$30K), and it's very short compared to the Big Three. I always felt sorry for that fourth person. So, the "Strategy for the Fourth Man", (or Woman) was born.

STATISTICS

After hours of calculations, I constructed the Region/City Odds Table (Figure 1) and the City Rank Table (Figure 2). These tables list the probabilities of rolling any given region, any given city and any given city within any given region.

Then I added the probabilities of all the cities on each railroad together to give an accumulated probability of rolling a destination on any given railroad. (See Acc% column in Figure 3). Note that there is almost a 27% chance of having to go to a city on the Pennsylvania Railroad! Very Interesting!

I then went back and divided each city's probability by the number of railroads that run to it, giving an adjusted probability (See ADJ% column in Figure 2). Then I added all the adjusted probabilities of all the cities on each railroad together, giving an adjusted probability for each railroad (see ADJ% column in Figure 3). Here again the Pennsylvania comes through with honors, 9.23%.

Taking the total price of all 28 railroads and dividing by the adjusted probability gives an adjusted or real cost figure of that lines worth in terms of reaching potential destinations.

One thing to remember when looking at these figures is that the *number* of cities on each railroad and the *lengths* of each railroad have not been accounted for.

STRATEGY

Knowing these probabilities really helps. But buying high probability railroads won't win the game. You must buy a network of railroads that cover the board as completely as possible or you'll be paying out more than you collect. Keeping my

Figure 1

REGION/CITY ODDS TABLE

REGIONAL	%		WITHIN		NORTH CENTRAL		PLAINS				
	WITHIN	GAME	REGION	GAME							
NORTHEAST	20.83%		NEW YORK	19.4	4.0	CHICAGO	22.2	3.4	KANSAS CITY	25.0	2.8
SOUTHWEST	16.66%		BOSTON	13.8	2.9	DETROIT	15.3	2.3	DENVER	16.6	1.9
NORTH CENTRAL	15.27%		PHILADELPHIA	13.8	2.9	CLEVELAND	13.8	2.1	MINNEAPOLIS	11.1	1.2
SOUTHEAST	12.50%		BALTIMORE	12.5	2.6	ST. LOUIS	12.5	1.9	OKLAHOMA CITY	11.1	1.2
SOUTH CENTRAL	12.50%		WASHINGTON	11.1	2.3	MILWAUKEE	11.1	1.7	OMAHA	9.7	1.1
NORTHWEST	11.11%		PITTSBURGH	9.7	2.0	CINCINNATI	11.1	1.7	ST. PAUL	8.3	0.9
PLAINS	11.11%		BUFFALO	8.3	1.7	INDIANAPOLIS	6.9	1.1	PUEBLO	6.9	0.8
			ALBANY	5.5	1.2	COLUMBUS	6.9	1.1	DES MOINES	6.9	0.8
			PORTLAND	5.5	1.2				FARGO	4.2	0.5
SOUTHEAST			SOUTH CENTRAL			SOUTHWEST			NORTHWEST		
ATLANTA	20.8	2.6	NEW ORLEANS	12.5	1.6	LOS ANGELES	23.6	3.9	SEATTLE	25.0	2.8
MIAMI	13.8	1.7	HOUSTON	12.5	1.6	SAN FRANCISCO	13.8	2.3	PORTLAND	23.6	2.6
NORFOLK	9.7	1.2	DALLAS	11.1	1.4	OAKLAND	12.5	2.1	SALT LAKE CITY	12.5	1.4
TAMPA	9.7	1.2	MEMPHIS	9.7	1.2	PHOENIX	11.1	1.9	BUTTE	6.9	0.8
JACKSONVILLE	8.3	1.0	LOUISVILLE	9.7	1.2	SAN DIEGO	9.7	1.6	BILLINGS	6.9	0.8
KNOXVILLE	8.3	1.0	NASHVILLE	9.7	1.2	LAS VEGAS	8.3	1.4	RAPID CITY	6.9	0.8
MOBILE	8.3	1.0	BIRMINGHAM	8.3	1.0	SACRAMENTO	6.9	1.2	SPOKANE	6.9	0.8
RICHMOND	6.9	0.8	SAN ANTONIO	8.3	1.0	EL PASO	5.5	0.9	CASPER	5.5	0.6
CHARLESTON	5.5	0.7	FORT WORTH	8.3	1.0	RENO	4.2	0.7	POCATELLO	5.5	0.6
CHARLOTTE	4.2	0.5	LITTLE ROCK	5.5	0.7	TUCUMCARI	4.2	0.7			
CHATTANOOGA	4.2	0.5	SHREVEPORT	4.2	0.5						

figures a secret, I proceeded to play *RAIL BARON* a new way. I knew the others would go for the big three. So I proceeded to buy the B&O railroad right away while the others scoffed. As predicted, they later bought the big three and were low on funds. I collected payoffs for reaching destinations at about the same rate as the others. Since I didn't buy a big expensive railroad right away I had more money than the rest and soon I bought the soon-to-be-exalted Pennsylvania. I now had Pittsburgh, Baltimore, and Philadelphia wrapped up, and access to New York and Washington. The others quickly figured out what I was doing. The New York Central and the Chesapeake and Ohio went fast. But I won anyway.

Now assuming you get the Pennsylvania and your opponents snarf up the big three, what next?

Well, try for the NYC or the B&O and you'll have a small monopoly on the Northeast. Being the most probable region for destinations (see Figure 1), the Northeast is a very valuable investment.

The other players will get very interested in the east now, so you can look elsewhere. The next area of highest probability is the Southwest (ulp!). They've got it sewed up. It is *IMPERATIVE* that you get the Western Pacific. It will give you access to northern California and make a trip to L.A. or San Diego much less painful. But don't buy it yet. The others don't need it, so wait. Save up for the Rock Island (CRI&P).

The Rock Island connects with the Pennsylvania at Chicago. It will take you north to the Twin Cities, as far south as Fort Worth, Texas, and west to

Colorado. Now there are lots of railroads in the center of the board but the Rock Island has several advantages for the Fourth Man. You need to get to Minneapolis to pick up the Great Northern, your next purchase.

The Great Northern takes you all the way to Portland and Seattle (Everyone goes there.) And it connects very nicely to the Western Pacific which you buy next.

At some point you might start worrying about that inevitable trip to Miami. Well, I usually don't buy much in the Southeast. This region can be monopolized by buying the SAL and the ACL. If you can't get the Rock Island, or if you think you can wait on the Great Northern you could invest in the Southeast. It's up to you. These decisions are what makes the game so much fun!

Figure 2

CITY RANK TABLE

CITY	ACC %	#RRs	ADJ %	CITY	ACC%	#RR	ADJ%	CITY	ACC%	#RRs	ADJ%
NEW YORK	4.05	3	1.350	SAN DIEGO	1.62	1	1.620	MOBILE	1.04	2	.52
LOS ANGELES	3.94	3	1.313	NEW ORLEANS	1.56	5	0.312	SAN ANTONIO	1.04	2	.52
CHICAGO	3.40	11	0.309	HOUSTON	1.56	3	0.520	EL PASO	.93	3	.31
BOSTON	2.89	2	1.445	DALLAS	1.39	2	0.695	ST. PAUL	.93	3	.233
PHILADELPHIA	2.89	2	1.445	LAS VEGAS	1.39	1	1.390	RICHMOND	.87	4	.218
KANSAS CITY	2.78	7	0.397	SALT LAKE CITY	1.39	3	.463	BUTTE	.77	4	.193
SEATTLE	2.78	3	0.927	MINNEAPOLIS	1.23	4	.308	DES MOINES	.77	1	.77
PORTLAND, OR	2.62	4	0.655	OKLAHOMA CITY	1.23	3	.410	PUEBLO	.77	4	.193
ATLANTA	2.60	4	0.650	MEMPHIS	1.21	6	.202	RAPID CITY	.77	1	.77
BALTIMORE	2.60	2	1.300	LOUISVILLE	1.21	4	.302	BILLINGS	.77	2	.385
DETROIT	2.33	2	11.65	NASHVILLE	1.21	1	1.210	SPOKANE	.77	3	.257
WASHINGTON	2.31	5	0.462	NORFOLK	1.21	1	1.210	CHARLESTON	.69	2	.345
SAN FRANCISCO	2.31	3	0.770	TAMPA	1.21	2	.605	LITTLE ROCK	.69	2	.345
CLEVELAND	2.12	2	1.060	ALBANY	1.16	2	.580	RENO	.69	2	.345
OAKLAND	2.08	3	0.693	PORTLAND, ME	1.16	1	1.160	TUCUMCARI	.69	2	.345
PITTSBURGH	2.03	2	1.015	SACRAMENTO	1.16	2	.580	CASPAR	.62	2	.31
ST. LOUIS	1.91	8	0.239	OMAHA	1.08	4	.270	POCATELLO	.62	1	.62
DENVER	1.85	3	0.617	COLUMBUS	1.06	3	.353	CHARLOTTE	.52	2	.26
PHOENIX	1.85	2	0.925	INDIANAPOLIS	1.06	2	.530	CHATTANOOGA	.52	2	.26
BUFFALO	1.74	3	0.580	BIRMINGHAM	1.04	5	.208	SHREVEPORT	.52	3	.173
MIAMI	1.74	1	1.740	FORT WORTH	1.04	5	.208	FARGO	.46	2	.23
CINCINNATI	1.70	6	0.283	JACKSONVILLE	1.04	2	.52				
MILWAUKEE	1.70	2	0.850	KNOXVILLE	1.04	2	.52				

Figure 3

RAILROAD VALUE TABLE

LINE	ADJ %	ACC %	# CITIES	COST	ADJ COST	
PA	9.23	26.87	13	30,000	47,434	+
UP	7.90	21.87	12	40,000	40,609	+
ATSF	7.67	23.51	12	40,000	39,411	—
NYC	6.12	19.47	9	28,000	31,462	+
SP	5.48	15.52	10	42,000	28,157	—
B&O	5.05	16.84	7	24,000	25,972	+
SAL	4.55	9.71	8	14,000	23,364	+
L&N	4.47	11.60	10	18,000	22,963	+
C&O	3.67	14.62	8	20,000	18,874	—
CRI&P	3.26	12.89	9	29,000	16,736	—
B&M	3.21	5.21	3	4,000	16,499	++
NP	3.19	10.33	8	14,000	16,379	+
CMSTP	3.08	13.28	7	18,000	15,808	—
C&NW	3.05	8.01	7	14,000	15,672	+
CB&Q	2.93	14.22	9	20,000	15,047	—
SOU	2.87	10.80	8	20,000	14,772	—
WP	2.85	7.63	5	8,000	14,654	+
GN	2.80	9.56	7	17,000	14,400	—
NYNH	2.79	6.94	2	4,000	14,366	++
ACL	2.55	7.45	6	12,000	13,084	+
MP	2.42	9.96	9	21,000	12,416	—
SLSF	2.36	10.60	7	19,000	12,125	—
N&W	1.85	3.97	3	12,000	9,488	—
T&P	1.70	5.44	5	10,000	8,728	—
IC	1.54	9.81	6	14,000	7,903	—
GMO	1.47	9.13	4	12,000	7,530	—
DRG&W	1.27	4.01	3	6,000	6,541	+
RF&P	0.68	3.18	2	4,000	3,493	—

Next, try for the L&N and the DRG&W. This will complete your network. If you can get the T&P, fine. Otherwise, avoid the south. It's too hot (and expensive) down there anyway.

If you used to enjoy playing Monopoly, you'll love *RAIL BARON*. It gives each player the freedom to buy whatever he or she chooses. However, be sure to allow four to five hours for play. That may sound like a lot of time, but the game is totally absorbing. I also recommend that each player learn how to use the Destination Tables and Payoff Chart. This will speed the game up tremendously.

All aboard!



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AIR POWER IN THE PACIFIC

By Harry Buchanan

In the VITP Series Replay (Vol. 14, No. 6) I waxed prolific on why the Japanese should maximize their efforts against those obsolete U.S. battleships during the initial turn of the game. Realizing full well that what I proposed was counter to history, I fully expected to hear from a number of people who would decry my simple minded obsession with sinking ships—any ships. Yet, the ultimate in counter proposals probably belongs to Harry Buchanan whose radical approach to the situation is described below. If you are firmly convinced that the game is unbalanced in favor of the Americans (I'm not), then his plan may just hold the best chance for ultimate Japanese victory. As for me, I'll still take those 10 obsolete battleships over an expected average loss of a carrier anyday. . . but that's what makes these things interesting. . . isn't it?

When Admiral Nagumo's Pearl Harbor attack force retired after two devastating strikes, they had inflicted a humiliating defeat on the U.S. Pacific Fleet. The Japanese player in *VITP* has the option of repeating this feat. He can even improve on Nagumo's performance by electing to make additional strikes to destroy crippled ships. This is certainly a viable strategy and one that will probably win many games. From a historical point of view the Japanese strike was indecisive, based as it was on the premise that the World War I vintage battleship would be the decisive weapon in the coming conflict. As we now know the carrier with its deadly air group was to be the premier force and thus the Pearl Harbor raid was literally no contest since no U.S. carriers were present. This article presents a strategy based on the importance of air power in the real conflict and in the game.

Unlike Nagumo and Yamamoto, the IJN player does know where the American carrier forces will "probably" turn up. The most likely place will be the U.S. west coast, but that's out of reach. The Hawaiian Islands come next, but because of the withdrawal rules the U.S. player can avoid combat against a superior force and this isn't what we're looking for. This finally brings us to the Central Pacific. At first glance this doesn't look too promising but let's look at the numbers. In 48% of all games played, no U.S. carriers will appear in this area. The remaining 52% represents an opportunity that comes only once per game for the Japanese. Turn one is the only time during the game when the U.S. player has no control over the placement of these ships. Since one task force contains 2 carriers, this must be accounted for in computing the odds of appearance. We then find that the odds are: (a) 29% for a single carrier; (b) 19% for two, and (c) 4% for three. While four and five carriers are possible, the odds are minimal. Disregarding these and the three carrier case for a moment, we see that in almost half the games played at least one but not more than two carriers will show up. This is a made to order situation for the concentration of Japanese naval power for the purpose of elimination of some of those vital carriers.

This can be done if one is willing to strip away some of the heavy carriers from the Pearl Harbor strike force. I recommend all of the 4 strike carriers plus the Hoshō be committed to the Central Pacific.

This leaves a pair of 3 factor and a pair of 2 factor carriers for the Pearl Harbor force. Nothing is to be gained by sending gun ships on the raid. The plan here will be to strike and get out. Prime targets will be the 2 cruisers and the land based air. If the 3 strike carriers concentrate on the 2 cruisers, they can expect to get 6.25 hits (enough to dispatch them) in the first raid. Using the 2 strike units and then whatever is available in the second strike, 6 hits should be accumulated on the 7th Air Force. Of course if you get lucky in the first raid, you can try your hand against battleship row, but remember this whole strategy is based on hitting enemy airpower and those units (like the cruisers) which can support the carriers. Finally this is the place to put the I-Boat. Since there's an 80% chance for at least one U.S. carrier in the Hawaiian area and the rules allow the submarine to attack before U.S. forces retreat, this alone has an 18% chance of sinking a carrier.

We've already discussed the carrier force in the Central Pacific. Couple this formidable day force with a strong surface force so the U.S. player can't seek a favorable night battle. Figuring the U.S. force might have as many as 6 cruisers and 2 carriers, you want enough surface ships to insure the carriers will be engaged. A squadron of battleships for each carrier makes a nice combination although you can get the same effect using cruisers. Let's assume for a moment that at least 6 cruisers are included and that the IJN player sends six, 4 attack factor BBs along with the two, 5 factor behemoths. I compute the odds in a night battle as follows: (a) sink 1 carrier 98%, (b) sink 2 carriers 77%. In a day fight the results are similar: (a) sink one 99%, (b) sink two 80%. This is a little less attractive since in an airstrike duel the Americans can sink a IJN carrier 82% of time and have a 32% chance to sink two. In computing these odds I assumed one U.S. carrier had an armor factor of 3 and that the U.S. would concentrate on the Shokaku and Zuikaku. I'll let you draw your own conclusions as to the fate of a single carrier unfortunate enough to face this force. Also remember this is only the first round of battle. With the carriers out of the way the Japanese can concentrate on sinking the U.S. cruisers and this provides an extra bonus.

Recapping we find that 29% of the time 1 carrier will show and the odds of it being sunk are about 99%. In 19% of the games two carriers will show and the odds that one will be sunk is again about 99%. Both will sink about 80% of the time. When this result is combined with the I-Boat's chances, we find the Japanese player will sink two carriers about 12% of the time and that in 49% of the games he'll sink one. I'm sure many readers are thinking back to those 48 games in a hundred when the Japanese blow falls on thin air and those bonus airstrikes against Pearl Harbor battleships are wasted. Well just remember that in the actual campaign and in the game those BBs aren't worth much without land based or naval air power. Reflect, if you're skeptical, on what happened to the Japanese battle fleet after control of the air was lost. Those ships were carefully hoarded during the early part of the war and then ignominiously sunk by aircraft. This included the super-super dreadnoughts Yamato and Musashi. I don't believe you'll find any comparable ships in Pearl Harbor on Dec. 7.



D-DAY '77



James Stahler, a local gamer of considerable repute, has authored the third edition *D-DAY* rules with co-development by Richard Hamblen and Don Greenwood. The *D-DAY* revision was originally intended as just a clean up of a poorly done, outdated set of rules which had been passed up by the state of the art. *D-DAY* has been one of our biggest sources of nut mail due to the incomplete and poorly done rules of the 1965 edition. The current revision not only does away with the problem in presenting ambiguity-free rules, but also addresses play balance problems and incorporates design innovations which have been developed in the past decade; without going into complicated phase systems which would ruin the game's excellent postal characteristics.

Among the changes are revised, more realistic supply rules which make South France a viable invasion site, strategic movement, tactical airpower, carpet bombing, river interdiction, and strategic fortresses whose capture affects the Allied replacement rate. But above all, these rules are ambiguity-free—a competitive postal player's dream—and a 100% improvement to the old classic.

The revised *D-DAY* rules sell for \$2.00 plus postage costs, and are available only by mail from Avalon Hill. Due to overstock and the slowness with which retail supplies are moved, these rules will not be found in *D-DAY* games on the retail shelves for several years. If you order a *D-DAY* game by mail, be sure to request the new rules. They will be provided free to mail order purchasers of the game if you request them with your purchase. Maryland residents add 5% state sales tax.



CROSS OF IRON

CROSS OF IRON is the final word in tactical Eastern Front WWII games. Based on the highly acclaimed *SQUAD LEADER* game system, *CROSS OF IRON* addresses the problems of the former and then goes on from there to build an armor system every bit as innovative and detailed as that initially attributed to the basic *SQUAD LEADER* infantry concept. Forget the over-simplified armor system used in the basic game. A year of research, development, and testing has resulted in an almost entirely new armor system which fits nicely within the *SQUAD LEADER* game system and is literally dripping with rich detail. Throw away your old vehicle counters. They are replaced by the 576 back-printed 5/8" counters in *CROSS OF IRON*, which contain new speed, gun, machine gun, armor, breakdown probability and target size ratings right on the counter. Virtually every vehicle which saw action on the Eastern Front is represented; from the giant King Tiger to the Russian BT5 and experimental T-35; the land battleship with an eleven man crew, three guns and five Mgs.

And that's not all! The on-board artillery rules have been rebuilt to feature Infantry Guns, mortars of all sizes, anti-aircraft guns, and even rocket weaponry. Virtually every piece of ordnance which saw action on the Eastern Front is included.

You also get 520 back-printed half inch counters which, together with a 36 page rulebook, enable you to expand your *SQUAD LEADER* gaming with the following new features: Double Time Movement, Rumanians, Height Advantages, SS, Panzerschrecks, four new types of Panzerfausts, Anti-Tank Magnetic Mines, Armored Cars, Anti-Tank Rifles, Prisoners, Cavalry, Russian Conscripts and Volksgrenadiers, Snipers, Molotov Cocktails, Partisans, Parachute Drops, HE Near Misses, Advanced Close Combat, Stukas, Fire & Weather Effects, etc.

The eight illustrated, programmed instruction scenarios also come with two new Quick Data Reference Cards which encompass all the features of the new Armor system. A sampling of the new armor rules would reveal such features as Spraying Fire, a separate Turret Covered Arc, Bow, Co-Axial and AA MG factors, new CE (Crew Exposed) rules, "Buttoned-UP" penalties & advantages, Target Size modifiers, revised Smoke and Smoke Candle rules, Ammunition Depletion, Range Effects on Penetration, Immobilization by Fire, Burning AFVs, Critical Hits, Target Acquisition, Intensive Fire, Reverse Movement, Advanced Overrun, Armor Leaders, Excessive Speed Breakdown and Bog rules, etc.

Rounding out the physical components is a fifth board portraying a heavily forested area. New terrain features include forest-roads, marsh, and gullies. This board and all future gamette boards is based on a slightly larger hex size to correct a slight imperfection which kept the original *SQUAD LEADER* boards from being perfectly geomorphic. The original *SQUAD LEADER* boards 1 through 4 have also been converted to this new size and are now being assembled in new games. *CROSS OF IRON* includes four of the new size boards 1-4 in unmounted form, so original purchasers of the game can adapt their original game equipment to the new hex size.

Easily the equal in game value of any AH game, we expect the *CROSS OF IRON* gamette to do for tactical armor wargaming every bit as much as *SQUAD LEADER* did for infantry combat



simulation. *CROSS OF IRON* is available only by mail-order from Avalon Hill for \$12.00 plus postage. Maryland residents add 5% state sales tax.

WARNING: *CROSS OF IRON* is not for the uninitiated—mastery of *SQUAD LEADER* should be considered a prerequisite.

A.H. Philosophy . . . Continued from Pg. 2, Col. 3

Virtually all the AH tournaments enjoyed maximum attendance with five of them drawing in excess of 100 entrants each. The winners were as follows:

EVENT	WINNER	ORIGIN
AH CLASSIC 500	Steve Packwood	Tuba City, AZ
RICHTHOFEN'S DD	Mark Hissam	Mineral Wells, WV
WAR AT SEA	Robert Selinger	Toronto, Ontario
KINGMAKER	Malcolm Wood	Sarnia, Ontario
RUSSIAN CAMPAIGN	Paul De Volpi	Lisle, IL
WOODEN SHIPS	Mark Hancock	Sharon, MA
RAIL BARON	David Matuszewski	Dearborn Hts., MI
SPEED CIRCUIT	Tim Klepaczyk	Westland, MI
FOOTBALL STRATEGY	Don Greenwood	Baltimore, MD
WIN, PLACE & SHOW	John Armstrong	Ellicott City, MD

Avalon Hill did some winning of its own as it walked away with the Charles Roberts Awards for Best Tactical Game in 1977 (*SQUAD LEADER*), Best Strategic Game for 1977 (*VICTORY IN THE PACIFIC*) and Best Non-Wargame of the past five years (*RAIL BARON*). *THE GENERAL*, despite being nominated for best game magazine for the fourth straight year, once again fell before *S&T*, which continued its mastery of that category. SPI graphics expert Redmond Simonsen deservedly won entrance into the Hall of Fame. Also making their debut at ORIGINS were the H. G. Wells Awards for excellence in the military field. Coupled with the Charlies, wargaming would now appear to have a complete awards system to go along with its national show, which next year is scheduled for the Philadelphia area in place of what has traditionally been known as Penn Con. The tentative date for the show has been set at June 22nd-24th. The initial press release informs us that the entire Widener college Campus will be made available for ORIGINS V—making it the largest of the 15 continuous conventions held in Chester, PA since 1964. PENN CON '79 will be included as part of ORIGINS '79 and will run concurrently. The return to the East Coast was a disappointment in some quarters, but we'll have more to say about the site selection process next time.

And now on to more important news

ANN ARBOR, MI The Avalon Hill Swallows, playing in their first and last league game of the season, proved unbeatable as they tied arch-rival SPI 13—all after 9 innings of regulation play as part of the festivities of ORIGINS IV.

Over 100 misguided spectators were on hand Sunday morning at 8:00 to see the Swallows demonstrate their physical superiority in amassing a commanding 13-8 lead going into the bottom of the ninth. The lead would have been greater had not three Swallows been thrown out while trying to stretch singles into homeruns. Someone forgot to tell them they could rest at second between hits.

Pitcher Frank Davis, picked up on waivers from SPI, went the route for the non-decision and showed true class, compassion, and moral superiority in not only allowing his former teammates to save face and tie the score, but load the bases as well with only one away in the ninth. Satisfied that things had been evened up sufficiently, he calmly added to his league high strikeout totals by fanning an SPI pinchhitter for his first K of the year and thereby winning the league strikeout championship. Davis then teased the crowd to fever pitch when he went to a 3-1 count before retiring Richard Berg on a grounder to short. Neither team could be enticed to carry the game into extra innings.

Player-coach, religious leader, and VP Tom Shaw was speechless after the game, but has

since hinted that an investigation is currently underway in regards to the true nature of the clandestine early morning meeting of Swallows team owner A. Eric Dott and SPI manager Brad Hessel. Rumors are rife that money exchanged hands, but as of yet no one can say with certainty who paid whom or whether they were just conferring on the script.

Avalon Hill					SPI				
	ab	r	h	bi		ab	r	h	bi
Reed-1c	5	2	3	0	Irgang-c	5	3	4	0
Burke-2b	5	5	5	0	Balkoski-ss	5	2	1	2
Shaw-1f	5	3	4	2	Perez-3b	4	0	3	4
Coates-rc	4	0	1	4	Nosworthy-pr	0	0	0	0
McCauley-1b	4	0	1	0	Herma-cf	4	0	1	1
Greenwood-C	5	0	3	1	Goldberger-1b	5	0	2	0
Uhi-3b	4	1	1	0	Werden-2b	5	0	2	0
J. Dott-ss	4	2	1	0	Berg-p-dh	5	0	0	0
Milligan-1f	3	0	1	1	Milkuhn-1f	4	2	2	0
Davis-p	4	0	1	0	Ryer-1f	4	3	3	2
Kask-dh	2	0	2	1	Walczyk-sf	3*	1	1	0
Skinner-dh	2	0	0	0	Barasch-dh	4	2	3	1
Total	47	13	23	9	Total	48	13	22	10

AVALON HILL		r		h		e	
SIMULATIONS		1	2	3	0	0	2
		2	0	3	1	2	2
		0	1	2	2	0	1
		0	0	0	2	0	5
		13	22	8			

*Walczyk reach first on catcher's interference
 E—Reed, Walczyk 2, J. Dott, Milkuhn 2, Werden 2, Coates, Greenwood, Balkoski 2, Burke 2. DP—AH 1, SPI 1. LOB—AH 10, SPI 10. 2B—Irgang, Shaw, Coates, Perez, Burke. HR—Ryer. SF—Perez, Coates. WP—Davis. LP—Barasch.

In light of the Swallows' smashing success, it has been decided to keep the team together another season for a return match at ORIGINS V in Philadelphia; thus ending speculation of a merger with the Baltimore Orioles.



Just part of the always busy ORIGINS '78 Exhibition building.



As part of the festivities, Metro Detroit Wargamers arranged a mock Civil War battle demonstration on the campus grounds—a great show missed by many of the 3600 in attendance due to the immense amount of planned activities taking place at all times.

DESIGN SUBMISSIONS

Lying somewhere beneath the surface of almost any gamer is a latent game designer—or so he thinks. It's usually only a matter of time before an individual's infatuation with sophisticated games of this genre gives way to the slowly dawning realization that the games he plays are flawed in one way or another, and he could do every bit as well himself. In fact, he has an idea which is so fantastic that it puts all other published games to shame. So in expectation of

earning fame and fortune he writes a game company and informs them that they have the good fortune of being able to buy his idea—if they act now. His optimism turns to frustration when the mailman not only doesn't bring him handfuls of money, but the realization that the game company has snubbed him by not even responding begins to dawn painfully on his injured ego. What often follows this frequently repeated scenario is an expenditure of time, effort and money which often leaves our prospective game designer feeling cheated and victimized by unfair monopolies. What follows is our advice to the prospective game designer on just what he is up against and how to (or how *not* to) go about being published.

First off, it should go without saying that a new game designer is just one sardine in an ocean full of mackerel. For every game that's published, literally thousands have been turned down. By conservative estimate, a thousand unsolicited game ideas or prototypes cross this desk every year. A thousand . . . everything from JOHNNY VISITS THE ZOO to THE BATTLE OF KURSK on a 1:1 scale . . . how can we look at them all? The answer is simple, we can't . . . we don't even try. Furthermore, unless the individual has enclosed a stamped, self-addressed envelope, we usually won't reply and even when we do, it's only with a printed form letter. Harsh? Perhaps . . . but just composing letters of rejection to each submission would require an additional salaried employee.

The simple fact of the matter is that there are enough professional designers available to game publishers to make sorting the one good newcomer out of an avalanche of tripe and near misses an unproductive endeavor. Is it hopeless then for a newcomer to break into the coveted ranks of "designer"? No, but a healthy appreciation of the odds one faces and what is expected of the new guy on the block may be helpful. Let's start with a list of don'ts.

1. Don't expect to sell an *idea* to anybody. Manufacturers are interested in completed, ready-to-test-play prototypes—not ideas. An idea doesn't belong to anybody—your idea may well be old hat to the publisher. The trick is in applying the idea within a working design.

2. Don't send an unsolicited prototype or rules manuscript. Most publishers will return such material unopened or throw it away. Due to the threat of nuisance lawsuits, an experienced company will not look at a game submission without a signed disclosure form of their own wording to protect themselves from people who send in an unsolicited idea and then lay claim to anything published with the slightest resemblance to their idea. The proper procedure is to send a letter of inquiry describing the game, your background, etc., and solicit interest. If the publisher is interested, he'll be in touch with you. If not, don't expect an answer. Remember, you are selling your game in this letter; if you can't present a professional image of yourself and your product in a letter, chances are you can't submit a game meeting professional standards either. It is up to you to convince some New Products Manager that you have a lot on the ball without making a pain of yourself.

3. Don't phone or show up unannounced. Chances are you'll never get past the secretary if she's doing her job. Publishers have a work schedule like everyone else and seldom like to be disturbed with unsolicited game proposals. There is a time and place for everything. The publisher enjoys a buyer's market, so meet him on ground of his own choosing.

4. Don't press for a personal presentation of your game. If you have done your rules well, they will speak for you. If you haven't then you have no business trying to sell a game as a completed product. Being able to "talk a good game" is no substitute for having done a complete job. Let the publisher test the product at his leisure without you looking over his shoulder.

5. Don't expect help in designing your game. Many is the rejected letter that starts out: "With your experience and my initial ideas . . .". If you haven't totally finished the game, including playtesting with dozens of different people, you're just wasting our time. A game should be 100% ready for publication without the need to change so much as a comma before you approach a publisher. In short, if you're not willing to devote several years of your own time to perfecting the item before trying to sell it, then you shouldn't even bother. Frankly, many of the designers of games currently in our line will never get a chance to design another AH game, because they left us with uncompleted prototypes. We won't do their work for them again.

6. Don't play guessing games with a publisher. The individual who follows his salutation with the news that he has the most innovative and unique game ever made, but can't discuss it further until his rights are protected, will rarely get to see even a form letter rejection. Publishers haven't got time to play Mickey Mouse games like that. If you're that worried about being ripped off, you have nothing to fear. You'll never get your foot in the door to begin with.

7. Don't sink money into a game. There are a number of organizations, be they lawyers, agents, or whatever, who make a living off the dreams of others. Be extremely skeptical of anyone who promises he can get your design published, but requires a fee for his services. Most such efforts consist of a form letter mailing, which manufacturers avoid like the plague. Agents who work for a percentage of the contract they'll get you are another story entirely, and are usually the only avenue of approach to a major company such as Parker Brothers, or Milton Bradley. Their percentage of the take may seem exorbitant, but remember that part of something is better than all of nothing. Trying to get something published by one of these outfits is akin to playing the lottery anyway, but if an agent has placed a game before, he might do it again. For the most part though, money spent on trademarks, copyrights or lawyers fees is wasted. It probably won't help protect or promote the game in any case, and usually the game is never published anyway.

8. Don't try to sell something you don't have. I could retire on the postage outlay alone of individuals trying to sell *STAR WARS* or *TOLKIEN* games. Even if you could make the best *TOLKIEN* game in the world, we couldn't print it without acquiring the rights to sell subject matter not in the public domain. So think twice before basing a game on a book or a movie—you're just adding to your own hurdles.

9. Don't give up. If you have a *completed* game which is really worthwhile and not just an extension of your own ego trip, stick with it. I would reserve such encouragement to those who have actively worked on and improved their game over a period of years, but when all else fails, you can publish it yourself. Be prepared for an initial outlay of several thousand dollars for even a minimum run of 1,000 copies and don't expect to do better than break even. If the game is as good as you think, it may be picked up by a real publisher. We picked up *RAIL BARON* and *WAR AT SEA* after playing them as private

labels, and have investigated several others in the same mold so it is an alternative, albeit an expensive one.

Hopefully, this has discouraged all but the most hardy of prospective designers. If you still want to try to beat the odds and have AH publish your game in light of all of the above, you would be well advised to obtain a copy of our **MANUSCRIPT FORM & COMPONENT SPECIFICATIONS GUIDE**. These can be obtained from our parts department for \$5.00. Do not order this expecting to be entertained or dazzled by untold secrets revealed. It is a rather cut-and-dried style sheet which nonetheless should be adhered to by anyone expecting to have his design published by Avalon Hill. Do not mistake this as an appeal for freelance design submissions . . . nothing could be further from the truth! We already have dozens of prototypes awaiting evaluation. The chances of even having your design evaluated, let alone accepted, are slim.

PRICE HIKE

Starting with the September-October issue, **THE GENERAL** will sport a cover price of \$2.00. All available back issues will rise in cost also. Subscription rates are holding steady for the present, but an extension of your present subscription at the current rates might not be a bad idea.

AREA CHANGE

The AREA technician has announced two changes in policy. Games played by phone or hand-commuted messages are *not* to be reported as pbm games, but as live (face-to-face) games. In addition, no game will be recorded unless it results in a numerical ratings change. Individuals will no longer be able to report games just to upgrade their prefix qualifier.

★★★★★

Design Analysis Continued from Pg. 25

One important effect of the new supply rules is to give ports their historical importance. Now you see why the Allies had to have a port early, why the Germans defended ports so strongly, why the British and Canadians expended so much effort to clear the approaches to Antwerp, and why Hitler's last gamble was to recapture Antwerp.

Now that we have a good supply rule and can easily determine whether units are in supply or not, we have to consider what happens when a unit is out of supply. Eliminating it seems like a rather drastic move, since the unit could still receive enough supplies to exist, if not to fight. It is more realistic to reduce the offensive capacity and mobility of unsupplied troops, but to let them live. Consequently, unsupplied units have movement reduced to one hex per turn to represent the gasoline that they are not getting, and reduced attack strength, to represent the ammo that they cannot replace. However, they have enough supplies to maintain a defense; this is similar to the position Patton's Third Army was in after its race across France, when its supplies were diverted to Montgomery, and the tanks ground to a halt.

That allowed the Allies to bring ashore more units than they could supply and use the excess in a defensive line. This was judged unrealistic, and so we made available supply a requirement for bringing ashore additional troops.

Isolated units are in much worse trouble than unsupplied units, which is as it should be. In the

earlier versions of the game, units that were in excess of supply were immediately eliminated, while units surrounded by the enemy had two turns to break out. That seemed a trifle backwards. Isolated units still have two turns to attempt to break out, but in the meantime they are certainly unsupplied and suffer accordingly. Note that the ambiguity of the isolation rules that plagued early *D-DAY*, as well as *AFRIKA KORPS* and *STALINGRAD*, has been eliminated. No longer can a unit make a low odds attack and retreat back into isolation and claim that it picked up supply on the way; it must break isolation at the end of its combat to survive. This usually means that the unit or some of its friends must actually win a battle to break out of isolation.

One last major change to the rules is the effect of fortified hexes. They double the Germans as before, but not the Allies. Presumably, when the Allies took a fortified hex, the fortifications were demolished in the process. This has some interesting effects on the game. Since the Germans are doubled in a fortification hex, it is harder for the Allies to make a successful attack, but they can occupy the hex if they win. Since the Allies are not doubled, it is easier for the Germans to mount a counterattack, but they cannot advance.

Although the new *D-DAY* looks like the earlier versions, you will quickly find that there are many subtle differences between it and its predecessors. The Germans must use their resources (units, space and defensive positions) to delay the Allies and wear away their strength. The Allies have an impressive arsenal of Air Power, carpet bombing, airborne divisions, and the second invasion, which they must use efficiently to defeat the German army before their replacements can turn the tide.

AREA TOP 30

RANK	NAME	TIMES		PREVIOUS RANK
		ON LIST	RATING	
1.	W. Dobson	7	RJO2456	1
2.	K. Combs	5	SJP2376	2
3.	R. Chiang	13	GHN2153	3
4.	D. Cornell	7	NHJ2142	4
5.	D. Garbutt	3	DEI1989	7
6.	P. Huffman	8	EDG1961	6
7.	S. Packwood	12	GGJ1945	8
8.	T. Oleson	14	OOW1937	5
9.	D. Barker	12	FGL1913	12
10.	J. Zajicek	8	GIO1898	9
11.	D. Burdick	5	CDH1882	11
12.	J. Angiolillo	7	CEI1867	10
13.	L. Newbury	3	DFI1837	13
14.	R. Leach	7	EHL1835	15
15.	J. Sunde	6	GHJ1770	14
16.	K. McDonald	6	CDG1754	19
17.	N. Cromartie	1	DEJ1753	—
18.	S. Heinowski	12	DFJ1746	16
19.	J. Kreuz	1	DEF1735	—
20.	D. Greenwood	6	CDE1729	18
21.	K. Blanch	7	DEF1728	17
22.	F. Preissle	2	FHM1724	2
23.	R. Wood	11	GGP1718	21
24.	F. Small	5	EEL1718	20
25.	T. Baruth	1	CDF1693	—
26.	M. Tomkins	3	CEI1686	23
27.	W. Scott	1	CDG1665	—
28.	P. Dobson	3	DDD1651	24
29.	J. Grant	1	CEI1643	—
30.	W. Letzin	1	CCE1643	—

The above players represent the 30 highest verified (11+ rated games) of the 3,000 member AREA pool. Players with an opponent qualifier less than C were not calculated among the top player ratings.

Dear Sir:

Following, you will find a critique of the *GENERAL*, Vol. 14, No. 6, in particular and previous volumes in general (no pun intended).

I have frequently found the featured game/article in the *GENERAL* to represent a simple hype to the marketing effort of the game by AH. According to the description of the magazine offered on the inside cover, "the *GENERAL* is published by AH solely for the cultural edification of the serious game aficionado" (emphasis added). I think we can safely assume that anyone who subscribes to such a magazine can qualify as a 'serious game aficionado', but the featured articles in the magazine seem to be much more self-serving on the part of AH than the official purpose of the magazine would imply. The feature on D-Day, which occupied ten pages of a thirty-six page magazine, especially when it did little more than review the rules of various issues, was really nothing more than an attempt to stimulate sales for a slow-moving, probable financial disaster. The latter can be implied from the statement that the new rules will probably not reach the retailers for some years. While the rules revision is commendable on the part of AH, and should be publicized in the advertising insert to the *GENERAL*, the use of ten pages in my magazine to do it is simply a waste of space that could better be used with a discussion of some other game with a wider reader appeal. Perhaps the worst abuse of the feature article was the one on *CAESAR-ALESIA*, a mail-order only game. I can accept and even agree to the *GENERAL* covering only AH games, but the use of these pages to simply stimulate sales in a slow-moving game is using my money for marketing.

The series replays are probably the best part of any issue, and the choice of a replay of *VITP* was truly inspirational—both on the reader's side and on AH's. Having the series replay follow so closely upon the heels of the feature on *VITP* was an excellent follow-up on the marketing technique expounded upon above. The game chosen was educational in regards to how not to play the allies, but did not really present the weaknesses of the Japanese player as vividly. The fault lay solely with the choice published. Probably the best series replay in the past year has been the two-part account on *STALINGRAD*, stemming largely from the fact that the players were evenly matched and the game was excitingly close. I hope future choices for the series replay section can be based upon that criteria rather than an attempt to follow-up on a recent feature article. Let me reiterate, however, that the series replay is definitely worth continuing as it gives the readers a chance to see how 'experts' play the game without the humiliating experience of the 'expert' trouncing the individual reader.

This brings me finally to the 'lesser' articles, which are apparently included to round out the appeal of the individual issue, and really get down to the business of the 'cultural edification' of the reader. Basically, I have no complaint about these articles at all (surprise), the inclusion of variants and 'how-to' instructional articles is one of the real selling points of the magazine. I do think that the use of such instructional articles as the series on *TRC* should not supplant the series replay for the issue. Finally, I think you could make better use of the combination of lesser articles and the article and issue scoring systems in determining featured games in the future. Understandably, you don't want to feature the same game on a frequent basis, but you could develop a statistical approach based upon reader interest in short articles, modified by the rating of the issue as a whole, and come up with a game that would be well received as the feature of an issue. This seems to be a more viable approach to picking the featured game than simply to choose the most recent title, especially for the Game Players Magazine.

Lastly, let me thank you for the Title Survey. I feel as if I'm finally able to "vote" against the proliferation of tactical/minature type games and proclaim my preference for grand strategy/operational games that do not assume monster proportions. I feel it has been too long, almost two years, since the readers were consulted, so I plan to make my vote count.

John Beamer
San Francisco, Ca. 94118

The Avalon Hill Philosophy Part 67 went to great lengths to dissuade just this type of argument. To reiterate, however, I choose feature subjects and I do so without regard to "marketing" considerations. The sole determinant of what subject gets the feature treatment is the "availability" of well written material. D-DAY was utilized

Letters to the Editor ...

because Joel Davis presented a very knowledgeable and well written account of both the old and new versions of the game from his vantage point as a member of the old guard who cut his teeth on the classics and as a principal playtester in the new version. If I had been in possession of a manuscript which I judged to be of superior quality I would have used it instead. In this light, I can't really understand your criticisms when you consider that CAESAR-ALESIA is probably the most popular ancients game on the market (and has been available retail for several years). Recent features on games such as PANZER LEADER and SQUAD LEADER hardly fit your theory of pushing slow movers—the latter are among our best sellers and hardly in need of a "plug" in the GENERAL. Granted, the majority of the readership would be happy with such titles but a steady diet of WWII subjects seems too stifling for my tastes.

Again, the VITP series replay choice was hardly "inspirational". It was used because it was finished, available, and when finally assembled rather well written if you'll allow me that bit of self-indulgence. The choice was simple—either a finished, informative, if not-too-well-played replay of VITP, or nothing. As I've made reference to several times in the past, it is extremely difficult to present a good SR. Even when well done by the participants involved they take literally weeks to illustrate and comment on. Unfortunately, very few people are willing to put that kind of work into an article contribution and they are always in short supply . . . a situation which exists at this very moment and explains the lack of such a feature in this issue. Even when we find volunteers to produce such games they are invariably submitted with illegal or missing moves or shoddy commentary.

The Title Survey is conducted so rarely simply because it takes us so long to bring our games to fruition. We are still working on game subjects which ranked well in the 1976 survey. There is no telling when we'll be able to start work on the titles feedbacked in this latest poll. One thing is for sure though, the scarcity of our surveys makes for a much wider audience response. We are still tabulating the literally thousands of replies generated by the last Title Survey. Readers can become callous when they're asked their opinion every month and our far less frequent polls generate more results than our relatively slow moving design process can generate anyway.

★★★★★

Dear Mr. Greenwood,

I bought my new copy of *The General* last week and it has taken me until today to get over the shock. What the hell is going on out there on the coast? This series replay on *VITP* is the silliest damn thing I have seen in a long, long time.

There can be only one reason for the publication of this stunning turkey—you have the idea that it may lead some of the great unwashed to believe that there is some modicum of play balance in it. . . . *VITP*, that is.

Well, I will give you credit for one thing, you have definitely proved that if you give an incompetent player the Americans and allow him to make one stupid move after another—he can lose! This is a real service to us out here in the Midwest—some of us believed the Americans could not lose, ever, idiot player or no. We have, thankfully, been proven wrong.

I just can't believe it! This guy Barr is a goddam playtester, for heaven's sake! A playtester with no idea how to play defense! Do you have any idea how that sounds? No wonder this game is so bad, so lacking in polish and that most valued quality, "charm." It was machine-gunned into existence by crazies like Mr. Barr.

I am still smoking over the horror this game is. I had such high hopes for it because the concept was obviously wonderful. But you guys get a 2.70 instead of the 2.00 the concept deserves—and every one of us that plunks down our bucks for this mess gets shortchanged.

Ah, yes, every time I move my land-based air "to sea" I get that special little thrill—the thrill of what it would be like to personally strangle everyone responsible for this ultimate turkey, *VITP*.

And now let me tell you why it is a turkey. It's a turkey because it's not the least bit inspired. The very best games always have been produced by a

designer who is really and truly interested in an important historical event. He wants to bring that event to life for the player, he wants to make that event live. And so he comes up with rules that will do that—or he forgets the whole thing.

It's so obvious that *VITP* was put together by people who were just doing their jobs, putting in their time. There's no inspiration in the game, it was made purely to sell. And this is what the game "industry" is coming to as surely as the sun rises over the Atlantic every morning. This is heart and soul of SPI (although there is no heart or soul in it) and it seems to be the coming fashion over at your place. This three-page "wish list" you have put in the current issue just scares me to death—just like SPI. I pity the poor slob who gets the design "job" for some of the utter turkeys that will come out of this experiment.

There is no doubt in my mind that you people can sell new games just like book publishers can sell the never ending hack "best sellers." There is no doubt that you can keep turning out third-rate games like *VITP* and get away with it from a corporate standpoint. There is no doubt in my mind that wargaming is going "big time" with the entire corporate capitalist treatment. We are already seeing the demise of the smaller companies. The same thing is happening to wargaming now that happened to high fidelity in the middle sixties. The money men take over and it takes fifteen years to get good equipment out of the manufacturers.

Well, I don't have to like it and I don't have to buy any games. I own three chess sets and thirty wargames and that's where I'll be staying for quite some time.

Valentine Germann
Columbia, MO

I never know whether I should laugh or cry over a letter like this, but I think it does go a long way to show the gamut of opinions which can exist. My defense of the game can be neatly summarized by the statement that it has just won the Charles Roberts Award as best strategic game of 1977. Obviously, more than a few gamers don't share your sentiments. I can only conclude that your personal taste in game design lies heavily within the realm of highly visible realism or simulation. Most people praise VITP as a game—not as a simulation—although for a semi-abstract, area movement system it isn't half bad in that department either. No doubt you would prefer the complications and attendant realism of THE RISING SUN to the playability features of VITP. Each to their own. I do take exception, however, to your portrayal of my favorite wargame as a "horror," and if you reflect upon it long enough perhaps you'll grant those of us with dissenting views a chance to praise Caesar, not to bury him.

As for your charges against the players, I can only urge you to place yourself in their position. Did you really play an error-free game the very first time? As the editorial introduction to the Series Replay related, these players were going at it for the first time in its finalized form and errors were both to be expected, and when materialized, seized upon as a medium for conducting a clinic in proper play. Remember too, that the neutral commentary was written several months later after the benefit of repeated games wherein strategies and theories could be formulated through trial and error. Indeed, I would question your own mastery of the game when you question so loudly the chances of a Japanese victory. Players who have truly absorbed the subtleties of VITP tend to favor the Japanese. Perhaps if you are so confident in your appraisal of the game you will consent to taking part in another Series Replay as the American player and showing us how it should be done? While there is little doubt you could better Mr. Barr's initial performance, you might find it is easier to criticize than to actually take part in one of these time consuming undertakings.

Lastly, I would contest the statement that Avalon Hill games of the current genre are anything other than vast improvements over efforts of the past, but as with all such subjective statements, that must remain a matter of personal choice for each individual.

★★★★★

Dear Don,

Re: the John Edwards Interview in Vol. 15 #1. By giving in to the very human impulse to

remember events in a way that is most palatable/flattering to himself, I'm afraid John has led your readers astray. His allegation that I "admitted" to him that I had never played *THE RUSSIAN CAMPAIGN* prior to writing the Battle Report review in *FIRE & MOVEMENT* #5, for example, is simply not true.

What I told John was that I had never played the Jedko version of *THE RUSSIAN CAMPAIGN*. (It was unnecessary for me to play the Jedko game for purposes of the review, of course, since the Battle Report dealt solely with the first edition Avalon Hill version.) I personally played all scenarios and the campaign game of Avalon Hill's *RUSSIAN CAMPAIGN* several times over a period of weeks prior to writing the review. Additionally, in order to prepare a Turn-by-Turn chronology for the review, Frank Ark and I played both the campaign game and the Berlin scenario once in face-to-face encounters.

I am not surprised that John "misremembered" these facts, since our one and only conversation occurred back on March 21, 1977, and he doesn't have the tapes of the conversation to refresh his memory as I do. Thank you for allowing me to set the record straight.

Richard F. DeBaun

★★★★★

Dear Sirs:

I greatly enjoyed the Jan-Feb issue of *THE GENERAL*—especially the "Design Analysis" section. Although the debate is obviously long-standing and not to be solved by outside intervention, I feel compelled to add my views.

I'm not a game designer, but I have played since the original *GETTYSBURG* came out. I attended Infantry Officer Basic, led an infantry platoon in Vietnam as well as in the U.S., attended Armor Officer Advanced, and have a B.S. and M.A. in physics, so I can feel sympathy with both designers.

I'm afraid, though, that my opinions are mainly on the side of John Hill. In spite of the lack of correspondence to well-known models, the machine guns are modeled extremely well in their effects (range, firepower, "penetration"—otherwise known as beaten zone). Hal Hock's figures to the contrary, a single MG42 stands virtually no chance of causing 22 serious casualties at 100m. because, unlike targets, men take cover, find dead space, maneuver, and shoot back, if nothing else, shaking the nerve of the gunner.

The road movement rate is a little extreme considering weight of ammo, grenades, etc., but feasible if the troops had dropped their heavy equipment, as they almost certainly would have done.

Area fire is a ticklish subject. You must realize that the vast majority of rounds fired in a contact are not fired at visible enemies, but rather are directed at suspected locations in an effort to make the enemy keep his head down and permit you to maneuver. It isn't very much comfort to know the other guys can't see you if his bullets are cracking just over your head. The morale system in the game is outstanding—fire superiority and moral effect are more important in an infantry fight than KIA's. (Skeptics may read any of BG S.L.A. Marshall's excellent series on WWII, Korea, and Vietnam.)

Firing through friendly troops? It happens often, at least when your own guys are taking cover. AR 385-63, the applicable Army reg, does forbid this practice but contains the disclaimer: "In combat conditions, this regulation is advisory in nature."

I agree with Hal Hock on smoke and canister, but disagree somewhat on the use of HEAT against personnel. The HEAT round is not designed for fragmentation, and although some does occur, it is less effective than that of an HE round. A compromise seems in order. Incidentally, the Armor School has modified the battlesight doctrine and currently places emphasis on probable types of targets and engagement ranges as selection factors in the battlesight round—although it will usually be APDS or HEAT, as the major threat to a tank is considered to be another tank.

One last agreement with John Hill—while it may be true a 90mm HE shell will clear 5m of wire, first the round must be detonated directly in the wire, a difficult feat. The more rounds expended to accomplish this, the more soft dirt, craters, and steel fragments lying in the area of the wire to slow up moving troops.

John Scates
Lithonia, GA

READER BUYER'S GUIDE

TITLE AIR ASSAULT ON CRETE & INVASION OF MALTA

SUBJECT WWII Operational Level Invasion Game

AIR ASSAULT ON CRETE was the 38th game to undergo analysis in the RBG and rated 25th with a cumulative rating of 3.04. A new feature of CRETE was the inclusion of an entirely separate simulation on a similar, but hypothetical, invasion of Malta, utilizing an additional map-board, counters, and slightly amended rules. Early indications are that the bonus or "throw in" game may be the real gem in the package. Due largely to a much shorter playing time, the INVASION OF MALTA seems to be more popular than CRETE itself.

The game mechanics are somewhat of a throwback to the classic genre of AH battle games with only an occasional nuance or added sophistication to remind you that this is not a product of the 60's. The end result is a game system somewhat reminiscent of BULGE in excitement level, while tinged with the uncertainty of Hidden Placement and Movement features.

AIR ASSAULT ON CRETE fared best in the Realism and Excitement Level categories where it bested the average numbers for the entire AH line by .20 and .14 respectively. Otherwise, the game

pulled below or near average performances throughout; rating no higher than 20th or lower than 28th in any of the nine categories.

WHAT THE NUMBERS MEAN: Put simply, the results can be considered like this: Anything under 2.00 is pretty darn fantastic. Scores ranging from 2-3 are excellent while 3's must be considered good. 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor. Anything rated higher than a 6 indicates a dire deficiency and should merit either immediate attempts at redesign or dropping from the line.

1. Physical Quality	2.80
2. Mapboard	3.10
3. Components	3.00
4. Ease of Understanding	3.03
5. Completeness of Rules	3.05
6. Play Balance	3.43
7. Realism	3.18
8. Excitement Level	2.76
9. Overall Value	3.05
10. Game Length	3 hr., 8 min.

SQUAD LEADER

5.71 What is the maximum number of portage points a squad may carry?

A. The answer is dependent on the number of MF the squad has to forfeit in exchange for added portage ability and therefore is affected by leadership, terrain, and the distance traveled. A squad wishing to move only one hex over Open Ground accompanied by a leader could carry a maximum of 8 portage points. The maximum amount which can be carried during an Advance Phase is noted in 5.73.

11.53 Would exposed passengers on a halftrack be considered on higher terrain than the wall or hedge hexside of that target hex?

A. Yes, therefore, infantry targets would receive a DRM for only the halftrack, not the halftrack and the wall/hedge. The effect of fire traced across a wreck and/or into woods, however, is in addition to the +2 DRM for the halftrack's "wall".

18.4, 34.8 & 39.2 If a Russian AFV crew rolls a "2" on a MC while still in the vehicle do they become berserk?

A. Yes, but only as a result of enemy fire (not breakdown). If they do go berserk, they abandon the AFV only if it is immobilized, and are subject to the same rules for abandoning the vehicle as a crew which fails a MC. Thereafter, they must charge the nearest enemy unit.

If the AFV is not immobilized, the AFV must charge the nearest enemy unit and attempt an

Overrun stopping in The Overrun hex, unless it is in a stone building or is another AFV in which case it must move adjacent to it and fire at the target until it is destroyed. It must then charge the next nearest target and so on.

18.42 May a berserk unit already adjacent to an enemy unit at the beginning of the Movement Phase move to another hex if it remains adjacent to the original adjacent enemy unit?

A. No—such movement would not be the shortest route to the closest enemy unit. The berserker could fire at other units during the Advance Fire Phase, though.

31.1 May a vehicle exceed its maximum portage capacity at the expense of additional MP?

A. No.

33.3 If an infantry unit is entrenched in a woods hex, what row do you use on the "TO HIT Table" when firing at it?

A. The more difficult target category; in this case—entrenchments.

36.12 How many times could an infantry unit fire on the Defensive Fire AFV Immobilization Numbers Table in one player turn if more than one enemy AFV passed adjacent to it?

A. Only once, and in so doing, it would lose its chance to fire at other targets during the Defensive Fire Phase.

46.8 Suppose you have two radio counters but only one fire module; what use can be made of the

THE QUESTION BOX

extra radio counter?

A. The radio can be used to contact any fire module available. No one radio has exclusive contact with a particular fire module. Two or more radios can be used with the same module from different vantage points, thus increasing the chance of effective coverage and maintaining contact. One module cannot, however, have more than one counter (Artillery Request, SR, FFE) on the board at one time, regardless of the number of radios in contact with it.

57.9 Can this special movement be applied in hex 1 X 4 where there is no outer wall?

A. No.

63.45 Can an M10 fire twice, indirectly, in the same player turn?

A. No.

THIRD REICH—

Q. If conquest of England reduces U.S. deployments to four and variant 8 has been drawn by either side, would the deployment limit be adjusted to 3 (Axis draw) and 5 (Allied draw)?

A. Yes.

Q. 3.54 and 3.58 disagree as to the exact point at which the forces of a minor country are removed. When is it?

A. At the end of the conqueror's combat phase.

Q. Assume Axis units attack a partisan occupied capital. An EX result leaves no Axis ground unit able to recapture the capital. Do the Axis lose the country's BRP's because they failed to "immediately retake the capital"?

A. No, as soon as the partisan unit leaves the hex it is again assumed an Axis controlled hex. Partisans can control only the hex they occupy.

Q. Vichy French forces are not replaceable but does this hold true if Vichy is activated as a

German Minor Ally?

A. No.

Q. Since an Allied attack on Vichy requires a Declaration of War, and since such Declaration gives Germany a +2 on the Vichy Activation Table, is it correct that, unlike other minor allies Vichy can't be activated by German intervention following an Allied attack, but rather only by German success on the Activation Table?

A. Yes—but the Vichy forces still oppose the Allies—they're just not an Active Minor Ally capable of replacing units in the Axis Force Pool without the dice roll.

Q. What happens to BRPs which are enroute via Murmansk or Lend Lease at the end of a year? If these BRPs suffer reduction—at whose rate are they reduced—the sender or recipient?

A. The BRPs suffer no reduction in the Year Start Sequence—when they were first lent they were considered spent at that time and are not accountable to either sender or borrower until received.

Q. An attack is made against an overstacked hex because of an Attrition Option followed by turn flip-flop. Only two units can defend—what happens?

A. A D or EX result eliminates the overstacked units as well as the defenders with the attacker ignoring excess units in determining his own Exchange losses.

Q. What happens when exploiting armor crosses a front boundary?

A. They must abide by the option chosen on the entered front. This means that if they cross into an Attrition Option Front, they can add their factors into the attrition total there, if adjacent to the enemy. They can't enter a pass-option front unless they do so over controlled hexes and don't come adjacent to the enemy.

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. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
2. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
3. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
4. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
5. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
6. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
7. CAESAR—ALEZIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
8. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
9. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
10. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
11. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
12. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
13. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
14. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
15. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	3.31	2.51	2.52	13.5
16. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
17. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
18. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
19. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
20. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
21. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
22. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
23. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
24. 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
25. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
26. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
27. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
28. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.26	3.67	2.81	3.05	24.0
29. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
30. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
31. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
32. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
33. D-DAY '65	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
34. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
35. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
36. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
37. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
38. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.38	2.90	2.84	19.6

COMING UP NEXT TIME



Vol. 14, No. 6 of the *GENERAL* managed a 3.51 rating by the readers which ranked it fifth among the six issues of Vol. 14. Despite this relatively poor position, the feature article on *D-DAY* by Joel Davis ran away with best article honors by a wide margin on our 1200 point scoring system based on 200 random responses. This would tend to indicate a preference by the majority of the readership for feature analysis of the newer games as opposed to the classic games of the past. The rest of the article ratings for Vol. 14, No. 6 looked like this:

D-DAY: Evolution of a Game	445
Series Replay Victory in the Pacific	306
A.H. Philosophy, Part 66	229
Abstract PANZERLEADER	80
The Initial Invasions	76
Operation Crusader	64

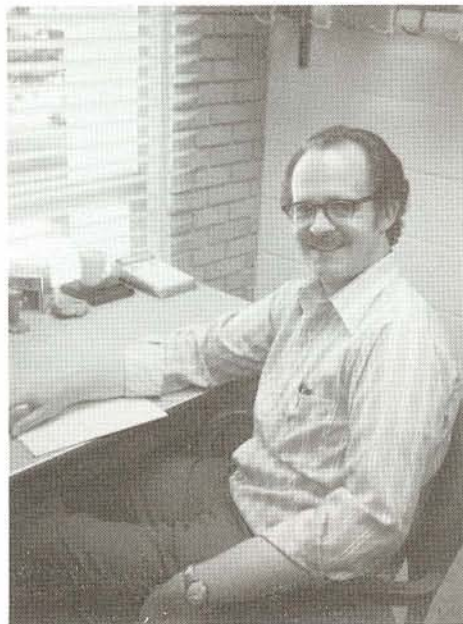
The Northern Ohio Wargaming Society Convention will be held Oct. 28 and 29th in the Berea Armory at 72 N. Rocky River Dr., in Berea, OH. Among the many scheduled events are tournaments in *WS&M*, *KINGMAKER*, *DIPLOMACY* and *ALEXANDER*. Further information is available from David Ulatowski, 6103 Thoreau Dr., Parma, OH 44129.

Baltimore area gamers can take advantage of a possible new games section at the Parkville-Carney Public Library, 9509 Harford Rd. by showing up for their first scheduled war game meet on Saturday, October 14th from 1 to 5 PM. See the librarian for details and to register yourself and the game of your choice.

All of our winners in contest no. 82 evidently assumed that the Allies had successfully invaded in the North Sea, so they could use rule 16.534 to supply their units landing from Britain (which couldn't land unsupplied because of rule 16.8). Since we didn't deny a North Sea invasion in the puzzle, these answers are correct—but nobody got the perfect solution given last issue, which had one HQ left over to put into Antwerp so the Allies would be supplied in any case (all of the correct answers we received used both HQs for surrounding purposes). The winners are: D. Burdick, Durham, NC; J. Suzuki, Kaneohe, HI; A. Lamoreaux, Cedar City, UT; B. Haak, Hawthorne, CA; J. Mueller, Elyria, OH; C. Farnum, Holt, MI; C. Drong, Spring Grove, IL; K. McCarthy, S. Euclid, OH; P. Siragusa, Houston, TX; and D. Browne, Eugene, OR.

The most common error in the entries we received dealt with the two armored units that were out of supply—these units could not be used in the solution. Another common error had to do with strategic movement—units that use strategic movement cannot move adjacent to enemy units, even if they are out of ZOC due to rivers. Other errors: units can retreat through hexes yet to be attacked, they just cannot end their retreats there; only one TAC factor can be added to each attack, NOT to each attacking unit; zigzag retreats are legal; no advance after combat unless the defender was doubled; airborne units have to start the turn in Britain in order to paradrop that turn; the Allies are limited to two combat units per hex; if the defender is doubled the attacker must take doubled losses in an exchange; if you attack one enemy unit across a river you must also attack all other enemy units that are across that river, adjacent to you and in the ZOC of the unit being attacked; and units are forced to attack only if they are in enemy ZOC and cannot move out of enemy ZOC.

Infiltrator's Report



Congratulations are due Bob Medrow for winning our first annual Editor's Choice Award. The award consists of a \$100 bonus and lifetime subscription to *The GENERAL* to the author of the outstanding article appearing in a given publication year. Bob received 37% of the vote for his "SQUAD LEADER: First Impressions" article which appeared in Vol. 14, No. 5. Having played a key role in the development of the game as one of the principal playtesters, Bob was well versed to discuss the intricacies of the game while the game was still new to most readers. Plans are afoot to follow up on this initial success with another feature on *CROSS OF IRON*... the first of the *SQUAD LEADER* gamettes in which he also played a crucial role. The other nominees for the Vol. 14 award were Jeff Nordlund who received 27% of the vote for "BRP Warfare in THIRD REICH", Richard Berg who garnered 22% for "Playing Your Hand in KINGMAKER", and Joel Davis who managed a 14% share for "D-DAY: Evolution of a Game".

Evidence of the rising acceptance of board gaming in Great Britain can be seen through the continued growth of World Wide Wargamers. Formerly known as UK Wargamers, the association has assumed an international flavor in its two years of existence with over 1,000 members spread across 5 continents and 33 countries. The principal reason for the rapid growth lies in its excellent quarterly publication boasting an editorial staff which includes members of the British Imperial War Museum. Founder and secretary of WWW is Keith Poulter, a 37 year old lecturer in political science. The association also runs conventions, helps in the formation of local clubs, etc. In a structure reminiscent of the principal, and now defunct, American democratic club of the early 70's, the International Federation of Wargamers, WWW elects officers by postal ballot of the members. Annual dues are \$13.00 and membership is available to all from World Wide Wargamers, 74 Cherry Tree Rise, Buckhurst Hill, Essex, England.

CAMPAIGN magazine recently announced the winners of its 1977 BEST GAME Awards and Avalon Hill was well represented as it swept both categories. The readership of *CAMPAIGN* voted *THIRD REICH* as the Best Game of All Time for the second straight year with *RUSSIAN CAMPAIGN* taking second and *ANZIO* fourth. *SQUAD LEADER* won the Best Game of the Year award handily over *VICTORY IN THE PACIFIC* which took second place.

The Confederate player in Contest No. 83 was confronted with a difficult problem in that he does not have sufficient strength to guarantee elimination of all of the Union forces in one turn. He must discover an alternate solution so that he can handle part of the enemy force in the first turn and whatever remains in the next. The great difficulty in accomplishing this feat is that, with optimum die rolls in his turn, the Union player can immobilize a large portion of the Confederate force. The Confederate player must rely on some trick to prevent paralyzing Union counterattacks and/or escape. The solution lies with Movement Rule 6 which prohibits a unit from moving from one enemy ZOC to another. By adroit positioning, the Confederate player can hold the Union units in place so that they are forced to counterattack at very unfavorable strength differentials.

The Confederate units concentrate their attacks on two Union units. The attack on Barlow guarantees his elimination. The Confederate player must advance Heth 1 into the defender's hex. The other assault against Humphreys is not quite as strong and the Confederate player must accept an exchange (the positioning of Jenkins to surround Humphreys causes all DR results to revert to elimination since Humphreys has no legal hex in which to retreat). One of Johnson's counters must be lost to the exchange. There must be no advance here. Pender's attack against Robinson forces the Confederate's retreat. He must be moved to hex 6 maintaining the isolation. Pender 2 is eliminated in the soak off against Rowley and Wadsworth. None of the three surviving Union units can advance since only attacking units can advance due to successful combat.

In the Union player's turn, the beauty of this attack is revealed. The three remaining Union units are frozen in place. Any move would force them to move from one ZOC to another. They must counterattack where they are. Robinson must attack at 8 in the defender's favor insuring his elimination. Rowley must attack at 5 in the defender's favor resulting in the most favorable outcome of contact. Humphreys attacks the remaining Johnson unit forcing the Confederate's retreat. Humphreys' can advance here but it will not affect the next turn's attacks.

In the Confederate player's next turn, he has no problem surrounding both surviving units with at least a 9 point differential in his favor, thereby, guaranteeing Humphreys and Rowley's elimination.

Units	Hex Entered	Defending Unit(s)	Comments
Walton	36	Barlow (+13)	
Heth 1	45	Barlow (+13)	Advance
Heth 2	45	Barlow (+13)	
Early 1	46	Barlow (+13)	
Early 2	46	Barlow (+13)	
Jnsn 1	40	Humphreys (+11)	
Jnsn 2	40	Humphreys (+11)	
Rodes 1	32	Humphreys (+11)	
Rodes 2	32	Humphreys (+11)	
Lee	32	Humphreys (+11)	
Pender 1	15	Robinson (0)	Retreat to 6
Pender 2	47	Rowley, Wadsworth (-6)	
Jenkins	21		No Attack

OPPONENTS WANTED

Help! Any fift players in MuechShoaara? Good play, not AREA rated. Prefer tour. Marty Burns, 3824 Hague St., Thousand Oaks, CA 91320. Opponents wanted for B1.3L, 1776, WSIM, 3R, PB, SST, AK, UB and all others in Huntsville area. Interested in pbm, AREA, and wargaming clubs. Paul Thompson, Rt. 1, Cobb St., Woodville, AL 35776, 278-3133.

OPPONENTS WANTED

We have a wargames club we play almost all games, mainly for fun. If interested contact: Eric Moon, 4588 Deerpark Ct., Westlake Via, CA 91362, 714-736-5355. Average teenage game with pbm BB, DD, Grad, Wat, F40, and PB. All letters answered. Dan Smith, 9815 Entrada Dr., Whittier, CA 90603, 714-861-5555. Wanted opponent for AREA rated AIW, Get77, SST, TRC. Rated about 600. Also blind moderator for AIW. Bert Luzzia, 2412 Sherwood Rd., Willis, CA 94599, 707-452-4711.

OPPONENTS WANTED

Starting! Mid-western Midway Penn League. Send SASE for info. Gary Eish, 6249-1 Briarwood Dr., Independence, KY 40131, 606-371-6573. Send me opponent. Will play any published game. Scott Felt, 508 Chester Rd., Apt. #1, Houma, LA 70366, 504-868-6175. New Orleans area. Meet every Wednesday night for all published games. Richard Gray, 4742 Chestnut St., Metairie, LA 70002, 504-889-0206.

OPPONENTS WANTED

JR, AZCC, AE, Blitz, have kits for Anz, all regulars. Bruce Manceo, 44 Churchill Rd., Cherry Hill, NJ 08034, 609-776-7765. Experienced adult seeks game for area-rated pbm. Send SASE for info. Alan R. Moon, 47 Elmora St., Robert Zitt, 1129 Seagull Lane, Cherry Hill, NJ 08003. Will give competition and lots of fun. Join Jerry War Games Assoc membership 10 plus. Bob Beardsley, 17 Myran Rd., Edison, NJ 08817, 201-287-5139.

OPPONENTS WANTED

Adult wargame seeks fift adult opps. In Spokane area. Would like to join club in Spokane. Will play any AH wargame. Jim Rovar, 4677 Bellevue Dr. #16, Spokane, WA 99218, 466-8233. Adult gamer. We seek adult opponents for game TRC, PB, AK, fift the above plus 1776, WSIM, AIW, AREA, 2200, not answer all letters. Don Schindlerman, 3107 N. 22nd, Tacoma, WA 98406, 360-752-2524.

GENERAL BACK ISSUES

Only a limited number of GENERAL Back issues are available for \$1.50 each plus normal postage and handling charges. Due to low supplies we request that you specify an alternate for any selection you make.

GENERAL BACK ISSUES

Vol. 14, No. 1 - "1776, Anzio, miscellaneous, Panzerblitz, Chancellorsville, Panzer Leader, Stalingrad, Tactics II" . . . 2,57

GENERAL BACK ISSUES

Vol. 14, No. 1 - "Caesar - Alesia - 5, The Russian Campaign, Luftwaffe, Third Reich, Arab-Israeli Wars, Afrika Korps, Panzer Leader" . . . 3,56

GENERAL BACK ISSUES

Vol. 14, No. 2 - "Kingmaker - 7, Alexander, Squad Leader" . . . 3,27

GENERAL BACK ISSUES

Vol. 14, No. 3 - "Arab Israeli Wars - 3, Stalingrad, Russian Campaign, Third Reich, War At Sea" . . . 3,17

GENERAL BACK ISSUES

Vol. 14, No. 4 - "Victory in the Pacific - 2, Stalingrad, Third Reich, Richtigofen's War, Jutland, 1976" . . . 2,53

READER BUYER'S GUIDE

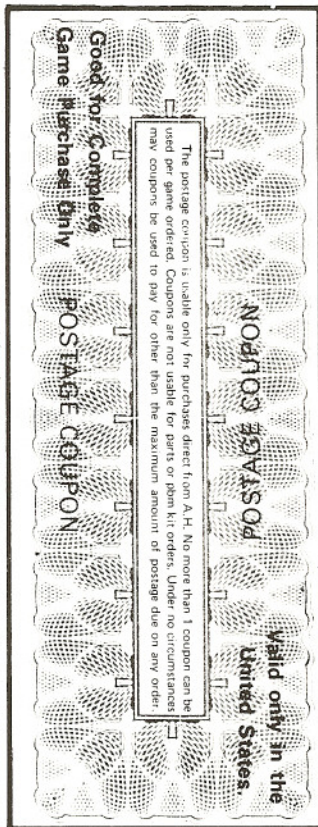
TITLE: NAPOLEON \$12.00
Operational Level Game of the Waterloo Campaign

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

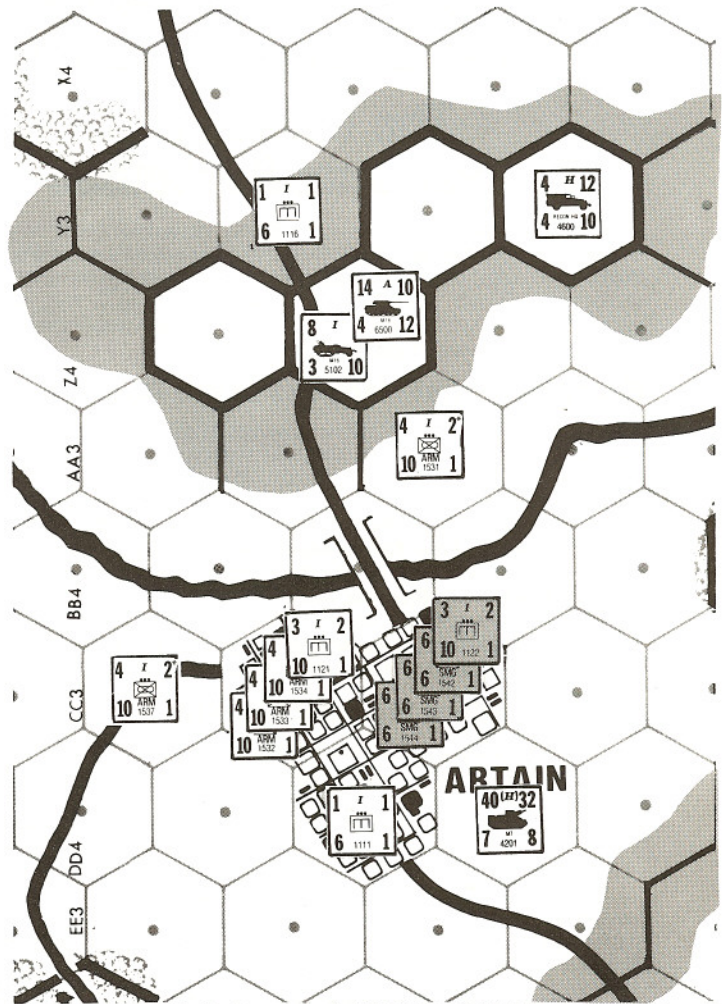
- 1. Physical Quality _____
- 2. Mapboard _____
- 3. Components _____
- 4. Ease of Understanding _____
- 5. Completeness of Rules _____
- 6. Play Balance _____
- 7. Realism _____
- 8. Excitement Level _____
- 9. Overall Value _____
- 10. Game Length _____

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

Game to be reviewed next: _____



CONTEST NUMBER 84



Premise: It is the last turn of a PANZER LEADER game. You are the German player. You move first. To win you must have destroyed at least one more Allied unit than your own losses. As of now, however, the losses are exactly even.

Objective: Move the German units and/or attack in such a manner that gives you the best probability of winning under the conditions described above. Remember: the Allied player will get one more opportunity to move and attack.

NOTE: Do not use Forced March or Opportunity Fire in your solution.

List the final hex and the attack launched for each unit.

Attacker	Hex	Defender	Type of Attack/Odds
3 I 2 10 I 1			
6 I 1 6 I 1			
6 I 1 6 I 1			
6 I 1 6 I 1			

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next GENERAL and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

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 _____

Opponent Wanted 25¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 25¢ token fee. No refunds.
2. For Sale, Trade, or Wanted to Buy ads will be accepted only when dealing with collector's items (games no longer available from AH) and are accompanied by a \$1.00 token fee.
3. Insert copy on lines provided (25 word maximum) and print name, address and phone number on the appropriate lines.
4. PRINT—if illegible your ad will not be printed.
5. So that as many ads can be printed as possible within our limited space we request that you use official state abbreviations as well as the game abbreviations listed below:

Arab Israeli Wars = AIW; Afrika Korps = AK; Alexander = Alex; Anzio = Anz; Assault on Crete = AOC; Battle of the Bulge = BB; Blitzkrieg = Blitz; Caesar's Legions = CL; Caesar = CAE; Chancellorsville = Chan; D-Day = DD; Diplomacy = Dip; France 1940 = Fr 40; Face to Face = FTF; Gettysburg = Get '64 or '77; Jutland = Jut; Kingmaker = KM; Kriegspiel = Krieg; Luftwaffe = LW; Midway = Mid; Napoleon = Nap; Origins of WWII = Orig; Panzerblitz = PB; Panzer Leader = PL; Play by Mail = PBM; Richthofen's War = RW; 1776; Squad Leader = SL; Stalingrad = 'Grad; Starship Troopers = SST; Tactics II = Tac; The Russian Campaign = TRC; Third Reich = 3R; Tobruk = Tob; U-Boat = UB; Victory in the Pacific = VITP; War at Sea = WAS; Waterloo = Wat; Wooden Ships & Iron Men = WSIM.

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

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The Game of Professional Basketball

Widely acclaimed as the best tabletop basketball game ever produced, the 1978 version of Statis-Pro NBA Basketball is even better than ever! Inside the sturdy gamebox you'll find everything you need to recreate the entire 1977-78 NBA season, including a full-color gameboard and individual player cards for 224 top NBA players (PLUS full rating for 40 more fringe players!)

Everything that Happens in the Real Game

Each Statis-Pro Player Card has been individually made up using our comprehensive computerized rating system. We give you every one of the pros and his EXACT TALENTS AND ABILITIES and then let YOU BE THE COACH!

Each Player is rated for the following categories: **Field Goal Shooting Ability, Free Throw Ability, Rebounding, Fouls** (both causing and drawing them), **Blocking Shots, Stealing the Ball, Assists, Defense, and Stamina**. In addition, each TEAM is rated for its **Defense** and **Fast Break** abilities. There are also special rules representing **Home Court Advantage, Technical Fouls** (on players and coaches!), **Ejections** from the game, and much more.

Ideal for Solitaire Play

Statis-Pro NBA Basketball was designed specifically with the solitaire gamer in mind. The amazingly fast play of the game and the incredibly accurate depiction of the real players' abilities guarantees that you will have as exciting a game by yourself as with your friends. But it's also a great game to play in person, as you and your opponent set your lineups, feed players in and out of the game, speed up or slow down the pace of play, all according to the way YOU think the game should be played! And you can even make up your own leagues, by each taking your favorite team, or by drafting for your own rosters.

Plays as Fast as the Real Game

Using the unique Statis-Pro system of FAST ACTION CARDS instead of dice, you'll find that Statis-Pro NBA Basketball games can easily be played (and scored) in less than an hour. By matching the cards against the players' ratings you'll get instant results for every play, while at the same time the cards are serving as your timing system! It is this speed and ease of play alone which makes Statis-Pro by far the most enjoyable of the many table basketball games now on the market.



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- * Mounted Full-Color Playing Board with Reference Charts & Tables
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- * Scorepad

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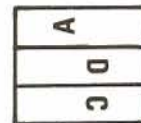
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SITUATION NO. 21

May 12, 1940: Meeting engagement of Prioux's Cavalry Corps and Hoepner's XVI Panzer Corps in Northern Belgium.

MAPBOARD



BELGIUM: THE CLASH OF ARMOR

AVAILABLE FORCES

ALLIED

6 8 3	4 6 2	5 7 2	0 1 0	0 2 0	5 6 2	3 4 2	4 3 2	6 3 3
6	6	3	5	4	2	2	2	0
20 2 2	1 5 2	2 2 16						
2	4	3						

GERMAN

5 5 8	6 6 2	2 2 2	2 4 2	2 4 2	2 2 2	0 1 0	2 8 2	20 2 12
5	7	4	4	3	2	3	2	0
5 3 2		2 2 4						
2	4	8						

SET-UP

GERMAN: Enter East edge of C board on road, unstacked, infantry and guns in trucks and halftracks, moving at 15 hexes per turn to Kuhn for the first two turns. Units may then leave the road and move full speed. Units unable to enter immediately set-up in road-march-order off board, and enter in that order.
 ALLIED: Enter South edge of A board on Western road (hex GG3), unstacked, infantry and guns in trucks and Chenillettes, moving at 12 hexes per turn to Nece during the first two turns. Units may then leave the road and move full speed. Units unable to enter immediately set-up in road-march-order off board and enter in that order.

SPECIAL RULES

The Stukas do not enter until the fifth turn.

VICTORY CONDITIONS

Each enemy unit destroyed is worth one victory point. If the destroyed unit is motorized (tank or transport), it's worth three points.

Allied player has at least twice as many points as the German: **DECISIVE Allied victory.**

Allied player has at least one-and-a-half times as many points as the German: **TACTICAL Allied victory.**

Allied player has as many points as the German: **MARGINAL Allied victory.**

German player has more points than the Allied: **MARGINAL German victory.**

German player has at least one-and-a-half times as many points as the Allied: **TACTICAL German victory.**
 German player has at least twice as many points as the Allied: **DECISIVE German victory.**

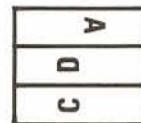
TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10
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SITUATION NO. 22

May 14, 1940: The French 213th Infantry Regiment and the 7th Independent Armored Battalion attack the 1st Panzer Division's bridgehead across the Meuse river.

MAPBOARD



CHEHERY: GUDERIAN ATTACKED

AVAILABLE FORCES

ALLIED

4 7 2	2 4 1	20 2 32	1 6 1	1 5 2	0 1 0	0 1 0
3	2	2	18	3	3	14

GERMAN

IN NECE

3 10 3	5 3 2	20 1 20	3 3 12
3	2	0	1

ENTER ON TURN 8

6 6 2	2 5 2	2 4 2	5 5 8	0 1 0	2 8 2	20 2 12
3	3	3	8	7	6	0

SET-UP

GERMAN: Set up first in Nece. Reinforcements enter on the 8th turn from the North side of the mapboard.

ALLIED: Set up second, anywhere on board C.

VICTORY CONDITIONS

Allied player wins by holding at least one hex of Nece at the end of the game.
 German player wins by avoiding the Allied victory conditions.

SPECIAL RULES

NONE

TURN RECORD TRACK

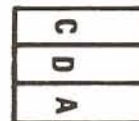
ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
-------------------------	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

SITUATION NO. 23

STONNE: GUDERIAN'S FLANK

May 15, 1940: The French 3rd DCR and the 3rd Motorized Division attack the Gross Deutschland Motorized Regiment and elements of the 10th Panzer Division.

MAPBOARD



NORTH

AVAILABLE FORCES

ALLIED

4 6 6	2 7 3	5 7 3	8 8 6	6 8 6	0 1 0	0 2 0	0 2 8	1 5 1	2 1 8	40 2 32	4 3 0	2 3 0	6 3 0
3 3 2	M 1 12	60 2 36											

GERMAN

8 3 2	5 5 8	6 6 2	2 4 2	2 4 2	0 1 0	0 2 0	2 4 2	2 8 2	2 2 2	20 2 12	2 2 12
3 3 2	M 1 12	40 2 32	5 5 2	2 3 0							

SET-UP

GERMAN: Set up first, anywhere on board C.
ALLIED: Set up second, anywhere on boards D and A.

SPECIAL RULES

Use Allied halftracks from the game as trucks.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12
-------------------------	---	---	---	---	---	---	---	---	---	----	----	----

VICTORY CONDITIONS

Allied player wins if he controls Wiln at the end of the game.
German player wins by avoiding the Allied victory conditions.

SITUATION NO. 24

BOUELLEMONT: THE THIN FRENCH LINE

May 15, 1940: The 1st Panzer Division attacks elements of the French 14th Infantry Division and the 3rd Brigade of Spahis, the last barrier between Guderian's forces and the open, defenseless French plains.

MAPBOARD



NORTH

AVAILABLE FORCES

ALLIED

1 5 18	2 1 3	0 1 0	0 1 0	3 3 2	4 3 0	6 3 0	20 2 32	40 2 32
--------------	-------------	-------------	-------------	-------------	-------------	-------------	---------------	---------------

GERMAN

5 5 8	6 6 2	2 4 2	2 4 2	2 4 2	0 1 0	0 2 0	3 3 2	20 2 12	2 2 12	2 5 2
-------------	-------------	-------------	-------------	-------------	-------------	-------------	-------------	---------------	--------------	-------------

SET-UP

ALLIED: Set up first, anywhere on board D.
GERMAN: Set up second, anywhere on board C.

SPECIAL RULES

No more than four aircraft counters may be on the mapboard at the same time.

TURN RECORD TRACK

GERMAN move first	1	2	3	4	5	6	7	8	9	10
-------------------------	---	---	---	---	---	---	---	---	---	----

VICTORY CONDITIONS

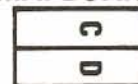
German player wins if he can clear a path from East to West edge of mapboard, uncovered by Allied units or fire by the end of the Allied move in turn 10.
Allied player wins by avoiding German victory conditions.

SITUATION NO. 25

MONTCORNET: DE GAULLE ATTACKS

May 17, 1940: De Gaulle's 4th DCR attacks the flank of the 1st Panzer Division.

MAPBOARD



NORTH

AVAILABLE FORCES

ALLIED

4 7 6	8 8 6	6 7 3	6 8 3	1 5 1	2 2 0	20 2 32	0 1 0
-------------	-------------	-------------	-------------	-------------	-------------	---------------	-------------

GERMAN

5 3 2	2 8 2	2 1 20	2 1 20	0 1 0	2 4 2
-------------	-------------	--------------	--------------	-------------	-------------

IN ARTAIN

40 2 32	4 1 10	2 8 2	2 2 2	0 1 0
---------------	--------------	-------------	-------------	-------------

SET-UP

GERMAN: Set up first, in St. Athan, Artain and Nece. Reinforcements enter on the 8th turn from the North side of the mapboard.
ALLIED: Set up second, on or South of the K hex row.

ENTER ON TURN 8

6 6 3	2 5 2	2 4 2	2 4 2	2 8 2	2 4 2	2 4 2
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IN NECE

5 3 0	2 3 1	2 8 2	2 2 2	0 1 0
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VICTORY CONDITIONS

The Allied player wins by controlling one or more of these three towns: Nece, St. Athan and Artain.
Allied player controls one town: MARGINAL Allied victory.
Allied player controls two towns: TACTICAL Allied victory.

German player controls Nece, St. Athan and Artain: MARGINAL German victory.
No Allied unit is present on or North of the Q hex row and the German player controls the three towns mentioned above: TACTICAL German victory.

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12
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Any other result is a draw.

SITUATION NO. 26

CRECY: DE GAULLE TRIES AGAIN

May 19, 1940: De Gaulle's 4th DCR attacks the flank of the 1st Panzer Division for the second time.

MAPBOARD



AVAILABLE FORCES

ALLIED

8 8 3	6 7 2	6 8 2	4 7 6	1 5 9	20 2 4	32 - 0	0 1 13
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GERMAN

ON BOARD C:

2 2 2	2 2 3	4 8 3	2 8 1	2 1 3	2 4 3
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ENTER ON TURN 4:

8

ON BOARD A:

40 2 2	20 1 0	3 3 2	5 3 2	2 8 6	2 4 2	0 1 3	0 1 12
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SET-UP

GERMAN: Sets up first, in boards C and A.
ALLIED: Enter South edge of board C, between hex rows A and X, inclusive.

SPECIAL RULES

No more than four aircraft counters may be on the board at the same time. Consider the following bridges destroyed: C-Y-3, C-Y-5, D-BB-6 and A-J-2.

VICTORY CONDITIONS

German player holds all bridges and all town hexes of Grancelles: DECISIVE German victory.
German player holds all bridges in Grancelles: TACTICAL German victory.
German player prevents French player from holding any bridge hex in Grancelles: MARGINAL German victory.
French player holds all of Grancelles South of the river: MARGINAL French victory.
French player holds all of Grancelles South of the river and one bridge hex: TACTICAL French victory.
French player holds all of Grancelles South of the river and all bridge hexes: DECISIVE French victory.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12
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SITUATION NO. 27

ARRAS: FORLORN HOPES

May 21, 1940: "Frankforce" (elements of the 5th and 50th British Infantry Divisions and the 1st Tank Brigade and remnants of the 3rd DLM) attack the Totenkopf SS Motorized Division and elements of the 7th Panzer Division.

MAPBOARD



AVAILABLE FORCES

ALLIED

ATTACK FORCE

2 8 6	2 10 3	6 8 2	3 6 2	4 6 2	5 7 2	6 3 2	3 2 0	32 2 0	32 - 0	1 5 12
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IN GRANCELLES

2 2 2	0 1 3	0 1 14	1 5 6	2 3 1	8 1 1
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GERMAN

5 3 3	2 0 3	20 1 0	20 2 2	12 0 2	20 2 0	12 0 2	2 4 3	2 2 10	40 2 0	32 0 0	2 8 12	2 1 6	0 1 12	3 3 2	12 1 2
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SET-UP

GERMAN: Set up first, anywhere South of the major East-West stream except in Grancelles.
ALLIED: Set up second. The units in Grancelles may set up in the part of the town South of the river. The attack force sets up North of the major stream, anywhere in boards C and D.

SPECIAL RULES

Consider the bridge in hex J2, board A, destroyed.

VICTORY CONDITIONS

Victory conditions are dependent on control of the six towns South of the major stream.
Allied player controls four towns: DECISIVE Allied victory.
Allied player controls three towns: TACTICAL Allied victory.
Allied player controls two towns: MARGINAL Allied victory.
German player controls three towns: MARGINAL German victory.
German player controls four towns: TACTICAL German victory.
German player controls five towns: DECISIVE German victory.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12
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SITUATION NO. 28

CALAIS:

THE MOBILE DIVISION ATTACKS AVAILABLE FORCES

ALLIED

2 M 2 4 M 11 8	6 A 3 6 AD 10 2	1 R 2 5 RFL 1 6	0 C 0 1 J 14 9	3 M 8 3 M 1 2	32 M 32 2 M 0 2	6 A 3 3 A 0 2
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GERMAN

3 M 12 3 M 1 2	40 M 32 2 M 0 2	5 A 2 3 A 0 3	2 R 2 8 RFL 1 6	0 C 0 1 M 12 2
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ENTER ON TURN 4

6 A 2 6 A 8 2	2 A 2 5 A 10 2	2 R 2 8 RFL 1 3	0 C 0 1 M 12 3
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MAPBOARD

C
B

NORTH

SET-UP

GERMAN: Set up first, anywhere on the board, five or more hexes away from Rieux. Reinforcements enter from the East edge of Board C on turn 4.
ALLIED: Set up second, in or within two hexes of Rieux.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10
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VICTORY CONDITIONS

The Allied player wins by controlling at the end of the game any *one* of the following:
1. Woods hexes in and around hexes B-Q-9 and B-R-10, or
2. Volle and woods hexes to the East of the town, or
3. Bridge at B-H-9.
Any other result is a German victory.

SITUATION NO. 29

DUNKIRK

AVAILABLE FORCES

ALLIED

2 M 2 8 M 2 4	6 A 3 10 A 5 3	0 C 0 1 J 14 6	1 R 2 5 RFL 1 6	32 M 32 2 M 0 2
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GERMAN

2 M 2 8 M 1 3	0 C 0 1 M 12 2	5 A 2 3 A 0 3	3 M 12 3 M 1 2	40 M 32 2 M 0 2	2 M 12 2 M 0 2
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ENTER ON TURN 4

5 A 8 5 A 8 3	5 A 2 5 A 9 6	2 R 2 5 RFL 10 6	2 C 2 4 C 10 3	0 C 0 1 M 12 2	2 A 4 2 A 16 2	60 M 36 2 M 0 2	2 R 2 8 RFL 1 2	3 A 2 10 A 1 1
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MAPBOARD

C
D

NORTH

SET-UP

GERMAN: Set up first, anywhere on board D. Reinforcements enter from the South edge of board D on turn 4.
ALLIED: Set up second, anywhere on board C.

SPECIAL RULES

None

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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VICTORY CONDITIONS

Victory is determined by the number of consecutive turns through which the Allied player controls the bridge in hex D-BB-6.
Allies control bridge 7 turns: Allied DECISIVE victory.
Allies control bridge 6 turns: Allied TACTICAL victory.
Allies control bridge 5 turns: Allied MARGINAL victory.
Allies control bridge 4 turns: German MARGINAL victory.
Allies control bridge 3 turns: German TACTICAL victory.
Allies control bridge 0 turns: German DECISIVE victory.

SITUATION NO. 30

SEELOWE: INVASION OF ENGLAND

AVAILABLE FORCES

ALLIED

2 M 2 8 M 2 4	6 A 3 3 A 0 3	26 M 30 2 M 0 3	8 M 12 2 M 0 2	3 M 8 3 M 1 10	X	1 R 2 5 RFL 1 12	0 C 0 1 M 12 3
0 C 0 1 M 14 4	2 C 2 2 C 10 2	1 A 1 6 A 1 1					

GERMAN

6 A 2 6 A 8 3	5 M 8 5 M 8 3	2 R 2 5 RFL 10 3	0 C 0 1 M 12 18	2 R 2 8 RFL 1 2	3 M 12 3 M 1 2	20 M 12 2 M 0 2
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MAPBOARD

D
B

NORTH

SET-UP

As per Amphibious Landing Rules. Allied player may set up on both boards.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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SPECIAL RULES

1. GERMAN TANKS. All German tanks are amphibious.
2. NAVAL FIRE. Use optional Naval Support Fire rule. German player receives 80 naval attack strength^c points each turn. They may not be accumulated from turn to turn.

VICTORY CONDITIONS

Victory conditions are dependent on control of the towns on the mapboard.
German player controls five towns: DECISIVE German victory.
German player controls four towns: TACTICAL German victory.
German player controls three towns: MARGINAL German victory.
Allied player wins (DECISIVE) if German player controls less than three towns

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