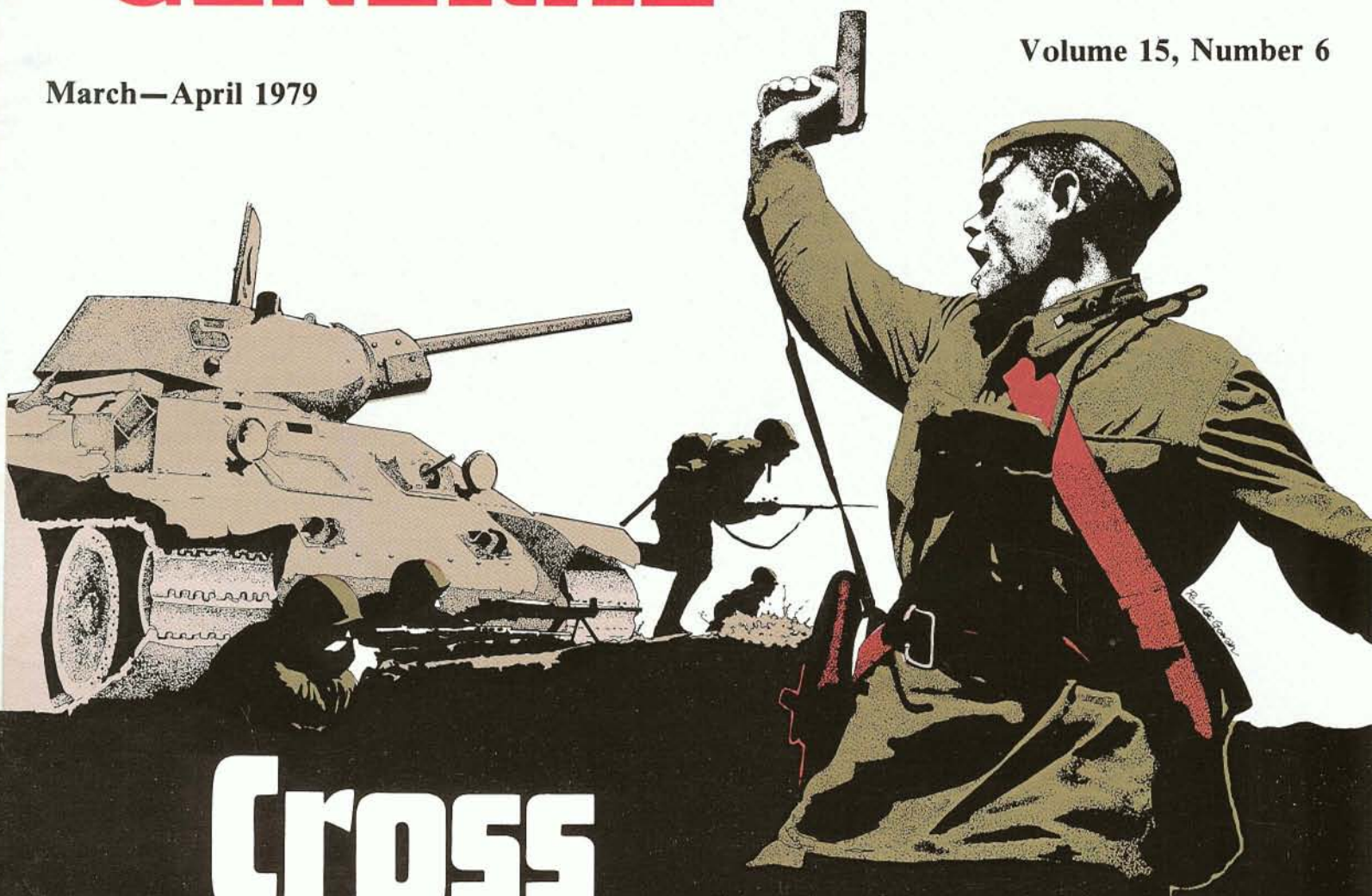


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GENERAL

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**Cross
of
Iron**

★ 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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Avalon Hill Philosophy Part 72

Aside from being late again, this issue comes to you notable both for what is in it and for what is not. In the way of new games you'll finally find an advertisement for our *BISMARCK* game which has been overdue since last July. Scheduled for release at *ORIGINS 78* and long feared lost by those of you who placed advance orders last July, *BISMARCK* pulled off the assembly line and alongside the quay of our advance mail order customers about March 20th. The game advertised in this issue is now available and not just a figment of someone's hopeful promised deadline.

The last statement is a prelude to what you won't find advertised in this issue. Yes, *MAGIC REALM* is once again among the missing, having missed its umpteenth consecutive deadline. This game has been a considerable embarrassment to us—having supposed to have made its debut at *ORIGINS 78*, then *GEN CON*, then Christmas, then the Hobby Show, then last month . . . Back at *ORIGINS 78* we broke from a long-standing policy of not accepting pre-publication orders with good intentions of filling advance orders for this game and *BISMARCK* last fall. It is now almost a full year after our first optimistic deadline and a production model dragon has yet to be slain. This misrepresentation, albeit unintentional, to our loyal customers of promised delivery times should be a source of considerable shame to our R & D Department and will hopefully result in a cessation of any advance publication offers in the future. I'm beyond making promises for *MAGIC REALM* at this point, but *hopefully*, *GOOD LORD WILLING*, it will be done by *ORIGINS 79*.

Why have such seemingly interminable delays come about? Obviously, the fault is primarily that of the R & D Department, although such unpredictable factors as staff health problems and the blizzard of '79 played a part. Basically, however, in the case of *MAGIC REALM* the problem can be summed up as teething problems with a completely new and novel game system, complicated by a "chrome" fetish by the designer who lost sight of his original parameters and constantly built on to the existing system in an effort to out-D & D & D. I can sympathize with the latter course having come down that road myself the past two years with the *SL* gamettes. Hopefully, these delays will result in a better final product and, in the long run, that is to everyone's advantage.

For all that, *MAGIC REALM* has been small potatoes in Avalon Hill's stew of troubles lately compared to the trials and tribulations we've faced with *THE RISING SUN*. Despite a year and a half of in-house development and one of the most comprehensive, beautiful & expensive mapboards produced to date, we are no closer to publishing this monster than we were in 1978. The details of this sad state of affairs is perhaps best explained by the project developer, Frank Davis.

"Most of us who play wargames have occasionally suffered the humiliating experience of total defeat, and most of the time we recognize the playing errors which led to this defeat. Ironically, most of us who design these games usually assume our efforts will always be successful. Well, after nine years of designing and developing games, I've suddenly made the

embarrassing discovery that I'm not infallible! For the past year I've been toiling on a game called *THE RISING SUN*. Originally designed by Larry Pinsky, *THE RISING SUN* is an ambitious attempt to simulate the entire war in the Pacific Theater during World War II on a rather detailed, operational level. Thus, we knew from the start that this project would be considerably harder than Avalon Hill's popular but much simpler *VICTORY IN THE PACIFIC*. As a matter of fact, when we first received the prototype here, the staff people who reviewed it concluded that nothing short of a miracle would be required to turn it into even a moderately enjoyable game. Even Larry admitted he had barely been able to play-test even the shortest scenarios!

It was at this point that I naively took over the responsibility for developing the game (December, 1977). I was fearless. At SPI where I formerly worked, I had either designed or developed eighteen games on topics ranging from the Punic Wars to World War II. I expected *THE RISING SUN* to be difficult but I was supremely confident that I could take Larry's basic design and develop it into a hell of a game. Within a week or two, however, I began encountering small problems such as the fact that in the prototype design each Game-Turn (which represented two weeks) had approximately fourteen Naval Movement Phases and seemed to require an entire day to play (and here I use the term "play" extremely loosely; the game was *hopelessly* unplayable). I soon discovered a host of other problems (for example, the designer had tried to use counters representing small groups of six aircraft and due to the overall playing counter limitations imposed on the game, the U.S. Player would not even be provided with enough counters to represent the carrier compliments after 1942) which eventually convinced me that the game required an almost complete redesign.

Now, to try to make a long and painful story brief, and to emphasize the fact that I am not trying to pin the blame on Larry Pinsky, I must admit that my own arduous effort to redesign *THE RISING SUN* was less than a complete success (much less). I made a host of changes; I redesigned the counters (air, land, and naval), reresearched and corrected the Order of Appearance, changed the Turn Scale to one month, developed a new and simpler simultaneous movement system, added an interesting code-breaking and naval intelligence system, reduced the number of required tables from almost *thirty* to *six*, totally revamped all of the scenarios, changed the game from top to bottom and everyone who was familiar with these changes considered the result a vast improvement over the original, unplayable monster. Unfortunately, about two months ago, I came to the sad realization that these improvements were insufficient. We definitely had a better, more elegant monster but it was still a terrifyingly unplayable monster!

At that point, I decided to take a leave of absence to consider the alternatives. I spent several weeks wrestling with my conscience. I knew I had created a Frankenstein and I decided I could not allow Avalon Hill to release it on an unsuspecting public. When I finally returned to

Continued on Pg. 31, Column 1



FIRST IMPRESSIONS: AN INTRODUCTION TO SQUAD LEADER PLUS ONE

By Bob Medrow

Back in Volume 14, No. 5 of *TAHG*, an article of mine subtitled "An Introduction to Squad Leader" appeared. In that article I tried to give the reader some insights into the basic character of this fascinating game of WWII tactical combat. In the following pages I hope, this year, to give you one person's view of how the system stands after the addition of the first *SL* gamette, *CROSS OF IRON*, known hereafter as *COI*. The inspiration for the first article rested exclusively upon my playtesting experience with *SL*. This article, too, draws upon playtesting experience, but also has some other roots: a year's additional experience with *SL* itself, the opportunities I've had to read what others have written, and the chances that have come along to discuss various matters with a great many informed wargamers.

This article covers three major points: the significant ways in which *COI* both changes and adds to *SL* in the area of the AFV rules; basic aspects of the play of the armor game as it now stands; and a look at all eight of the *COI* scenarios. The major nonarmor related additions to the system will be described as they appear in the scenarios. As was *SL*, *COI* is a programmed instruction game, with new rules being fed in with each new scenario. In addition to comments about the play of the scenarios, I'll attempt to relate a bit of how they evolved since, and presumably as a result of, the "blind" playtest which I and others were involved in.

Most of what follows should be intelligible to someone who is familiar with *SL*, but, as yet, doesn't know much about *COI*.

A letter in Vol. 15, No. 3 commented upon the playing times for the *COI* scenarios. In truth, they are not short. In any game playing time is affected by three principal considerations: the complexity of the rules; the amount of time required to execute the game's routines and procedures; and the complexity of the play of the game. The more complex the rules, the more time one spends trying to find that elusive piece of information you need. With familiarity, this time cost goes down. *COI* does introduce some new time-consuming routines as well. Finally, even if rules complexity or game mechanics don't stretch things out, complex play decisions can. Chess is the obvious example of a game where that's the case. In writing this article, one of my major hopes is that you, having read it, will be better able to identify and absorb the added complications *COI* introduces. A second hope is that the hard data given will help you

become more comfortable about the decisions the game requires. After all, nobody needs to play a game in order to become frustrated.

In looking at the basic aspects of play when AFVs are involved there is, of necessity, discussion of probabilities. These numbers will not tell you what to do in every situation. Rather, I hope to give you some sort of broad feel for how the AFV game plays.

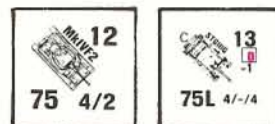
THE EVOLUTION OF ARMOR

When you open up *COI* and look over its contents your first impression is likely to be that *COI* is all about armor. The vast number of AFV counters, representing the entire WWII range of German and Soviet vehicles, is impossible to ignore. In truth, however, less than 35% of the *COI* rules is devoted to AFV rules. Having said this, though, it must be pointed out that this portion of the rules is by far the longest one with a common theme, and almost all of these rules appear at the beginning of the rules. What follows now is a survey of how the armor portion of the rules has changed from *SL*, and of the additional aspects of AFV reality that the system now encompasses.

Changes

In terms of length of rules, the AFV portion of *COI* is some 15% greater than that of *SL*. If you like those bad news/good news stories, that last statement might well be the bad news. The good news is that the basic nature of the AFV rules is unchanged.

Figure 1: Armor Counters Past and Present



To see what has changed, let's first look, in Fig. 1, at a pair of AFV counters, the MkIVF2 from *SL* and the STGIIIIG from *COI*. The latter counter displays two numbers below the movement points value, where the *SL* counter has none, and has places for three MG factors, compared with two on the MkIV. It's hardly a secret that the *SL* AFVs were pretty much middle-of-the-line vehicles. Since it is the intention of the series of gamettes to present all of the armor of WWII, the rules must allow for

the range of armor arrangements that saw combat. With separate TO KILL values for front, side and rear hits, *SL* had a reasonable representation of the armor distribution for the vehicles included therein. The two numbers below the movement points value are the front and side/rear armor DRMs (dice roll modifiers). While *SL* does have armor DRMs they apply uniformly to all TO KILL rolls. Of necessity *COI* expands upon this. For example, the German JagdPzVI, as did many of the tank destroyers, possessed much heavier frontal armor, compared to that carried on its rear sides, than did a typical tank. As a result its two DRMs are +5 and +1. The game use of such a vehicle would be greatly distorted if the game system were to be incapable of presenting such facts.

If you look carefully at the two numbers on the STGIIIIG you'll notice that the upper one has a box around it. This means that the DRM of any frontal shot TO KILL roll is increased by 1 when the vehicle is hull down. The boxes appear when the vehicle in question possessed turret and upper body armor proportionally greater than that of the hull armor upon which the normal DRMs are based.

These numbers also perform the task of indicating the size of the vehicle. If one of the numbers is on a circular white background, the TO HIT roll gets a +1 DRM; if both values are so printed the DRM is +2. On the other side of the size coin, one or two numbers in red mean a TO HIT DRM of -1 or -2, the latter modifier being reserved for such behemoths as the Russian KV-IIA.

In reality, tank mounted MGs come in three types: hull mounted, turret mounted along side the main armament, and mounted atop the turret in an AA mount. *SL* lumped the first two types together. *COI* separates them because separate turret counters are provided. No longer will you be able to change the vehicle facing of an immobilized tank when you fire the main gun. Now there's a turret to be moved.

These two changes in the counter information do not require you to forget much of what you learned in *SL*. A careful look at the mechanics of movement, attack, and the interaction of AFVs with their environment shows that the *SL* structure is still there. With the possible exception of the changes introduced by the appearance of turret counters, the alterations are those necessary in order to reflect the total range of WWII armor.

Other changes appear in the areas of vehicle immobilization, overruns by AFVs, the Crew

Exposure rules, and infantry Close Combat against AFVs. These points will all be considered later on, in some detail, when we take a look at how the rules and dice rolls combine to dictate the probabilities of success or failure. With the exception of the changes concerning vehicle immobilization and Crew Exposure, these changes were also dictated by the requirement that the system encompass an extremely broad spectrum of AFVs.

Additions

Here is where the complexity really appears. But one thing needs to be made clear. The source of the complexity is not in the structure of the rules themselves. Rather, it is the decision making that arises from the rules that complicates things. Taken one at a time, the new play mechanics are rather simple, logical extensions of the original system in that they expand the things your cardboard warriors can do and the number of factors that influence performance. The burden this produces is obvious. As their potentials are expanded the question of what they should be doing gets harder to answer. As the factors influencing performance become more numerous it gets harder to see how things are likely to turn out. And all of that explains why, after a brief look at what's new, we turn to some specifics of how things work.

Figure 2 shows us two versions of the TO HIT Table, the first being from *SL* and the second from *COI*. The first addition to things is a pair of columns to show what happens at longer ranges. While you'd be hard put to get many shots away at over 39 hexes in the 20 scenarios now in existence, the clear intention behind the expansion beyond *SL* is to provide an open-ended system covering everything that could occur.

The division of the TO HIT DRMs into three categories is for the purpose of organizing all of the effects now present. GUN TYPE MODIFICATIONS are easily dealt with by noting that they do

nothing but reflect the effects, particularly at long range, of the ordnance which existed during WWII.

Under the heading of FIRER MODIFICATIONS, A through E are from *SL*, with no changes in values. Of the others, H is self-explanatory. With F, G and I we meet some of the new sources of complexity. To illustrate, the mechanics of Intensive Fire are simple: if you wish to add one more shot to the normal rate of fire you may do so. The cost is a +2 TO HIT DRM and a reduction of "2" in the Breakdown Number. The problem is that you now have a new option to consider. Deliberate Immobilization is a similar sort of thing. At a cost of the DRMs shown you may attempt to immobilize an enemy vehicle. If you make the modified TO HIT roll then required, you stop the brute without any further dice rolling. However, you forego any chance you might have had of destroying the target. The added decision making is obvious. Modifier I is a fascinating one. Having met John Hill this past summer, I imagine that he's quite pleased with this one. As we shall see in the second major section, a number of factors must be considered when trying to decide whether or not your vehicles should be buttoned up as they go into action. You'll find that it's much easier to handle the matters raised in F and G.

Turning to the third category, TARGET MODIFICATIONS, entries J through L are original *SL* considerations with no changes in values. Of the other modifiers, Q has already been mentioned in connection with the counters. M is available for situations in which the gun in question begins the game in position, and represents the opportunity which would then exist for the crew to have bore-sighted one single hex. The eligible weapons and other restrictions are logical and clearly stated.

With N, O and P we get, once more, into some things that complicate play without themselves being complicated. N deals with the situation in

which a weapon that needs to use the TO HIT Table continues to fire at the same target turn after turn. The maximum allowable DRM, available for the third turn of fire, is -2. There are various rules that restrict the availability of this advantage, two of which are apt to increase the decision making time. To keep the advantage, or increase it if it is not yet -2, the gun must fire at the same target in each player turn's Defensive Fire Phase or Prep Fire Phase. In addition, even momentary movement of the target out of the firer's LOS eliminates any existing advantage as does movement of firer to a new hex. For the firer, the opportunity to acquire targets complicated the decision making process because it now costs you something to switch targets and there can be an added disadvantage to moving to a new hex. To list just one concern for the guy with the targets, there's the possibility that sending acquired targets off on brief detours will increase their survival probabilities. However, doing so may also cost valuable time.

O and P represent the penalties associated with firing at targets you haven't had much of a look at. This sort of effect is certainly realistic, and I particularly like the way in which, practically, it reflects a difference between open and broken terrain. However, it must be admitted that this piece of realism is purchased at a definite cost. To apply it, you must know when a vehicle is within your LOS, and that can mean making a lot of LOS checks. When using this, try to exercise some common sense; otherwise, things can really drag.

The two KILL Tables shown in Fig. 3 contain much less that's new that hasn't already been considered. The expanded range of weapons is an obvious requirement of the expanded scope of the game system. Unlike the comparatively few changes in dice rolls required on the TO HIT Table, the new KILL Table has a number of changes. Overall, however, such changes have little effect.

Figure 2:

SQUAD LEADER GAME SYSTEM TO HIT TABLE EVOLUTION

TO HIT TABLE 33.3 Δ

Target Type/Range	1-6	7-12	13-24	25+
Infantry in bldg., shellholes, entrenchments	8 8	7 6	6 5	5 2
Infantry in woods	8 8	6 6	5 4	4 2
Infantry in other	9 9	8 7	7 6	6 3
Vehicle is hull down	7 6	5 4	4 3	3 2
Vehicle in woods/bldg.	9 9	8 7	7 6	6 3
Vehicle in other	10 10	9 8	8 7	7 4
AT Gun	6 5	5 4	4 3	2 -

HIT DETERMINATION DICE ROLL MODIFIERS 33.31

A. Firing during Defensive Fire Phase vs Moving target	+2
B. * gun firing at target over 6 hexes away	+2
C. * gun firing at target over 12 hexes away	+4
D. Tank firing outside Covered Arc	+2
E. Tank firing during Advancing Fire Phase after pivoting within hex during Movement Phase	+1
F. Tank firing during Advancing Fire Phase after moving to a new hex	+5
G. SP Gun/AT Gun firing during Advancing Fire Phase after pivoting within hex during Movement Phase	+3
H. Target is concealed	+2
I. SP Gun/AT Gun firing during Defensive Fire Phase after pivoting within hex during Defensive Fire Phase	+4
J. Target is in adjacent hex	-2

TO HIT TABLE 33.3

Target Type/Range	1-6	7-12	13-24	25-39	40-59	60+
INF in bldg., shellholes, entrenched	8 8	7 6	6 5	5 3	3 0	-2
INF in woods	8 8	6 6	5 4	4 2	2 -1	-1
INF in other	9 9	8 7	7 6	6 3	4 1	-1
Vehicle is hull down	7 6	5 4	4 3	3 1	2 -1	-2
Vehicle is in woods/bldg.	9 9	8 7	7 6	6 3	4 1	-2
Vehicle is in other	10 10	9 8	8 7	7 4	5 2	0
Gun	6 5	5 4	4 3	2 0	0 -2	-2

HIT DETERMINATION DICE ROLL MODIFIERS 33.31

FIRER MODIFICATIONS

A. Tank firing outside Covered Arc	+2
B. Tank firing during Adv. Fire Phase after pivoting within hex during Movement Phase	+1
C. Tank firing during Adv. Fire Phase after moving to a new hex	+5
D. SP Gun/AT Gun firing during Adv. Fire Phase after pivoting within hex during Movement Phase	+3
E. SP Gun/AT Gun firing during Defensive Fire Phase after pivoting within hex during Defensive Fire Phase	+4
F. Intensive Fire (70.2)	+2
G. Deliberate Immobilization (66.2) (side target facing) (66.2) (rear target facing)	+3
H. Captured Ordnance (90.13)	+2
I. Buttoned Up (64.47)	+1
N. Target is acquired (69.1)	fire phase -1
O. Moving target using 1 or less MPs or MFs in firer's LOS	+1
P. Moving target using 3 or less MPs in firer's LOS	+1
Q. Target size (64.6)	per vehicular target counter

GUN TYPE MODIFICATIONS

Range/Gun Type	*	L	LL
7-12 hexes	+1	0	0
13-24 hexes	+2	-1	-1
25-39 hexes	+3	-1	-2
40+ hexes	+4	-1	-2

TARGET MODIFICATIONS

J. Target is moving (Defensive Fire)	+2
K. Target is concealed	+2
L. Target is in adjacent hex	-2
M. Target is in bore-sighted hex (78.4)	-2

sided dice, each die can come up six different ways. With two dice there would then be six times six, or 36, possible outcomes. You could roll a 1 on one die and anything from 1 through 6 on the second, or a 2 on one die and anything from 1 through 6 on the second, etc. The only combination of spots that will give you a total of 2 is a 1 on each die. Thus, the 1 chance in 36 mentioned above. The probability of rolling a 1 is then 0.02778 to five decimal places. You could roll a total of 7 with a 1 and a 6, a 2 and a 5, a 3 and a 4, a 4 and a 3, a 5 and a 2, or a 6 and a 1, for a total of six different ways. Thus, the probability of rolling a 7 is 0.16667. From the definition of probability it should be clear that the sum of the probabilities of all possible outcomes must total one.

To turn now to where the Table 1 entries come from, suppose that the required TO HIT roll is 8 or less and the KILL roll required is 6 or less. The probability of rolling 8 or less is the sum of the probabilities of rolling a 2, a 3 and so on, up through 8, for a total of 0.72222. The probability of rolling 6 or less is 0.41667. To do any damage, of course, both must be rolled, so that the probability of a successful shot is equal to the product of both probabilities, 0.30093. In Table 1, and all of the other Tables as well, probabilities are expressed in percentages. Thus the probability of success is 30.093%, rounded to 30.1 in Table 1, reading down in column 8 and over in row 6.

As would be expected from the discussion above, an attack involving TO HIT and KILL of, respectively, 6 and 8 will also be successful 30.1% of the time. However, there is one difference in the two attacks. The *COI* rules provide for the possibility of immobilization of a non-Hull Down armored target whenever it's fired at from side or rear. Under these conditions there's a 50% chance of immobilization if the KILL roll is *exactly* equal to the maximum KILL number. Thus, in the first attack, a KILL roll of 5 or less guarantees destruction of the target, an event which Table 1 informs us occurs 20.1% of the time, while a roll of 6 might just stop it. As a reasonably informed guess I'd say that non-Hull Down, rear or side shots occur no more than 50% of the time. Recalling that even a roll of 6 with such an attack yields an immobilization only half of the time, it seems likely that a shot that just stops the enemy will occur some 2% of the time, or once in every 15 successful attacks. For the second attack the actual frequency of immobilization in this manner is about half of these values. Because the frequency of this result will always be rather low, this is the only mention it will get. It does cause an occasional scream of anguish, but if that sort of random stroke really bothers you, neither *SL* nor *COI* is your kind of game.

If there's one thing that is certain about this game it is that the TO HIT and KILL rolls will be subjected to DRMs. With respect to use of Table 1, first locate the proper column and row using the appropriate numbers from 33.3 and 33.4. Then total up separately all TO HIT DRMs and all KILL DRMs. If the net TO HIT DRM is positive, move to the left a number of columns equal to the DRM. For a net negative DRM move to the right. To determine the effect of the KILL DRMs, move up for a net positive DRM and down for a negative one. To make sure you get that straight, here's an example. Suppose a German King Tiger is taking a frontal shot with its 88LL gun at a stationary T-34/85 (+1 frontal armor DRM), at the same elevation in clear terrain and 25 hexes away. From 33.3 and 33.4 the TO HIT and KILL numbers are 7 and 11. The only (and, thus, the net) TO HIT DRM is -2 for the LL gun. On the KILL roll the DRMs are +2 for the armor and +1 for range effect, giving a net

of +2. So, from column 7 and row 11 we move two columns right and two rows up, finding that the attack will succeed 69.4% of the time.

With Table 1 at hand the first thing I think we need to look at is how all of these new considerations in *COI* affect the performance characteristics of armor. In Table 2 the PzKwIVF2 is paired off against various Russian vehicles, beginning in the first column with the T34 as they both appeared in *SL*. No firer modifications are used. The number to the left of the slash is the probability of a successful German frontal attack while that to the right is the probability of Russian success. Other than poorer Soviet marksmanship at the longer ranges there is nothing different about the vehicles since, in game terms, there is no difference between the German 75mm gun and the Russian 76mm weapon.

When we examine the first two columns together we see some immediate consequences of the *COI* changes. In each column the guns and armor (+0 DRM) are the same for both vehicles. So, too, are the results in the 7 to 24 hex range, but look at what now happens outside that range. The kill probabilities now rise much more steeply as the range is reduced below 7 hexes, making the short range battle much more lethal. On the other hand, the ability to do damage at long range is sharply cut. By the way, a "0" entry in this or any other Table means a non-zero probability of less than 0.5%. A dash means that the situation cannot occur or the probability is zero.

The middle two columns reveal a very interesting picture of what the addition of a +1 armor DRM and a better gun (76L) will do for the T34. The combination makes the Russian tank the superior vehicle all the way out to 40 hexes in this comparison. But in a tactical game pieces do not possess anything like the same amount of absolute worth they have in many higher level games. This point is illustrated by comparing the last two columns. The vehicles are the same, but the last column supposes that the German tank is hull down and possesses a -1 TO KILL modifier by virtue of being two levels higher. The effects are startling. Superiority is reversed to a devastating extent, revealing once again that what you have may not be as important as where you put it. Regrettably for the Soviets, reversal of the positions doesn't do nearly as much for the Russians. Because of their lack of sufficient gun depression, Russian tanks (and enclosed SP Guns) cannot be hull down if they wish to fire at a vehicle at a lower elevation. If the T34/76B has the height advantage it gains about 10% because of that -1 DRM, but the PzKwIV loses nothing.

Before going on you should know that the previous results, and all those that follow, neglect the existence of critical hits. My justification for so doing is based upon what I found when I calculated the contents of Table 2 taking critical hits into account. Out to 24 hexes, the probabilities of success were no more than 1.05 times the values in Table 2. Beyond 24 hexes such hits become relatively more significant, but the difference between, say, a 2.3% chance of success and one of 2.8% just doesn't excite me.

One of the questions that I had about the vehicles presented in *COI* was which grew faster, the armor or the guns? As the war progressed both grew, but, looking at the numbers, it wasn't at all clear to me which grew faster. Over the years my reading in the period has left me with some definite feelings about what had happened. To see how the game system told it I paired off the PzKwIII against the T-70, the PzKwIVF2 against the T34/76A, and the PzKwVG against the JS-1. Unlike what was done to obtain the results previously presented, I assumed a 50-30-20 distribution of front, side and rear shots. The results agreed

with what I feel to be true. The earliest vehicles are noticeably less dangerous at all ranges than are the others, while the heavies don't show much improvement relative to the mediums until you get out beyond the 24 hex range.

Sometimes games set traps for the unwary. Whether or not that's deliberate is, as they say, beyond the scope of this article. What I'm going to look at now are the two topics of Intensive Fire and Deliberate Immobilization. From its earlier mention we know that Intensive Fire (hereafter IF) adds one to the rate of fire at the cost of a +2 TO HIT DRM and a reduction by two of the breakdown number of the firing piece of ordnance. The decision to use Intensive Fire should never be made lightly. If the normal rate of fire (hereafter ROF) and breakdown number are 1 and 12, respectively, taking two shots under the IF option will leave you with a broken down weapon 31% of the time, and 16% of the time you won't even get that second shot off. The breakdown chance goes to 48% for a normal breakdown on 11 or 12. If the normal ROF and breakdown number are 2 and 12, taking all three shots under the IF option (if you can get them all off) will leave you without a functioning weapon 42% of the time. If the normal numbers are 2 and 11, the weapon busts 62% of the time. Clearly, then, you must be prepared to see the end of your weapon when you try IF.

Even when the situation is such that you're willing to gamble with the weapon, IF may be a bad bargain in that trying that option may actually lead to a *reduced* probability of a success. To show how this can be, suppose that, after all DRMs, a normal attack would have the probability of success shown in column 7, row 5, of Table 1, i.e., 16.2%. The probability of success of each individual IF attack would lie in the same row and 2 columns to the left. The value there is 7.7%, less than one-half the probability of success of a normal attack. You don't need to be a math genius to realize that trying two shots, each of which has less than one-half the chance of success of a single shot, is a bad idea, even if you escape the possibility of a gun breakdown.

If one's looking for a rule of thumb, the simplest one is to avoid the use of IF unless it is absolutely necessary that you destroy a number of targets equal to what your enhanced rate of fire would be with IF. However, for the person who wants to finetune his or her game, I offer Table 3. The numbers in the first four columns tell you the largest net KILL dice roll at which using IF gives you a probability of success at least equal to that which you have with normal fire. As the Table shows, this number is a function of the normal TO HIT roll. You'll note that trying the IF option always gives you a better chance of success if the normal TO HIT roll is a 2. It's interesting to note that if the normal ROF and breakdown number are 2 and 11, IF is never a good idea if all you have are two essential targets. However, there are some situations where it works. For the case in the first column, if the normal TO HIT roll was 10 and the required KILL roll was 8 or less, IF would give you a better chance of success. But in neither this nor any other case is the improvement noteworthy.

The last two columns of Table 3 consider Deliberate Immobilization (hereafter DI). Table entries tell you when electing to try DI gives you a better chance of immobilizing the target than, originally, you had of destroying or immobilizing it. These values can be determined quite easily from Table 1. To determine whether or not a particular, normal, side attack could profitably be converted into a DI attempt we do the following. First, locate the normal attack in Table 1. Compare the number you find there with the bottom number in the column three to the left of the normal attack one. As an example, suppose that the normal attack would

be in column 8, row 9, so that it would have a probability of success of 60.2%. If you elect to try for DI, there's a +3 TO HIT DRM, but that's the only roll you need to make. Thus, all you need to do is roll a 5, which happens 27.8% of the time, and that is the number at the bottom of column 5. Obviously, that would be a bad bargain. Looking up the 8 column we see that the highest KILL number for which the value shown is less than 27.8% is 5, and that corresponds to the value in Table 3.

Personally, I am much more inclined to use DI than I am to use IF. My own rule of thumb is to, barring circumstances that require a try for a kill, go for a DI whenever I have a side shot and need to roll a 2 or a 3 to kill. As you can see from my own numbers, that's conservative, but that sort of rule is the only alternative I can see to playing a game like SL surrounded with charts and tables. If you're wallowing in numbers and think that that last sentence is totally inconsistent with what's going on here, I can understand the feeling. However, the proper use of these numbers is to help you develop reasonable doctrines for your square warriors. I, for one, derive little pleasure from looking up numbers in a table during a game.

The last thing we need to look at in connection with guns and AFVs is the matter of indirect HE fire attacks. Here we find the first place at which the question of should you or should you not button up your tank expands the range of play decisions.

Two things concerning this form of attack have changed from what they were in SL. First of all, the Infantry Fire Table equivalents of the 70mm through 120mm guns have been shifted one column to the right, thereby making them more lethal to everyone. Incidentally, this is the only change in the IFT. COI also contains a completely altered and expanded version of section 63, and one part of that, 63.39, modifies the SL routine for resolving indirect HE attacks. The Artillery Barrage vs Vehicles Modifiers of 46.54 are still in use, but non-open-top AFVs with positive armor DRMs get to add them in as well. Unfortunately, 63.39 does not tell you what to do if the vehicle has different front and side/rear armor DRMs. It has since been decided that the lesser of the two should be used so long as it is still a positive DRM.

Table 4 shows the probability that a vehicle will survive one, two, or three attacks from IFT-resolved HE attacks. Practically speaking, three attacks is the most one would expect to experience in a single Defensive Fire Phase. As the rules now stand, the lowest possible modifier; that for non-armored vehicles, is -3, so that's where the Table starts. It ends with +5 because IFT-resolved attacks can never destroy anything with a greater total modifier. The obvious moral of the Table is don't put your head down and charge through a Defensive Fire Phase artillery barrage unless there is something very worthwhile on the other side.

Any vehicle commander riding with his head out would, of course, be attacked by such HE fire with a +2 DRM, making his chances of being KIA'd as good as those of the basic SP Gun. However, MC results must now also be considered. I think, therefore, that Table 5 makes interesting reading. The ordinary commanders have the morale level of their nationality's crew counter, while the special ones have values up to 10, which accounts for the range of leader morales. In looking at these numbers, remember that a failed MC means the vehicle loses its commander and cannot move or fire for the balance of that and the following player turn. After that, if it's still around, it gets a +1 TO HIT marker, in addition to the normal +1 for being buttoned up, for the balance of the game. That +1 DRM for being buttoned up will tempt you to keep

TO HIT	2 or less	3	4	5	6	7	8	9	10	11	12 or more
2	0.1	0.2	0.5	0.8	1.2	1.6	2.0	2.3	2.6	2.7	2.8
3	0.2	0.7	1.4	2.3	3.5	4.9	6.0	6.9	7.6	8.1	8.3
T 4	0.5	1.4	2.8	4.6	6.9	9.7	12.0	13.9	15.3	16.2	16.7
O 5	0.8	2.3	4.6	7.7	11.6	16.2	20.1	23.2	25.5	27.0	27.8
6	1.2	3.5	6.9	11.6	17.4	24.3	30.1	34.7	38.2	40.5	41.7
K 7	1.6	4.9	9.7	16.2	24.3	34.0	42.1	48.6	53.5	56.7	58.3
I 8	2.0	6.0	12.0	20.1	30.1	42.1	52.2	60.2	66.2	70.2	72.2
L 9	2.3	6.9	13.9	23.2	34.7	48.6	60.2	69.4	76.4	81.0	83.3
L 10	2.6	7.6	15.3	25.5	38.2	53.5	66.2	76.4	84.0	89.1	91.7
11	2.7	8.1	16.2	27.0	40.5	56.7	70.2	81.0	89.1	94.5	97.2
12 or more	2.8	8.3	16.7	27.8	41.7	58.3	72.2	83.3	91.7	97.2	100.0

Table 1. The probability of destroying or immobilizing a target by a weapon required to use both TO HIT and TO KILL dice rolls.

Range	T34(SL)	T34/76A	T34/76B	T34/76B with German height advantage
1	42/42	83/83	72/92	—
2	38/38	66/66	53/76	66/35
3-6	38/38	53/53	38/66	53/30
7-12	35/30	35/30	23/42	35/10
13-24	30/24	30/24	20/42	30/10
25-39	24/7	16/5	10/12	10/1
40-59	24/7	5/0	2/2	2/1
60+	24/7	0/0	0/0	0/0

Table 2. PzKWIVF2 versus the vehicles shown. See text for explanation of entries.

TO HIT	INTENSIVE FIRE CASES				DELIBERATE IMMOBILIZATION CASES	
	ROF = 1	ROF = 1	ROF = 2	ROF = 2	Side shot	Rear shot
	BD No. = 12 1 target	BD No. = 11 1 target	BD No. = 12 2 targets	BD No. = 11 2 targets		
2	12	12	12	12	12	12
3	—	—	—	—	5	5
4	—	—	—	—	3	3
5	—	—	—	—	3	3
6	—	—	—	—	4	2
7	—	—	—	—	5	2
8	4	—	—	—	5	3
9	7	6	6	—	6	4
10	8	7	8	—	7	5
11	8	7	8	—	8	6
12	8	7	8	—	8	6

Table 3. The maximum KILL dice rolls for which attempting the situation shown is not a bad idea.

NET DRM	Gun caliber (mm)				
	50,70	100	120	150	200+
-3	58/34/20	42/17/7	28/7/2	17/3/0	8/1/0
-2	72/52/38	58/34/20	42/17/7	28/7/2	17/3/0
-1	83/69/58	72/52/38	58/34/20	42/17/7	28/7/2
0	92/84/77	83/69/58	72/52/38	58/34/20	42/17/7
+1	97/94/92	92/84/77	83/69/58	72/52/88	58/34/20
+2	100/100/100	97/94/92	92/84/77	83/69/58	72/52/38
+3	—	100/100/100	97/94/92	92/84/77	83/69/58
+4	—	—	100/100/100	97/94/92	92/84/77
+5	—	—	—	100/100/100	97/94/92

Table 4. The probability that a vehicle will survive one, two, or three HE attacks resolved on the Infantry Fire Table.

Commander Morale	Gun caliber (mm)					
	50	70	100	120	150	200+
6	81/66/53	58/34/20	35/12/4	25/6/2	17/3/0	11/1/0
7	85/73/62	66/44/29	45/20/9	35/12/4	26/7/2	18/3/1
8	90/80/72	75/56/42	56/32/18	46/21/10	37/13/5	27/8/2
9	93/87/81	83/69/57	68/46/31	58/34/20	48/23/11	38/14/5
10	96/92/88	89/80/72	78/60/47	69/47/33	59/35/20	48/23/11

Table 5. The probability that a vehicle's commander will survive one, two, or three attacks resolved on the Infantry Fire Table.

the commander out when he should be in. Resist temptation, and accept the game's (and history's) verdict: button up when the artillery arrives.

With these five Tables, and the words around them, I've tried to give you a reasonably complete look at guns as they are used by and against AFVs. As I said earlier, generating numbers is no problem, and a line must be drawn somewhere. Table 1, however, supplies you all you need in order to work out things like the effectiveness of a 76L AT GUN versus your favorite AFV.

AFVs versus infantry

A detailed, tactical level game must, of necessity, provide rules to cover a wide variety of events. When I first read through the original playtest version of the *SL* rules, that portion of them dealing with the interaction of armor and infantry struck me as being the most complex part of the system. That belief is still intact. Since then, I have also found abundant evidence to support the belief that this portion of the simulation generates the most complex play decisions. In this connection, I have witnessed, or had described to me, some examples of play that boggle the mind. After some twenty years of playing these games, that's just not easily done any more.

This and the third, and final, section of the examination-of-numbers portion of this article are devoted to a look at this aspect of the system as it now stands after the addition of *COI*. In the interest of avoiding too many useless generalities, while at the same time providing a basis for further study, no infantry carried and used anti-tank weapons are considered. Thus, what we're about to see is the best case for armor and the worst case for infantry. As you'll discover, if you haven't already done so, that best is sometimes rather poor, while that worst is sometimes pretty good.

Armor can go after infantry in two ways: it can shoot them up, or it can roll over them. We'll consider the possibilities in that order.

Looking first at the main armament, the attack resolution procedure is unchanged. The firer rolls to see whether or not he hits; if he does, he rolls on the IFT to determine the outcome; if the outcome is neither a KIA nor a "no effect," then various morale checks must be made. The probabilities and/or the possible outcome are affected by distance to target, all of the DRMs of 33.31, the caliber of the armament, the firepower factor modifiers of 10.3 and 11.1, the morale of the troops present, the number of squads present, and the leadership and morale values of any leaders present. To complicate the general picture a bit further, we could also look at what the AFV's MGs could do in the same turn to the same target.

Unless Avalon Hill were to go into the book publishing business, there's no way that all of the possible combinations of situations could be considered. Thus, representative situations become the order of the day. Let's first take a look at what happens when various guns and gun/MG combinations fire at a single squad. As the title of Table 6 states, the single infantry squad being fired at has a morale level of 7. However, the numbers for morale levels 6 and 8 can be estimated quite accurately from the information in Table 6. One of the conclusions reached in my previous article was that an increase in morale level from 7 to 8 produces about the same result as would the addition of a +1 terrain effect modifier. Thus, to convert the values of Table 6 into those for a squad with a morale level of 8, imagine that the terrain modifiers run from -3 to +2. The opposite sort of thing happens for 6 level troops. For them, the row labels would be -1 through +4. While not exact, this procedure is easily good enough for all practical purposes.

Turning now to the column headings, four of what I consider to be representative gun calibers have been chosen. The first three of them also show the change in results when the main armament fire is coupled with some MG fire at the same target. For example, 40mm/2 refers to attacks by a 40mm gun and a MG with a firepower factor of 2 on the same target. As per the rules, all MG fire from a vehicle against one target must be combined into one attack, and is resolved separately from the gun attack. The MG firepower factors are typical for the bow and coaxial MGs of vehicles carrying the guns with which they are listed.

Parts (a), (b) and (c) of Table 6 consider net TO HIT rolls of, respectively, 9, 7 and 5. These values were chosen because 9 is, practically, about as good as you should expect to do most of the time. As the numbers show, by the time you need to roll a 5 in order to hit, the MGs are carrying most of the load against all but well-covered troops. The value of the ability to acquire targets is clear from the general trend of these numbers.

Against fixed targets (e.g., a building) the AFV will normally be able to select the range of engagement. Because of the value of MG fire, even against +2 cover, I prefer a range of 8 or less. Getting this close to enemy infantry has its own hazards, but if AFVs need to be used against such targets they need to close to within effective range.

In developing a feel for the effectiveness of the AFV HE fire against infantry, there is one observation I find most useful. With a required TO HIT dice roll of 9, such fire is about as effective as that of "regular" IFT attacks one column to the left of the column the gun uses. In other words, the necessity of having to make a 9 TO HIT roll comes close to costing the weapon one column on the IFT. The basis for this observation is contained within Table 7. In Table 6(a) the probability of success of a 70-79mm gun goes from 63% down to 19%. The firepower factor (hereafter FPF) equivalent to such a gun is 12. If we now look at the FPF-of-8 column of Table 7, we see values of 68% through 15%. This observation should help you see what that extra dice roll does to the weapon's effectiveness. For the same gun class the values in Table 6(b) yield an average chance of success of 29% for the range of IFT terrain modifier shown. The average value of the numbers in the FPF-of-6 column is 32%, showing that the necessity of making a 7 TO HIT reduces the gun's true effectiveness below that of a heavy MG. Were you to explore the numbers for other guns, generally similar results would emerge. To me the lesson they teach is plain enough to justify the earlier conclusion about a range of 8.

Before going on with the next topic, a few words are in order concerning Table 7. Because of the number of factors influencing the outcomes of most types of attacks, obtaining a feel for what you can really expect in a given situation is not particularly easy. In connection with attacks against infantry that are resolved on the IFT, the information in Table 7 is basic. The successful player of the *SL* system needs to have a fair grasp of these numbers. Without such an insight into how things work, tactics will be haphazard. Intelligent tactics require that you know what you can reasonably expect from your troops, so that you will be able to organize their activities in the face of the obstacles before them.

This is the primary reason for two of the above observations. The first of these dealt with the way in which the effect due to changes in troop morale could be quickly seen by thinking of it as a DRM. The second dealt with a look at the effects of TO HIT rolls in terms of column shifts. Looking just at Table 7, we also see that adding enough firepower to an attack to shift it one column to the right has just about the same effect as a -1 DRM would have. For

example, the probability of success of a 12FPF attack with a DRM of -2 is the same as that for a 16 FPF attack at -1.

Table 7 is also the basis for the discussion of Overrun attacks. As mentioned previously, this type of attack is another aspect of the rules that underwent changes to reflect the broadened range of AFVs now covered. In *SL*, Overruns by AFVs are resolved using a FPF of 16 if both main armament and MGs are functional; if either has malfunctioned the FPF falls to 8, the same value as that possessed by armed halftracks. In *COI*, all vehicles attack with a strength of 4, plus the FPFs of all MGs used (and/or the inherent firepower of passengers in the case of halftracks), plus half the FPF equivalent of the main gun. As before, halftracks must have a FPF attack strength from some source in order to be able to Overrun at all. In going through the different vehicles listed, the Overrun champ looks to be the JS-1, attacking with a FPF of 24.

Overruns continue to be possible in every type of terrain that an AFV is capable of entering; however, *COI* now penalizes such attacks in woods, smoke or wheatfields by reducing their strength by half. In addition, the vehicle is immobilized if its Overrun attack roll is "11" or "12." That, coupled with the ability of squads to execute a Defensive Fire Phase attack from covering terrain leaves me with the feeling that only reckless folks try Overruns in anything but clear terrain or, maybe, wheatfields.

The obvious question to consider concerning these two forms of attack is which do you use. The gun/MG combinations in Table 6 are such that vehicles having them would Overrun with strengths of 8, 16 and 16, respectively. For the TO HIT conditions of part (a), the first such vehicle (perhaps a Russian T26s) would, in clear terrain, do noticeably better making an Overrun attack. Our middle vehicle would have equal chances of success either way, while the third would be better off firing. The more lightly armed vehicles of the earlier portion of the war will invariably do better Overrunning in clear terrain because that base attack strength of 4 means so much more to them. Once the conditions are such that the TO HIT roll required falls below 9, all AFVs do better Overrunning.

In finishing up this section it is necessary to take a look at the effects leaders have on the survival chances of a squad stacked with them. The matter is a complicated one and the decisions concerning the locations of leaders can be among the most nerve-racking ones in the game. Some things, however, do stand out. The 8-1 leader is neutral as far as a squad's chances of surviving, alive and unbroken, go. As with any leader, its presence in a hex with a squad increases the chance that the squad will be destroyed. This follows from the fact that a squad would be made to undergo two morale checks due to a single fire if the leader were to be broken as a result of such fire. If, then, an 8-1 is neutral, either a 7-0 or an 8-0 is a menace to the squad's wellbeing, while a 9-1 or better gives it an increased chance of survival. One good rule of thumb is that an improvement of 1 in the morale level of a leader is worth, in terms of the increased chance of survival, about one-third of what an improvement of 1 in both morale and leadership levels is worth.

Infantry versus AFVs

As was true in *SL*, barehanded infantry has two ways in which to go after armor. During the Defensive Fire Phase, squads and leaders in non-open terrain have a shot at immobilizing AFVs that move through an adjacent hex. In the Close Combat Phase, any infantry unit moving into the same hex with an AFV has a chance of destroying it. Both types of attacks require that the units involved first

pass a pre-AFV attack morale check, to which any leader present may lend his leadership factor if he himself has passed the test. Only the second form of attack has undergone any changes from its original SL form.

In order to be successful in a Defensive Fire Phase attack, at least one of the units attacking must roll 2, 3 or less, or 4 or less, with the dice roll dependent upon the terrain in the hex occupied by the unit. Each squad attacks separately. Any leader present may use his leadership factor to modify the dice roll of one attack, including his own if he makes one, provided, of course, that he has passed the required morale check.

Of all the numbers produced for this article, those in Table 8 were far and away the most time-consuming to obtain. However, the results are extremely interesting (and have been checked carefully). Because the factors influencing the success of such attacks are limited, Table 8 gives us a very complete picture of this type of attack. Probabilities of success are given for one, two, or three squads attacking, either by themselves or with the aid of any leader having a non-zero leadership factor. Squad morale levels of 6, 7 and 8 are considered, as are the three possible dice rolls required for success. In Table 8(a) the numbers suppose that the leader attacks separately, as this is more effective than if he were to aid a squad's attack. Since a leader must always roll a "2" in an attack from any type of terrain, this case (infantry in a wheatfield) is the only one in which a leader should himself attack if there is a squad available.

The first thing to really strike me was the extent to which the results are independent of squad morale. In addition, compared with most of the events in the SL system, the number of squads present has little effect. For a given required dice roll the central factor in success is the caliber of the leadership. To illustrate these facts, two entries in Table 8(b) are of value: the probability of success of a stack containing a single, morale level 6, squad and a 10-3 leader is equal to that of a stack containing three, morale level 8, squads and a 10-2 leader. I can think of no other offensive situation in which two such stacks would have the same average efficiency.

Reading down in any of the columns of numbers quickly tells us that the leadership factor of a leader is immensely more important than is his morale level. This, by the way, is a rather generally valid conclusion throughout the SL system.

In the nature of things, the availability of such an attack is normally due to movement of the AFV. Earlier, in commenting upon Overruns, I said that I considered them to be reasonable only against troops in the open or, perhaps, in wheatfields. In Tables 7 and 8 you find the basis for such a belief. The other situation in which AFVs come adjacent to infantry is, of course, that of simple vehicle movement in which the vehicle's wish is to just pass on by. In deciding whether or not to give infantry a shot at a vehicle by attempting an Overrun, the potential gain for the side with the vehicle is apparent: the breaking or destroying of the infantry.

The decision about risking a vehicle during movement can be considerably more difficult to make. At least, however, Table 8 provides you, the player, with a knowledge of the risks involved.

Close Combat Phase attacks are possible by infantry and/or leaders who move into the hex containing the AFV. Such movement requires that the units first pass the morale check referred to earlier. COI still requires that any infantry friendly-to-the-AFV in the hex with the AFV at the start of the Close Combat Phase must first be eliminated before the AFV can be attacked. An exception to this is made in the case of passengers aboard an armored halftrack. After an attacker has determined how many of his units may advance into the hex, some of them must be assigned to attack any hostile infantry present. If this attack eliminates the infantry, or if there were none present to begin with, the actual Close Combat involving the AFV is resolved.

Here the changes appear. Prior to COI the ability of an AFV to defend itself against infantry wishing to make such an attack rested upon the vehicle's ability to shoot them up during the Defensive Fire Phase. Now, however, some German tanks come equipped with a roof-mounted grenade projector. This weapon, or a manned AA MG, or the rear-of-the-turret MG possessed by some Russian tanks might get a chance to fire during the Close Combat Phase itself. The order of combat of all units (including the AFV if it has one of the above weapons available) involved is established by rolling the dice for each of them. Terrain Effects Modifiers

IFT Terrain Modifier	Gun or gun/MG combination							Number of squads Squad morale Leader	1			2			3		
	40	40/2	70	70/6	100	100/4	150		6	7	8	6	7	8	6	7	8
	-2	40	63	63	85	73	86		79	1	2	2	2	3	4	3	5
-1	30	48	55	77	68	80	77	8-1	7	8	8	9	10	10	10	11	12
0	20	32	46	66	62	71	73	9-1	8	9	9	10	11	11	11	12	13
+1	12	20	38	52	54	61	68	9-2	15	16	16	17	18	18	19	19	20
+2	7	11	28	39	46	51	62	10-2	17	17	17	19	19	19	20	21	21
+3	3	4	19	26	37	40	54	10-3	27	27	27	29	29	29	30	31	31
Part (a) Net TO HIT = 9																	
-2	28	56	44	78	51	75	56	none	3	5	6	7	9	12	10	14	17
-1	21	41	39	68	48	66	54	8-1	10	12	13	14	17	19	18	22	24
0	14	27	33	57	43	57	51	9-1	12	13	14	15	18	20	20	23	25
+1	9	16	26	44	38	47	48	9-2	21	22	22	26	28	29	30	33	34
+2	5	9	20	32	32	38	43	10-2	23	24	25	28	30	31	32	35	36
+3	2	3	13	21	26	29	38	10-3	36	38	38	42	43	43	45	47	48
Part (b) Net TO HIT = 7																	
-2	13	46	21	69	24	61	26	none	7	10	12	13	18	23	19	26	32
-1	10	33	18	58	23	50	26	8-1	16	19	21	24	29	32	31	37	41
0	7	21	16	46	21	40	24	9-1	18	20	22	26	30	33	33	38	43
+1	4	12	13	33	18	30	23	9-2	30	33	35	40	43	45	47	50	53
+2	2	6	9	23	15	22	21	10-2	32	35	37	42	45	47	49	53	55
+3	1	2	6	14	12	16	18	10-3	49	52	54	58	60	63	64	66	69
Part (c) Net TO HIT = 5																	

Table 6. The probability that a single 7 level morale squad will be destroyed or broken by the attacks indicated.

Table 8. The probability of successful immobilization of an AFV by a Defensive Fire Phase attack.

IFT Terrain Modifier	Firepower Factor										
	1	2	4	6	8	12	16	20	24	30	36
-2	25	38	48	60	68	75	83	87	92	95	98
-1	16	25	36	48	57	66	75	82	87	92	95
0	8	16	24	36	46	56	66	74	82	87	92
+1	4	8	15	24	36	45	56	65	74	82	87
+2	1	4	8	15	23	34	45	55	65	74	82
+3	—	1	4	8	15	23	34	45	55	65	74

Table 7. The probability that a single 7 level morale squad will be destroyed or broken by the firepower attacks shown.

Infantry firepower factor	AFV Defensive Capability				
	None	Grenade projector	2 FPF rear turret MG	4 FPF AA MG	6 FPF AA MG
2	2	1	1	3	3
3	5	4	4	8	7
4	10	7	9	14	13
5	16	12	16	22	21
6	24	18	23	31	29
7	34	25	33	39	39
8	42	30	40	45	45

Table 9. The probability of a successful Close Combat attack by a single morale level 7 infantry unit.

can be subtracted from the attackers' dice rolls. The order of combat is from low roll through high roll. The grenade projector attacks on the IFT, while any eligible MGs use the Close combat Table, 20.3.

As before, a successful attack requires that the attacking unit roll its FPF or less. Now, however, such rolls might benefit from a -1 DRM against open-topped AFVs (including non-buttoned up AFVs) and an additional -1 DRM if the vehicle has no manned, functioning MGs.

The first thing that I was curious about was the extent to which an AFV's newly acquired Close Combat Phase defensive ability really helped. The values in Table 9 were the result of this curiosity. Comparing the first two columns shows that the Nahverteidigungswaffe, to give the weapon its proper name, definitely reduces the chance of a successful attack. Results reported in the last three columns show that the rear turret MG is superior to either of the AA MGs due to that -1 DRM the attacker receives because the vehicle is not buttoned up when the AA MG is available. From Table 9 it's clear that this new Close Combat Phase defensive ability should not be counted on to add much to an AFV's chance of survival.

Number of units Unit morale Unit FPF	1			2			3		
	6	7	8	6	7	8	6	7	8
2	1	2	2	2	3	4	3	5	6
3	3	5	6	7	9	12	10	14	17
4	7	10	12	13	18	23	19	26	32
5	12	16	20	22	30	36	31	41	49
6	17	24	30	32	43	51	44	57	66
7	24	34	42	43	56	67	57	71	81
8	30	42	52	51	67	77	66	81	89
9	35	49	60	57	74	84	72	86	94

Table 10. The probability of destroying an AFV by a Close Combat Phase attack.

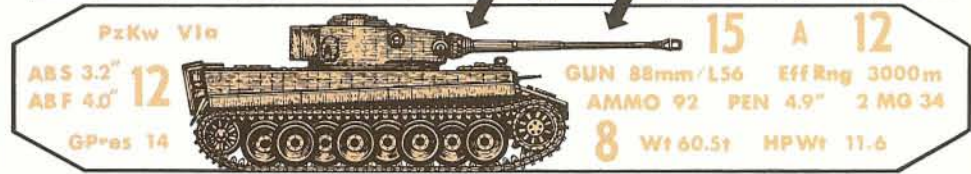
One of my local playtesters remarked that the most fearsome anti-tank weapon in the game is a stack of 8-3-8s. Table 10 shows that there certainly isn't much room for improvement over that group. Their 89% success rate is formidable. Few of the numbers in the Table are small enough to bring much gladness to a tanker's heart. All in all, these numbers should tell you quite clearly that having unbroken enemy infantry along side of an AFV at the start of the Advance Phase spells trouble. Enemy leaders just make the picture even darker. Leader effects can be seen for 2, 3 and 4 FPF infantry units, in the values in Table 8. From our knowledge of probability and the values in Table 8 it follows that leader effects become less significant as the unit's FPF goes up.

Taken together, the message of Tables 8 through 10 is that an AFV must do its defending against infantry at a distance. I, for one, am pleased. In the *SL* article I stated that, in *SL*, infantry will always have some claim to being queen of the battlefield, and that one needs to be able to appreciate the interaction between the foot soldier and the iron beast. Successful utilization of armor, when there is any significant amount of infantry about, requires cooperation between armor and friendly infantry. As we have seen, unsupported armor is vulnerable to bare-handed infantry, and some of them will have something besides their hands.

In what you've just finished reading, I hope you've found some things that will be of use to you in directing your two dimensional troops. Many things remain unexplored, but the basics of armor and armor/infantry interactions are there. Good luck, and, please, do me a favor: take care of Cpl. Medrow.



DESIGN ANALYSIS



FOOTNOTES: CROSS OF IRON

by Arnold Hendrick

You thought *SQUAD LEADER* was complex? Hah! *CROSS OF IRON* is here to prove you wrong, and provide the latest word in minutiae. Perhaps Avalon Hill should mint a special Iron Cross for every wargamer who actually understands and remembers those hundred thousand words of *SL/COL*.

Before an inquisition is begun, I wish to confess my various sins as one involved in the nefarious plot to curdle your brains. True, I was only responsible for AFV and gun data, and then only in very late stages, but unfortunately accessories to a crime must pay full penalty. Right now, somewhere in this great land of ours, John Q. Expert, self-appointed genius, is scrutinizing and badmouthing the data in *COI*. Indeed, if it weren't for the snail's pace of our illustrious postal service, poor old 4517 Harford Road would have long since been buried in sacks of similar mail, filling the entire hollow occupied by the building, and perhaps giving the softball team its first stadium.

First the excuses. When originally created, the AFV data had to fit into now defunct 'to kill' tables, and a spectrum of modifiers already in use. Only later, at the last minute, was the 'to kill' table revised to account for such details as gun muzzle velocity or shell weight, as opposed to strictly going by the bore diameter in millimeters and barrel length in calibers.

The thing armor buffs always examine first is the AFV armor, which in *CROSS OF IRON* appears as 'to kill' die roll modifiers (DRMs). Due to the above excuse, a sliding scale was created: 5-8mm armor was a -5 DRM, 9-13mm was -4, 14-19mm -3, 20-29mm -2, 30-43mm -1, 44-62mm 0, 63-87mm +1, 88-112mm +2, 113-142mm +3, 143-184mm +4, and 185mm or larger was a +5. Thickness was divided by the cosine of the slope angle for "true" thickness or bias, where 0° means a vertical angle. In retrospect a sliding scale and only a -5 to +5 range was perhaps too simplistic, but only a very few buffs have enough data to judge this issue for themselves. And those are surely aware that thicknesses vary so much, over all parts of the vehicle, that simple rules and procedures always present complex interpretative problems.

The 'to hit' DRMs naturally represent vehicle size, which is primarily based on the height of the silhouette, those vehicles 66" or lower rated +2, 67-89" a +1, 90-109" no modifier, and 110" or higher a -1. Especially massive vehicles got an extra -1, for pure bulk and target area.

On the other hand, few fanatics of WWII armor look deeply into mobility evaluations. The listed road speed for a vehicle is of very little help, and the "cross country" speed given in many sources is at best statistics from a proving ground, at worst the author's own estimate cooked up by a little numerical juggling and guesstimation. Personally, I actually prefer the latter to the former, as anyone familiar with AFV design, proving, and acceptance procedures can understand! However, I like to do

my own, and used a rather simple formula for *COI*, since the movement system itself was basically simple:

$$(R/3.7) + (\sqrt{H/W}) + (40/G)$$

where R is the road speed in mph, H is the engine horsepower, W the vehicle weight in tons, and G its ground pressure on the tracks in pounds per square inch. The net result emphasizes the H/W ratio and thus going over solid ground cross-country, with soft ground cross-country coming in second, and road speed taking a weak third.

Wheeled vehicles just used road speed divided by 1.45, as the special MP cost tables represented the special problems of cross-country movement. This is slightly unrealistic, as it does ignore suspension characteristics, transmissions, etc. However, one must draw the line somewhere, and in 99% of the cases consideration of these extra factors wouldn't influence the MP value. Or rather, shouldn't, in my opinion.

There is sure to be hue and cry over the "to kill" tables, as Russian 76mm and German 75mm guns appear similar. But then remember, the game will also include American 75mm's and 76mm's in later gametes, etc. Furthermore, you can't kill until you hit, and in hitting the Russians are at a very serious disadvantage. A Russian 76L will only hit 57% as often as a German 75L gun, given an equal distribution of game ranges (with some emphasis on closer ranges due to the densely packed terrain found in *SL/COI*). If the Germans are able to hold the fight at longer ranges for a significant period of time, the Russians will suffer much worse than just 57%! In short, the overall probability of getting the other guy must be examined, not just one or two tables that only compose a piece of the procedure.

Since armor DRMs appear to distinguish between front and side AFV protection, it may seem redundant to have front, side and rear "to kill" numbers on the firing tables. Again, this is perhaps because of the existing *SL* system. However, there is some point to separate side considerations. Super-high velocity shot gets lesser advantages on side shots, compared to relatively larger rounds traveling at slower speeds, due to the increased probability that a big heavy round that fails to penetrate may do "fatal" damage to wheels, tracks, turret ring, periscopes, etc. Furthermore, the side of a tank presents a greater area in the first place.

On the other hand, some weapons, especially in the 25-57mm range, fare poorly in the side armor sweepstakes, a few having no improvement at all. This represents the relatively lower rate of fire compared to lighter guns (which sometimes make up in luck from volume what they lack in physical power), and a light (three to six pound) shell compared to the 75-90mm guns (with 15 to 25 pound shells). The 25-57mm weapons were peculiarly anti-tank "can openers", and were already becoming obsolete in 1943. Although some marginal improvement for greater target area may be

appropriate, the numerics of the dice system aren't sensitive enough to show every minor variation.

A few have commented on the spare fuel tanks carried on the outside rear deck or sides of many Russian AFVs. Given the mania for trivia of this sort in *SL/COI*, some are surprised that there wasn't a rule for this too! However, think some, and credit Ivan Ivanovich, tank commander, for the same. Once a vehicle has driven a few score miles, the spare tanks can be emptied into the main fuel tank, keeping it full, while eliminating danger of external fire. Given the Russian propensity for running their tanks nearly into the ground before refueling, rearming, and refitting, it is fair to assume that most of the time those external tanks were empty.

For those interested, the main sources of AFV data were *GERMAN TANKS OF WWII* by F.M. von Senger and Etterlin, and *RUSSIAN TANKS 1900-1970* by John Milsom. Among the host of AFV books, these are the most 'scholarly' in the English language (in that the authors recognize their limitations, among other things). Additional sources are naturally useful, and a great many were used. The casual reader, however, must be wary of the "popular" war history books, often published in serial form, that include tidbits of hard data, often badly scrambled and hopelessly interpreted. Accurate data for gun penetration is hard to find, and details on shell characteristics impossible. If anyone has ballistic coefficients for WWII ammo types, this author would be greatly indebted for the information. With that, plus muzzle velocity, shell weight, and bore diameter, one can use ballistics tables for fairly accurate penetration computation. Lacking all that, this author used a "short cut" formula used by the US Navy in WWII, which runs as follows: $(2.259/10^5) \cdot (d) \cdot (w/d^3) \cdot 0.75407 \cdot (v) \cdot 1.50814$ to yield penetration in inches, where d is bore diameter in inches, w the weight of the shell in pounds, and v the final velocity in feet per second. Ballistics is a complex field, and before considering the above equation useful, one is urged to get a couple good texts, to appreciate the many limitations and inaccuracies involved in the above.

Picking Nits & Sowing Discord

The first edition (Origins IV Special Edition) of *COI* was rushed, and some technicalities escaped attention. For those who can't get enough trivia, harken to the following changes which, for the most part, have made their appearance in the 2nd Edition.

The German 251/1 W "rocket" halftrack CAN carry the normal troop complement of a SPW 251. The six rockets were hung on the outside of the vehicle, in external frames, and used as a one-shot-only proposition. Conceivably, the internal capacity of the vehicle could be sacrificed for another six reload rounds (procedure similar to Maultier), but judging from photographic evidence, if heavy firing was contemplated an ammo carrier accompanied the halftrack, with rounds passed forward as needed.

Rule 75.83 regarding wide tracks in bogs probably came about when one of those mail sacks fell on someone's head at 4517 Harford Road, rattling things a bit. The problem is this: wide tracks mean nothing per se, it's the ground pressure (total tank weight over total track area) that makes the difference. Wider tracks increase the area, and reduce the ground pressure, but that is the ONLY reason why wide tracks are more desirable. Low ground pressure is helpful in any type of soft ground, including bog, mud, deep snow, etc. The famous T-34/76 had a ground pressure of 9.1 to 10.2, the increase in later models as more armor and better guns increased weight faster than the track area (a frequent tendency in later models of any

version AFV). If one takes 10.2 psi as the upper limit for rule 75.83 effects, a great many vehicles qualify. The list should not include T-34/85 tanks, as if it does, just about every tank in the world would also qualify!

Another major simplification is the interpretation of red MP values and related breakdown possibilities when 2/3rds of the listed speed is exceeded. Actually, the original AFV data didn't use 2/3rds, but instead a specific value for each vehicle. For those loving such trivia, the original figures were:

BT-5 or BT-7M: at 18-22 MP breakdown B12, after that decrease by 1/MP.

BT-7-2: at 17-22 MP breakdown B12, after that decrease by 1/MP.

PzKw V D: at 11-15 MP breakdown B12, after that decrease by 1/MP.

PzKw VI B and Jagd Pz VI: at 8-12 MP breakdown B12, after that decrease by 1/MP.

The T-35-2 should have 12 MP according to my calculations, with B12 breakdown at 8-12 MP, and decrease by 1/MP after that. However, these ancient relics probably had serious engine problems, like old Aunt Lizzie's car, so 10 MP with 7-10 MP for B12 breakdown, as given in the game, is not unreasonable.

Speaking of speeds, my figures for the KV series are slightly different from those in *COI*. I arrived at 13 MP for the KV-1, KV-1A, KV-1C, and KV-8, while only 11 MP for the KV-IIA. All speeds are based on horsepower/weight ratios, ground pressure, and maximum road speed, in that order of priority. Suspension characteristics are ignored, which accounts for disparity in views on the KV (or any other vehicle). However, things like suspension quality are difficult non-mathematical judgements impossible to make from dry facts and figures. For example, the game also ignores the poor quality of the PzKw III or IV suspensions, or the tendency of PzKw V and VI types to get junk stuck between their interleaved road wheels. One can also go into the quality of transmissions, gearboxes, and much more, until matters become so complex one might as well just roll a die to establish the current MP of a vehicle. In fact, random reduction of listed game speeds for all vehicles is not a bad idea, to take into account equipment in bad repair. This should be done on a vehicle by vehicle basis (suggest rolling a

single die, reducing the result by two, and then subtracting the result from the original MP of the vehicle).

Finally, it is worth remembering that the hull-down armor bonus (64.35) is printed on the counter. Personally, I prefer writing up a file card for each vehicle type, giving all data from the counter and rules, for handy reference, especially when the vehicle is buried under CE, turret facing, target acquisition, and/or passenger counters!



SERIES 100

CROSS OF IRON SCENARIOS

SERIES 100 is a pad of ten new scenarios for *CROSS OF IRON* printed on the same index stock and in the same style used for both *SQUAD LEADER* and *CROSS OF IRON*. These scenarios were designed by *COI* playtester Courtney Allen and playtested by members of his Interest Group San Francisco playtest group. Afterwards, they were retested by other regional groups of the *COI* playtest team—most notably Jon Mishcon, Joe Suchar, and John Kenower who contributed greatly to their final evolution. For those disdaining the "design your own" approach, here is your chance to experience more *COI* scenarios which have been tested for balance and constitute top quality playing aids. Now is the chance to employ more of those special armor units provided with *COI* which don't see action in any of the official scenarios.

The ten scenarios comprising SERIES 100 are titled as follows: BLOCKING ACTION AT LIPKI (1941), SLAMMING OF THE DOOR (1941), BALD HILL (1941), THE PENETRATION OF ROSTOV (1942), NIGHT BATTLE AT NOROMARYEVKA (1943), BEACHHEAD AT OZEREYKA BAY (1943), DISASTER ON THE DNIEPER LOOP (1943), BLOCK BUSTING IN BOKRUISK (1944), COUNTERATTACK ON THE VISTULA (1944), THE AGONY OF DOOM (1945).

SERIES 100 is available by mail only from Avalon Hill for \$4.00 plus usual postage charges. Maryland residents please add 5% state sales tax.

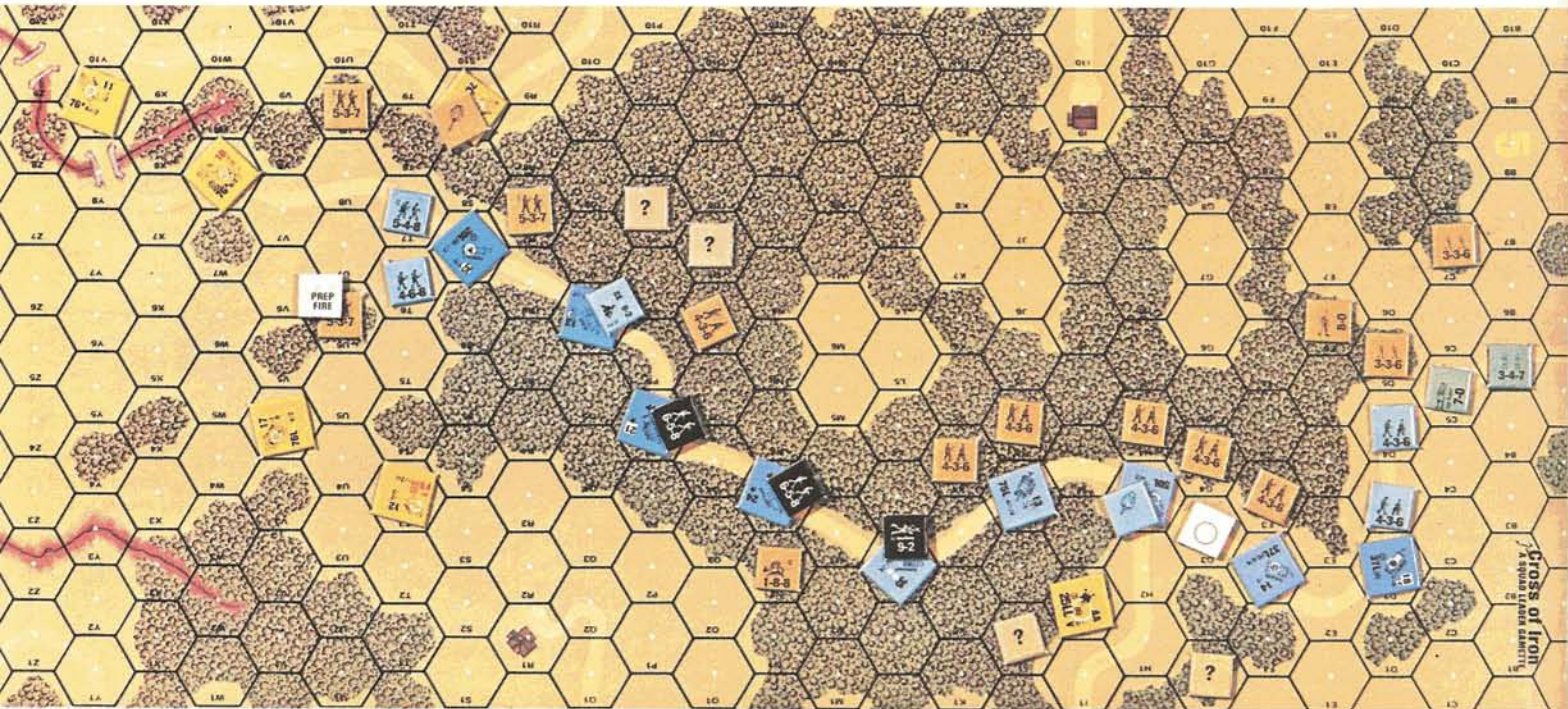
SO YOU WANT TO WORK FOR AVALON HILL???

We are constantly receiving resumes from gaming enthusiasts whose apparent vision of heaven on earth is employment as an Avalon Hill game designer/developer. Many HS seniors write us for our recommendations as to courses and colleges to prepare oneself for the lofty position of game designer. Well fellas, it's not that easy nor desirable.

Resumes mean very little to us and college educations not much more. The best advice we can give you is to seek another line of work, but if you truly have something against eating and mom promises to send you an occasional CARE package then maybe we can use you. Despite the great fringe benefits (low pay and long hours), openings in our R & D dept. are very rare and are not handed out on the basis of college degrees. Experience is the final and only criteria. What positions we do have open will be offered to those who have proven to us in the past that they have a firm command of the English language and possess plenty of gaming savvy.

Frankly, about the only way to demonstrate this to us is through publication of your work elsewhere. The *GENERAL* is in constant need of quality material and this often turns out to be a major proving ground for prospective applicants. Getting your foot in the door around here to get a free lance design published is even more difficult than getting a job, so if you're going to be noticed among the crowd the *GENERAL* is a good place to start.

Possession of other talents makes things easier of course. We are looking for a good graphics artist who can handle not only minor pasteup chores but major art assignments and also possesses a keen interest in the games themselves. The latter is a must because the opportunity to play games for a living is, after all, the major advantage of working for Avalon Hill. If you are such a person, send samples of your work (please no game ideas or prototypes) and (what the heck) a resume to Don Greenwood c/o Avalon Hill.



COUNTING DOWN THE SCENARIOS

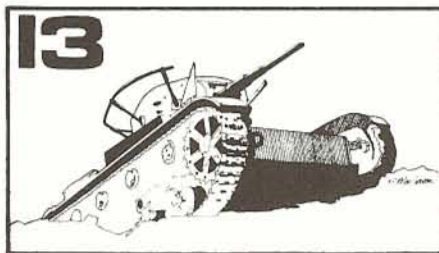
An Introduction to Squad Leader Plus One, Part Two By Bob Medrow

THE SCENARIOS

Each of the scenarios in *COI* could profitably be studied at considerable length. My purposes here, however, are fairly limited. I hope to be able to give you some insights into the peculiarities of each scenario by first examining the forces available to each side and their objectives. In general, this will be accompanied by a specific setup and a discussion of what factors influence my thinking concerning how things might begin. After that you can expect to learn some things about how play could then proceed. The last thing considered will be how the scenarios changed from the original playtest version to what they are now. Mention will also be made of significant new units or rules where it's most appropriate.

That last paragraph contains a pair of weasel words, "might" and "could". However, they really belong there. Most of the *COI* scenarios offer a rich variety of courses of action. In addition, having determined a strategy for any tactical game scenario, a player must be prepared to make adjustments as the dice roll and his opponent acts. My comments will reflect this fact. Part of the attraction of the *SL* system for me is that it requires a considerable amount of player reaction and adjustment as a game proceeds.

Most of what insights I have to offer were acquired during the playtesting of *COI*. Locally, that involved games with and among a group of interested players. In addition to playing, we spent several Saturday afternoons discussing what seemed to work and why. All together, I reported on the results of 79 playings of the eight scenarios. The principal players in this group were Tom Black, Bobby Carver, and Dave Quigley. Good playtesting requires players who both are interested in playing under playtest conditions and are competent players; this article gives me the chance to acknowledge their contributions.



Scenario 13—The Capture of Balta.

This scenario finds us back in August of 1941, 120 miles northwest of Odessa. Initially, the Russians hold the town of Balta, located just north of the point at which the Germans wish to build a bridge across the Kodyma River. The German force on the board at the start, aided by their turn 3 reinforcements must, by the end of turn 10, insure that no Russian unit occupies any of the road hexes marked with a V on Figure 4, or any hex adjacent to these hexes.

The main strength of each side lies in its infantry squads, of which each side has thirty, although twelve of the German's do not arrive until turn 3. Brightening the German player's prospects, four of his initially available squads are 8-3-8s, who bring along four demolition charges and two flamethrowers. Three others, carrying one demolition charge, appear as reinforcements. His joy is partially balanced by the fact that six of his squads are Rumanians, at 3-4-7 each. As always, the German leadership is good, consisting of nine leaders, including two 9-2s and just one, an 8-0, with a zero leadership factor. The Rumanians are led by Captain Radiu who, at 7-0, probably wishes he were elsewhere. To command his thirty squads, and five crews as well, the Russian player has about what you might expect: a 7-0, two 8-0s and a 9-1. The MG picture is also what we've come to expect on the

eastern front: eighteen to four in favor of the Germans. In heavy weapons, the Soviets have a 57LL AT gun and an 82mm mortar plus, on turn 5, one module of 100mm artillery support. Armor is restricted to four T26S's (two of which don't arrive until turn 5) for the Russians and a STGIIB for the Axis. Under miscellaneous, the Russians have the necessary radio, one roadblock and ten trenchments, while their opposition's assault engineers have unlimited smokemaking capacity. Thus, the confrontation places the burden of attack upon the Germans, who are much the better equipped and led.

The rules introduced in this scenario include the new ones concerning artillery and almost all of those concerned with armor. Everything in these rules pertinent to this scenario has already been discussed. In addition, there is an optional infantry movement rule, use of which eliminates the infantry road bonus—except that a unit spending all of its normal MFs on a road gets to move an extra hex—and replaces it with something more elaborate. Using this option, any infantry unit can increase its MF by two at the expense of penalties concerning portage, Advancing Fire and Close Combat Capabilities. This rule is, I feel, more consistent with the general level of sophistication of the system and I recommend its general use.

Allied Troops, in this case Rumanians, also bring along some rules. The rules surrounding their use have the general effect of making leaders and support weapons of one nationality less useful to allied, but foreign, troops than are their own. Also, the rallying morale level of these troops in their broken state is one less than their normal value.

The last new rule introduced concerns a new type of terrain, Marsh. In this scenario, hill 547 in the southeast corner of the playing surface is considered to be not a hill, but a marsh. A marsh is a cursed wheatfield; that is, it's like a wheatfield except that it's out of bounds to all vehicles and

affects the movement, firepower and morale of infantry in it. Any nonroad hex adjacent to a marsh bogs down a passing vehicle one time in six. The other three hills on board 3 also vanish. The one north of the marsh becomes a wheatfield while the other two become clear terrain. Trees and a building on one of the hills are also ignored.

Since the Russians set up first we'll consider them first. The Russian player knows that the initial German force will be east of row H on board 3 while the Rumanians will be on whole or half hexes along the north edge of board 4. Unfortunately, the usefulness of this knowledge is reduced by Russian deployment restrictions. These are illustrated by the setup shown in Figure 4. Let's begin in the north.

Restricted to hexes 4 through 7 on board 4, this arrangement shows the entrenchments, each of them containing one squad, positioned toward the south edge of this limit. Their placement is vital to the Russians' survival because the German reinforcements enter the north edge anywhere west of row H, and the units deployed in these entrenchments are the principal force opposing their drive toward the western victory hexes. Initially, only Russian infantry in an entrenchment can be present on board 4. The setup rules require that each

entrenchment contain just one squad or crew, in addition to any leaders one wishes to use. Here, in addition to the squads, there's an 8-0 leader in W4.

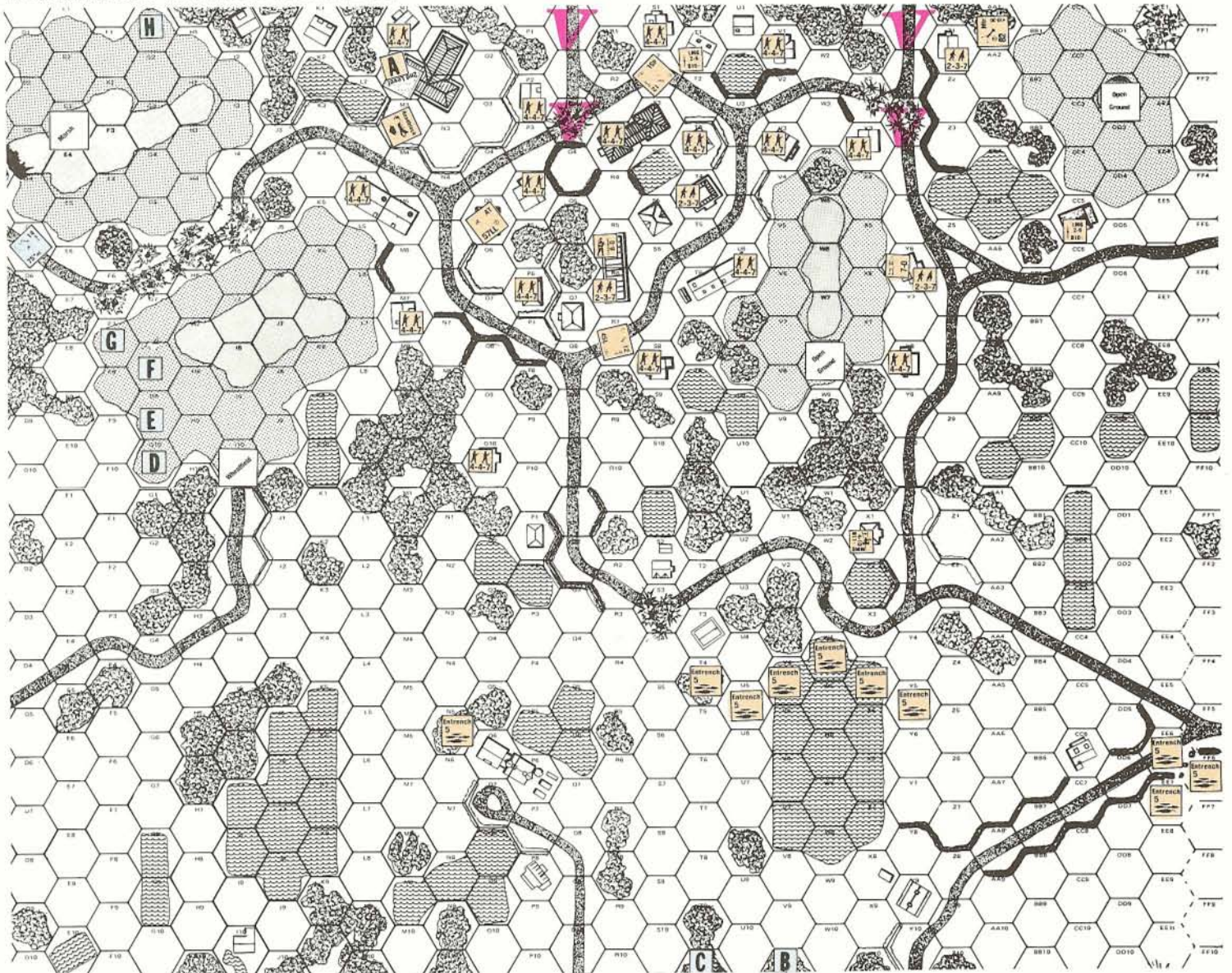
A number of factors must be weighed in connection with the problem of where the board 4 forces are to go. The two I consider most important are the ability of these forces to inflict damage on the attackers and their ability to survive once Axis forces have passed south of their original position. Part of the latter factor is the problem of rallying broken Russian units. Were the entrenchments to be located at the northern limit of the band of allowable hexes, the Russians could bring many of the possible entry hexes under normal range fire. Alas, as is the case with the setup shown, those hedges in the northwest would still cause trouble for the Russians. A careful look at ranges and lines-of-sight shows us that a good coverage of those possible entry hexes requires a commitment of MGs that the Russian player cannot really afford. In addition, the further north they start, the harder it becomes to get the survivors back. A common German tactic is to attempt to isolate, rather than kill, enemy squads by getting south of them and using MGs to cover open ground hexes which the Russian squads would have to cross. On balance, I

prefer to position the Russians as shown, being willing to trade a better chance at chewing up the enemy as they appear for a bit more longevity. Occasionally this pays a bonus when the German player loses valuable time by too great a concern for softening up the defenders.

To finish up the discussion of board 4, positioning the entrenchments in adjacent hexes in order to have the option of combining the fire of adjacent hexes is a good idea. The three to the west are intended to slow down an Axis end run. Those lonely folks in N5 will, hopefully, provide a minimum flank guard for the central force. Once events render that unnecessary, they can wander south, hopefully worrying the German player. Finally, the unaccompanied MMG in X1 should help to anchor the second (very thin) line of Russian defense.

On board 3, the restriction on Soviet units of one per building guarantees that nearly every building will be occupied. This represents a poor defensive posture, so the initial setup on 3 is only a starting point. Competent Russian play requires that you know where your forces will head when it's your turn to move. Unfortunately, other than for his tanks, the Russian player, who moves first, can

Figure 4: Russian A = 4-4-7, HMG, radio, 9-1; German B = three 3-4-7s, MMG; C = three 3-4-7s, 7-0, MMG; D = 4-6-7, 8-3-8, 9-1, LMG, DC; E = 4-6-7, 8-3-8, 9-1, LMG, DC, FT; F = 4-6-7, 8-3-8, 8-1, LMG, DC; G = three 4-6-7s, 8-1, three LMGs; H = two 4-6-7s, 8-3-8, 9-2, two LMG, DC, FT.



move nothing during turn one. Most of the movements discussed below should be possible during turns 2 and 3, although the available paths do, in some cases, depend upon enemy positions after turn 1. As you will see, most units move, with one of the major exceptions being group "A", which consists of one squad, the HMG, the radio and the 9-1 leader, upon the second floor of N2.

Here are the movements: O10 to O6, P2 to M2 (ground floor), P4 to N1, P6 to M8, R3 to O5, R5 to P5, R6 to O5, S1 to P4, T3 to R1, T4 to Z1, U6 to X1, V1 to BB5, V3 to R1, X3 to X1, Y6 (crew only) to 4X1, Y8 to 4X1, Z1 to AA1, and CC5 to DD9. Now let's consider what concerns these moves represent. Movements given indicate a willingness to fight for N2. The dispersal of the five squads in or adjacent to N2 indicates respect for the flamethrowers and demolition charges of the engineers. In general, dispersal into adjacent hexes is one of the Soviet responses to a lack of good leaders. The specific locations of these five squads should not be taken as hard and fast. They are a reasonable response if the German player starts some units in the marsh. If he does not, movement into such hexes as L2 and N3 is attractive.

The second center of immediate resistance is around the AT Gun in the stone building in O5. Any squads broken in this position retreat into P5 so that they'll have at least a chance to rally. Other immediate defensive measures include sending troops up to 4X1, DD9 and BB5, where the latter two are to attempt to entrench as soon as possible. These last moves are intended to help shore up the west flank of the Russian position.

Movement of two squads into both R1 and T1 is a more long term, if you can think of such a thing in a tactical game, move. These squads are to stay put and roll for entrenching until they make it. Their success is reasonably probable. There's only a 27% chance that four squads will entrench nothing in one turn of trying.

The remaining units, including the two tanks, are the Russian reserves. Given the time frame of the scenario, the mortar/radio combination stands little chance of great success, but one must be prepared to try. The 7-0 leader needs to be preserved for the rallying of broken units toward game's end.

What to do with the tanks was a problem at the start, and experience has really served just to refine the problem. However, our experience inclines me towards their use, early in the game, in a high speed reserve role. The major alternative involves going after the SP Gun at the start. Part of the attraction of that path is, I'm sure, the simple notion in the back of many player's heads that armor should fight armor. As a player, I feel no need to labor beneath any historical doctrines concerning the employment of armor. I should like very much to do in the STG, but the tools are weak and the need elsewhere is great.

Turning now to the German player's problems, one of his major decisions concerns where on the north edge his forces should appear. Avoidance of an immediate confrontation with the defenders up north having proved to be an unrewarding tactic, I favor an entry toward the western edge. The Rumanians' task is to survive until help arrives, while doing as much damage as possible to the defenders. One choice is that shown with groups B and C. Each stack consists of three squads and one MMG. The good captain is in group C. On the first Axis turn the leader remains where he is while the other squads move, along with their MMGs, to hexes T9 and U8. The reader can use the discussion of the previous section to determine whether or not the Russian player should send a tank up north to contest such a move.

To have a reasonable chance of success in this scenario, it is necessary that the German player maintain the initiative. By this I mean that he must seek to keep the Russian player responding to German moves. To this end, I prefer a brisk opening by the German forces on board 3. One possibility starts with what is shown in Figure 4.

Group D consists of a 9-1 leader, one 4-6-7, one 8-3-8, one LMG, and one demolition charge. Groups E and F have the same structure, except that the leader in F is an 8-1 and group E has a flamethrower. The first group has the task of assaulting building M7 from hex L7, while E and F attack that squad in L4 from L5 and K5, respectively. Group G, consisting of an 8-1, three 4-6-7s and three LMGs, moves into the woods at J4, from which it will open fire on building N2. Each of these advances can be kept within the wheatfield, and no two groups need pass through the same hex. In support of these activities, the assault gun, unbuttoned, fires smoke at the hex containing the HMG. The last group, H, is the strongest of the lot, with a 9-2 leader, two 4-6-7s, each with a LMG, and a 8-3-8 carrying a demolition charge and the second flamethrower. Beginning in a marsh hex, this group can only move in the Advance Phase, when it enters HO.

In any game with just a few turns, the question of the proper tempo of activities is a vital one. The opening just proposed will almost certainly cost the aggressor some casualties. Delay, we found, cost more.

From this point on the action should be heavy and sustained as the Russians fall back, taking and inflicting losses. Perhaps the major Russian concern is to prevent any significant German breakthrough. The need to rally broken Russian squads probably runs a close second, however.

Against competent Russian play, the Germans advancing from the east should expect to fight a series of battles as they work their way toward the eastern victory hexes. Initially, the emphasis should be on clearing building N2, but, as soon as this has been accomplished, some forces need to be used to clear Russians out of the hexes north of the road running from 3S2 to 3N4. The northern attack force will find that large western wheatfield to be its best route south. Unfortunately for them, however, cover becomes more sparse as the advance continues. If the Russian player has kept his forces under reasonable control, this drive could well be stopped, thereby, in all probability, costing the German player the game. On both fronts, the essential factor in keeping the drives going is the liberal use of smoke. For this reason the combat engineers should be kept distributed throughout the stacks.

In closing, the presence of those Russian tanks adds a very nice touch to the scenario. More than once they've turned the tide, but, even when they failed, the problems they posed for both players went a long way toward making this scenario one of our favorites.

Compared with some of the scenarios, this one underwent few changes. The Russians picked up that 7-0 leader while receiving a smaller caliber AT Gun. Their opponents lost one LMG and gained an easing of the victory conditions. Originally, these had required that victory hexes not even be in the LOS of unbroken Russian units. The latter requirement produced some weird events and is well lost.



Scenario 14—The Paw of the Tiger

The title may be a bit gandy, but it's appropriate. This time it's January, 1943, away up north near Leningrad, and everything we had so much fun with in 13, particularly the wheatfields, is covered with snow. In fact, there's so much snow that all vehicles lose their normal road bonus, and all German forces are hidden at the start of the game.

The forces of mother Russia have the burden of attack in this round. Entering on turn one on the eastern edge of the mapboard arrangement shown in Figure 5, they must, by turn ten, exit four tanks from the western edge. On the player turn in which the last one leaves there can be no mobile German vehicles on board 2. In order to accomplish this feat, the Russians have a pure armor force of nineteen tanks: three T34/76As, six each T34/76Bs and Cs, and four KVICs. Against this the Germans have mustered but five AFVs: three PzKwIVF2s and two PzKwVIEs, the dreaded Tigers of the scenario's title. Aboard one of the AFVs is Cpt. Bolter, a 9-1 armor leader. Additional German forces consist of three squads, one crew and two leaders: an 8-1 and a 9-2. In terms of support weapons we find one MMG and one 37L AT Gun. One module of 150mm artillery support is immediately available, for which a radio is provided. To improve the chances that this module will be used in a timely fashion, it can also be utilized by the armor leader through his vehicular radio. Rounding things out, there are three entrenchment markers available. Neither side receives any reinforcements.

This scenario introduces just over two pages of rules, divided almost equally into two parts. The first portion concerns the last of the new armor rules. Of these, the essential features of those involving armor leaders, armor height advantage and bore sighting have already been mentioned. The other new rule opens up the possibility that your AFVs might immobilize themselves by going too fast. Excessive Speed Breakdown mandates a one-in-thirty-six chance that any vehicle will become immobilized if it utilizes its entire MP allowance. Alas, this not only slows down the vehicles, it also slows down the game by virtue of its mechanics.

Briefly (don't laugh), if you wish to use an AFV's full MP allowance you must so indicate before moving it; at the end of its movement, if you roll a 12, it breaks down. Should that occur, you then roll two dice to determine just where it broke down. The sum of spots, not to exceed the vehicle's normal MP allowance, is the vehicle MP allowance for that turn. This means that, in most cases, the vehicle is backed up to some location short of the hex it would have occupied had it not broken down. Any defensive fires that had been directed at the vehicle between the hex it truly reaches and the one you'd hoped it would reach are supposed never to have happened.

The drag that this imposes upon play is apparent. Players spend time counting hexes out ahead of time to see whether or not they'll need to announce a full movement effort. In moving any

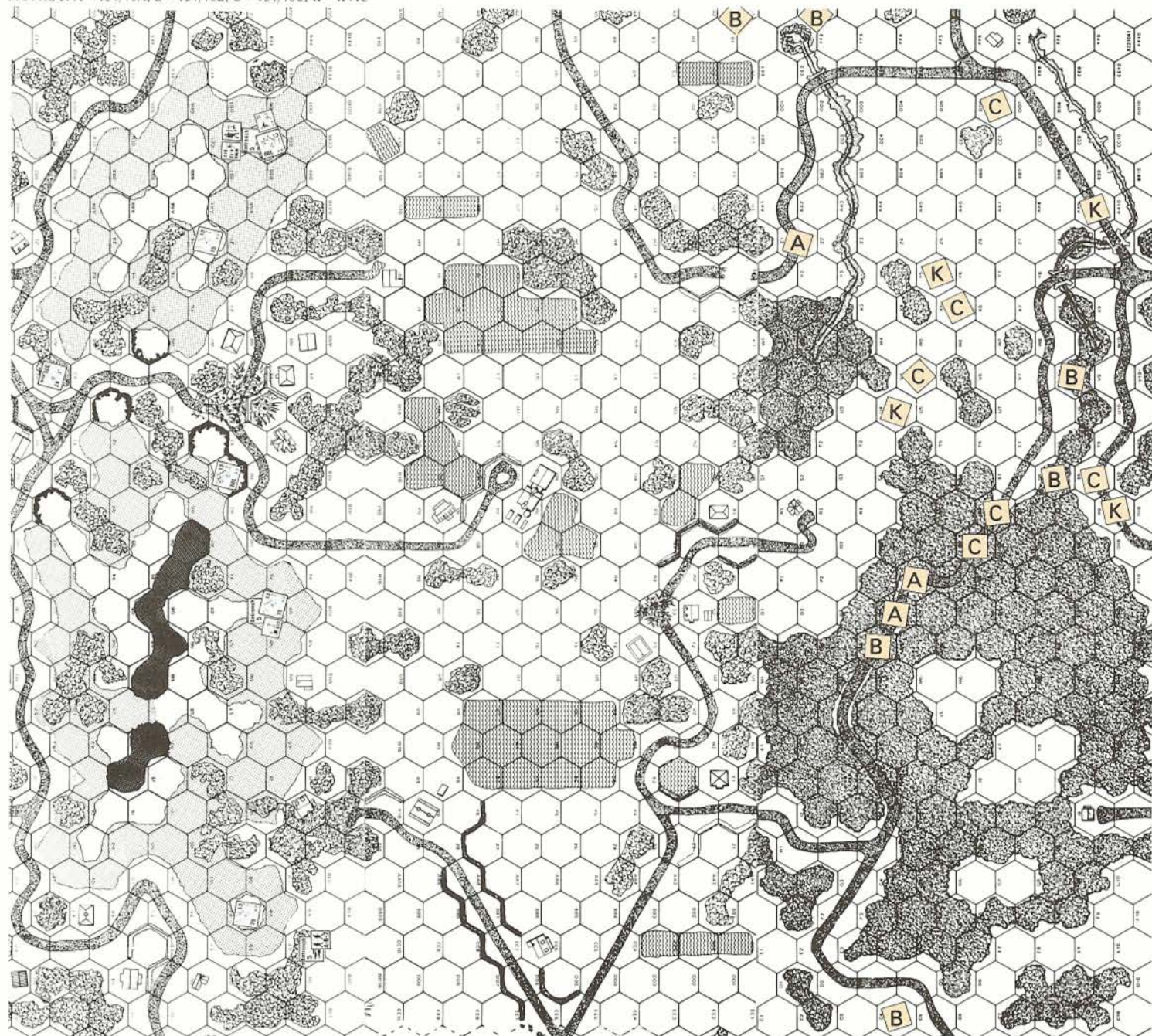
such vehicle they then need to keep careful track of its exact route, in case it needs to be returned. It's a nifty rule, but you pay a price. If you find that it makes things drag too much for your tastes, the rule's effects can be approximated by rolling for breakdown for any eligible vehicle at the end of its movement, without having had to declare yourself ahead of time, and without a second dice roll to alter its final resting place.

Most of the remaining rules concern board 5 and its two new terrain features, gullies and forest-road hexes. All *PANZERBLITZ* veterans will recognize most of the gully rules. Forest-road hexes have an important effect upon movement. This becomes clear if you attempt to move a vehicle around another vehicle or wreck in such a hex. As always, you pay a 2 MP penalty; however, the other terrain in this type of hex is woods, not clear, as it is for the other type of road hex. This makes a wreck a much more serious proposition here. Fire into such a road hex is also quite difficult.

Now, let's look at the German setup, remembering that the Russian player will see none of this as he ponders the problem of where to enter and how to proceed once he's on the board. Since German armor is the big part of the defenses it gets first priority. In positioning the tanks, the first two factors of significance are those of armor height advantage and bore sighting. For offensive purposes, each is limited to a maximum range of 24 hexes, while the former's -1 TO KILL DRM requires a two level height advantage. The third factor is the requirement that the Russian AFVs enter the eastern map edge via road hexes. A quick check of board 5 shows us that the only ways to leave the board edge without risking a one-in-six chance of immobilization in the woods are via the bridges at Y8 and Z9. The German player's dream opening would be to wreck the lead two tanks on these two bridge hexes, causing a huge traffic jam upon which he would then dump his artillery fire.

Bore sighting Y8 can be done from a number of second level hexes on board 2, so that's not a big problem. The other bridge, however, is. Because the trees in the gully hex adjacent to the bridge are a LOS obstacle, any fire into Z9 must come from the southern end of board 2. Unless the Russian player is careless in moving, the only hex from which a side shot is possible is 2F7. Bolter, in a Tiger, has, from Figs. 2 and 3, and Table 1, a 30.1% chance of halting anything but the KVICs. The decision as to whether or not to park him there is a biggie. The major argument against such a location is that if he fails to block the bridge, he is far south of where most of the action will probably be. The facing rules concerning AFVs make advancing along either the northern or southern edges much safer than is advancing across the center of the board. The early knowledge that the most serious German threat lies to the south will bias the competent Russian player to pursue the northern route, which is also the natural one. Bolter's location will be known early since the whole

FIGURE 5: A = T34/76A; B = T34/76B; C = T34/76C; K = KVIC



idea of trying a shot at the bridge is to block what's behind the target vehicle. On balance, I consider the disadvantages of the block-the-bridges strategy to outweigh the advantages.

The armor setup on board 2 in Fig. 5 shows a more balanced approach. Bolter's Tiger is at CC8, where he might have 5Y10, one of the Russian entry hexes, bore sighted. The other Tiger is at S7 and should bore sight 5Y8 if Bolter does not. The IVs are positioned as shown. Reading from north to south, possible choices of bore sighted hexes for the IVs are 5EE2, 4R2 and 5H3. In general, I prefer to bore sight on fairly distant hexes.

However, the German player has other resources as well. The best leader, with the MMG and one squad, is well positioned at CC9. MMGs have limited anti-tank capabilities against enemy armor of the types present, so their most useful role is to keep Russian tanks buttoned up. With a 9-2 leader in command there's a 24% chance of killing or breaking an exposed tank commander. Hex O8 gives the second, radio-equipped, leader the kind of vantage point one really likes for artillery direction, while the last squad at E9 will have a crack at any Russian tank that tries to pass between the trees. At 37mm the AT Gun is not a long range threat. While the scenario rules require that the location of all German AFVs be revealed at the close of their first Defensive Fire Phase, whether or not they fire, the AT Gun is not required to do the same. For that reason I like to stash it somewhere to wait for a Russian tank to pass by. Experience shows that the hex selected is at a high traffic level intersection.

The first and most significant problem the Russians face is getting on the board. This process cannot be long delayed because of the possible arrival of those 150mm rounds and the pressure of a stiff timetable. Under the circumstances, I prefer to enter nine vehicles at both Y10 and Q10, while one lone tank comes on at I10. The rules require that, in effect, the vehicles be lined up on road hexes stretching to the east of the playing area's edge before the scenario's start. Precommitment of vehicles in this way means no changing of entry hexes as a result of what's happened to units already on the board. In addition, for example, the fifth tank to enter does so at a MP cost of five.

In a game, the actual routes taken by each tank after entry will depend upon what's been discovered about the Germans by that time and by their shooting success. What's shown in Fig. 5 illustrates some useful principles. Of the nine tanks entering at Y10, only the KVIC at U4 has crossed the bridge in Y8. With its frontal armor modifier of +3 it has a chance. The KV, along with the T34 trailing it, are intended to take up positions near the center of the board and annoy the Germans as best they can. The seven vehicles north of this pair are the rest of the nine that enter at Y10. Since half hexes are playable (3.7) at least one vehicle should be sent around the northern edge of the northern-most gully to determine whether or not a German tank is sighted in on the route. Rapid movement of at least one tank along the extreme northern edge of the board will greatly annoy the German player. In general, I would suggest avoiding the bridge at EE2 until you know who's watching it, if anyone. One last comment before looking at the other tanks: the Panzerbush phenomenon of armor darting from woods hex to woods hex isn't common in the *SL* system because of the chances of immobilization. However, even when a woods hex can't completely conceal you, it can frequently shield you from a side or rear shot.

Initially, the group coming on at Q10 takes its chances with the woods in S8. If a southern threat is to be developed, speed is important. Should a vehicle get stuck, the crossing point switches to V8.

These hexes were selected because a vehicle in either hex has a reasonable field of fire. Even though a vehicle stuck in either hex may have a poor chance of destroying a hull down German tank, it takes pretty good nerves to ignore them as they gain the -2 acquired target DRM. The lone tank making a try at crossing H9 will, if it's successful, prove vexing.

From this point on the advance should be pushed, with movement favored over fire. In closing with the Germans, use terrain to shield you and to break his LOS when he has a vehicle acquired. Movement out of the Covered Arc also causes DRM problems. Both sides should keep their vehicle commanders out in the open as much as possible. With care, the Russian player has a chance, but play is very demanding.

If one compares just the OoBs of the published version with that of the playtest version, there appear to have been few changes, all of them minor. Combining such a look with an examination of the two versions of the AFV KILL TABLE and the relevant vehicle characteristics, however, reveals a collection of changes that, in total, improve considerably the chances of the Russians in what, originally, was a rather unbalanced scenario.



Scenario 15—Hube's Pocket

In this round we encounter something very different. It's the spring of 1944 and the First Panzer Army, under the command of General Hube, is seeking to break through encircling Russian forces. Elements of the 2nd SS Panzer Corps have the task of fending off a Russian force seeking to halt Hube's move. To win, the German player must exit at least ten of sixteen trucks, representing a portion of the escaping force, off the western edge of the mapboard arrangement shown in Fig. 6. These trucks enter the eastern edge of the mapboards in convoy.

This convoy is totally incapable of doing anything for itself, other than moving, so its safe passage must be provided by the break in forces entering from the west edge of boards 2 and/or 5 on turn 1. The north edge of board 4 is where the Russians appear, also on turn 1. Central to the German problem is the fact that the convoy can enter no earlier than turn 5. Roadbound, it travels at no more than 12 hexes per turn. By either road it will take the tenth truck five turns to exit if there are no delays, and the trucks must exit no later than turn 13.

The German blocking force consists of 12 SS infantry squads, with four leaders, nine MGs, 20 assorted anti-tank support weapons, five tanks and six halftracks. Three of the tanks are Panthers (one of which should have the 4/2/2 MG configuration); the other two are IVHs. Of the halftracks, two are armed with MGs. The opposition fields eighteen squads (eight of them 6-2-8s), three leaders, three LMGs and nine tanks. At this point in the war the Russian AFVs are impressive: six T34/76Cs, two T34/85s and a single KV 85.

Approximately one-third of the rules cover convoys and how they interact with other vehicles. Probably the single most relevant rule states that, should a gap appear in the normal nose-to-tail line of vehicles, those ahead of the break must slow down enough to allow the others to catch up during

the next turn. This has the obvious effect of stretching out the time required for the convoy to cross the board if they encounter opposition.

The remaining rules cover SS units, Panzerschrecks, Panzerfausts, and anti-tank magnetic mines (ATMs). At 6-5-8, the Waffen SS infantry are first class troops. To further reflect the special character of their situation on the eastern front, they rally with 9 or better, and their Desperation Morale is only two below that. Interestingly enough, they are also subject to the same berserk rules that often plague the Russian player. As a slight change, a berserk SS unit can be returned to normal status after it destroys an enemy unit.

Panzerschrecks are only slightly below the US bazooka of *SL* in capability, so present nothing new to the *SL* player. Panzerfausts are also old hat as a support weapon. The change in *COI* is that there are now four versions, representing models that appeared from late '42 through the first part of '44. Only the last of these has the three hex range of the *SL* version. It is superior to the original in that the TO HIT numbers are all one greater. The first two types are significantly poorer, largely due to their one hex range. Scenario 15 gives the German a dozen of these useful weapons, but it's necessary to roll a die for each one in order to determine what type it is. Normal luck would give the Germans six of the best. ATMs can only be used when the unit carrying it is in the same hex with an enemy vehicle. Successfully placed, it's highly effective.

With that by way of background as to cast and capabilities, let's now look at how things might start, and what factors should influence your thinking. The major German problem is to prevent the Russians from seizing a position from which they can interdict both roads at the very start of the game. Depending upon where they enter and how they move, Russian armor, on turn 1, can reach the south edge of board 4 with a cost of as little as 9 MPs. As in an earlier scenario, board entry costs at each hex are sequential. Practically, this causes the Russian little problem. If not halted by the enemy they can occupy a strong position, in the east, around the base of hill 538, in the first turn.

With the burden of sequential entry costs, the German player must plan carefully if he is to avoid holes in his initial deployment. The one shown in Fig. 6 serves to illustrate several aspects of thoughtful play. Beginning in the east, group A, consisting of two squads, the 9-1 leader, four PFs, two LMGs and a demo charge, arrived there aboard those two nearby halftracks. The vehicle MPs being what they are, only German infantry has a chance of survival at this end of the line. Support weapons were selected so as to provide both anti-tank and anti-infantry capabilities.

To continue looking at the dismounted infantry, the group in R2 should give the Russian Player second thoughts about having his vehicle commanders out in the open. Those in O1 and M1 provide a measure of security for the nearby vehicles. Of all the infantry, only group B—two squads, the 8-1 leader, two PFs and a MMG—are walkons. As is true with group A, this one is to interdict possible exits from board 4 into the heart of board 2.

The eastern-most and western-most tanks have the same mission. The Panther at P1 would have moved the next turn to engage the Russian armor, had the Russians not moved as shown. Being what they are, the victory conditions prevent the Germans from running and hiding. Russian armor must be engaged, and the loss of this particular vehicle is not a major blow, unless it is accomplished at no loss to the Russians. Realistically, the German player can hope to do no better than to trade his tank force for the Russian's. That leader-equipped

the Chir River, Stalin's forces have seized the collective farm that gives this scenario its name. To win, the German player must have been the last to occupy any twelve of the buildings between rows L and V (inclusive) on board 3. These structures represent the farm. In addition, he must also eliminate at least twice as many units as he loses. In this case, "units" include squads, leaders, vehicles and crews. Both goals must be reached within ten turns.

As would normally be the case in this type of a scenario, the Russian player sets up first and moves second. The forces available to each side are varied, and reinforcements enter the map during half of the game turns. At the beginning, the Russians are located in two widely separated regions. Twenty-one squads, three leaders, a MMG, two LMGs and four anti-tank rifles (ATRs) are in possession of the farm, setting up between rows Y and L. Fig. 7 shows their deployment, along with that of the rather weak enemy force that can set up anywhere on board 5. The dispersed character of the Russian force is a reasonable response to the victory conditions and the fact that the artillery module that goes along with the German radio is a 100mm one. However, it may also become something else, a point I'll return to later.

'Way up north, on the road hexes stretching from GG6 through Y3, four unarmed, lend-lease M5 halftracks and five ZIS light trucks start the

game. On board are eight squads, two leaders, two LMGs, and one crew; in addition, one of the vehicles has a 57LL AT Gun in tow. This group's journey south, however, will be anything but peaceful, as the first of what's almost a flood of armor enters on turn 1, and it's German. Somewhere on the western edge of board 2, between rows A and Q, eight tanks, an armored car, and a gun-armed halftrack enter. While the snow rules are not in effect, road movement now costs AFVs 1 MP/hex. Even so, as the German deployment shows, this still allows German armor to reach the only road south.

Before continuing, let me explain what is shown on Fig. 7. The setups on 3 and 5 show positions at the start of the game. That's the information needed there for the later discussion. Up north, however, what you have are possible positions just before the Russian Advance Phase. Hopefully, the insights into play discussed are worth the possible confusion.

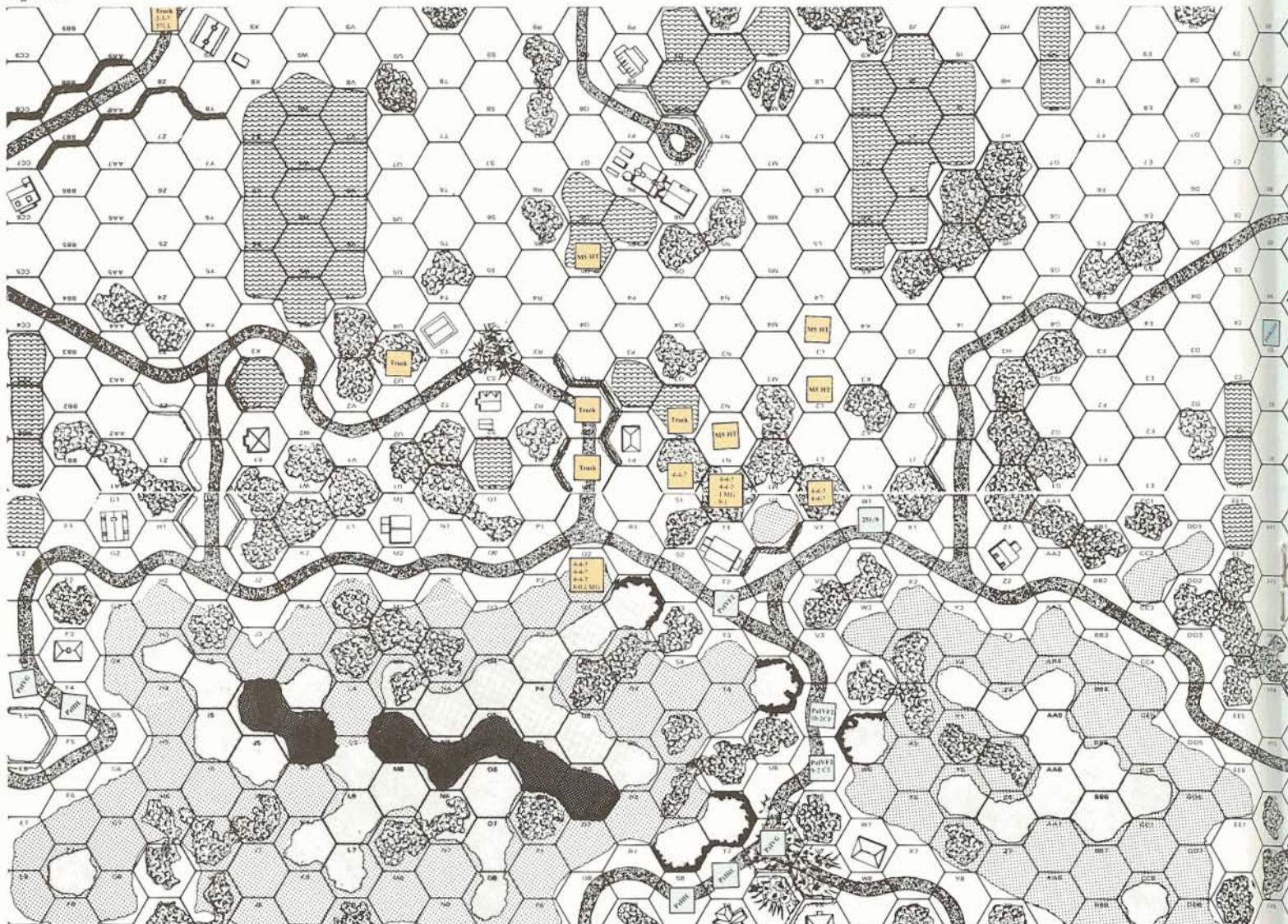
To continue, trucks have improved their off-road performance since SL. Now it only costs 4 MP/hex. It's pretty obvious, however, that this will still prevent the trucks from detouring around the enemy by going off the road. A truck beginning at Y3 and leaving the road from S3 can get no further south than O4. A halftrack's chances are obviously better. One starting at Y3 could get all the way to column E. Unfortunately, that speedy little armored

car in 4B3 is well positioned to get off a shot. Its Defensive Fire chance of success is 38.2%. However, come the German Prep Fire Phase of turn 2, it'll kill 89.1% of the time. Of course, the armored car would not be left all alone. For example, the tank at V4 could reach 4F5 without even running the risk of a breakdown.

A study of the possibilities shows two things wrong with a mad dash south by the Russians. First of all, not many vehicles will make it. In addition, south is the way the Germans want to go. Now let's look at some other aspects of the situation. Following, on turn 2, on the heels of the armor, come the panzer grenadiers: five squads, as many MGs, three leaders, and one radio, good for another 100mm module. All of them ride in style aboard five MG-armed halftracks. A light truck tags along with a 76L AT Gun and crew. Any anti-tank capabilities are welcome by the Germans, because soon it's the Russian's turn: six T34/76Cs on turn 4, three T28Cs (three turrets each!) and three KVIs on turn 5, followed by another KVI and four 76Bs on turn 8. These all appear on the east edge of 3, from Q10 south.

One Russian response to all of the above is shown on boards 2 and 4. Instead of running, he's fighting. As you may have guessed, the squads in 4L0 will try to Close Assault the halftrack, while the forces stacked with Lts. Dubovich and Eastonov will advance into hexes 2U1 and 2R2, respectively.

Figure 7:



victorious in this scenario requires that the Russian player destroy any 11 of the 13 German squads and crews who begin on the board. In addition, at least five mounted squads must exit the south edge of board 5. Any prisoners carried off count as two units destroyed.

These map depot folks are a far cry from what we've come to expect of the Wehrmacht. True, the three squads and the ten crews do have seven leaders, but only two of them, a 9-1 and an 8-1, have useful leadership modifiers. Befitting a place like this, the 6 + 1 leader (Col. Rosenberger, not Lozgony) heads up things. However, help is on its way, sometime. Six halftracks, carrying five squads and a 9-2 leader arrive turn 4, or later, depending upon a roll of the dice.

Only two rules sections are added, both of which have considerable impact. The first, and by far the longer section, running to over a page, details the mechanics of using cavalry. In plotting tactics for this scenario, it is necessary to know the capabilities of this new branch of the service. At 5-3-7, cavalry squads are, except for their morale, an exact average of the two previous types of infantry squads. Practically, they are slightly inferior to a 4-4-7 in a firefight because a stack of 5-3-7s will do no better than will an equal stack of 4s, and their range is less. Defensively, dismounted cavalry has an advantage in close combat over a 4-4-7. If the 4-4-7 gets a grade of "C", give the 5-3-7 a "C-", as an infantry squad.

But, of course, when you think of cavalry, you think about the combination of man and horse. Mounted cavalry has 12 MPs, and it pays for terrain as does infantry, except that a woods hex costs 4 MF. While mounted, it suffers a -1 DRM with respect to incoming fire, enemy Close Combats, and enemy Overruns. Its own fire and Close Combat strengths are halved. This leaves us with Overruns to consider. To execute such an attack requires that a charge be declared at the beginning of movement. This ups the MFs to 18, but does prohibit changing direction in the last four hexes of a charge. The attack strength is doubled and the Overrun receives a -2 DRM. Defensive fire is executed during the Movement Phase, but has a twist. If the defending

unit waits until the cavalry is adjacent, it must pass a normal MC: if it passes, the MC roll is used to determine the outcome of the Defensive Fire. The problem the defender faces is when to shoot; the problem for the guy with the cavalry is whether or not a try at riding over the enemy is worth it.

Because it's the situation of interest in this scenario, let's look at an attempt at Overrunning either a 2-4-7 or a 4-6-7. From the movement restrictions in a charge it generally follows that the defender will have a choice about whether or not to wait until the cavalry is adjacent before trying his luck. The crew will break or destroy a cavalry squad 48% of the time if the crew waits until it's adjacent; shooting earlier is successful 51% of the time. For a squad the corresponding values are 54% and 60%. Assuming that these numbers don't dampen your saber rattling urges, here are the outcomes against a prudent crew: 51% of the time the cavalry breaks or dies; the crew gets it 33% of the time; and everybody's okay 16% of the time. For an attack upon a squad the corresponding percentages are 60, 27 and 13. If you are bound and determined to ride over someone, a minimum of two squads, charging through different hexes, is required. Even so, you must be prepared to accept the loss of a cavalry squad as a consequence.

The second rule covers the decline in an entire side's morale as it accumulates losses. Subject to modification due to armor and AT Guns, the basic rule says that all morale levels drop by one when the losses reach 40%. They then drop an additional point for each additional 20% loss. These percentages are based upon the point values of all leaders, squads and crews. The obvious effect of such a rule, in general, is to magnify any advantage gained. In this particular scenario it makes those weak leaders quite dangerous to their own side.

Returning to the scenario, let's take a look at the Germans in Fig. 8. Specific placement hexes for the 10 crews, the trucks and the armored car are all dictated. The squads must set up in buildings without other squads and crews being present. Leaders, the MGs, and the two kubelwagens go where one wishes. No special rules reflect the shock

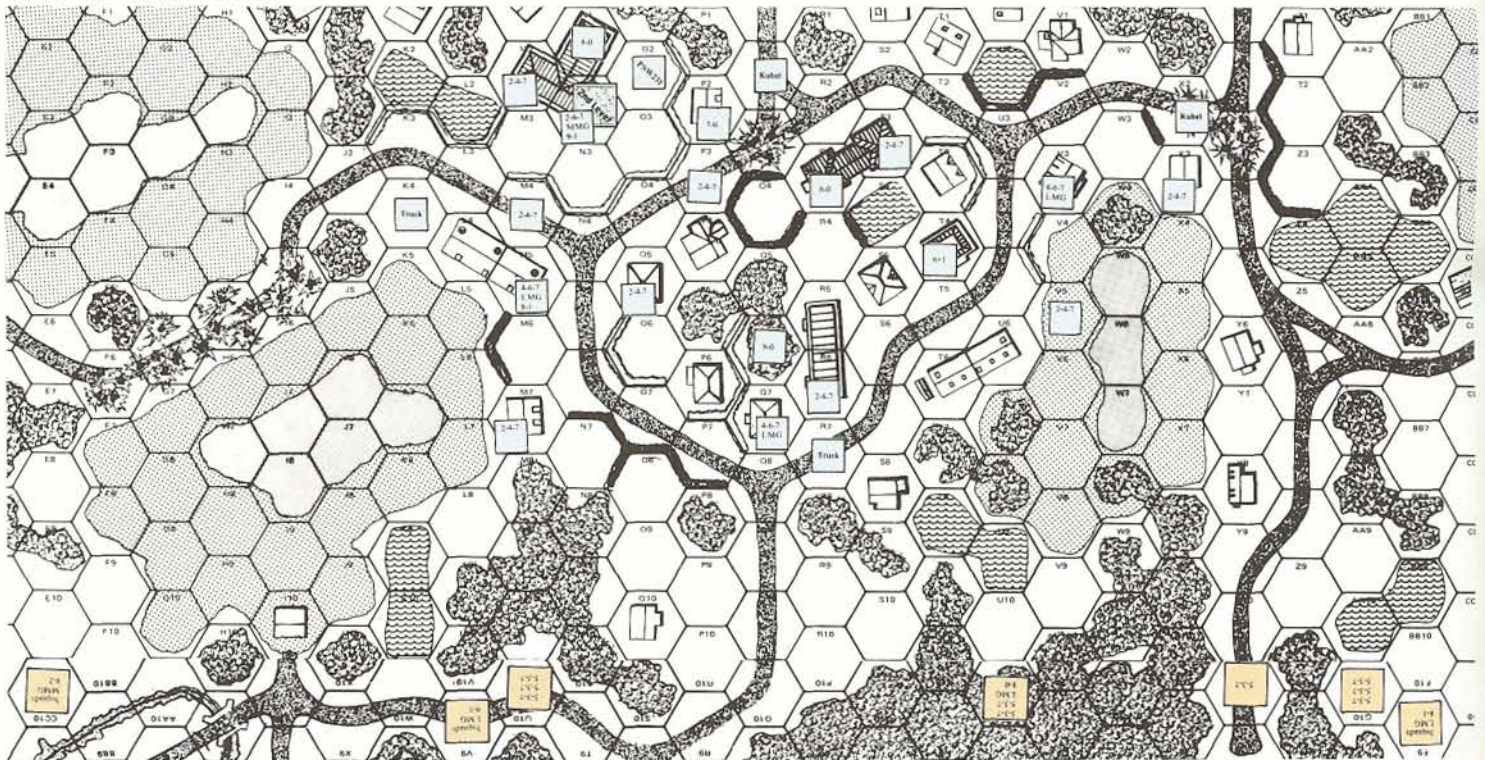
referred to in the scenario sheet's description of events, so all of these forces will function normally throughout the game, until losses reach the morale drop value. Since the Russians must set up on board 5, I prefer to position the squads as shown, each with a LMG. The best leader goes into N2 where, along with the MMG, he hopes to make considerable trouble. The general idea of the initial placement is to prevent easy Russian movement around all of those tempting targets.

From the Russian placement shown, we get to witness a pair of charging units. To start, the cavalry squad in I10 charges 3V5 after first moving to 3Z7. Should they survive, they exit 3V5 into U5 and then head back south. Their chances of surviving the Defensive Fire from the crew in V5 are enhanced because it must take an adjacent shot. Assuming that the crew survives, Cohenov leads his squad out of M10 and charges from V6, exiting into W6 and ending in V7. Together, these two charges have an 80+% chance of at least breaking the crew. The second squad in M10 rides, with the LMG, into U7 and dismounts. If they survive, they move in the Advance Phase into T6.

You may be wondering what the Germans are doing to interfere with all of this. Well, hopefully, they are firing away. In particular, the Russian player should shed no tears if the forces in N2, Q7 and R6 bang away. If they do, the Germans will have problems. If N2 fires, the group in CC10 rides up to 3K7 and dismounts. If N2 does not fire, prudence suggests that dismounting take place in K8, followed by Advance Phase movement into K7. Should Q7 and R6 fire, the stacks in V9 and U10 move into Q8 and R7, respectively, dismount, fire, and Close Combat the adjacent enemy. If Q7 and R6 remain silent, such movement is foolish, and the stacks head northeast. The one with the leader finishes the turn in 3P8.

In hopes of being able to take a prisoner, the three squads in G10, taking a slight risk, advance and dismount in 3X4. The remaining Russians ride to Y1, with the long range purpose of swinging around north of the defenders and making escape that way a little harder.

Figure 8: All Russian units are mounted.



From the victory conditions, it's clear what each side will try to do thereafter. Because of the variable arrival of the German reinforcements, this is no scenario for people who have to win. You play this one for grins, with the Russian player getting to bellow all sorts of blood thirsty things when his cavalry charges.

I would imagine that, because of the variable arrival of reinforcements, that this is a hard scenario to judge as far as balance goes. For whatever reasons, it changed little from the original version.



Scenario 18—The Defense of Luga

As was the previous scenario, this one is set near the start of the war in the east. In July, 1941 (remember the wheatfields), a bypassed group of Russians, including armor, regular infantry, and militia, is going to attempt to seize the city of Luga. This city, along the German line of communication south of Leningrad, is held by infantry stiffened with anti-tank weaponry.

The victory conditions require the arriving Russians to seize a majority (16) of the stone buildings on the boards. Of course, stone buildings mean the return of board I. It is probably destined to be the most fought-over piece of wargaming terrain to ever come off a press. All of the German forces available for defense begin the game on the map, while the Russians start arriving on turn I.

Thirteen German squads, led by six 8-1 or better leaders, and provided with eight MGs, form the infantry portion of the defense. Six crews serve six weapons, ranging from 20L to 50L. As a correction, this force should contain two 37L AT Guns and two 50L AT Guns, rather than the indicated three and one. The 20L and one of the 37Ls have some valuable characteristics because they are AA weapons pressed into emergency use. However, the unique character of this scenario is really shaped by the use of Hidden Initial Placement (hereafter, HIP). Compared with Scenario 14, HIP causes much more uncertainty here. As he looks at the board, all the Russian player knows is that the enemy is south of row K on boards 3 and 4.

The invasion force is a hodge-podge. In terms of infantry, it's normal Russian: 39 squads, only four leaders, six MGs and an ATR. But the armor, ah, that's something else: two T28Cs, three T40As, three T26Ss, two BT72s, a KVIIIA, and a T34/76A. To put this force into proper perspective, the German 20L AA gun, if it hits, has at least one chance in thirty-six of killing eight of the twelve vehicles out to a range of 24 hexes. And that's against frontal armor. A 50L has at least that good a chance against any Russian AFV present all the way out to 39 hexes. That's not to say that all the armor must or should cower in a corner, but it should make us all realize that this is a situation in which some caution is required.

With just over a single column of new rules, there's not much new to learn. Twelve of the Russian squads are 4-3-6 militia. In general, such counters are used to represent inexperienced infantry. Rules for their use fill about half of a column. Their major flaws are that they have a basic MP allowance of only three, and have a rally level of five. The remaining rules describe sustained fire by MGs. Now, at the expense of a reduction by two of the breakdown number, a MG can get a one column shift on the IFT. While the new rules are rather short, it's a good idea to review everything back in the new section 63 before playing.

Bearing in mind that the Russian player will see none of this when he starts the game, let's take a look at what the German player can do. With 39 counters under his command, he is required to have at least

some units on each board. No more than twelve may begin on any one board. Thus, a defense in depth is necessitated by the special rules. Even if it were not, however, the relative strengths of each side and the psychology of HIP would dictate something similar. In trying to hold back the Russian hordes for thirteen turns, the German player requires uncertainty as an ally. A major Russian goal is the rapid development of information concerning German deployment. In contacting an enemy force this is the first requirement of the battle. Here, HIP goes a long way toward recreating one of the facts of war at the tactical level.

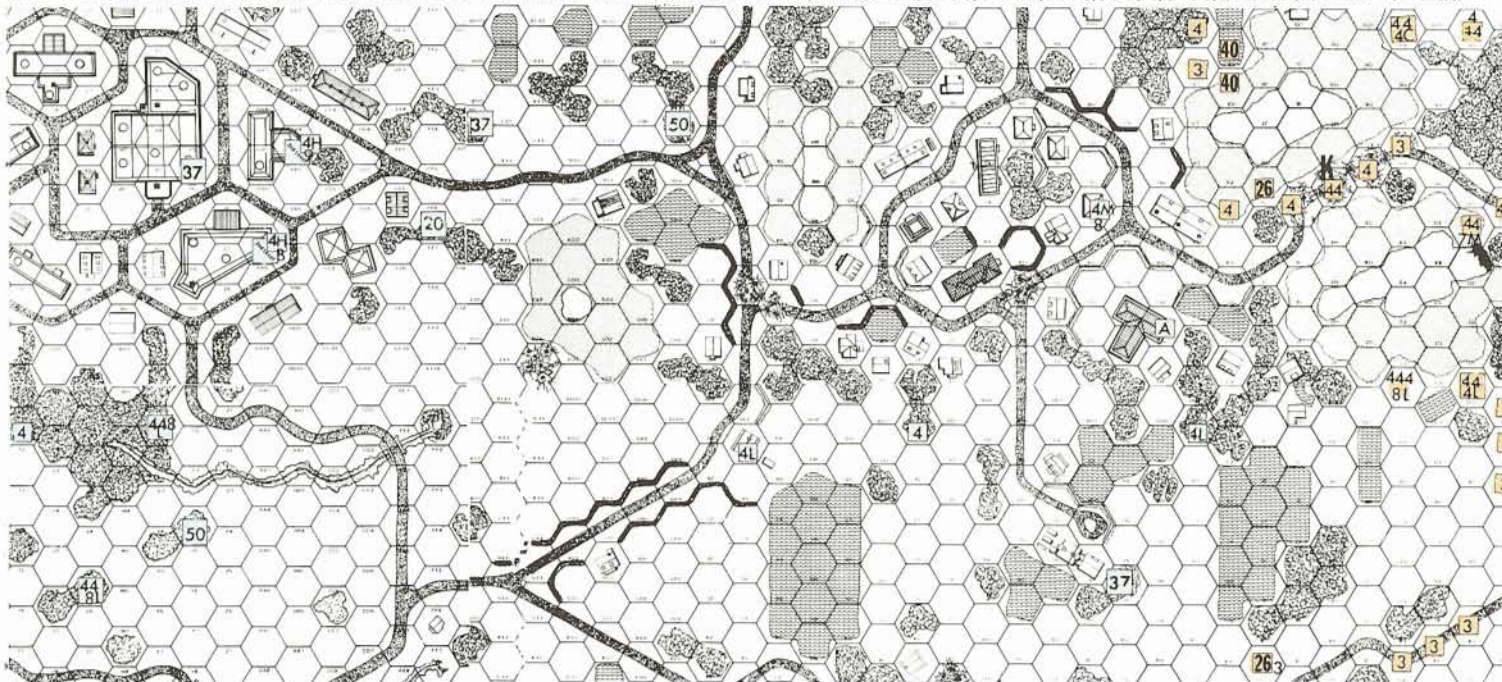
Uncertainty can be produced in various ways. All have in common the goal of keeping the Russian player cautious. When he's cautious, he searches trees and buildings, looking for the hidden foe. His armor does not advance boldly, and his precious leaders lag behind the advance.

A defense in depth, however, is just one of two major tools used to create uncertainty. The other involves the timely exposure of German units. By this I refer to the idea that the first available target need not be the first one attacked. Fire at the second or third one to pass by does bad things for the Russian player's concentration, forcing him to wonder about what else might be lurking somewhere behind his most advanced units.

The German deployment shown in Fig. 9 reflects the words above. To start with some overall observations, neither boards 3 nor 4 contain the maximum allowable number of pieces. Group A on board 3 consists of a 9-1 leader, one squad and a MMG on the second floor, and one squad on the first floor. If a dozen counters begin the battle on either 3 or 4, an intelligent Russian player (i.e., one who's keeping track of how many pieces have appeared on each board) will be very pleased when he's found the twelfth counter. Any deployment should bear this in mind. As a matter of good manners, the question of how you count pieces located on a pair of half-hexes belonging to two different boards should be known to both players before the game is begun.

Of the six available AT weapons, four are located well back and only the one on board 4 is really up forward. The goal is to keep the Russian

Figure 9: Group A consists of a 9-1 leader, 4-6-7 squad and a MMG on the second level, with another 4-6-7 squad on the first level ready to move up to the second floor to man the MMG should the other squad falter. 4 = 4-6-7; L = LMG, M = MMG; H = HMG, 8 = 8-1; 50 = 50L ATG/w crew; 37 = 37L AA/w crew; 20 = 20L AA/w crew; 9 = 9-2, B = 9-1; 4 = 4-4-7; 7 = 7-0; 3 = 4-3-6; C = 8-0; K = KVIIIA; 26 = T26S; 40 = T40A.



player guessing. Good play on his part will force a reasonably cautious armor advance while his infantry feels for the enemy positions. Experience shows that a successful Russian campaign in the streets of board 1 requires that some Soviet armor survive to do two things: function as a taxi service, and provide direct fire support against enemy infantry positions. Unless strongly supported by friendly infantry, AT Guns located near the northern edge of the allowable hexes will be quickly discovered and destroyed by Russian infantry. Providing such support will delay the outcome, but, particularly on board 3, has two undesirable aspects for the German side. The first is that, in doing their job, the German infantry will almost certainly be cut-off and destroyed. The second is that a force large enough to be effective will exhaust enough of the I2 counter limit to give even a careful opponent a quick passage the length of board 3.

In deploying the AT weapons the other significant concern is fields of fire. German forces are too thin on the ground to allow one to be very cute in picking spots. However, there is an area, during play of the game, where you can try something of that sort. With the defense given, particularly if the stacks off of board 4 include several vehicles, I'd let the first tank go past the gun at N5 without taking a shot. The second would be attacked. My purpose in so doing would be to establish my willingness to wait.

Infantry positions in 3M2 and 3O5 are pretty obvious, and I'd fire M2 at the first attractive target I had. O5, however, would wait a bit. When part of your defense is psychological, you can't afford to be too predictable. Moving over to board 4, the L9 squad is intended to infiltrate back into the village after the action has passed by. If this appears to be an unlikely possibility because of enemy search parties, it takes off and heads south. Those forlorn souls at T9 will be revealed when they advance to 3T1, which they will do as soon as any kind of Russian effort on that board becomes clear. Maybe he'll think that there were already 12 pieces on board 3. The last force on the northern boards, at Y9, is there because I just couldn't bear the thought of leaving the road west of there uncovered.

On the southern boards, the HMG positions are strong ones with good fields of fire. BB4 should open up as soon as targets appear, but you might want to wait a bit with AA7. The three squads on board 5 closest to board 1 will move west as the situation dictates. So too will those in V5, but their initial purpose is to provide some security against a Russian assault on board 1 from the east.

The invaders are hobbled in the use of their armor by a special rule requiring that one die be rolled for each multiple of six (or fraction thereof) AFVs still mobile. What you roll equals the number of vehicles you can move to new hexes that turn. Only the T34/76A is immune from this restriction. The intent of the rule is to reflect the confused nature of things on the Russian side. In order to prevent a very unrealistic ability to react to initial German fire, all Russian forces must be positioned adjacent to their entry hexes before things begin.

What you see at the northern end of the boards is one way in which the Russians might begin if the dice rolls allowed just five vehicles to enter. Infantry positions are those prior to the Advance Phase. Two T40As have been used to deliver squads to L8 and L9. Assuming no opposition, the squads will advance into M8 and M10. Such a procedure will flush any foe within those eight forest hexes or the building in M7. To complete the action on the western edge, the Advance Phase would see the squads in F9 advance into G9, while the 8-0 leader and the squads in D9 all enter E10. During the Movement Phase of turn 2, two of the squads shown in F9 will board the tanks in row L.

Other tank-transported units are in I5 and K5. Each will advance to the southeast, one to gain cover and one to scout building L4. The infantry along the road hopes to explore building M2. Movement of the KVIIA into H5 would be my response to fire from that location. Even in the absence of any German response it's not a bad move.

Similarly, a Russian MMG in 3H2 by the end of the second Movement Phase makes sense because of its fine field of fire. As was the case in the west, the leader joins a second group during the Advance Phase. The same thing also happens on the other side of the hill. Russian leaders are too valuable to be risked without a good cause. Following second turn movement, the trio of squads seen in F10 will be in J9, ready to split up and start exploring possible concealing hexes north and east of M2. As an alternative, they, and the three behind them, might form a fire/assault group if M2 turns out to be held.

The six militia squads are going to continue southward along board 4, looking for enemy positions. The need for intelligence is greater than the need for six militia squads. That T26S is also on an intelligence gathering mission. Complete with squad, it will head south as long as it's able to move. Two other vehicles, a second T26S and a BT72, each with a militia squad on board, are waiting for a chance to enter at 4A6. They too will go south, on the same mission. Collectively, they pose the German player a pretty problem. To maximize their effect, they should be kept well separated.

If the enemy is found, the cleanup group consists of a T28C with a LMG—carrying 6-2-8 on board. Its armor means the tank has nothing to fear from a 37L frontal shot, and its ten MG factors make it a formidable anti-infantry weapon. On this board, however, the destruction of enemy forces is secondary to the task of determining where and what they are.

The main effort will be on board 3, and everything else the Russians have is adjacent to 3A6, waiting for the chance to enter. Enough vehicles are available to transport the remaining infantry and their support weapons.

From this description, my ideas of sensible Russian play should be pretty clear. Basically, it's a matter of gaining information without paying too great a price in pieces or in time. The advance must be kept concentrated enough so that, along the main line of advance, heavy fire can quickly be brought to bear. Some squads must always be mounted up, available for rapid movement.

Even after this length of time, I am still uncertain as to the ultimate balance in this scenario. However, of one thing I am certain: it's one of my favorites. From the time playtesting began until now, such changes as were made generally favored the Russians. The KVIIA was added, as were three T40As and a 7-0 leader, while only one T26S was lost. In addition, the game length was increased by one turn.



Scenario 19—A Winter Melee

If you thought the Russian armor of the previous scenario to be a bit odd, then "bizarre" is probably the word you'll use to describe the mix of this scenario's Russian squads. In February, 1942, a German recon group has seized the village of Okorovovo, thereby, at least momentarily, frustrating a Russian partisan resupply effort. The burden of attack falls upon the Russian player. Within ten turns he must gain uncontested control of all five stone buildings on board 3.

The German force, initially restricted to any whole hex of board 3, consists of ten squads, four leaders (8-1 to 9-2), three LMGs, two MMGs, and three SPW251/1s, MG-armed halftracks. This group is deployed after the Russian player has placed the first of three distinctly different forces upon the board. This one consists of 10 3-3-6 partisan squads led by 9-1 Taravich and 8-0 Markovitch. By way of weaponry they have two LMGs, two ATRs, and four Molotov cocktails ("Drink up comrade, we need the bottle.") All of this goes on any whole hex of board 5. After the German player sets up, two more Russians are added: a pair of snipers.

All of these Russians represent the force to be resupplied. The group interested in revictualing them enters the south edge of board 4 on the first turn. It consists of twelve cavalry squads with 8-0 and 9-1 leaders. On each turn through number 4 there is a one-in-four chance that the third Russian group will appear: 20 6-2-8 parachutists, complete with three LMGs and 9-1 and 10-2 leaders. Thirty-two percent of the time they will not arrive until turn 5, when they then automatically appear.

Taking the new infantry units in the order of their appearance, partisans are similar to other types of second class infantry in that they rally one spot below their normal morale value. Except with respect to partisan squads, partisan leaders cannot do any of the things normal leaders can do, but regular army officers can do the usual things for partisan squads. Partisans use all support weapons as if they were captured weapons. On the positive side, they get a +2 DRM against fire when they're in the woods, and pay only 1 MP per woods hex. They are able to impart the latter ability to any friendly forces stacked with them. They are similarly useful with respect to their combat specialty, the ambush. Subject to a rather moderate restriction concerning contiguous hexes, partisans advancing into Close Combat in a woods or forest-road hex get to resolve their attacks first. Only such enemy units as survive can retaliate.

Snipers (1-8-8s) stack, move and can rally themselves as do leaders. Unlike any other unit they may fire and still remain hidden. In exchange, they are totally incapable of doing anything in the way of portaging or using support weapons. Their unique combat capability lies in the fact that each comes with his own IFT DRM, from -1 and through -4. When hidden (as per HIP) or under a Concealment marker, this DRM is used in addition to any normal ones which might apply. Point blank and long range fire effects modify this DRM rather than the basic firepower of the unit. In firing at a stack, the sniper must select a target piece. A KIA result kills if the target represents a single individual; otherwise, it produces a normal MC result. All other results are to no effect. In addition to the usual way of losing hidden status due to enemy movement, unbroken infantry units in a target hex get a free guess as to the location of the fire. A correct guess causes the sniper to be placed on the board beneath a Concealment marker.

As you might imagine, the rules for paratroopers are concerned with the mechanics of getting them on the ground. In this scenario the rules leave us with the requirement that what's airdropped must be divided into four groups, each consisting of five

squads and no more than two leaders or LMGs. The Russian player selects a drop hex for each group, subject to the restriction that they must be at least five hexes from one another. The rules provide for a 50-50 chance that the drop hex selected will be the location of one end of a string of paratroopers. The other half of the time the drop hex is displaced to the same hex on a different board. Once all such hexes are located, the parachutists are strung out from them along parallel hex grains, on top of their 'chute counters. Each such counter (and there are separate ones for each leader and each LMG) then rates a pair of dice rolls for scatter. One die gives direction while the second specifies distance. If you'll take a look at Fig 10 you'll see what scatter can do. In this case the drop hexes were 4AA6, 3Z1, 3Y7 and 5X2, and the strings of jumpers all ran north from these locations. Leaders and LMGs are shown on top of their 'chute counters. The 6-2-8s have been removed from theirs for the sake of clarity.

At this point in the proceedings, enemy Defensive Fire takes place. After that, all unbroken units get to shift themselves one hex in any direction and land. This ability to shift is to be prized because landing in a building, forest, or forest-road hex costs a normal MC. Other rules cover Close Combat in

the turn of arrival and the procedure followed for units that happen to drift off the map.

For the pyromaniacs we have a new weapon, the Molotov cocktail. At your request, it can be used in an effort to torch buildings as well as vehicles. Except in bulk, it is not an effective weapon. To have any real chance in a Defensive Fire application you need to be in the same hex with your target, and even then all you'll get is a 17% chance of success. That's the same chance a 6-level morale squad has of a successful Close Combat with one of the things. These chances reflect the favorable modifications due to the halftracks being open-topped vehicles.

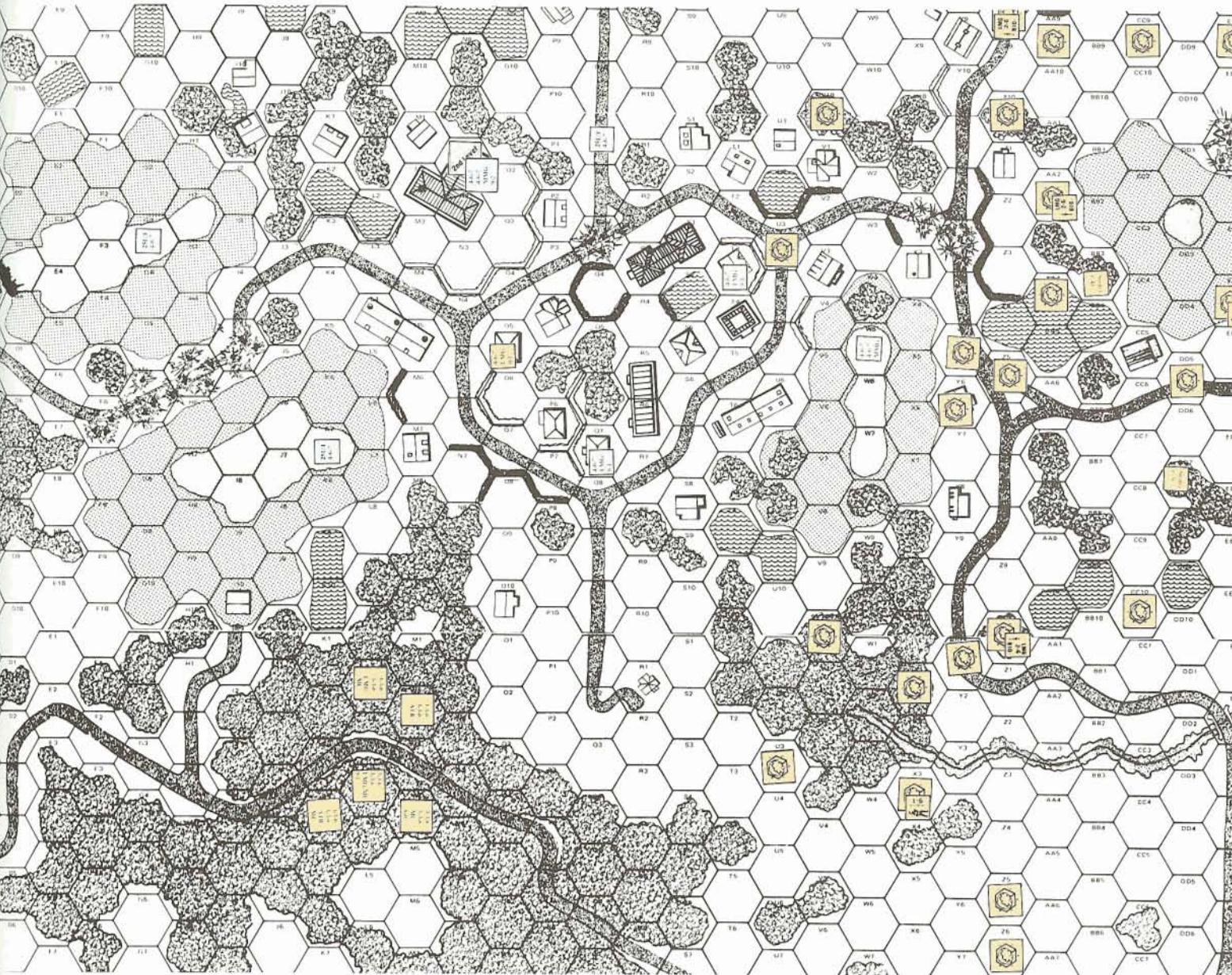
Because the special rules require the retreat of all partisans into forest hexes on board 5 as soon as five such squads are lost, their initial deployment is close to board 3, but in terrain where they are quite safe. As you might imagine, the variables in this scenario make play balance calls quite difficult, but the German deployment represents my feeling that just sitting there and waiting for it is an excellent way for the German player to lose.

The force in W5 has a comparatively good field of fire, and will be free, since the Germans move first, to try entrenching on turn 1. Such a force is

well-placed in the event of a drop either across the town, or to the west. The cavalry arriving on turn 1 will receive the attention of the force in N1, or that in W5, and the two southern halftracks. Prior to the horsemen's arrival, the vehicle in G3 moves down to 4C7, while his partner goes to 4Q10. Once the cavalry appear, they are to be attacked by every possible means in an effort to reduce their numbers to the point at which they do not form a major independent threat. Meanwhile, the other halftrack keeps an eye on the woods to the north. Leaving two of the victory condition buildings unoccupied is a temporary measure. Movement of the T4 force depends upon the entry area of the cavalry.

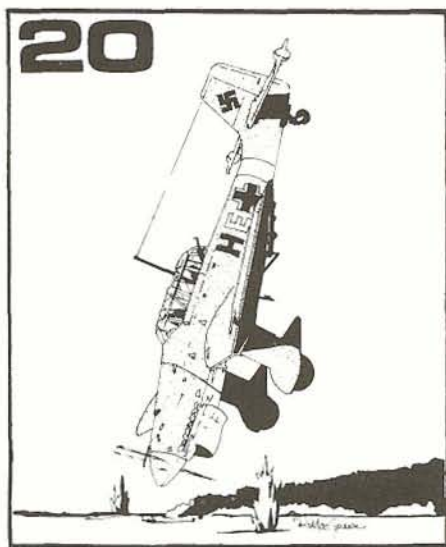
In response to all of this, the snipers have been positioned to try their luck against the squads on hill 522. My ideas about cavalry entry and the airdrop are based upon two observations: that the number of positions around the vital hexes on board 3 that have good fields of fire is limited; and that the German force is small for its assigned task. From this, it seems best to attack from two directions. Thus, the cavalry enters toward the eastern end of the south edge, with the goal of reaching the woods southeast of building M2.

Figure 10: All chutes signify a descending 6-2-8 squad



While this is going on the partisans move to the tree line and bring the halftrack under fire. This will normally cause its retreat. 3S7 is a nice location. If the paratroopers arrive within the first three turns, I'd drop them as indicated earlier, with an eye toward developing pressure from both east and west. A later arrival pretty well eliminates a tidy fight, forcing the drop hexes further east. Once the paratroops have landed, a general assault must follow within three turns. After that, it's a wide-open brawl.

Not much happened to this scenario, from start to finish, in terms of the forces involved. One of the special rules, however, did change. Originally, the entry turn of the paratroopers was determined by selection of a Fire Mission chit prior to the game's start. Now a chit is drawn by the Russian player each turn. If it matches the turn number the paratroops arrive that turn. If it does not match, back it goes. The resulting loss of advance knowledge, plus the possibility of an additional turn's delay, certainly make things more interesting.



Scenario 20—Breakout from Borisov

COI finishes up with yet another early war scenario. This one is a meeting engagement between an assortment of Russian units and elements of the 52nd panzer grenadier regiment, with the former seeking to crush a bridgehead across the Berezina River which the latter is seeking to expand. The time is July, 1941, but the feel is that of a different period. The reason for this doubtless lies in the general nature of the scenario, in that each side must be capable of aggressive action.

This is reflected in the victory conditions. After ten turns, victory goes to the side having control of the most boards. To have control it is necessary to have at least a two-to-one advantage in unbroken squads on a board. A fully functional AFV counts as two squads; an immobilized AFV, or one with some malfunctioning armament, counts as one. In the last turn or two of the ten turns, the victory conditions produce some militarily peculiar events, but the overall flexibility of play in the situation more than compensates for this.

Of the twenty scenarios to date, this one is unique in that it is the sole meeting engagement. Referring to Fig. 11, all of the Russians enter boards 4 and 5 from the east, while all of the Germans enter at the western edge of board 1. The "missing" map section is flat, impassable marsh. To add to the fun, a die roll decides which side moves first. As a penalty, the units of the side moving first have just half their normal movement allowances. Which side suffers most, initially, from moving first is unclear

to me. What is clear, however, is the end game advantage of moving last.

No illustration is given for Sit. 20 because of two factors. First of all, there are really two openings due to the questions as to who moves first. Secondly, the opening turn activities are not as revealing in this scenario. For these reasons I've chosen instead to spend time on matters of force composition and strategy.

The German infantry consists of 24 squads, six of them 8-3-8s. Among them they carry 14 MGs, a flamethrower, and three demo charges. Leaders are handled in a unique way in this scenario. The German player picks up to ten regular infantry leaders whose total leadership modifiers do not exceed 11. Since the unnamed leaders of the *SL* Campaign Game can be used, I like two 8-0s, two 8-1s, three 9-1s, one 9-2 and two 10-2s. Other nonvehicular ground forces consist of three crews and their AT Guns: two 28LLs and one 50L. One of the new elements to appear (maybe) in this scenario is what I think of as a Stuka module, but more about that later. Three radios provide access to four 100mm fire missions.

No less than 20 vehicles accompany this band, 10 of which are halftracks of four different types. Four are the unarmored SdKfz 7ts. Of the six SPW251s, three are MG-armed and a fourth has traded its squad carrying ability for a 37L gun. The infantry lift capability is helped considerably by the presence of three heavy trucks. Six of the remaining vehicles provide the main gun capability: a PzKw IVF1, three IIIEs, a PzKw 38t, and one assault gun, the reliable STGIIIB. Speed is what the last vehicle gives one. It's a PSW222 (20L) armored car. The lone 8-1 armor leader probably belongs with the F1.

Against this we find arrayed no less than 54 Russian squads: 36 4-4-7s, and six each of 6-2-8s, 5-3-7s, and 4-3-6s. In terms of support weapons they are not all that badly equipped, having nine MGs and five ATRs. For a Russian force, it's in pretty good shape with respect to leaders: no more than eight with a total modifier of seven. I would select two 8-0s, two 8-1s, three 9-1s and a 10-2.

The remainder of the Russian force consists of a dozen tanks. Seven of these are BT5s, BT72s and T26Ss. Two T28Bs, a KV1, a KVIIA and the lone T34, a 76A, round out the lot. That rule back in scenario 18 limiting armor movement by dice rolls also applies here.

Two minor rules make their appearance. One covers misses by 100mm and larger HE rounds. Obviously, they have to land somewhere, and here is where you learn how to handle the situation. The second permits some previously forbidden acts (e.g., firing a panzerfaust from inside a vehicle) at various costs. Airpower, or more specifically, Stukas, provides the biggest part of the new rules. When air support is available, the owning player rolls a die during the initial Rally Phase of each turn. On a "1", the first time it's rolled, he gets it, subject to a second die roll that determines how much he gets, from one to three aircraft. In this scenario the chances of getting no, one, two or three planes are 16%, 28%, 42%, and 14%. In almost all cases any air support received must be used during the turn of its appearance, and that appearance cannot be delayed once the die says that it's time for air power. As you might suppose, the rules provide for misses and, 11 times in 36, the chance of mistaken attacks, in which case the German player may well end up blowing away some of his own forces. Close air support is a chancy thing in *COI*.

Starting fires has always had an appeal to some *SL* players, and in the past they've been forced to rely almost entirely upon flamethrowers. Now, however, things are different. Matches have been issued to all troops so that every unit now has at least a chance to set everything but clear terrain

ablaze. Environmental conditions (in six categories, mud-snow through very dry), modified by time-of-year (five categories) adjust the chances. Wind direction and velocity influence the spread of a fire. There is, at each Rally Phase, a small chance that one of these two conditions will change. In a ten turn scenario there is a 57% chance that the wind conditions set prior to starting the scenario will remain unchanged. The easiest thing to burn is a wooden building, while the hardest is a woods hex; stone buildings and wheatfields fall in between. Depending upon the weather rolled for this scenario, wooden buildings go up 42 to 83% of the time, per try. The numbers for a woods hex are 17 to 58%.

These numbers speak to the possibility of using fire as a weapon. I have found its most reliable use to be defensive in character. It can be used to deny territory to an enemy or to block his LOS. There are problems with this, but offensive uses of fire seem to have more. In any event, the potential produces additional problems for the game player.

I'm sure that all of you are aware of those old sayings to the effect that plans do not survive the first contact with the enemy. As with a lot of catchy slogans, this one tells something less than the total truth. Both players have enough in the way of units to make some sort of planning a necessity if they wish to avoid participating in a rather dull brawl. That what you devise will undergo modifications is certain, but that's a poor excuse for not looking ahead.

The first thing to consider is how victory is determined. The possibilities include controlling three boards and ignoring the other two, and holding two boards while keeping two more out of the other players control. Winning with just one board under your control has a dreadful bloodbath as a prerequisite. In my experience, barring a rout of one side, most games are either draws or go to the player controlling two boards. In this connection, control of hill 498 and the region west of it on board 3 will not insure victory, but it is hard to win without having it. From this area it is possible to interdict north-south movement across board edges.

Turning to forces, the obvious German advantage is mobility, while the disadvantage lies in numbers. For the Russians, things are reversed. Because his superior mobility will give the German player at least a chance to hold the initiative during the opening turns, let's first consider what he might try.

The nature of the terrain will make German chances for control of board 3 quite poor should the Russian player make a major effort on board 4. German hopes for a victory do require that such an effort fail to reach board 1. Thus, a German player moving first is forced to dispatch troops into board 3 with an eye toward controlling east-west passage across it. Control of hill 534 in the northern sector is essential. The 50 L AT Gun, supported by squads, at least one MMG, and a radio-equipped leader dug in in hexes such as 3J6 and 3K7 represent a minimum investment in the area. While none of this will get there in turn 1, the potential must be established by how forces enter. They can always be diverted elsewhere. The bulk of the German forces should be divided between Q10 and Y10, with tanks leading the advance. True, they are slower, but the German halftracks are essential to success and ought not to be risked for a few extra hexes.

Because of the terrain, the favorite Russian entry is along the edge of board 4. If that course is chosen when the Russians move second, the first priority is to get the Russian infantry across board 4. The technique of shifting leaders back and forth, during the Advance Phase, between two stacks is useful. Congested terrain with good cover is of greater

value to the Russians, and board 3 offers this. Russian cavalry is well-equipped to go after building 3M2 and/or the woods around it, while the main force drives across the center of board 4. If the Russian player is lucky with the dice, some infantry-transporting armor can head toward hill 498 at the southern end of board 3.

No such adventure is reasonable when the Russians move first. If board 4 is the entry area, the armor needs to be kept close. Against such an opening the German player will be able to occupy the village in the center of board 3, but should probably avoid the buildings and trees along the seam between boards 3 and 4. In the long run, the restricted fields of fire tell against the German weakness in infantry.

Tactically, each side has the aim of reducing the other side's mobility. For this reason it is impractical, over the long run, for either side to separate its armor from its infantry. The AFV weaponry and the terrain are such that infantry support is required if the AFVs are to survive.

With an opening such as the one above, the battle will be concentrated in the northern portion of the playing area. A Russian entry on both sides of the east-west boundary between boards 4 and 5 seems to produce a much more mobile situation. Here the Russian player seeks to isolate the southern boards by using armor on board 5 coupled with an infantry advance across 4 in the area of the large wheatfield. I feel this to be a risky opening, but it has proven to be successful when the German gets himself tangled up with conflicting efforts and splits his own force.

This scenario is the second to have a board change during playtesting. Originally, a second board 1 was to be used in the southwest. Its removal restricts the German advantage of greater mobility. In a further move to strengthen the Russians they lost a T35 and received the KVs in its place, along with the six second class infantry squads. The biggest change, however, came in connection with the limits on the total leadership modifier. Originally it was set by dice rolls, using three dice for the Germans and two for the Russians. If ever the dice decided a game, it was under that special rule.

Some Final Remarks

I consider the SL system to be the major event in tactical games. The system has withstood the COI additions and changes with considerable grace, demonstrating the caliber of the basic game mechanics. Twenty scenarios displaying considerable variety are, of course, a major aspect of the games, but the open-ended aspect of the system and its components are a real plus. And just think, there's more on the way.



THE ASYLUM, No. 2

THE PICNIC By Allan Moon

You've turned a Sunday at the in-laws into a gaming session with your buddy, by covering it with a day in the country with the wives. You are such a clever man. Your smug reflection almost cracks the rear-view mirror.

"We shouldn't have left the kids with Dad and Mom", your wife says, "we could have brought them along."

"They'll be fine", you reassure her, "your folks love them, they're never any trouble."

"Well, what about my hay fever?", she whines. "You brought your pills, didn't you?"

"Yes." She looks doubtful, but gives up the fight.

Your only fears, wind and rain, are gone too, as the sun and sky are motionlessly clear. You can smell victory in the air. You find a spot near the lake. Lay out the blankets. Beer. Chips. Sandwiches. Pretzels. The wives begin to sunbathe and lay there half asleep. You break out the game.

Branches hang over you, looking on expectantly. The lake is as glassy as your eyes. The grass limp to your desires. Even the ants have chosen another field of battle. The ground is flat and the set-up proceeds without a hitch. Just have to be careful of the green units.

It's all set. But, there's no die. Not in the box. Didn't fall in the grass. OH NO! No randomizer chits either.

You wake up the wife. Your die? She doesn't know. "What would I be doing in your silly games?", she asks. "Maybe the children took it", she suggests.

"Why do you let them touch my games?", you

ask horrified, as you shake her violently.

"Well, can't you use something else?"

"What? Cut off fingers and label them one through six? Find six different size rocks? Use sugar cubes? A sugar cube; that's it. You have one, don't you?"

"Yes, you know I do", she says in a meek voice, "but you can't have it."

"I need it."

"It's for my coffee. I hate coffee without sugar."

You plead, she refuses. You beg on one knee, she cries. You yell, she slaps you. You cry, she gives you the cube, and runs off towards the lake.

Unconcerned by her flight, you begin to dot the cube. It is a delicate operation. Your buddy claims you put the "one" on the slightly crumbled side. A chronic complainer. The game begins.

Screams are heard off in the distance, from the direction of the lake. Oblivious, you begin the advance on the enemy positions. His flank looks weak. The cube has turned out to be lucky for you. How sweet it is!

There is a lot of commotion down by the lake. Lots of people milling around. A couple of guys with long poles and nets. Meanwhile, you have advanced within range of the enemy capital, your objective. But you are overextended and failure to take the city could mean the game. The critical die roll; the cube breaks in half.

"It's a one!"

"It's a six!"

The picnic is over.



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REALISTIC VICTORY AT SEA

By Kurt Kimball

Aside from my bitter disagreement with the author's caustic remarks reference *WAR AT SEA* being a "horribly imbalanced parent game" and *U-boats* being only of "nuisance value", the following makes interesting reading whose timeliness cannot be denied in light of the recent publication of the *WAR AT SEA* Variant counters which he discusses. All of the counters alluded to in the following article are either in the respective games or available from our Parts Dept. for \$2.00 plus usual postage charges. The earlier variants referred to can be found in Vol. 13 #3, 14 #3, 14 #4, and 15 #3.

One of the most fast-moving, playable, and aesthetically pleasing games to come out in recent years for WWII enthusiasts has been *VICTORY IN THE PACIFIC*, a much improved evolution of *WAR AT SEA*, a good game in its own right, though much less realistic. Richard Hamblen is to be (and no doubt has been) congratulated on making such an enjoyable contribution to the realm of playable wargames, and the crowning achievement, published in the Nov. 1977 *GENERAL*, was the excellent *Victory at Sea*, a combination which saved the horribly imbalanced parent game from my discard pile and boosted the revered offspring from one of my favorite games to the top of the rather cumbersome heap, which covers a footlocker full of them going back to 1964. However, this game's very appeal led me into considerable research which has bared some minor (easily correctable) and some major (if forgivable) flaws. Although a number of updates have come out, this enthusiast must beg your indulgence for a few more minor corrections and suggestions which will enhance the realism without affecting the playability.

LET'S START THIS THING OUT RIGHT

In the full scale *Victory at Sea*, having done away with the silly rules about having to roll a die to see if American or Russian forces can play this turn, and utilizing the extra forces available, including American obsolete battleships diverted from the Pacific (where they are less useful), the Germans no longer have the lopsided advantage of the original *WAS*. This will be even more true if the board extension with the Black Sea is being used, since this is (realistically) an extremely difficult place to deny the Allies an extra point per turn. Therefore, include the only two German capital ships which are omitted from *WAS*, the *Schlesien* and the *Schleswig-Holstein*. These two venerable old tubs were already obsolete when the High Seas Fleet sailed for the battle of Jutland in 1916, though they were only eight years old at the time. They were about the tonnage of the pocket battleships, and also mounted eleven-inch guns, two forward and two aft, but these were an older variety, with less than half the range and fired at only 60% of the rate. They were also slow, the only slower capital ships in the war being the *Lemnos* and *Kilkis*, American pre-dreadnoughts which had been purchased by the Greeks and were sunk in harbor anyway. Therefore, give these two old clunkers factors of 1-1-3. This will insure that they will be useful for little more than Baltic patrols, and this is precisely how they were used. This can be a quaint piece of nostalgia, because the *Schleswig-Holstein* fired the first shots of WWII at Danzig harbor on Sept. 1, 1939, and this is where you will want to use her on turn one, picking up that free Baltic point and allowing your better ships to sail in greater strength against defended waters.

In August, knowing that conflict was imminent, Hitler sent the pocket battleship *Deutschland* to sea

in order to get the jump on allied shipping. In *VAS*, when the German surface raiders are placed (in any sea area, after all else is set up), also place the *Deutschland* in any sea area where German forces are allowed. (N.B.—fearing the loss of prestige if so named a ship were sunk, Hitler ordered her name changed to *Lutzow* in mid-voyage.)

ABOUT THAT GERMAN ATTACK BONUS

While there is, perhaps, something to legendary German efficiency with arms and armament, the attack bonus blows some of their ships out of proportion (and many an Allied ship from the water!). While this bonus is justified on the *Bismarck*-class battleships, it is probably not on the others. The German high command itself ordered the *Scharnhorst* and the *Gneisenau* not to engage any enemy capital ships, even obsolete ones. Together they fared poorly against the old *Renown* in the Norway campaign, and the only other clash with a battleship, against *Duke of York* in the Battle of North Cape, was the end of *Scharnhorst*. The pocket battleships were even more vulnerable, losing the only engagement with a ship powerful enough to register in the game, and the Battle of the River Platte in game terms would have been allies 1-1-7 vs. axis 2-2-5 with attack bonus. Actually, the fight was nearer even.

On the other hand, the argument for the attack bonus is that without it the Germans will seldom have situations on the high seas where they can risk their fleet. While this was exactly the case, it makes the game much less interesting, so this compromise is offered. Don't give the attack bonus to the *Schleswig-Holstein* and the *Schlesien* because their armament was inferior, older guns. Also, don't give the attack bonus to the surface attack factor of the *Graf Zeppelin*, which, like any aircraft carrier in the game, receives its strength from a proliferation of small-caliber weapons and had no big guns in its design.

CAN QUEEN ELIZABETH OUTCLASS JULIUS CAESAR?

The answer to this one should be an emphatic yes. The *Andrea Doria* and *Conti de Cavour* class Italian battleships (the latter including *Giulio Cesare*) were built during WWI to counter the Austrian *Viribus Unitis* battleships, and it was probably much the Italians' good fortune they never met. Like many of the period, these ships were extensively refitted and rebuilt during the period between the wars, but in every respect except speed were considerably inferior to the *Queen Elizabeth*-class, five other famous rebuilds represented in the game as 4-4-4. These British relics of Jutland had been built from the deck up anew, and like all other ships in the game which mount eight fifteen-inch guns (e.g. *Hood*, *Royal Oak*, *Richelieu*, *Bismarck*), has a gunnery factor of four. The obsolete Italian battleships represented as 4-3-5, having had their center turret removed in rebuilding, mounted a triple and a superfiring double turret both fore and aft, for ten 12.6 inch guns. This is far more comparable to a couple of the ships added to the combination game, the obsolete U.S. *Arkansas*, mounting twelve 12-inch guns, or the French *Lorraine*, mounting ten 13.4 inch guns. Since both of these ships are assigned a gunnery factor of three, it seems reasonable to represent these four old Italian battleships as 3-3-5. Although there are any number of places you can logically argue for a factor here or there, the purpose of this article is not to nit pick, but in order for the British to cover their area

of responsibility all the way from Iceland to Ceylon is a big order, and the only way they were able to manage at all was to hold the Italians in check with qualitatively superior forces. In any event, if you are using the expanded order of battle for the Italians suggested in the same article as the addition of the Black Sea Fleet for the Russians and the Greek navy, they get three of the four lost points back.

One thing is certain—even though the Italians had a sizable navy with some of the best battleships at the start of the war, they never really seized the initiative in the Mediterranean the way the British (and for a short while the Germans) did. Therefore, in the combined game have the Italians move with the Japanese patrolling forces, before the allies, with only the Germans getting the drop on the British. This might make the Italian more reluctant to risk his fleet, and again is historical.

THE ERRATICALLY TIMED TURN RECORD TABLE

Never in one of Avalon Hill's games can I ever recall a more time obfuscating turn sequence. Since turn ending dates are given for *VITP*, and the surprise attack that starts that game is the end of turn three (unless using the optional Japanese early attack rules from the Nov. 77 *GENERAL*, which are excellent), it can be assumed that we have dates for the fourth through tenth turns of the combined game, as well as the ending date for turn three. These turns vary from four to seven months. Therefore, using four to seven month intervals, we should be able to work backwards and come up with the time reference frame to which we history lovers are so hopelessly addicted, and which was so baldly omitted from *WAS*. Since the game begins with Norway and Denmark already in German hands and ready to be used for a jump off into the Barents Sea and beyond, the game must begin later than April 1940. Since France is not available as a German port on turn one, we can assume that turn one begins earlier than August 1940. This narrows it down fairly well. Since the Italians are in it from the start we can also assume it goes past early June, too. The absence of the French fleet on this turn is no problem, since the political turmoil of impending capitulation would have kept their navy off balance. Since the Russians are available on turn three and not before, we know that summer 1941 must occur during turn three (which ends in December 1941). Hence, the following track:

Turn	1. May 1940/Dec. 1940
	2. Dec. 1940/June 1941
	3. Jun. 1941/Dec. 1941
	4. Dec. 1941/May 1942
	5. May 1942/Sept. 1942
	6. Sept. 1942/Jan. 1943
	7. Jan. 1943/June 1943
	8. June 1943/Jan. 1944
	9. Jan. 1944/May 1944
	10. May 1944/Oct. 1944

WHEN TO PULL A SNEAK ON A GREEK

In the aforementioned article in the *GENERAL* (Vol. 15, No. 3) which added the sea area of the Black Sea and beefed up the Italian Fleet, the Greeks' small navy appeared, two 2-2-3 ex-American pre-dreadnoughts, and were made available on turn three. The article stated that since the Germans attacked Greece and Crete on turn three with considerable air support, it was mandatory for the Germans to place their air strike in the Mediterranean that turn. A quick reference to the preceding chart shows a conflict between my

analysis and that much esteemed author's. Even in accepting placing this mandatory air strike south in the same turn as the jump off against the Soviet Union (the Barbarossa campaign was delayed by the Balkan campaign, remember?), to stretch turn three to cover the attack on Greece (*Kilkis* and *Lemnos* were sunk in April) and Pearl Harbor both would seem to stretch the fabric of time a bit thin in a game where the average turn length is just over five months. Also, the sinking of the Greek fleet in harbor predated the cruise of the *Bismarck* and *Prinz Eugen* (which become available on turn two!) by about a month. Since the entrance of the *Bismarck* and its epic voyage were contemporaneous with the attack on Crete, and since both these events fall neatly into turn two on the preceding time record track, try the following rules for use of the Greek fleet in the Mediterranean:

The Greek fleet must remain in harbor on turns one and two. On turn two, to symbolize the massive air attacks that were made in conjunction with the Balkan campaign, the Germans must place their air strike in the Mediterranean, and they receive the attack bonus for their air strikes on turn two only (on turn one they were too involved in the Battle of Britain, and thereafter in Russia to achieve this superiority—the British, who used inferior bombers, still never get the attack bonus). Furthermore, since support of the Greece operation was the primary purpose of this concentration, one of the three augmented airstrikes *must* be used against each of the two Greek ships, even though they are in harbor and not at sea at the time. The third air strike may be used against any British ship *at sea* in the Mediterranean on turn two. If either Greek ship survives the Luftwaffe attacks, it may join the British fleet on turn three, though it may *never* leave the Mediterranean. On turn two, if it survives, it would be too busy fleeing the German air umbrella to take part in control of the sea area.

"THE CHANNEL DASH"— RUNNING THE GAUNTLET

The North Sea, in *WAS*, borders on the Barents Sea, the North Atlantic, and amusingly enough, on the South Atlantic as well. I don't want to take issue with the distorted oceanography of the *WAS* board, such as butting the French coast against the South Atlantic instead of the North Atlantic. Actually, from an operational standpoint, it is a correct idea, since the "North Atlantic" referred to is not necessarily the entire Atlantic Basin north of the continental bulges of Africa and South America, but rather the area of the Atlantic along its northernmost extremities where the lifeline of the British Empire, and later the Soviet Union ran from the greatest soup line of all time, that arsenal of democracy, the U.S.A. The so-called South Atlantic of the game can only claim as much importance in victory points (okay, POC, if you will) because of the immense area it covers. I also like this arrangement of dividing the North Sea from the South Atlantic in the middle of the English channel because it presents a realistic twist to the game in a way completely ignored by its designer.

Strictly speaking, in *WAS* the Germans may pass from the port of France to the North Sea or between the North Sea and South Atlantic as between any other two sea areas adjacent to one another, thus blithely sailing along the cliffs of Dover, passing through a very constricted sea lane, often within sight of R.A.F. bases, and certainly under the nose of the radar at the Isle of Wight, and escaping into the next sea area totally unmolested except by whatever forces are on station there, and which the German is presumably going there to fight. This is not to say that such passage could not be made, but you may be sure such a trip was not made with impunity. In fact, history provides us

with one example of German warships doing so in February of 1942. The *Scharnhorst* and the *Gneisenau*, back from one of their famous raids (in which they avoided combat with anything larger than a cruiser), and the *Prinz Eugen*, awaiting new assignment since parting ways with the *Bismarck*, were all based at Brest, at the tip of the Brittany peninsula in France. All had arrived from the North Atlantic (an option available to them in the game). They were ordered to return to Germany by the most direct route, and for that ordeal all were equipped with considerable additional A.A. armament. They came under heavy air attack, as could only be expected, but all three made it, though not without damage. The *Gneisenau*, in fact, was never repaired, and sat out the rest of the war. The *Prinz Eugen* was turned into a training ship, and only the *Scharnhorst* saw action again. To simulate these conditions, try the following "Channel Dash" rule:

Whenever German ships move between the North Sea and the South Atlantic in either direction, or enter the North Sea from the port of France, the British player may make one airstrike against each ship, regardless of the number of ships. These air strikes are in addition to the three landbased airstrikes which the British normally receive, and the ships are attacked by these airstrikes before (and may be attacked additionally by) airstrikes from carriers in the area they are attempting to enter. Disabled ships still arrive in the area they attempted to enter, but must then put into port before any combat of any type is resolved in that area. If attempting to enter the South Atlantic, disabled ships go to France, *not* Neutral. If France is not an active port, they must return to Germany.

CLEAR THE HARBOR, HANS, I'M BRINGING HER IN ON ONE BALLAST TANK

As mentioned early in this article, the combined game of *Victory at Sea* has an overall unfavorable affect on the German player, balance-wise, which can be aggravated by such things as the easy point for the Black Sea, and even more so making the Italians move before the British. Here is an optional twist, ridiculously simple in application, profoundly subtle in effect: In the ASW segment of combat resolutions U-Boats are affected only by a die roll of six.

This rule will not reduce U-boat casualties, but it will double their effectiveness, thus tempting the German to make wider use of them, and thus increasing their casualties. The doubled difficulty in maintaining control of an area will tempt the U.S. player to keep a couple of carriers in the Caribbean for insurance, which could profoundly affect the Pacific theater. The submarine campaign in the Atlantic was by far Hitler's most widely employed and most successful naval endeavor. This rule elevates it in the game from nuisance value to critical importance. Furthermore, there is some realism to it. After all a submarine attacked by a surface ship would usually either get away or be destroyed, since a hit on those fragile little boats was so likely to be the end, especially if submerged. Since the Sub/Anti-sub portion of the game is so abstract anyway, it is satisfactory to assume that a disabled sub is not really disabled (at least by the enemy) as much as just run away from its prey, but if you find the Allies mopping up, see if this doesn't put an edge back in the game.

SAKI TO ME, BABY, I FRY RAST SORTIE

It may seem odd that for an article about the combined *WAS* and *VITP* virtually all comments have been directed towards the older game. Perhaps that is because I consider *VICTORY IN THE PACIFIC* too close to perfection to tamper with.

However, for my fellows frustrated with coming to the end of turn eight of *VITP* (turn ten of *VAS*) and seeing the battle hopelessly decided before you ever get to use kamikaze attacks and the giant carrier *Shinano* (1-9-5, converted sister to *Yamato* and *Musashi*) try this last desperate gamble before committing hari-kari:

If the Japanese player is losing at the end of the turn ending October 1944, he may still obtain a draw by holding the Japanese Islands only in the optional turn, regardless of the score. Kamikaze rules, of course, are in effect. If the Japanese player is ahead in October of 1944, then only the Japanese Islands count for points, and they count for either side. In either case, on turn 9 of *VITP* (turn 11 of *VAS*) the Americans must *control* every sea area on the *VITP* board to win. If the kamikaze option is used for *VAS* the *WAS* score is unchanged by the additional turn, although allied forces may be transferred from that game to *VITP* by the usual methods (basing to Pearl Harbor from N. Atlantic or Caribbean, or to Ceylon from Cape of Good Hope or Mediterranean at the end of turn ten, or patrolling from Cape of Good Hope or the Mediterranean into Bay of Bengal starting turn eleven), but in no case may ships be transferred unless the allies have won *WAS*.

TAKE THAT, ANGLO- IMPERIALISTS

Having just tried the first incorporation of all the rules above with the Greeks, Russian Black Sea fleet, German WWI leftovers, and no disablement of U-boats, the results after ten turns was a German victory by three points, and a Japanese victory by one point, in which the Japanese were twelve points ahead at the end of nine, meaning a defense of the home islands would just win it. In the optional kamikaze turn the arrival of four land-based air units lost on turn nine took out four big American carriers, giving *Shinano* and friends enough air parity to hold the islands one more turn to insure victory. Ah, if only all games could be so closely balanced. Of course with U-boats being disabled on a five roll that side of the picture would have probably swung about an equal length the other way. I think that rule just evened out with the Black Sea points (where the Italians never managed to venture).

All in all an enjoyable game made more enjoyable, and my hat will be forever off to the honored Mr. Hamblen for creating this gem, and doubly so for his excellent grafting of the two original games. Overall an excellently researched game, in the areas in which I disagree with the factoring of warships I refer the reader to my primary source materials, *Fighting Ships of World War II* by J.N. Westwood (Follett Publishing, 1975), and *The Encyclopedia of the World's Warships* by Hugh Lyon (Crescent Books, 1978).

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Situation S-7, El Al

(and what the Israelis can do about it)

By Richard Boughton

The other day a friend of mine came over to play *THE ARABISRAELI WARS*. It was decided that I would select the situation to be played. I suggested Situation S-7, El Al. My friend began to show immediate signs of discomfort—shifting nervously back and forth in his chair, small beads of sweat appearing on his forehead. It was easy for me to sympathize with his reaction, as I had played this particular situation once before, solitaire, and I knew that the Israelis, in situations S-7, are up against a formidable task. The game turned out a Syrian substantial victory which, I suppose, might have been predicted, though one must, perhaps, take into account the lethargy and/or the hint of a defeatist attitude with which my friend approached the situation.

I got to thinking about the situation in terms of what the Israelis could do to produce a more favorable effect and I finally sat down and played the situation several more times, implementing different strategies for the Israelis. I was surprised to find one strategy that altered the course of the situation significantly.

First, however, a word on the deployment of the Syrians, and how that deployment, in my opinion, tends to direct the actions of the Israeli opponent.

The Syrians are allotted three improved positions and I have found that an effective placement of these are on hexes Q-8, O-4, and O-3, where they will block the northern and southern roads on board D and where the units in them will benefit not only from the +2 die roll effect of the improved positions but also, in most cases, from the die roll additions for hull down positioning. Manning the I.P.'s should be the infantry, the anti-tank, and the mortar units, and they should remain there throughout the game. Although they will eventually be destroyed, they will also slow the Israeli assault to some degree, take some of the Israeli fire off the Syrian armor force, and generally, be a thorn in the side of the Israeli player. The Syrian armored force itself can be set up in hull defilade positions with good fields of fire (assuming they started the game with four or five T-55's in reserve) and the Brdm-1s function well behind crest hex-sides.

The popular (and enticing) practice of an armored assault is not to bother with infantry units in prepared positions, if at all possible—to simply by-pass the improved positions and engage the enemy armor in dazzling shoot-run-shoot style. This is what I mean when I say that the Syrian position tends to direct the Israelis actions. It seems to be extremely enticing from the Israeli point of view, to move right up the middle of board D, forget about the improved positions, (let the armored infantry take care of them) defeat the T55s with your superior tanks and, at least tank for tank, fire power, and then skip onto board C and off the east edge for three points a unit.

But the Syrian player could wish for nothing better. He's got 19 T-55s, 3 Brdm-1s (which need only to attack a couple of times each to prove very costly against the Israeli effort) and the movement up the center for the Israelis proves to be slow, considering the many ridge hex-sides, the slopes, and the threat of opportunity fire. Not only are the Syrians able to put down effective firepower, but the rows of ridge, crest, and slope hexes allow for good depth in their position. Adding to their problems in this situation is the lack of Israeli off-board artillery

or air support. If the Israeli takes the center course—Voilà!, the trap is sprung and they have made a fatal mistake.

The next obvious course of action for the Israeli player is to take the north and south roads and knock over the improved positions. Surprisingly, for me, I found this strategy to be much more effective. If the T-55s attempt to move up and defend the I.P.s they quickly become sitting ducks for the superior Israeli armor, which is neatly gathered together on and near the roads. Once the Israeli approaches the improved positions he can knock out or disperse the anti-tank guns with his armored infantry units, thus clearing the way for a rather easy overrun of the I.P.s by the tank units. The improved positions, when the Israeli implements this strategy, become priority targets, along with the Brdm-1s, which are always priority targets. Once the I.P.s are out of the way the Israeli player can begin to look ahead to board C.

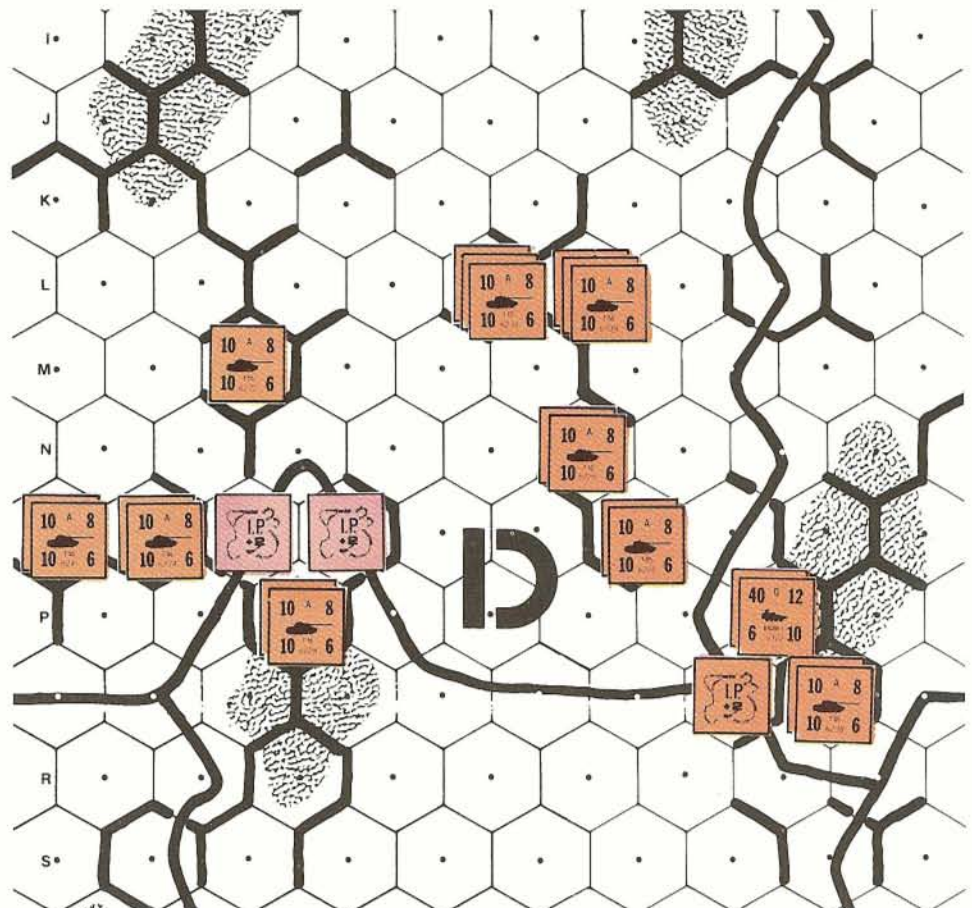
If the Syrians committed their tanks for the direct defense of the improved positions then, after those positions fall, the Israeli player will probably find very little left to hinder his progress onto and off of board C. But if the Syrians laid back, then that's another thing altogether. This is where the fight will truly begin for the Israeli armored force as he is faced with penetrating a layered defense consisting of T-55s and, if the Syrian player was not careless, two or three Brdm-1s. It is unlikely, in this case, that many (if any) of the Israeli tanks will ever get to board C, but it will still be a close and heated armor fight, and the Israelis have a good chance of pulling

out a victory. So do the Syrians for that matter. Thus, the situation becomes quite exciting. I have played the situation twice, solitaire, using this strategy for the Israelis (and laying back, sacrificing the units in the I.P.s for some time with the Syrians) and the results have been two Israeli victories—one "marginal" and one "minor". The victories are nothing spectacular (in terms of the degrees of victory possible) but they are far more acceptable than the catastrophic nature, in this particular situation, of the 'down the center of the board' course.



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SCENARIO 4½: SKINNY CIVIL WAR

Another Starship Troopers Scenario by Charles D. Maisen

The problem with variants based on variants is that they presuppose the reader is familiar with the original variant. This one makes reference to such new features as neodogs, breachers, and heavy tanks which first appeared in Richard Hamblen's variant "Saga of the Bug War" in Vol. 13, No. 6. The latter is no longer available but for those late subscribers in love with STARSHIP TROOPERS who feel they must have it, our customer service dept. will provide xerox copies of the article for \$2.00. Address your inquiries to Ron LaPorte, c/o Customer Service.

After events related to Scenario 4, the Terrans, believing all of the Arachnid garrisons destroyed, resumed the offensive against the Arachnid home planets. However, unknown to the Terrans, or even the Skinnies who negotiated the peace treaty, the three Humanoid capital planets had double garrisons secretly built by the Arachnids. A Master Brain of one of these double complexes convinced large numbers of Skinnies to rejoin them. Soon all Humanoid planets were locked in civil war, which forced the Terrans to dispatch platoons to various planets. This scenario portrays a Terran relief force landing on the capital home planet where the Master Brain who started the uprising is located.

Rules Additions for Skinny Civil War

1. Neodogs have an attack strength of 2 against workers.
2. K-9 Corps (Neodog units) were actually attached to platoons and as such were separate units. Therefore Neodogs will not land with marauders but will drop with these units, 3-3-10. They may drop with 9 man sticks or alone. If a specified Neodog's man counterpart is WIA or KIA it may not turn over enemy units but may still kill spotted workers. If a man's Neodog is killed a die is rolled, if a 6 is rolled he may not attack for the rest of the scenario and must go to the retrieval area, any other result and he may still function as a marauder. K-9 units may not carry or deploy SW & E.
3. After the devastating effect of the M.I. on the loosely organized Skinny infantry, Humanoid Scientists went to work and developed an armor piercing grenade which proved to be very effective against the M.I. armored suits. At the start of the scenario each Skinny warrior carries one armor piercing grenade. Warriors may exchange these in the same manner as Terran SW & E. Each Warrior may carry two grenades at a time. A Warrior may fire a grenade during either the ranged weapon phase or close combat phase or one each phase. Each grenade has an attack strength of 6. This attack strength is used instead of the regular attack strength and the range is the same hex as the firing unit. The target receives no benefit for terrain. Grenades can be combined with each other in attacks but with nothing else. Neodogs and Combat Engineer Squads are not affected by grenades. If a Warrior is eliminated, a die is rolled on the Terran SW & E loss chart, using the WIA table. If he does not lose his grenades the unit is inverted and remains that way for the rest of the game, even if it had no grenades at the time of elimination. Terrans and Arachnids may not use Skinny grenades.

Strongpoints are supply depots as well as fortifications. Warriors who move into or through strongpoints are immediately carrying two grenades no matter how many they had before they entered the hex. Workers may act as "grenade carriers." Each worker may carry one grenade per strongpoint visit to any Warrior. They may not use the grenade

themselves or carry more than 1 at a time. Humanoid workers lose any carried grenades when eliminated.

Humanoid players keep track of number of grenades carried on a piece of scratch paper in a similar manner to the Terran control sheet.

AVAILABLE FORCES:

Terran:

Force A: 2 commanders, 14 marauders, 2 scouts, 4 DAP, 2 DAR, 4 HE launchers, 1 K-9 Corps unit, 1 Neodog; Pro-Terran Skinnies: 10 Warriors, 4 Heavy Weapon-Beams, 2 Heavy Weapon-Missiles, 6 strongpoints, 2 workers.

Force B: 4 commanders, 28 marauders, 4 scouts, 1 Sp Talent, 8 DAP, 6 DAR, 4 HNG, 4 LD, 3 CE, 3 air cars, 9 HE demos, 2 NUC demos, 3 K-9 Corps units, 3 Neodogs, 8 HE launchers, 4 NUC launchers, 1 Borer, 1 Heavy Tank, 1 Artillery, 1 Breacher

Arachnid:

35 Warriors, 35 workers, 7 Heavy Weapon-Beams, 8 engineers, 1 repair engineer; Pro-Arachnid Skinnies: 15 Warriors (Nos. 11-25), 7 Heavy Weapon-Beams (Nos. A-G), 4 Heavy Weapon-Missiles (Nos. A-d), 8 strongpoints (Nos. 7-14), 9 workers (Nos. 3-11), 2 COMMS, 8 decoys, 25 Demo points.

SETUP: Terran Force B enter any turn after turn 3. CEs and Heavy Weapons land by soft landing. Terran Force A and Pro-Terran Skinnies set up second, move first.

Pro-ARACHNID Forces set up first, move second.

GAME LENGTH: 15 turns.

SPECIAL RULES:

1. Pro-Arachnids and Pro-Terrans can stack and attack together regardless of race. Pro-Terran Humanoids may not be inverted.
2. There are two Arachnid complexes. one was largely destroyed by Skinnies and Terrans and has only 3 functional brain cells. One has full complement of Warriors, Workers, and Heavy Weapon-Beam, another has only Warriors and Workers, and the third has only a Heavy Weapon Beam. The 3 functional brain cells must be adjacent in the complex and other tunnel systems in the complex cannot have more than 4 hexes of uncollapsed tunnels in a row.
3. The repair engineer is a mutation produced by the Queen before she died. During the course of the game the repair engineer can connect the damaged tunnel systems to the others in the same complex as part of their tunnel systems. The units in the complex must still return to their respective cells upon entering the tunnel system however. The repair engineer may build 5 tunnels and make a breach or repair 2 tunnel segments. Only the repair engineer may connect the tunnel systems and only to the damaged complex. Other engineers must still remain in their respective tunnel systems.
4. C.E.s and Heavy Weapons Brigade must be retrieved before the end of the game.

VICTORY CONDITIONS:

Terran: Accumulate more victory points than the Arachnid Player at the end of the game.

Victory points are awarded as follows:

Terran player receives points for destroying the following:

Master Brain	15	Skinny Warrior	1
Communications Installation	10	Skinny Missile	2
Brain or Queen	5	Skinny Beam	3
Repair Engineer	4	Engineer	2
Arachnid Heavy Weapon-Beam	3	Arachnid Warrior	1

Arachnid player receives points for the following:

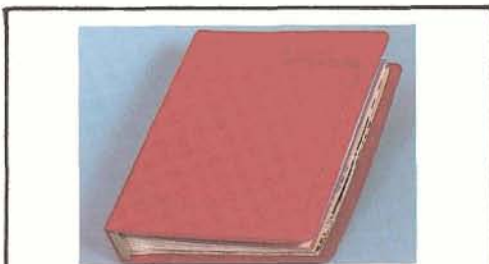
		HVY	WIA	KIA	
Skinny Warrior	1	marauder	2	4	5
Skinny Beam	2	scout	1	2	3
Skinny Missile	3	commander	3	5	7
C.E.	4				
Heavy Tank	7				
Borer	7				
Breacher	5				
Artillery	5				

5 for each undestroyed communications installation
3 for each unretrieved, undestroyed C.E.

4 for each unretrieved, undestroyed part of the Heavy Weapons Brigade

If you find that the Arachnids win too much or want further realism use the following optional rule.

At the start of the scenario each M.I. unit is equipped with one Psychological bomb. During the movement or extended jump phase, this bomb may be dropped like DAP and DAR in any hex already containing enemy units but does not attack them until the next ranged weapon phase. The Skinny units are free to move in and out of the hex in their turn, but if they do move out of the hex no Skinny units may enter that hex for the rest of the scenario. If they stay and accept the attack the hex may still be traversed normally by Humanoid units. Only one unit has to stay and accept the attack to fulfill this condition. The "Psycho-bomb" attacks all skinny personnel units with an attack strength of 12. Units in strongpoints, Heavy Weapons, and Arachnids are not affected by Psycho-bombs although Arachnid Warriors and Workers in the target hex at the time of detonation are subject to the attack of the bomb. Psycho-bombs are lost if a roll on the SW & E loss chart destroys all SW & E. They may be transferred among M.I. units but each one in addition to the normal amount of one carried counts against the amount of DAP, DAR, and HNG that may be carried by that unit.

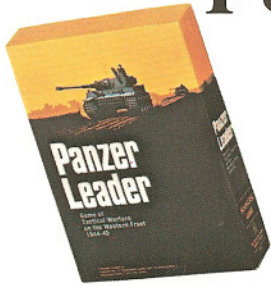


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FURTHER CONSIDERATIONS FOR PANZERLEADER, 1940

by Ronald A. Bell



Variants, such as *Panzerleader, 1940* by Ramiro Cruz (*THE GENERAL*; Vol. 15, No. 2), are an invaluable and inexpensive aid in renovating and expanding what are proven game systems. Coupling this with Mr. Cruz's previous variant, *Panzerblitz, 1941* (*THE GENERAL* Vol. 13, No. 3), gives the gamer the ability to tactically simulate almost any situation from 1939 to 1945. The more recent of the two, *Panzerleader, 1940*, gives us some very good background and organizational material and for an outlay of \$2.50 a mounted set of counters as well. It also includes a few special rules to "backdate" the game system to 1940 standards. But there are a few flaws I would like to correct and a few possible additions that I would like to make.

First, a few corrections are in line with regard to the counter sheet.

The Pzkw Mk. I should not be an "A" class weapon, but rather an "I" as indicated in the article. It was armed with only two machine guns.

The Pzkw MK. III counter should be the Ausführung D type with a 37mm gun. This is the same weapon as in the 37mm AT gun piece, except that there are five tanks but only four AT guns. This could account for the difference in offensive value, 6 vs. 5, but this does not hold up if we compare the British tanks with their 2/1br. AT gun. Both had the same weapon and there were five tanks and four AT guns in each piece, just as in the German pieces, but there is no difference in strength. Since the two pounder was a marginally better gun, I suggest re-valuing the Pzkw Mk III pieces to 5 vs. 6 to bring them in line with the Pzkw. III Aus. D pieces of *Panzerblitz, 1941*.

During the course of this struggle the French employed their obsolete WW I vintage 75mm field gun in an AT role, albeit with limited success. Included in the counter sort are two pieces, one a 75mm howitzer and one a 75mm AT gun. As far as I have been able to discern, the French never had a designed AT gun larger than 47mm. What Mr. Cruz must be referring to is the 75mm 1897 field gun in an AT role. This would not appear to be the best approach to follow in this situation.

Finally, besides being one short in the counter mix, the Panhard 178 armoured car should be an "A" class weapon as it was armed with the same 25mm weapon as the 25mm AT gun piece. These armoured cars were so respected by the Germans that they retained all of them and used them as the Pz. Spahwagen P. 204 (f). (*Ed. Note—Not entirely true. Many Panhard 178's were armed with two coaxial MGs instead of the 25mm gun. It is indeed possible that the Panhards in Mr. Cruz's scenarios were so equipped.*)

There are three changes that can be made to the already existing *Panzerleader* rules and those of the 1940 variant that would better reflect the tactical situation in 1940.

1. "When infantry CAT an armoured unit/s they receive *no* die roll modifier. The presence of engineers in a given combat still raises the odds by one column, but no CAT die roll modifier is used. If

there are any other types of units present in the target hex the attacker receives the CAT modifier, but only against the non-armoured units. All other CAT rules apply."

Due to the virtual non-existence of man-carried anti-tank weapons and the lack of anti-tank training, infantry was severely limited in its ability to affect armoured targets. It takes a hardy, and well trained man to run up to a 20 ton, armoured, lead spewing, leviathan even when he has an effective weapon, never mind when he does not.

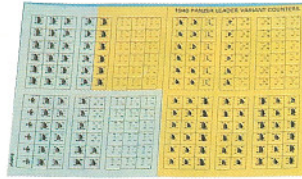
2. "When an armoured unit that is unaccompanied by infantry or engineers is close assaulted in a woods or town hex, from a woods, town, or slope hex, the armoured unit does not get the +1 terrain modification to the die role."

Terrain modifiers to die roles are a reflection of the greater amount of protection offered by "cover". This "cover", however, can work against an armoured unit. It was common practice *not* to send tanks into a town until it had been cleared because one man with a grenade behind a wall can immobilize a tank. It is easier to be brave with a foot of brick or a tree between you and the enemy knowing that he cannot see you. Rubble makes matters worse, as the Germans found in Stalingrad, and the Allies at Cassino. Buildings and trees also limit the field of fire of a weapon, reducing its effectiveness. With the presence of unsuppressed snipers, vehicular units must operate "buttoned up", further restricting visibility and tactical flexibility. This rule change would reflect this situation.

3. "Armoured units may over-run all non-armoured type units in woods, slope, and woods and slope, hexes, but may be subjected to Special Opportunity Fire. This fire may also be carried out at the moment the over-running unit first comes adjacent to the target hex, provided the target unit has not already fired. This does not prohibit the target unit, or other units, from using regular Opportunity Fire instead. In this type of over-run the attacking unit/s do *not* receive any odd's column shift or die roll modifier. All other aspects of over-run combat and terrain modifiers remain the same."

This rule reflects the helplessness of "I" class weapons and artillery and some of the lesser calibre anti-tank guns. There were many incidents of German or French tanks just driving through infantry or gun units because there was literally nothing to stop them. The close terrain would keep the attacking vehicles from having any particular advantage, but the "I" class weapons and light AT guns just could not stop them.

As is, the *Panzerleader, 1940* variant is a good expansion, but it does not quite reflect the material and psychological differences between 1944 and 1940. The inclusion of the three changes that I suggest will better simulate these differences and will allow a whole new range of tactics to be employed. The engagements will be much more fluid with the infantry playing a relatively small role in any action, as was true in 1940.



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Naturally this magnetic treatment will be less valuable for counters with two-sided printing, but that still leaves them with a multitude of uses. NOTE: it will be necessary to be sure that the top portion of all unit counters are uniformly applied to the top half of the magnetic strips. Otherwise, the polarity may be reversed and the counters will actually repel each other rather than attract. Therefore, it is wise to mark the back of the magnetic strips uniformly across the top so as to be sure to apply the top half of the counter to the top half of the magnetic strip.

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

the office, I confessed everything and offered to resign. Instead of canning me, Avalon Hill looked deep into its corporate soul and came to this magnanimous decision. First, the public must be protected! *THE RISING SUN* game has been indefinitely postponed and will not be published until the monster has been thoroughly tamed (the game is now being returned to Larry Pinsky for revision who may yet succeed where I have failed). Second, instead of standing in the unemployment lines, I am now enthusiastically at work on an extremely well-designed prototype which will bear the auspicious title *WAR AND PEACE*.

This game which was designed by Mark McLaughlin is an extremely playable design which simulates all of the major campaigns of the Napoleonic Wars from 1805 to 1815. There will be a total of 10 scenarios encompassing the campaigns that led to the famous battles such as Austerlitz, Jena, Eylau, Borodino, Leipzig, and of course, Waterloo. In addition, there is a Grand Campaign game (suitable for from two to six players) that recreates the entire awesome struggle which was named after history's greatest general, Napoleon Bonaparte."

. . . Frank Davis

That's probably a trifle overstated. The game was no more "unplayable" than several already on the market, but turning now from *TRUE CONFESSIONS*, let's look at the bright side. Despite the above horror stories, we will not appear at ORIGINS V this June with an empty vendor's stand. We do have some excellent games in the works and expect to have at least a few of them done by ORIGINS.

THE LONGEST DAY heads the list of hopefuls and we feel that it, our first attempt at the so-called "monster game", will set a standard for accuracy and detail by which all others are measured. And unlike many monsters, it should be quite playable if anything with 2,000 counters can be considered playable. Designer Randy Reed, who first optimistically hinted delivery for ORIGINS '78, now has his sights set on ORIGINS '79. Given the recent record of our staff for meeting such self-imposed deadlines . . . we'll say "maybe", but don't hold us to that.

Two games which will definitely appear at ORIGINS '79 (knock on wood) are *DUNE* and *WIZARD'S QUEST*. . . a pair of fantasy titles by outside designers now under in-house development. Both games came to us in relatively good shape, and are exceptional "fun", quick play, multi-player games in the genre of a *RAIL BARON*. The former features an exceedingly exquisite artwork treatment and is based on Frank Herbert's famous fantasy novels of the same name. *DUNE*, designed by the same people who did the very popular *COSMIC ENCOUNTERS*, is actually a refined variation of that system.

WIZARD'S QUEST which we formerly referred to as *TREASURES OF MARNON* is a clever variation of *RISK* and *COSMIC ENCOUNTERS* in a land beset by orcs and dragons. Both games are great fun to play and come highly recommended by the entire R & D staff. They are our *RAIL BARONS* of 1979 with the added advantage that they feature a fantasy theme and relatively short playing times.

CRESCENDO OF DOOM, the second SL gamette, was originally scheduled for release at ORIGINS '79, but due to an attack of oneupmanship on yours truly, will be delayed until

Christmas. The game is experiencing no problems other than my intentions to include as much as possible. Boards, rules, scenarios, and counters have all doubled, presenting us primarily with the problem of how we're going to stuff it all in the box. The added scenarios and rules require additional playtesting—thus the delay.

Other projects such as the new *BULGE* game, *TRIREME*, & *GUNSLINGER* will not see fruition in '79, but should provide us with the basis for a good year in 1980.

On a more immediate note, this issue also contains a 4 scenario *COI* insert which we think you'll enjoy. The scenarios, designed by *COI* MVP Robert McNamara, are especially tailored to a quick play format. Featuring limited turn length and low piece density, Robert's creations are ideal for full application of the *COI* rules. Making them a special insert, separate from the magazine, allows you to store them with your *SQUAD LEADER* materials without defacing your copy of the magazine and is also a gesture to those not having the game in that it takes no further space from an already gigantic feature presentation.

At this point, I'd like to publicly acknowledge the services of various members of my *SL* playtest team who worked so hard testing not only McNamara's scenarios, but also in whole or in part those of Courtney Allen, whose "Series 100" scenario package is advertized elsewhere in this issue. My warmest thanks go to Jim Stahler and Jim Baker of IGB, Bill Farone and Bill Edwards of AHIKS, and primarily to Jon Mishcon, Joe Suchar, and John Kenower. Without their help, there is no way these projects could have been completed and made available to you. Many of these same people, plus others, have been active in an elite by-mail playtest program for the *SL* series and their contributions to the game system may equal or outweigh those of John Hill or myself. *SL* has, in many respects, become a game designed by a committee of its staunchest enthusiasts—a factor whose attributes should be obvious when we release *CRESCENDO* later this year.

ORIGINS '79

One of the things this issue will have, if all goes according to schedule, is the ORIGINS '79 pre-registration form. After much concern about the lack of pre-convention publicity, the folks up at PENNCON seem to have got their act together in fine style. At this writing, we have not yet seen the pre-reg. form so to cover all bases, a brief synopsis of planned AH events for ORIGINS '79 follows. Keep in mind that once again we have *absolutely nothing to do with the running of ORIGINS '79*. Send your questions, registration forms, etc. to the address printed on the Pre-Reg form—NOT TO AVALON HILL.

The prize structure for all AH events at ORIGINS this year will be standardized as follows: 1st place—the ORIGINS plaque; 2nd place—a \$15.00 credit toward the purchase of any AH merchandise; 3rd place—a \$10.00 credit; 4th place—a free year's subscription to either *THE GENERAL* or *ALL STAR REPLAY*. In addition, any tournament with 100 or more entrants will have prizes for 5th through 8th place, consisting of a year's subscription to either journal listed above. There are two exceptions to the above structure: the AH 500 and Diplomacy tournaments. Prize lists for those events will be listed separately below.

In all cases, prizes will be awarded *only at the AH exhibit booth* and only upon receipt of a prize release form signed by the judge. Plaques will be

distributed at the Awards Ceremony by the ORIGINS committee. In no case will prizes other than subscriptions be mailed to winners who fail to report to the AH exhibit booth with proper identification.

At this writing, we have not received confirmation of dates & times, so check the pre-reg form or convention program in planning your activities. In all cases, players should bring their own games for tournament play.

WIN, PLACE & SHOW returns to ORIGINS for the second straight year. A limited field of 36 can play in this one round, three hour event where players buy their own thoroughbreds, ride them to victory, and bet on the outcome. No prior experience necessary. Sports editor Bruce Milligan calls the clubhouse turn. \$2.00 Fri

SPEED CIRCUIT, our popular grand prix racing game returns for its third ORIGINS competition. Up to 60 people may participate in the initial round with the place finishers moving on to another grand prix track and the second round where the field will once again be narrowed for the final round which will be conducted on a specially printed scale course of the Grande Prix de France. All entrants will receive a free copy of the new track. No prior experience is necessary. Bruce Milligan once again does the honors. \$2.00. Sat 2PM

USAC INDIANAPOLIS 500 is our other racing game entry and despite its newness to the line will be making its second tournament appearance at ORIGINS, albeit in an improved form. The field will be limited to 33 drivers in a 1 round race to the finish. No prior experience necessary. Jim Skinner is the starter. \$2.00 Sunday 10 AM.

WAR AT SEA returns for its third year in a row with a maximum field of 128 in single elimination 2 hour rounds. Special rules in effect: All tie games are Allied wins; American reinforcements enter on progressively lower die roll as game continues. Jim Skinner will officiate with a special panel to adjudicate games over the time limit. \$1.00 Friday 11 A.M.

CROSS OF IRON makes its first appearance at ORIGINS in a five round, single elimination event for 32 players. A strict time limit of 3 hrs./round will be enforced. Each round will use a different quick-play scenario. Don Greenwood handles any necessary adjudications. \$3.00 Saturday 10 A.M.

RICHTHOFEN'S WAR Demo Derby is one of our most popular events and is back for its fifth straight year of drawing over 100 pilots. Entrants will be divided into teams of 3 and loosed on a board from which there is no escape against a similarly matched team. Only one team may survive and only those members of the team not shot down may move into the next round. Pilots will be given credit for kills gained along the way so as to be able to gain ace status. Randy Reed rules the aerodrome. \$1.00 Sunday 10 A.M.

FOOTBALL STRATEGY is another of our original tournament offerings with a seeded 64 player field of single elimination, 1 hr. rounds. Will anyone be able to break the Tom Shaw/Don Greenwood trust which has claimed this event the last three years? \$1.00 Friday 7 P.M.

DIPLOMACY is another 5 yr. veteran of ORIGINS which traditionally draws over 100 participants. Run by members of the postal Diplomacy hobby in conjunction with DIPLOCON, actual procedures & prizes are unknown at this time, but may follow past guidelines of a 2 round event with 7 best country performance plaques given out on the basis of 1 game in addition to the overall winner based on both



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rounds. John Boyle is the head Diplomat. \$2.00 Saturday 10 A.M.

RUSSIAN CAMPAIGN is back for its second appearance at ORIGINS in a single elimination, 3 hr./round event for 64 players. The scenario to be played is BARBAROSSA with sudden death victory conditions and the game ending in July/Aug. '43. Richard Hamblen is the judge. \$2.00 Friday 3 P.M.

AVALON HILL CLASSIC 500 remains the premier AH event at ORIGINS and is expected to once again fill 128 slots. This year the game list has been expanded to include *D-DAY '77* and *BULGE* in addition to *WATERLOO*, *STALINGRAD*, and *AFRIKA KORPS*. Players must be prepared to play at least 3 of the above, including A.K. Play is single elimination in seven 3 hour rounds. *BULGE* playbalance rules in effect: game to end 26 PM and weather clears on 23 PM. The event starts on Friday at 3 PM with all participants signed in no later than 8 PM that evening. Participants must complete two rounds before Saturday morning. Tournament resumes 9 AM Saturday and players must complete the sixth round before the finals on Sunday. Special prize schedule: 1st \$100 plus plaque, 2nd \$50, 3rd \$35, 4th \$25, 5th-8th \$10, 9th-32nd a one year subscription to *THE GENERAL* or *ALLSTAR REPLAY*. The experienced judging staff is headed by past winner Dale Garbutt, ably assisted by Doug Burke and Bob Beyma. \$5.00 Friday 3 P.M.

KINGMAKER returns for its 4th year of 100+ entrants for a three round, single elimination event with 5 players per board—the winner advancing to the second round. Frank Davis is the judge. \$1.00 Saturday 10 A.M.

RAIL BARON merits a repeat performance based on last year's highly successful maiden voyage in the form of a 2 round, single elimination event for a field of 36. Each round to last 4 hours with the winner advancing to the finals. Mick Uhl is again the conductor. \$2.00 Saturday Noon.

WS & IM is always a popular event and this year has an expanded field of 96 to accommodate a new format which will emphasize team play. Players may pre-register individually or in teams of 3. Those without teams will be assigned to a 3 man team at the start of the tournament. Winning teams pass complete into the next round—each player commands one ship with multi-player communication rules in effect. Wes Coates leads the boarding parties for the 4th straight year. \$2./individual or \$5./team. Friday 7 P.M.

ANATOMY OF A GAME: THE LONGEST DAY is the title of our only seminar this year. Randy

Reed will head a participatory discussion about the research and design methodologies and conclusions. Participants are urged to bring any books, notes, materials and questions that they may have with them. \$1.00 Saturday Noon.



AREA TOP 45

Rank	Name	Times		Previous Rank
		On List	Rating	
1.	K. Kombs	8	SJP2566	1
2.	W. Dobson	10	RJO2386	2
3.	D. Cornell	10	NHJ2168	4
4.	R. Chiang	16	GHN2153	3
5.	T. Oleson	17	QQX2083	7
6.	D. Garbutt	6	DFJ2043	5
7.	D. Burdick	8	DDJ2013	10
8.	F. Freeman	1	CDC2004	—
9.	P. Kemp	1	DDG1999	—
10.	P. Huffman	11	EEG1978	8
11.	P. Siragusa	1	CEF1977	—
12.	J. Zajicek	11	GIO1933	12
13.	D. Barker	15	FGL1930	9
14.	L. Newbury	10	EGK1929	14
15.	S. Packwood	15	HHL1928	6
16.	J. Angiolillo	10	DGI1871	11
17.	J. Sunde	9	HIN1818	13
18.	R. Leach	10	EHM1810	15
19.	J. Kreuz	4	DEH1777	17
20.	N. Cromartie	4	EFL1750	16
21.	S. Heinowski	15	DFJ1746	19
22.	F. Small	8	EFI1735	22
23.	F. Preissle	5	HJQ1729	20
24.	D. Greenwood	9	DEF1729	18
25.	K. Blanch	10	EFI1725	25
26.	P. Dobson	6	DEF1718	23
27.	R. Wood	14	HIR1715	21
28.	T. Slafka	3	EFK1706	27
29.	W. Letzin	4	CDF1703	29
30.	T. Baruth	4	CDF1693	26
31.	L. Kelly	1	QSR1690	—
32.	D. Munsell	3	ECH1681	36
33.	W. Knapp	2	IKP1684	37
34.	K. MacDonald	9	DEJ1664	24
35.	F. Sebastian	3	EJK1657	28
36.	S. Martin	1	CEE1656	—
37.	W. Scott	4	EEJ1647	31
38.	B. Haden	1	GIM1636	—
39.	D. Stephens	1	GHM1634	—
40.	P. Carson	1	ECD1625	—
41.	J. Uwnerstall	1	CFI1621	—
42.	E. Miller	3	EHL1619	33
43.	D. Tierney	3	DDJ1611	34
44.	J. Kenower	3	CEF1605	35
45.	D. Fuller	3	CEG1600	38

PBM EQUIPMENT

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

Each kit sells for \$6.90 postpaid and includes enough materials (4 pads) to play virtually dozens of games, including addendum sheets which list grid-coordinates for those games not already possessing them. Half kits consisting of two pads and all the pertinent instructions sell for \$3.50 postpaid.

Kits are available for the following games:

- *AFRIKA KORPS
- *ANZIO
- *BLITZKRIEG
- *BULGE
- *D-DAY
- *KRIEGSPIEL
- *LUFTWAFFE
- *PANZERBLITZ
- *STALINGRAD
- *RUSS CAMPAIGN
- *WATERLOO

Dear Readers,

Well, I've screwed up again. Somehow the 100% red plate didn't print on page 25 of Vol. 15, No. 5 of *THE GENERAL* and as a result the number of forces in Bill MacLaren's STARSHIP TROOPERS EXPANSION was omitted. The actual force allotment should read as follows:

ARACHNIDS: 50 warriors, 50 workers, 10 heavy weapons

FORCE A: 6 commanders, 42 marauders, 6 scouts, 12 DAP, 12 DAR, 6 LD, 6 HNG

FORCE B: 6 commanders, 42 marauders, 6 scouts, 12 DAP, 12 DAR, 6 LD, 12 HNG

FORCE C: 6 combat engineers, 6 aircars, 6 HE Demo, 18 NUC Demo, 2 S-T, 3* retrieval boats, 2* beacons

My apologies for the error.

THE EDITOR

★★★★★

Dear Readers:

As a follow-up to the PACIFIC THEATRE via MIDWAY piece in Vol. 15, No. 5, I offer the following:

Some bases are listed incorrectly on the sample map printed in *THE GENERAL*. The correct locations, as listed in the rules and printed on the full size map provided with the die-cut counters, are: Espiritu Santo (16G), and Gasmata (B3B). In addition, Buka, while in the correct square, should be located on the island in the northwest corner.

In the Eastern Solomons Scenario, American ships *San Juan* and *Atlanta* should have three hit boxes, not two as shown. Likewise, the *Chokai* in both the Eastern Solomons and Santa Cruz should take 4 hits instead of 3.

In the Santa Cruz Scenario, the Japanese additional planes (received if American ships sighted in rows 1, 2 or 3) should be F15 and B10, not B15 and D10 as listed.

Clarification: CVs, CVLs and AVs with planes on deck sink with one less hit than normal. CAVs (*Tone* and *Chikuma*) do not.

Clarification: Gili-Gili can only be reached by naval forces by passing through square B41 first, since the base is on the east coast, and not the south. APs could not move B5B to B4H and then land (for instance).

OPTIONAL RULES

Naval Bombardment

- Ships must be in the same square as the base to bombard.
- For each battleship present, two dice are thrown and for each two cruisers present, one die is thrown.
- CLs, CVs, CVLs, AVs, and APs may not bombard.
- A roll of 5 or 6 causes one hit on the base. These hits count towards knocking out the base. In addition, one plane is destroyed (if present) for every two hits.
- ONLY the following bases may be bombarded:
 - Henderson in all scenarios.
 - Port Moresby in Coral Sea Scenario.
 - Gili-Gili in Eastern Solomons Scenario.

Coastwatchers

- Ships passing through certain partial-land squares will be spotted by coastwatchers.
- Any island that touches three squares or more has coastwatchers for both sides. Ships will be sighted in any and every square of such islands.
- At the end of the turn (after all air ops), the player must state which square or squares he has been sighted in, and if his ships are still present or not. If the ships have passed through a sighting square and not ended their move in another such square, their present location is not revealed. Only the square where they were sighted must be given.

Carrier Planes

- Only planes that begin the scenario on carriers may land on carriers. Planes that begin the scenario as land-based planes may not land on carriers during the scenario.
- This will necessitate bookkeeping when, and if, carrier planes start landing at bases, since they must be kept separate from the other planes if they will be landing on carriers again.
- Carrier and land-based planes destroyed would also be kept in separate piles so the proper replacements can be taken.

ADDITIONAL SCENARIO

Guadalcanal

0500 Nov. 11—1700 Nov. 14

AMERICAN SHIPS: CV Enterprise; BBs Washington and South Dakota; CAs San Francisco,

Pensacola, Portland, and Northampton; CLs Helena, Juneau, San Diego, and Atlanta; APs 1-4, 3T

Land-Based—67B, 12D, 15T, 43F

American Bases as in Santa Cruz

AMERICAN STARTING POSITIONS: South Edge

JAPANESE SHIPS: CVs Junyo and Hiyo (max cap—16, 4 hits, 8 pts, SF-2, AA-2); BBs Hiei, Kirishima, Kongo, and Haruna; CAs Atago, Takao, Chokai, Kinugasa, Suzuya, and Maya; CLs Nagara, Sendai, Isuzu, and Tenryu; CAV Tone; APs 1-5.

JAPANESE PLANES: Junyo—7F, 6D, 3T

Hiyo—7F, 6D, 3T

Tone—1F

Land-Based—37F, 20B, 9D, 11T

Japanese Bases as in Santa Cruz

JAPANESE STARTING POSITIONS: North Edge

ADDITIONAL PLANES: American—12F, 4T, 6B

Japanese—20F, 10B

VICTORY CONDITIONS: 1 Point for every three planes destroyed. Points for ships sunk.

Japanese get 10 Points if they land more APs on Guadalcanal (any square) than the Americans. APs must remain stationary for two turns after arrival.

Americans get 10 Points if they land more APs on Guadalcanal (Henderson square) than the Japanese. APs must remain stationary for two turns after arrival.

Japanese get 5 Points if both sides land the same amount of APs, or neither side lands any APs.

★★★★★

Dear Sirs:

You make the comment in the December '78 *GENERAL* that "plans for future games will be held in abeyance pending further sales evaluation." I take it that this means your sales aren't up to expectations.

I know of nine club members locally who would buy a copy of *COI* if they could find it. Our local wargame dealer has been trying to obtain 25 copies since *ORIGINS* was over without success.

I realize that direct mail sales bring in more cash to you, but you'd sell many more *COI* games if you'd let the retailers have a few to sell. Locally, we can buy your games with a 10% discount (*COI*: \$11.25)—from you by mail *COI* costs \$13.75. To save the \$2.50 most people choose to wait—thus your sales are sluggish. I suggest you fill the retailers orders as fast as possible and I believe your sales will be surprising.

You've got a good thing going with *SL* and *COI* but you may just screw it up enough to ruin it for good. Please don't. Speed up the production of the future games and put out additional scenarios in *THE GENERAL* (which you haven't done yet) and you'll make yourself wealthier and a lot of gamers happier.

Michael Mahoney
Shreveport, LA

First, sales for *CROSS OF IRON* are not disappointing. Rather, they have exceeded my fondest expectations. The series will continue albeit in abridged form. The original plans for six games have been shortened to four by including more in each individual gamette.

Secondly, the game was released for retail distribution in March. This was not because we were trying to "milk" the mail order market first as many individual dealers will attest, but rather due to the lack of a retail sales edition. Our retail sales of a title are at least 30 times that of the mail order variety, and as a consequence we must be as certain as possible regarding the quality of a product before it is released retail. While we can foresee the problems with a rulebook as complicated as *CROSS OF IRON* and make good our offer for free 2nd edition corrective rules to a limited mail order audience we can hardly afford to be so generous with 30-40,000 retail customers. Thus, when we have a game as detailed as the *SL* series it behooves us to sit back and wait a while, then correct the inevitable flaws, before offering the title to the general public. This need to wait on the retail release of *COI* was doubly important due to the new concept of a game based on a prior game. The buyer had to own *SQUAD LEADER* to utilize *CROSS OF IRON*. The mail order

Letters to the Editor ...

version did not have a boxwrap sales pitch which warned the uninitiated against making an improper purchase. This box-art was not available until recently, and now serves to inform the prospective retail customer whether or not *CROSS OF IRON* would be a wise purchase for him.

Lastly, why \$13.75? If you are a *GENERAL* subscriber utilizing the free postage coupons, you can obtain the game for \$12.00... \$11.00 if you're also an Elite Club member. As to the additional scenarios, this issue should speak for itself. Everything comes to he who waits.

★★★★★

Dear Sirs:

I am writing largely in response to criticisms leveled at the *GENERAL* recently. I would like to defend current policies. I do not consider myself a hard-core wargamer, although this is largely a matter of psychology. I own 13 of your games and half a dozen of your competitor's. As I said, I do not regard myself as hard core.

I enjoy the *GENERAL* much more than *S & T* because it relates to my games better. I am an avid reader of history, and thus the historical articles are not really "new." Many of the articles are first rate.

I strongly favor the current policy. In most issues, I do not own the game which is featured, but I am able to get a good idea of whether or not I'd like to have it by reading the articles. For instance, after re-reading the featured articles, and the series replay, I bought *VITP*, and enjoy it immensely. I have been hoping for an article on France 1940 on the *PANZER LEADER* game, and the feature article was exactly what I wanted. *THIRD REICH* absorbs most of my time currently, and my group of players have been incorporating "Correct Third Reich" and "Another Look at Third Reich" into our rules, not to mention using the other articles.

They help me play the games I have. They help me decide to buy additional games (which surely must be a very important consideration for you).

I am not in favor of including variant counters with the magazine, especially at a higher price. If I don't have the game, and don't want it, having the extra counters is a nuisance. So far, I'm collecting a disorganized heap of "game of the month" counters, none of which have been punched out. If I want the variants, I am certainly willing to pay \$2.00 for them.

My main quarrel with Avalon Hill at the moment is simply the range of games. On the whole, I have enjoyed AH games more than those of the competition. I wish you had more on the island campaigns in the Pacific, and dream about a *THIRD REICH* covering both Atlantic and Pacific theaters (which sounds like a real monster). I wish you had more on the campaigns of Napoleon, on a *THIRD REICH* level or *RUSSIAN CAMPAIGN* level that is, coalition, continental war and on the grand strategic level (Napoleon's greatest strength was his strategy, so peg the games there; his tactics begin to leave something to be desired after Eylau.)

Daniel W. Blackmon
Miami, FL

We are working on a grand strategic game of the Napoleonic wars which we'll call *WAR AND PEACE*. It should be out by Christmas. Look for more details in the Philosophy section.

★★★★★

Dear Mr. Greenwood:

Your answers to letters of criticism in your monthly column are interesting except that your constant emphasis on complaints conveys the impression that you never please anybody anytime. While a constant stream of compliments would be egocentric, there must be a balance somewhere.

I do have a complaint, though, and then a complaint.

The complaint is about the semi-amateurish nature of *THE GENERAL*, as shown by the erratic schedule and lack of a table of contents. Some aspects are very professional, such as the layout, printing, and general quality of the articles. This complaint is directed not so much to you, but to your bosses. I understand the constraints you operate within and you are doing a good job

working in them, but, if we are to pay professional prices for the magazine, we deserve a professional job. This is a plea for a full-time editor for *THE GENERAL*.

The response to your survey is included in this letter—but I do want to comment on one question. I fully support your major lead article format. I find the articles on new games most informative. It helps me decide about new titles since I cannot afford to buy all of them. The major article is almost always more interesting than the short articles, even if I have neither game.

It seems to me that a good source of games for your replay series should be the finals and semi-finals of tournaments at major conventions. Surely, these ought to be legally, well-played games.

Michael P. Barnes
Gambriels, MD

I have long resisted the urge to include a table of contents in the magazine. While they certainly do add a touch of class to any magazine, I don't feel one is justified in a 36 page magazine, and that the space can be put to better use. As to the matter of tournaments providing the basis for potential replays, I'd venture to say that they are actually the worst possible basis for such a feature. The players are usually under great time pressure and in such circumstances there is no time to record unit positions, let alone strategies. I think you'd also be surprised at the number of illegal moves which escape detection in face to face play—even in tournament competition.

★★★★★

Dear Mr. Greenwood:

Over the years I've mentally composed dozens of letters to *THE GENERAL*, but always without actually getting them down on paper. This time I seem to have made it all the way to the typewriter (yes, Vol. 15, No. 5 arrived within the past hour).

Before I commence hurling stones, or perhaps pebbles, allow me to state that in my opinion Avalon Hill is a healthy head and shoulders above the rest of the wargaming industry. Whereas my *PANZERBLITZ* boards are held together with tape, and the terrain has been enhanced with generations of coffee, beer and potato chip stains, imitative offerings from other manufacturers remain at best half-played.

As for the pebbles (I only want to get your attention, not draw blood), let me add my voice to that ancient chorus which pleads for the creation of new counters, boards and "official" scenarios for such old (but good) warhorses as *PANZERBLITZ*, *STALINGRAD*, etc.

Yes, they are expensive. But surely additions to such huge sellers as *PANZERBLITZ* stand a much better chance of paying back production costs, as opposed to games which only a small fraction of *GENERAL* readers own. As for that \$2.00 price tag on a set of variant counters, Hell, I'd gladly pay five bucks for a sheet of fresh counters, such as those which appeared in Vol. 13, No. 3.

The *PANZERBLITZ* 1940 counters and scenarios injected new life into a game which I had begun to ignore a bit. A new mapboard, even if unmounted, and a rules revision incorporating the evolutionary improvements of *ARAB ISRAELI WARS* would put *PL* back into the front rank. Come to think of it, even *AIW* could stand additions, where are the Israeli 90mm armed M48's, the Jordanian M47's and M48's, the Egyptian Archers and Sherman's of 1956, not to mention the Anglo-French forces of '56?

All moaning and whining aside, you're still the leader of the pack, and long may you reign!
Douglas Devlin
Edmonton, Alberta

Thanks for the pat on the back. I hope the readership will understand when I print a few letters of praise to give equal time to those wishing to protect Avalon Hill from itself (or should I say me, given my predilection for printing complaints instead of compliments). As to your point about *PANZERBLITZ* additions, we're way ahead of you. We have for a long while been planning the release of an updated set of rules and scenarios for our ultimate best seller. Hopefully, these will include an expansion of the game's components as well. I won't promise any date which we might not keep, but rest assured that such a project is in the works.

READER BUYER'S GUIDE

TITLE CROSS OF IRON
SUBJECT Tactical Combat on the Russian Front, 1941-45

CROSS OF IRON was the 42nd game to be rated and posted the best cumulative ranking yet attained in the RBG by topping *THE RUSSIAN CAMPAIGN* by .07. It should be stated at the outset, however, that *CROSS OF IRON's* fine rating is somewhat biased solely because it is a gamette based on a pre-existing game. Those who didn't care for the original *SL* game system would have no reason to purchase *COI*. Consequently, a form of natural selection was at work in eliminating a high proportion of those mistaken purchases that inevitably occur. For the most part, *COI* was sold exclusively to a mail order audience which had already approved of its game system. Despite this, the number of reviewers was quite high and the numbers achieved most flattering.

The game fared strongly in almost all categories, ranking in the top 10 in all but "Ease of Understanding" and that would have undoubtedly been improved by the 2nd edition rulebook which is now available. The strong "Components" rating was surprising in light of the difficulties we had with the counters. The first 30,000 copies of the German vehicular counters were printed in a dark blue a full two shades off the specified color making them quite difficult to read. This error was further compounded by a distressing tendency for the counters to be die-cut "backwards" so that the wreck side received the clean cut while the front bore the brunt of the weight of the die—hardly conducive to an attractive counter. Although both

of these problems should be corrected in the future, it was surprising to see the apparently negligible effect it had on the ratings. These snafus have been far and away the leading complaints against the game.

COI did set two new "best-ever" marks for "Realism" and "Excitement Level", although we were more pleased with the second best ranking for "Overall Value." The \$12 pricetag had raised many eyebrows at the time of first release. Your ranking of the game in "Overall Value" second only to *SQUAD LEADER* would seem to indicate you think you got your money's worth. The increased playing time varies according to the scenario in play, of course, but still reflects the tradeoff of playability for increased realism.

1. Physical Quality 2.09
2. Mapboard 2.04
3. Components 1.88
4. Ease of Understanding 3.37
5. Completeness of Rules 2.52
6. Play Balance 2.44
7. Realism 1.60
8. Excitement Level 1.69
9. Overall Value 1.94
10. Game Length 3 hr., 25 min.



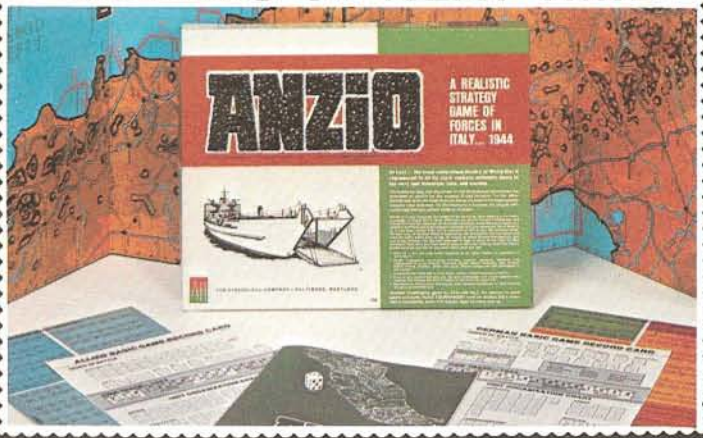
NEW SQUAD LEADER BOARDS

Although production of the *SQUAD LEADER* gamettes has lagged behind schedule we do have three additional boards completed which will be used in future gamettes. Those *SL/COI* enthusiasts who can't wait for additional terrain can purchase these boards separately from our Mail Order Dept. for \$2.00 each plus the usual postage charges for parts orders (10% of the dollar amount for American, 20% for Canadian, and 30% for overseas customers). The boards can be ordered under the title *SQUAD LEADER* boards 6, 7 or 8. Board 6 is scheduled for use in the next gamette in the series, *CRESCENDO OF DOOM*, and features a large French chalet surrounded by

broad expanses of orchard—a new terrain feature. Boards 7 and 8 feature wide rivers (an average of five hexes across) with accompanying marshland and urban settings.

The boards will not come with any directions pertaining to the new terrain types nor will any questions pertaining to them be answered. The boards are being offered strictly on a "as they are" basis for those individuals who can't wait to add new terrain to their *SL* gaming and don't mind making up their own rules as they go along.

COMING UP NEXT TIME



THE QUESTION BOX

IMPORTANT CORRECTION FOR BISMARCK

On all visibility tracks on the Player Aid cards, the modifiers at the extreme visibility levels should have their signs changed, i.e., the "-" is changed to "+" and the "+" is changed to "-". The function of the modifiers is to drive the storm back to the other extreme and not to hold it at the same level.

CROSS OF IRON:

4.7 May infantry units scheduled to enter play on a turn delay entry until the Advance Phase?
 A. Yes.

6.1 & 29.2 Do portage points and passenger carrying capacities of vehicles count against hex-stacking limits?
 A. No—as long as infantry or weapons are in a passenger mode they are treated as part of the vehicle.

6.3 Assume three broken squads occupy a hex with a MG. Could another friendly squad enter the hex during the Advance Phase and eliminate one of the broken squads to maintain stacking limits?
 A. No.

7.1 Assume a white dot is judged to not lie in the exact center of the hex. Should LOS be traced to the white dot or the hex center?
 A. The white dot—any dot not exactly centered should still be close enough to avoid this type of annoyance.

7.2 If the white dot in a building hex is completely outside of any building (as in 4P6, 6C4, and 6K2), can a LOS be traced from the dot through the portion of the building in the hex without being blocked?
 A. Yes.

13.4 & 53.4 May a broken unit rout into a wire hex?
 A. No.

13.4 Can broken units rout off the board if it is part of their Victory Conditions to leave the board?
 A. Broken units may never rout off the playing surface unless specifically allowed by the scenario in play.

13.4 If a unit is broken in an open hex which is NOT in an enemy LOS but all rout routes are prohibited, may the unit stay in that hex?
 A. No—it is eliminated for failure to rout.

13.41 & 42.5 What happens when a broken unit tries to rout into a building or woods hex containing a Hidden Unit?
 A. It would be eliminated and the hidden unit would lose its hidden status.

13.44 Is a broken unit on the second level of a building hex not connected by stairs considered adjacent to a unit in the hex below?
 A. No.

16.3 Assume a squad & leader move 6 hexes during the Movement Phase. During the Defensive Fire Phase, they are returned to the third hex of their path and fired upon resulting in the leader breaking. Is the squad still returned to its intended ending hex which costs 6 MFs?
 A. No—the squad could utilize only one more MF from the point where it was fired at, however, due to its loss of MFs it need not move into the 4th hex of its earlier path if it chooses to take an alternate route.

17. Can leaders apply their leadership modifier to the "TO KILL" roll of MGs being used under their direction against AFVs?
 A. No.

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. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
2. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
3. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
4. 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
5. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
6. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
7. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
8. CAESAR—ALEZIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
9. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
10. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
11. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
12. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
13. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
14. 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
15. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1
16. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
17. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	3.21	2.51	2.52	13.5
18. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
19. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
20. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
21. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	2.55	4.05	3.00	3.40	2.75	16.0
22. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
23. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
24. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
25. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
26. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
27. 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
28. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
29. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
20. 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
31. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
32. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
33. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
34. 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
35. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
36. FEUDAL	3.25	3.18	4.33	2.64	2.28	3.33	2.12	3.38	3.58	3.38	7.5
37. 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
38. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
39. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
40. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
41. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
42. 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

Vol. 15, No. 4 polled a cumulative rating of 3.31 making it our best effort since the twin successes of the *SQUAD LEADER* and *VITP* features of a year ago which ranked 2.53 and 2.77 respectively. As expected, Mick Uhl's Strategic Submarine feature took top article honors handily. The rest of the article ratings based on our 200 random sample scoring system of 3 points for 1st, 2 for 2nd, and 1 for 3rd was as follows:

STRATEGIC SUBMARINE	349
MORE SUBMARINE SCENARIOS	237
SERIES REPLAY: CAESAR'S LEGIONS	167
PANZERBLITZ SITUATION X	148
EAST OF WATERLOO	80
AVALON HILL PHILOSOPHY	74
EARLY YEARS: REBUTTAL	61
IN DEFENSE OF LINEAR TACTICS	44
SQUAD LEADER PLAY-BY-MAIL	40

As mentioned elsewhere in this issue, we are currently developing *WAR & PEACE*, a strategic game on the Napoleonic Wars. If you are interested in participating in the prepublication playtesting of this game and can devote a good amount of time to the game this summer, please drop us a note including your name, address, age, phone number and a little background information concerning your experience in the hobby. We hope to have the playtest kits available by early June, so don't delay!

Most readers will be pleased to know that the survey in Vol. 15, No. 5 backed up the editor's existing policies with overwhelming support. 85% of the readership was opposed to the printing of variant counters on a special insert for cut out use if it meant a possible price increase. 94% were in favor of the current policy of offering full color, die-cut variant counters for separate mail order sale. 86% approved the current major feature policy as opposed to a "shotgun" approach of more and shorter articles. Having voiced the gripes of the minority I will now cease bothering the majority with their complaints. I will, however, be ever on the watch for a way to please both when it is possible, and given a good supply of quality short articles will be most eager to use them.

Our apologies to the virtually hundreds of people who submitted requests to playtest the *BULGE* and *FORTRESS EUROPA* prototypes. We would like to answer each and every one of you but in so doing we'd never get the games out. We have never had a more encouraging, and apparently qualified, response to a playtest opportunity. Almost all of you did a great job of selling yourselves and it will be exceedingly difficult for our project heads to choose their playtesters from among the many applicants. We'd like to include you all but have found that the inclusion of more than 20 "blind" playtest groups in a project is actually counterproductive as the developer can't possibly keep up with the volume of repetitious reports. Those of you who were chosen will eventually get a letter from the developer prior to sending out the prototypes to determine if you are still interested at that point. Our thanks to the rest of you who volunteered and heard nothing in reply. Hopefully, we will be able to work with you in the future on another Avalon Hill release. Please don't give up trying—there are just too many of you out there for us to handle all at once, which is really a nice problem when you think about it.

Infiltrator's Report

If you thought your latest wargame cost a lot take a gander at Chris Gammon's latest wargame purchase. Chris is the first gamer we've seen who resorted to vanity license plates to proclaim his hobby dedication. No doubt it's found him a few prospective opponents in his travels.



More goodies for our trophy case have arrived from the distant shores of Great Britain in the form of the Silver Hexagon Awards which are sponsored by World Wide Wargamers. These awards which are apparently the British equivalent of the Charles Roberts Awards were announced at Battlefield I (apparently the British version of ORIGINS) which got off to a small but enthusiastic start last September. Reaping the honors for Avalon Hill were *STARSHIP TROOPERS* in the Sci Fi & Fantasy category, *GETTYSBURG* in the 1815-1939 category, and *SQUAD LEADER* for WWII Tactical.

The Jersey Wargamers Association is another group with its act together. For monthly dues of \$1.00 the 55 members enjoy bi-weekly meetings, prize tournaments, a club game library, and a monthly newsletter. Interested parties should contact Alan Moon at 437 Elmora Ave., #33, Elizabeth, NJ 07208.

A new group, the Chicago Wargamer's Association with sponsorship from the Loyola University History Dept. is promising the best convention ever in the Chicago area. They call their two day affair CWA-CON and will be holding it July 21st and 22nd in Mertz Hall on Loyola Ave. in Chicago. Admission is listed at \$2/day or \$3/weekend. Tournaments in *RUSSIAN CAMPAIGN*, *MIDWAY*, *PANZERBLITZ-LEADER*, *WAR AT SEA* and *SPEED CIRCUIT* are among the many planned events. For further information contact Tony Adams at 3605 Bobolink, Rolling Meadows, IL 60008 (312-394-5618).

Those in the Chicago area might also be interested in the CWA's planned bus trip to ORIGINS. If all goes well, a 46 passenger Trailways touring bus will leave Des Plaines at 7 a.m. on Thursday, June 21st and return on Monday the 25th. Total cost is \$60, but if that's too much of a dent in your wallet you can buy a raffle chance for \$1.00 to win a free trip! Interested parties should once again contact Tony Adams with a SSAE.

Congratulations are due Neil Shannon whose Denver Broncos bested Ken Vane's 49ers in the Sixth Annual Avalon Hill *FOOTBALL STRATEGY* League Super Bowl. Shannon ended the season with a total record of 14-5 and took possession of the league's rotating Super Bowl trophy as well as \$100 in prize money. Those wishing to join the long waiting list for entry into the 28 member league should contact Don Greenwood c/o Avalon Hill.

The solution to Contest #87 was strictly tactical but could not be arrived at without giving due consideration to the strategic situation. To guarantee sinking at least 16 points of Japanese ships, the American player had to sink the *Yamato* and both light ships or forego the *Yamato* and sink both the *Mutsu* and *Nagato* as well as the two lighter vessels.

Given competent application of the heavy AA armament of the three battleships, this was not possible in one attack due to the availability of 5 ships for screening purposes and only 10 torpedo planes in the attack force. Three ships could definitely be sunk in an all-out attack, but not the *Yamato*, and thus only 14 points could be gained.

The trick, therefore, is to make two attacks and thereby take advantage of the American preponderance of dive bombers by holding back sufficient bombers during the 1500 attack to enable a follow-up attack during the next (and last daylight) turn—after the two light vessels, *Hosho* and *Sendai*, have been sunk and the Japanese screening possibilities accordingly reduced. Due to the Japanese location on the search board and the American four area search capability, detection on the 1700 turn is certain and Japanese CAP will still be too far away to interfere. Therefore, the American should hold back 15 D and his 10 T bombers for a second strike, trusting in the remaining 26 dive bombers to sink the lesser targets by hitting each of the five vessels with enough dive bombers to sink it if it tries to aid the *Hosho* or *Sendai*. Any ship which attempts to aid another is therefore automatically sunk by a 5-1 attack. Ten dive bombers are needed against the *Yamato* to prevent the two light ships from concentrating their fire on the *Yamato*—thus freeing the battleship to save the carrier in turn. Only 3 dive bombers are necessary against the lesser vessels which are sunk regardless of die roll by a 3-1 attack.

Thus deprived of two screening vessels, the battleships for all their awesome firepower, may now only defend against three concentrations of 5 or more bombers. By saving his torpedo planes for the second attack, the American guarantees elimination of the *Yamato* unless the Japanese player sacrifices both the *Nagato* and *Mutsu* to save it as all ships are once again "pinned" by 5 D factors, leaving no one to take on the two groups of 5 T factors attacking the *Yamato* on both beams.

Only one person was able to give an entirely correct solution to the *SUBMARINE* contest in Vol. 15 No. 4. Congratulations are in order for Clark Ochikubo of Walnut Creek, CA. It took a lot of work to come up with the correct answer so we gave him a double prize. The remaining 9 winners were contestants who sent in partially correct results: Jim Heard, Evansville, IL; Warren Auryong, Los Angeles, CA; Charles Blomquist, DeKalb, IL; Bob Lathrup, Hagerman, NH; David Townsend, Hampton, VA; John Rimmele, Union, NJ; Francois Fortin, Lac St. Jean, Quebec; Richard Logue, Lancaster, CA; and John Dollerschell, St. Louis Park, MO.

THE GENERAL

EDITOR'S CHOICE AWARDS

This issue concludes Vol. 15 of *THE GENERAL*; meaning it is time to vote once again for the best articles of the past year. The winner receives a lifetime subscription to the magazine plus a \$100 bonus. Eliminating those articles written by paid staff members we have the following listed articles placed in nomination by the editor. Please vote for only one of the nominees and vote only if you have read all of the nominated works during the past year.

The nominees are:

- PANZER LEADER, 1940 By Ramiro Cruz Vol. 15, No. 2
- CREATING A PARATROOPER'S HELL By Mark McLaughlin Vol. 15, No. 3
- INVASION OF MALTA By John D. Burt Vol. 15, No. 3
- MORE SUBMARINE SCENARIOS By James A. Wirth Vol. 15, No. 4
- PANZERBLITZ SITUATION X By Robert Chiang & Tom Oleson Vol. 15, No. 4
- PACIFIC THEATRE VIA MIDWAY By Alan R. Moon Vol. 15, No. 5
- ANOTHER AFRIKA KORPS GAMBIT By Stephen S. Packwood Vol. 15, No. 5
- CROSS OF IRON; FIRST IMPRESSIONS By Robert Medrow Vol. 15, No. 6



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; Bismarck = Bis; Blitzkrieg = BL; Caesar's Legions = CL; Caesar = CAE; Chancellorsville = Chan; Crescendo of Doom = COD; Cross of Iron = COI; D-Day = DD; Diplomacy = Dip; Dune; France 1940 = Fr 40; Face to Face = FTF; Fortress Europa = FE Gettysburg = Get '64 or '77; Jutland = Jut; Kingmaker = KM; Kriegspiel = Krieg; Luftwaffe = LW; Magic Realm = MR; Marnon = MarMidway = 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; Submarine = Sub; Tactics II = Tac; The Longest Day = TLD; The Rising Sun = TRS; The Russian Campaign = TRC; Third Reich = 3R; Tobruk = Tob; Trirreme = Tri; Victory In the Pacific = VITP; War at Sea = WAS; Waterloo = Wat; Wooden Ships & Iron Men = WSIM.

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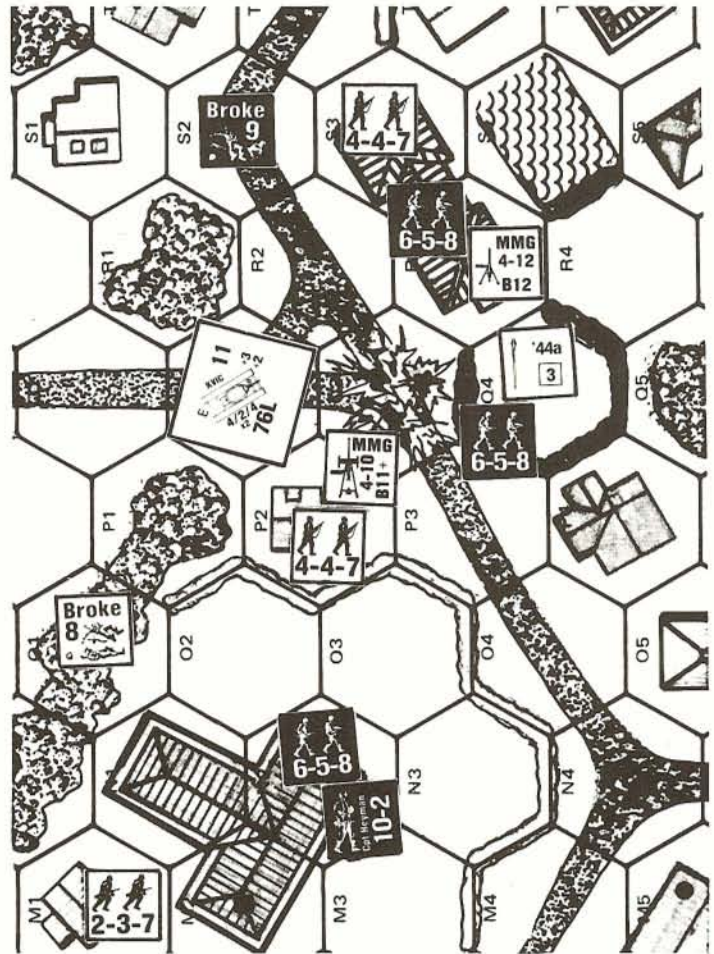
ADDRESS _____

CITY _____ STATE _____ ZIP _____

CONTEST NO. 88

It is the last player turn of a scenario in *CROSS OF IRON* utilizing all rules. To win, the German player must clear the road entrance hex Q1 of the LOS of all enemy units, both good order and broken, at game end.

It is now the German Prep Fire Phase. Basing your turn on the assumption that all German dice rolls will fall within the "58% spectrum of most favorable results" and all Russian dice rolls will fall within the "72% range of least favorable results" plot your turn on the following chart. All entries must rate the issue as a whole as well as list the three best articles in order to be considered valid.



UNIT	Prep Fire Target Hex	Order of Attack	Firepower Column	Movement Phase	Advancing Fire Target Hex	Route to Advance Phase	Close Combat Target
6-5-8 in R3							
MMG							
6-5-8 in Q4							
Panzerfaust							
6-5-8 in N2							
Cpt Heyman							
broken squad in S2							

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 _____

BISMARCK

She was the mightiest warship afloat, the crowning achievement of German military expertise, Hitler's pride and joy. She symbolized the invincibility of the new reich and was the instrument by which Germany hoped to finally defeat its only remaining enemy—Great Britain. At 50,000 tons of fighting trim, the battleship *Bismarck* was indeed the greatest single threat to Britain's survival. What happened in that final week in May, 1941 is still being discussed and analyzed. That the loss of the *Bismarck* ended Hitler's ambition to gain control of the Atlantic is not disputed. Yet the very closeness of the operation pointed out how near victory Germany really came.

BISMARCK has been organized into three games of increasing complexity. The Basic Game is rated Intermediate Level II on the Avalon Hill complexity scale and can be played within 2½ hours. The Basic Game concentrates on the British attempt to locate, track and finally corner the *Bismarck*. Each side is able to use the ships and planes historically available. All movement is done secretly. Search patterns and patrols must be organized to locate the enemy ships in the far reaches of the Atlantic. When enemy ships do meet, battle is conducted with each ship rated individually in accordance with its actual capabilities.

The Intermediate Game builds upon the Basic Game with a series of optional rules designed to incorporate every significant factor that influenced the *BISMARCK* operation. Players now must plan convoy routes and submarine attacks. Fuel conservation becomes a critical factor in keeping ships at sea. Weather plays a significant role in a ship or plane's ability to search. Carrier operations are handled realistically as all planes must process to take off. Destroyers can attempt to penetrate an enemy ship's defense to launch torpedoes, and much, much more including, among other things, attempts by the Luftwaffe and U-boats to aid the hard pressed *Bismarck*.

Expanded orders of battle including ships which were available and *could* have participated in the action make for an endless assortment of hypothetical naval engagements. These are incorporated into additional scenarios which speculate upon alternate but still probable situations that could have occurred at the time. For example, what would have happened if the Free French or American navies entered into battle? What if Iceland had remained neutral? What if the *Scharnhorst* and *Gneisenau* were able to sortie with the *Bismarck* as planned? In all there are eight additional scenarios which can be played.

The Advanced Game is a miniatures-oriented approach to naval combat. Every ship is rated according to the number and size of its guns, the strength of its armor in all critical areas, its compartmentalization, fire control and special capabilities. To score damage, a shell must be able to penetrate the armor in the area hit. Movement is conducted on any flat surface using special maneuver gauges. Special counters are also provided to use in the Advanced Game. These give a detailed overview of each major ship provided in the game.

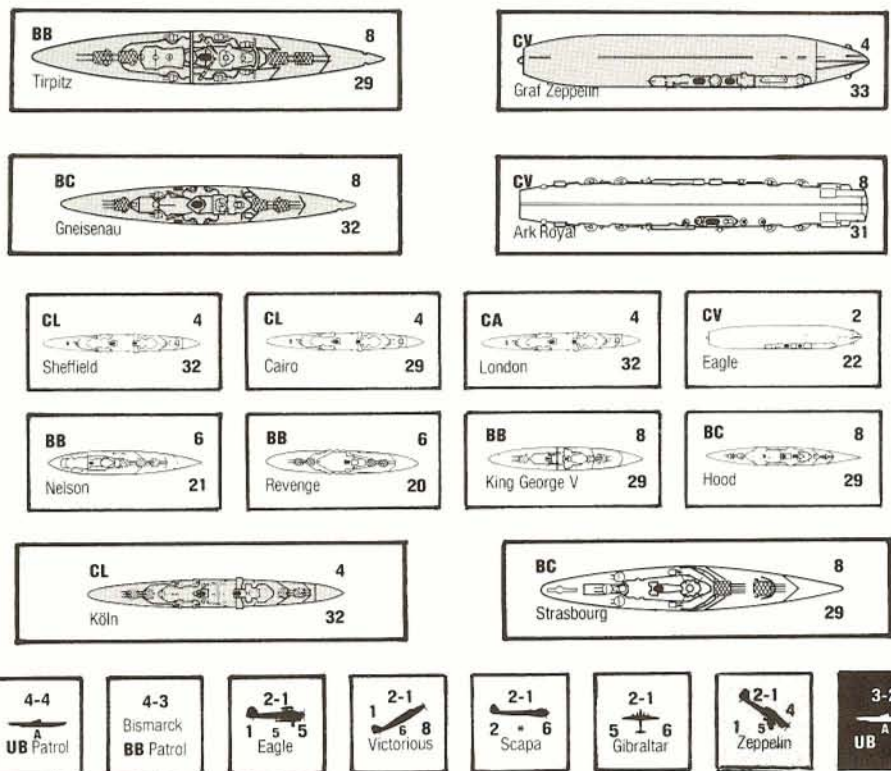
BISMARCK is packaged with two 11" x 14" search boards of the North Atlantic and a special 22" x 14" Battle Board on which the battles are fought. Also included are multicolored counters representing every ship, plane and submarine that was available, over 300 in all; a Hit Record Pad on which players record damage, fuel and ammunition expenditure for their ships; a set of six player-aid



cards which allow the game to be played without reference to the rules plus special gauges to move and determine range of ships in the Advanced Game.

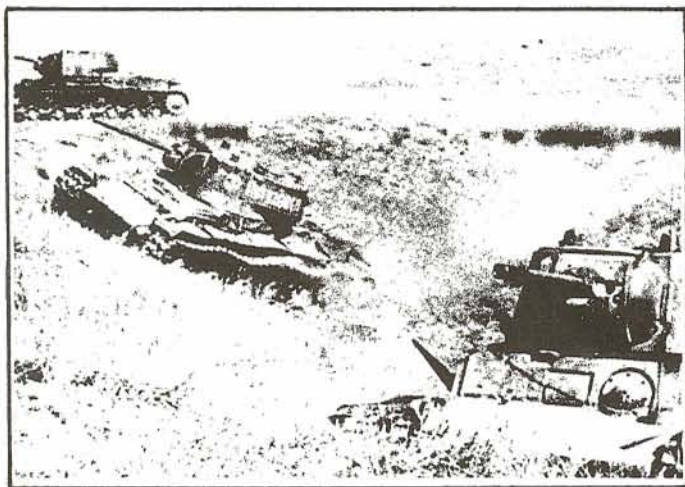
BISMARCK is now available for \$12 plus 10% postage charges (or *GENERAL* postage coupons) from Avalon Hill. Maryland residents please add 5% state sales tax.

Bismarck Counters



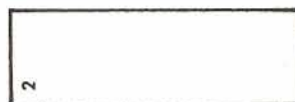
HILL 253.5

Scenario B



40 MILES NORTH OF KURSK, July 9, 1943: Operation Citadel had begun, but instead of the desired lightning breakthrough, the fighting had taken on the characteristics of World War I trench warfare. In four days of grueling combat the XLI Panzer Corps had managed to penetrate the defenses of the Soviet 13th Army to a depth of only about five miles. The Corps, now being slowly forced onto the defensive by increasing enemy pressure, needed to secure a strong position on which to anchor its left flank and free its mobile elements; such a spot was the commanding height of Hill 253.5 near the village of Ponyri, where some of the most intensive fighting of the entire Eastern campaign was taking place. On July 9th the Germans stormed and captured Hill 239.8 and to exploit this success an assault on Hill 253.5 was ordered.

Board Configuration



VICTORY CONDITIONS

Germans win if at the end of the game they solely occupy, with unbroken squads or functioning AFV's, four of the level 3 hexes of Hill 621 and there are no Russian unbroken squads or functioning AFV's on the remaining

level 3 hexes. "Functioning" is defined as having an unbroken, unstunned crew and any working armament. Russians win by preventing the German victory conditions.

TURN RECORD CHART

★ Russian sets up first	1	2	3	4★	5	6	7	8	END
☩ German moves first									

★

Elements of the 307th RIFLE DIVISION set up south of road Q1-Y10:

4-4-7	6-2-8	2-3-7	9-2	8-1	8-0	LMG 2-6 B10+	MMG 4-10 B11	HMG 6-12 B11+	1	30 A	20Δ -1 2	5-7 Δ B12
6	2	4				2	2			3		

MINE	?	Entrench	Art 76L	AT 45L	WIRE
40	8	8	2		6

MECHANIZED BRIGADE elements enter on turn 4 via south edge:

6-2-8	9-1	LMG 2-6 B10+	76L 4/2x2 12	76L 4/2x2 11	5PP -1/-1A 20
3		3			

☩

Elements of the 18th PANZER DIVISION and the PANZERJAGER BATTALION 653 set up north of road Q1-Y10:

4-6-7	8-3-8	10-2	9-2	9-1	8-0	LMG 2-8 B12	30 A	20Δ -1 2	75LL 15 -3 -2	88LL 8 -5 -1	18 -4 -5 1S/5PP -1/-1A
8	4					4	2	2	2		2

8 4 X9-	7 Δ B12
2	

SPECIAL RULES

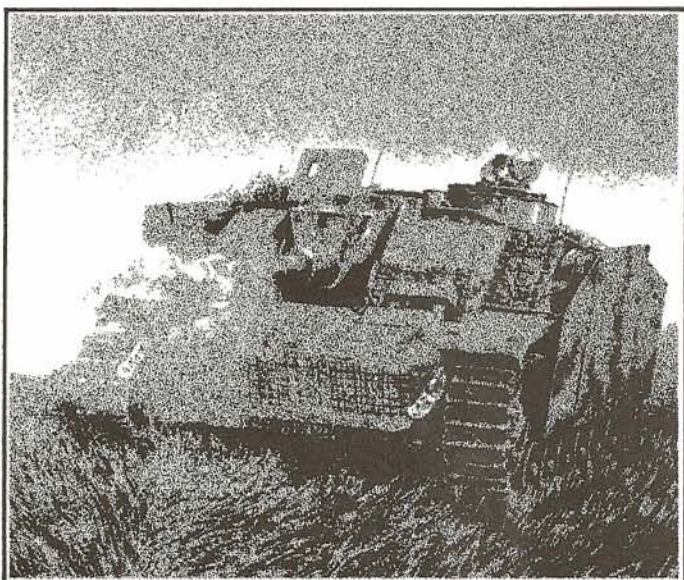
- B.1 Wire and mines may be placed in the hexes which contain road Q1-Y10.
- B.2 Both sides have one 80+mm artillery module.
- B.3 Both sides receive random air support.
- B.4 German engineer units may make unlimited smoke.

B.5. The German player may not inspect the contents of entrenchment counters prior to his initial set-up.

AFTERMATH: The German units, decimated and exhausted by five days of incessant fighting, attacked doggedly but didn't have the strength to seize or hold the hill. The panzergrenadiers were soon actually on the defensive as continuous Soviet counterattacks forced the Germans to employ their last reserves merely to hold their own positions.

BURZEVO

Scenario A



BURZEVO, 27 MILES S.W. OF THE KREMLIN, Dec. 2, 1941: By the end of November, Operation Typhoon had broken down; resolute Soviet resistance, exhaustion, and sub-zero temperatures had almost completely halted the Germans. Along the Minsk-Moscow highway, the fastest and most direct route to the Russian capital, von Kluge's Fourth Army made a last desperate attempt to dislodge the defending Russians by an encircling attack from the south. The only real progress was made by the 258th Infantry Division, whose spearheads managed to capture the village of Burzevo on the afternoon of Dec. 2. The 3rd Battalion of the 478th Regiment was ordered to hold there, its men anticipating a brief respite from the -30° F. night. But at 200 hours the Russians counterattacked . . .

Board Configuration



VICTORY CONDITIONS

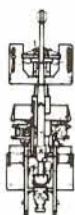
The Russians win by eliminating three 4-6-7 squads *and* destroying or immobilizing all German vehicles and the 88 or keeping them out of the confines of the village (rows I through Y inclusive) at game end.

TURN RECORD CHART

⊕ German sets up first	1	2	3	4	5	END				
★ Russian moves first										



Elements of the 3rd BATTALION, 478th REGIMENT, 258th INFANTRY DIVISION: set up first, between hex rows L and Z inclusive. All infantry units must set up in buildings, one squad maximum per hex (or level per hex). Leaders and crews may stack freely.



4-6-7	2-4-7	9-2	8-1	8-0	LMG 2-8 B12	MMG 4-12 B12	30 A	ATR B11	AA 88L V	14 -1 75*H5	18 -4 -5 1S/5PP -1-14
8	2				2		2			3	



Elements of the 20th TANK BRIGADE: enter from any east *and/or* west edge hexes.



17 76 4/2	17 76L 4/2	17 76L -1 -2
5	2	

SPECIAL RULES

- A.1 There is no road movement for any units.
- A.2 Night Rules (49) are in effect.
- A.3 All buildings are considered wooden. A burning wooden building illuminates all hexes within a two hex radius as per 67.5.
- A.4 All hills are considered flat open ground. Woods/hills hexes remain woods.
- A.5 STG's may not set up in woods or building hexes. AFV's may not enter bldg. M2.
- A.6 Russian tank commanders may use starshells (49.6) if the tank is CE.

AFTERMATH: Amid blazing buildings and tanks the infantry tackled the T-34's with demo charges and grenade bundles, and by dawn the attack had been defeated, but with heavy losses to the defenders. That same day Fourth Army suspended the offensive and ordered its units to withdraw back across the Nara River. The trials of its men however, were far from over; the Russian Winter Offensive was only days away.

QUICK PLAY CROSS OF IRON SCENARIOS

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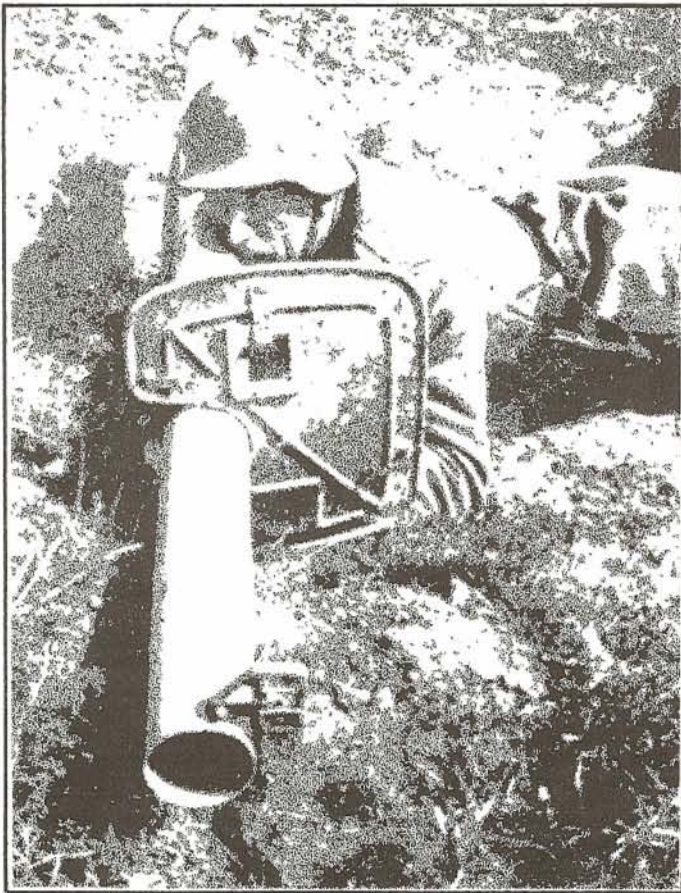
SCENARIO DESIGN: Robert McNamara

PLAYTESTING: Jon Mishcon, Joe Suchar, John Kenower, Jim Stahler, Jim Baker, Bill Farone, Bill Edwards

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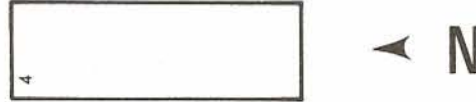
DELAYING ACTION

Scenario D



WESTERN LITHUANIA, the end of October, 1944: After failing to halt the onslaught of Bagramyan's 1st Baltic Front, scattered units of the Gross Deutschland Division were ordered to fall back to the northwest and regroup. One evening during the course of this retreat some three hundred of its men were surprised by a cautiously advancing Russian infantry regiment. After a short firefight the Russians decided to dig in for the night and initiated their attack at dawn by advancing a column of tanks from a just arriving armored unit. The Germans however, seeing the tanks, immediately withdrew, leaving only a small delaying force to cover their rear.

Board Configuration



VICTORY CONDITIONS

To win the Russian player must exit all seven tanks off the North edge road. Each German unit eliminated counts as a tank successfully moved off the board. Germans win by avoiding the Russian victory conditions.

SPECIAL RULES

- D.1 There is no road movement bonus for any unit.
- D.2 Treat wheatfields as open ground.
- D.3 Hexes E8 and U8 are marsh (75) hexes; U8 does not contain woods.

AFTERMATH: The delaying force set up three ambush points and straight into them rumbled the tank column, without supporting infantry. Each ambush group knocked out several tanks but there was never any doubt as to the ultimate outcome of the encounter, as each was successively and literally overrun and wiped out.

(A few terror-stricken survivors were shortly thereafter rescued by a counterattack led by two S.S. armored regiments against the Russian flank, which inflicted heavy losses and recaptured the immediate area for a few days, after which the retreat was resumed.)

TURN RECORD CHART

⊕ German sets up first	1	2	3	4	5	6	7	END		
★ Russian moves first										



Elements of the GROSS DEUTSCHLAND PANZERGRENADIER DIVISION: set up north of hexrow AA, using Hidden Initial Placement (42). During the Advance Phase they may maintain this status if the hexside they cross touches a woods or building symbol (note hex changes on scrap paper).



4-6-8	9-2	8-1	7-0	'44a 3	8 4 X9-
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3

8

3



Elements of the 5th GUARDS TANK ARMY: enter via south edge road on turn 1:

16 85L 4/2	13 122L
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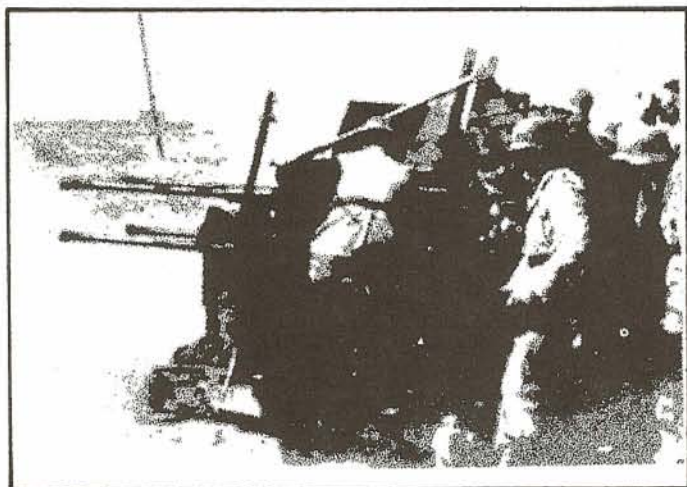
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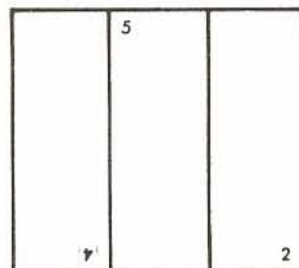
THE BUKRIN BRIDGEHEAD

Scenario C



50 MILES S.E. OF KIEV, Sept. 24, 1943: In mid September 1943 Manstein's Army Group South initiated a full scale retreat along the entire length of its 600 mile front. The plan was to fall back to the west bank of the Dnieper and redeploy for defense before the Russians could form any bridgeheads across the river. One spot where the race was won by the Red Army was near the village of Bukrin, where the Third Guards Tank Army with the help of partisans crossed in company strength, during the first hours of Sept. 22; reinforcement of the bridgehead was begun forthwith. The Germans immediately rushed the advance elements of the 19th Panzer Division down from Kiev to seal off this dangerous foothold. On the 24th the Russians pressed their attack in an attempt to break through the weakly held German defensive line and link up with a simultaneous paradrop of three Airborne Brigades further to the southwest.

Board Configuration



VICTORY CONDITIONS

The Russians win if at the end of *their* 10th player turn there is no unbroken enemy squad or AFV with functioning armament within normal range and clear LOS of the Russian objective hexes. The normal range of infantry squads may be extended by functioning MGs. See Special Rule C.3. The Germans win by preventing the Russian victory conditions.

TURN RECORD CHART

⊕ German sets up first	1	2	3	4	5	⊕ 6	7	8	9	10	END
★ Russian moves first											

⊕ Elements of the ARMORED RECON BATTALION 19 set up west of road 5A6-5Y10-5GG6:

4-6-7	8-3-8	2-4-7	10-3	9-2	8-0	33 75*	35 20L(6) -/2	20 20L(6) -/2	18 1S/5PP -/1-4	AA 20L V	Mtr 81 #10-30
4	2	5				2			4		2

9-1	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	8 X9+	30 A	Mtr 50 #2-13	7 B12	CE 9-2 Cpt. Whitman	CE 8-1 1st Sgt.
2		2	4	2	2	2			

Miscellaneous reinforcements enter on turn 6 via any one west edge road hex:

4-3-6	8-0	LMG 2-8 B12	43b 2	13 75	15 2S/12PP
4		2	2		2

★ Elements of the 51st GUARDS TANK BRIGADE set up on any whole or half hexes of board 2.

6-2-8	4-4-7	2-3-7	9-2	9-1	8-0	7-0	16 76L 4/2	16 45L -/2	Art 76L	AT 45LL	Mtr 120 #16-75
12	4	4		2							

CE 8-1 1st Sgt.	HMG 8-20 B12	MMG 4-10 B11	LMG 2-6 B10-	ATR 5-7 B12
	2	4	4	

SPECIAL RULES

- C.1 No infantry units may make smoke.
- C.2 Germans have one module of 80+mm offboard artillery commencing on turn 5; the Russians may use their radio only to direct on-board artillery.
- C.3 After the Germans set up but before the Russians do, the Russian player must determine his objective by inverting, mixing, and randomly choosing one of the artillery chits which is kept secret from the opposing

player and set aside for end of game verification. The chit drawn determines the objective as follows: "1" 4A5-4A6-4B5; "2" 4I1-4I2-4I3; "3" 4Q1-4Q2-4R2; "4" 4Y1-4Y2-4Y3.

AFTERMATH: The combat troops of the recon battalion were hard put to contain the Russian push but by throwing in the supply and repair units and anyone else who could be scraped up, a near disaster was averted and the situation restored. The line had held, and although the Russians attempted for several more weeks to effect a breakout, they had become effectively bottled up. They would have to turn elsewhere to crack the Dnieper line.