

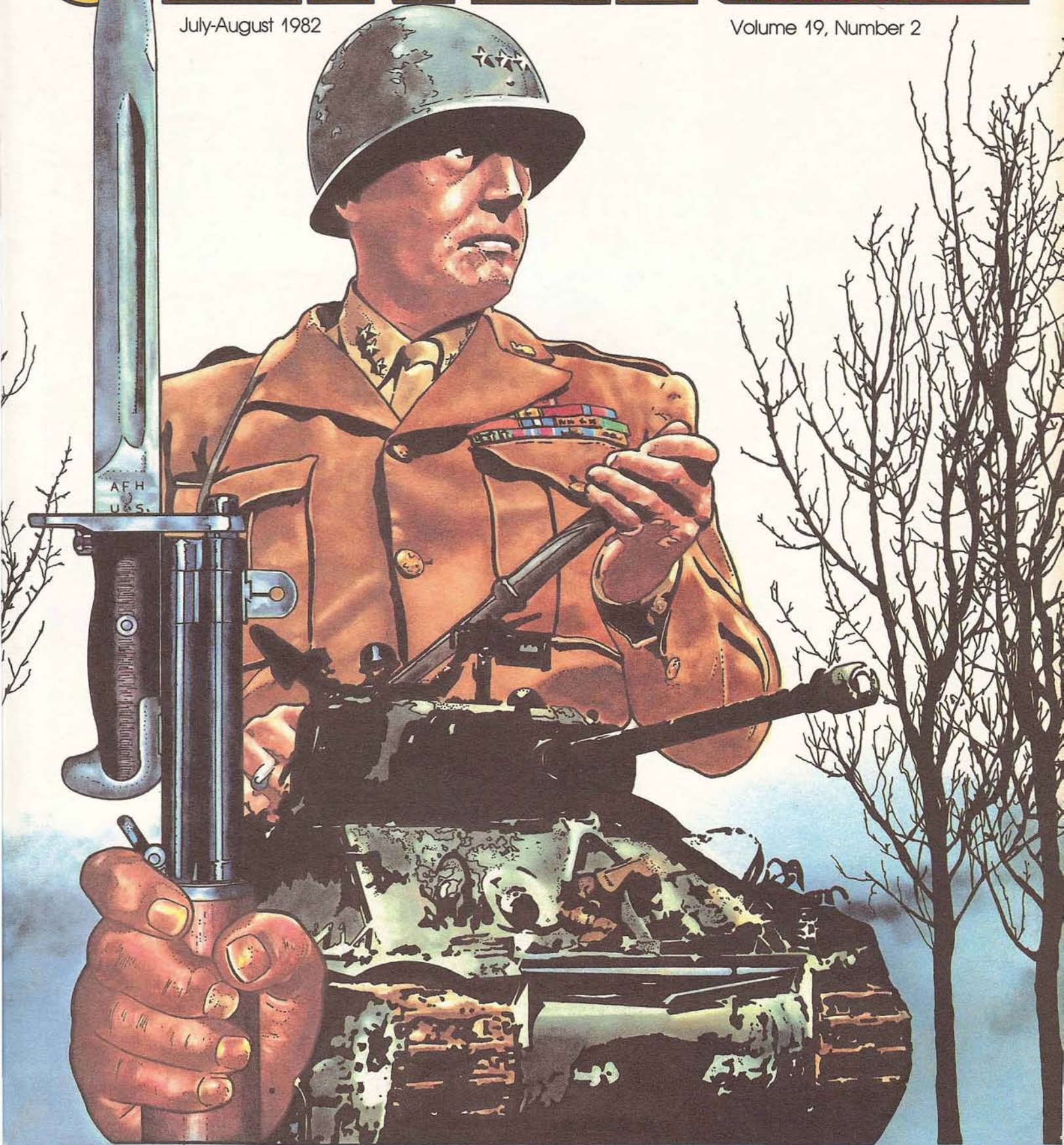
GENERAL

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R. MacGowan

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 wargames. 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 Game 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. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

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Avalon Hill Philosophy Part 92

It now comes time for me to take up the mantle. I've put my scattered thoughts in a semblance of order, and wanted to utilize this, my first contact with the readership, to voice my aspirations for the GENERAL. But, as a prelude and not a diatribe, it would behoove me to give vent to my "philosophy" of the hobby we engage in.

The playing of games, of all ilk, has ever been an important facet of my life. In combination with my family, my education, and my sundry professions, it has determined what I am today, my *weltanschauung* and my canon. Fancying myself a historian, it is only natural that the role of "wargames" as a pastime in our Western culture evokes a stirring in the stygian depths of my curiosity. I've, in my brief span, faced the gamut of player "types" and run the gauntlet of "playability" and "realism". I have been moderately aware of, and am now intimately concerned with,

the industry of "conflict simulation". I am, in short, a member of the "third generation" of wargamers, now shorn of anonymity.

Like any pastime, gaming is more than simple diversion—or at least it should be. It is a challenging entertainment; it is a social activity; it is an education. If one does not look upon playing games as more, does not participate in all three aspects, one does the hobby and himself a disservice. Indeed, if you are one such, never consider yourself an aficionado; you are no gamer.

Games should be challenging entertainment—in simpler terms, fun and a stretching of mental ability. Like exercise is for the muscles, games of strategy are for the mind. And like athletic competition, every meeting should be a challenge. Out-running a man bound to a wheelchair or outboxing a

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LITTLE ROUND TOP



A PORTION OF THE GAME MAP SHOWN SAME SIZE

⊠ K
20th Me
4 A

Captain
83rd Pa.
15-4

47th
ALABAMA
Flag

Lt. Col.
Scruggs
4th Al.
20-4

Out of
Ammo.

Fixed
Bayonets
w. Ammo

The battle of Gettysburg was a huge struggle that locked the armies of the North and South in three July days of bitter warfare which turned the tide of the Civil War against the Confederacy. Among the many small actions that made up this battle none was more important than the fight for Little Round Top, a rocky forested hill on which rested the extreme left flank of the Union line. It was here that the outnumbered 20th Maine regiment held off repeated Confederate assaults, turning back the South's best chance to win this battle which they could not afford to lose.

LITTLE ROUND TOP is Avalon Hill's new game for two players which re-creates this critical battle. During a typical game turn, both players move their company sized forces over a map of the battle area, positioning them for rifle fire and bayonet charges. Fire and melee combat are resolved by a die roll on the appropriate Combat Results Table. Regimental officers and their command abilities are crucial for keeping the attack moving forward or the defense intact.

LITTLE ROUND TOP comes complete with a colorful map of the battlefield, 100 cardboard playing pieces, and a short rules booklet.

Playing time: 2½ hours

Complexity rating (from 1 to 10, 10 the highest): 4



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... And in this way a New Age came to Man and he shivered no longer in the darkness. And in the Kingdoms of Arawan, the New Age brought Man a war of righteous retribution against the ancient peril of the land, BRIMSTONE.

Dragonhunt is a game for two to six players. From your first move to the final climactic battle between man and dragon, you will be catapulted into a land of fast action, excitement and adventure. Each player controls one of the six kingdoms of Arawan. With your Hero, Knights, Men at Arms and Snipers, you will seek to outmaneuver the other players and slay the unholy dragon. By judicious use of your units and movement cards, you will gain new lands, face Fantastic Beings and, with skill and luck on your side, defeat Brimstone.

The winner of the game will be the player who seizes the High Kingship of Arawan by wounding Brimstone thrice and then slaying him. On the road to this goal, he will fight many battles against other citizens, and the other players as well. Through cunning use of his movement cards, the player will gain the friendship of different Fantastic Beings and advantages over the other players. **Dragonhunt** presents novel and exciting challenges that will test even the finest gamer, yet its easily understandable system can be played and enjoyed by gamers of all ages.

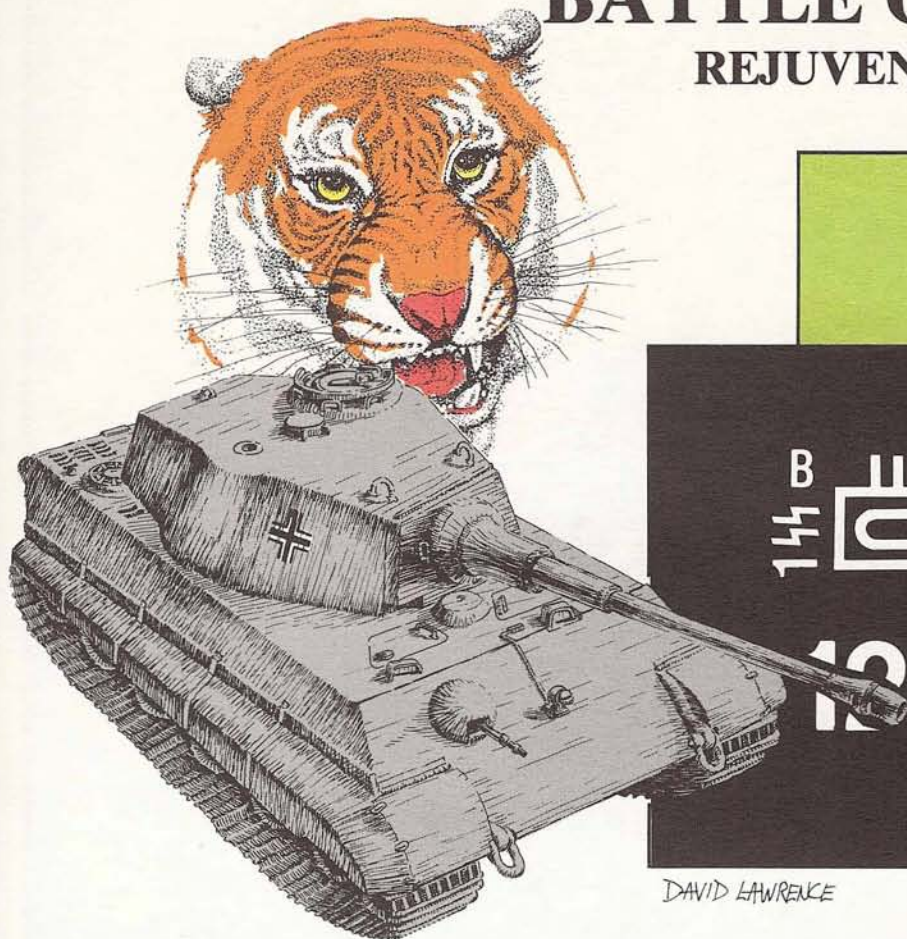
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Dragonhunt

BATTLE OF THE BULGE

REJUVENATING AN OLD ROGUE

By Bruno Sinigaglio



Bruce Sinigaglio, not completely satisfied with the original edition, proceeded to research further the battles following his discovery of additional primary source materials and his continuing correspondence with other historians specializing in the Ardenne Offensive, he launched into a revision of *BULGE '81*. Enlisting the support and aid of Mick Uhl, the game's developer (Whose own comprehensive review of the changes incorporated by the second edition follows on Page 17 of this issue), Mr. Sinigaglio produces the latest word in *BATTLE OF THE BULGE* designs. In the following article, he examines the historical basis for both editions.

BATTLE OF THE BULGE—1981 began as a simple revision of the classic but flawed *BULGE—1965*. The revision was to be similar to those of *WATERLOO* and *D-DAY*. After but brief research, it was decided that the map and order of battle needed to be completely reworked. Don Greenwood allotted a couple of weeks to us to straighten things out. Two weeks dragged into a few years, but eventually it was finished.

The amount of information available on the brief period of this one battle is immense. Unfortunately, there is, among this mass, considerable disagreement as to unit strengths and times of arrival. In order to resolve the contradictions among sources, it was necessary to go to the primary source documents. The primary sources for the role of the United States and Great Britain were the regimental, divisional, corps and army unit histories. Frequently, a corps or army unit history would disagree with a divisional or regimental unit history; when this occurred, the information pro-

vided by the lower formation would be given more credence. For the Germans, the primary sources were the *ETHINTS* (European Theater Historical Interrogations—1945) documents, the *A-Series Manuscripts* (USAREUR, Historical Division—1946) and the *B-Series Manuscripts* (USAREUR, Historical Division—1946-48). Whenever these documents disagreed with each other, the more detailed document or one substantiated by a German author would be relied upon. (An example of one of the above documents would be *ETHINT 12: ARDENNES OFFENSIVE, ROLE OF COMMANDOES AND 150th PANZER BRIGADE*, by Oberstleutnant Otto Skorzeny, 12 August 1945.)

ORDER OF BATTLE

The divisions that participated in the battle are represented by their maneuver regiments. Thus, the full divisional strength is built into the combat factor of such regiments. This method of inclusion of the divisional artillery, recon battalions, anti-tank battalions and other battalions was dictated by the scale of the game. In a regimental level game, therefore, there is an inherent measure of divisional integrity; the significance being that the artillery and attached battalions of a particular division will never be independently supporting the maneuver regiment of another division. The independent brigades and regiments that fought in the battle were handled in the same manner as divisions. The corps artillery units (which were actually regimental sized) and the Nebelwerfer brigades were independent commands, and are therefore included as distinct units.

The unit organization charts show the basic organizations of the type units involved in the Ardenne fighting. Variations to the basic unit organizations are noted or discussed.

GAME SYSTEM

The game system of the original *BULGE* was not discarded; however, much emphasis was placed on accentuating the differences between armor, infantry and artillery. The rather bloodless CRT was retained, but greatly modified. One goal was to try to limit casualties to the totals that were actually experienced from 16 December to 2 January. To those who believe the CRT is still too bloody, keep in mind that combat units were usually pulled out of a battle when they reached between a 20-30% casualty level. So a *DELIM* occurs, it does not usually mean *D ANNIHILATED*, but rather *D WITHDRAWN TO LICK WOUNDS*. Of course, units cannot always be pulled out when the magic number is reached—especially if surrounded or holding at all costs. During the first days of the fighting, for instance, the 28th Infantry Division was decimated because it had been ordered to hold at all costs. Using the aforementioned casualty percentages, 60000 casualties would cause the removal of sixty regiments from the line. According to Elstob (*Hitler's Last Offensive*), five US armored divisions were virtually eliminated due to losses suffered in the Ardenne, two US infantry divisions were eliminated and nine US infantry divisions suffered extensive casualties.

SEQUENCE OF PLAY

The sequence of play was arranged so that PBM could be readily handled. This required the Allied player to allocate *Artillery Final Protective Fire Support* before the German player moved. Essentially, the FPF Support is assigned to the most critical points with no flexibility for shifting fire. For those who desire more realism in this area, simply modify the sequence of play for face-to-face encounters (i.e.: don't allocate FPF Support until your opponent has finished moving).

ARTILLERY

Including corps artillery units in the game was more realistic than adjusting the combat factors of the maneuver units to reflect their presence. Unit size was not a consideration, since artillery corps were actually regimental-sized elements. Allied artillery has a considerable advantage in mobility and capability, but not in strength. However, if the Allies can build an artillery center of gravity of 40 factors in the latter stages of the game, the effect is devastating. On the other hand, while the German nebelwerfers are potent, they are slow, cannot provide FPF Support, must fight adjacent, are not good for advancing after combat, are affected greatly by Allied Strategic Bombing, and are easily eliminated. German corps artillery is strong, yet it can never reach a total strength of 40 factors. Further, it too is slow and cannot provide FPF Support unless the 15th Army Offensive is cancelled. (Note: the ability of German corps artillery to fire FPF is a new optional rule in the second edition rules.)

SUPPLY

Supply rules tend to favor the Allies. A supply line must be traced to a road and the road must be traced to a friendly board edge. The Allied supply line can be 33% longer than the German—this arbitrarily reflects Allied superiority in motor transport. The Allies have the north, south and west edges to initially trace supply to. The Germans have the east edge. Liege can operate as a supply source for the Allies so long as it is unoccupied by enemy units. The Germans must occupy Liege to claim it as a source of supply for German units.

ISOLATION

Units are not eliminated as a result of supply. They instead suffer an attack factor and movement factor penalty, but they continue to function even if they remain isolated for the entire 17-day period represented by the game.

ROAD MOVEMENT

This was oversimplified in the first edition; continuing development has led to more realistic road movement rules for the second edition. All infantry type units will only be able to move at maximum road rate if they do not begin or end their turn in enemy zones of control. Further, German corps artillery will not be able to move at maximum road rate and then fire during the same turn. The reasoning for these changes are fairly obvious: infantry and the poorly-motorized German corps artillery would waste time getting in or out of line or battery, respectively, and that, consequently, the maximum distance these units could travel in a given time would be directly affected.

RIVER MOVEMENT

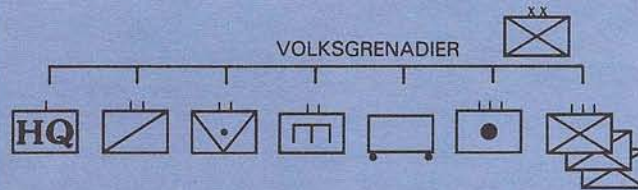
The rivers in the Ardennes, although not major obstacles to movement, were difficult or impossible for pure armored formations to cross. As a result, another oversimplification will be updated by the second edition. Pure armor will only be allowed to move, advance or retreat across rivers at bridges or towns.

ROER RIVER

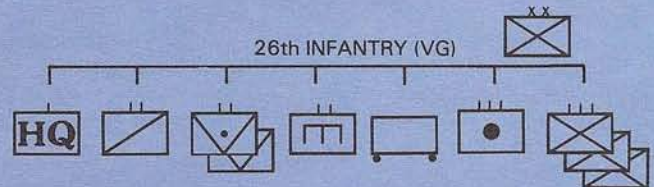
The River Roer was the boundary for the 15th Army. In order to reflect this historical situation more accurately, German units will not be permitted to cross the Roer until Monschau falls or until the Fifteenth Army sends the 3rd Panzergrenadier into the fray. In effect, the second edition update will prevent the weak 352nd Volksgrenadiers from outflanking and weakening the Elsenborn Ridge line.

The following are a representative selection of the units available to the German and Allied commanders. These are presented to acquaint the players with the composition of their forces, to make them aware of the historical functions of the units, and to impress the fact of what the counters being pushed around really represent—thousands of men caught in the final great battle for the liberation of Europe.

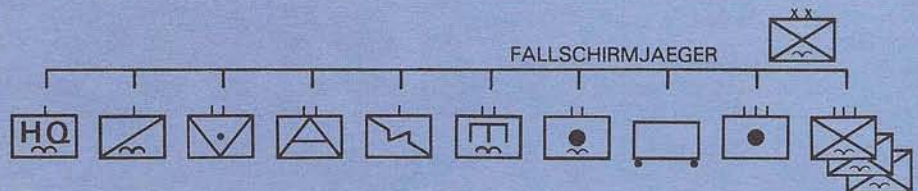
GERMAN ORDER OF BATTLE



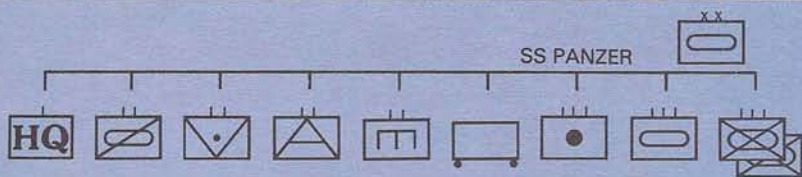
Each of the 3-3 infantry regiments belong to one of the newly-formed Volksgrenadier divisions. These should not be confused with the Volksturm. Each infantry regiment contained only two battalions. The artillery regiment consisted of four battalions (standard organization). The regiments of the 18th Volksgrenadiers are slightly stronger because they were reinforced by an assault-gun brigade prior to the offensive. Generally, each VG division was at full strength; however, there were some minor deviations among the divisions engaged in combat.



The 26th Infantry was not like a regular VG division, and the troops resented that designation. The 26th was a veteran division from the Eastern Front. Its infantry regiments contained three battalions. The artillery regiment consisted of four battalions, three of 105's and one of 150's. The division possessed the equivalent of an extra antitank battalion also.



The two German airborne divisions were similar to the early German infantry divisions. Each parachute regiment contained three battalions, as did the artillery regiment. The 3rd was at full strength for the offensive; the 5th was short its heavy mortar and antitank battalions, so the 11th Assault Gun Brigade was attached to the division. One regiment of the 5th was fully motorized.



Four of the five SS panzer divisions were at or above strength for the Ardennes offensive. The normal tank regiment consisted of one battalion of Panthers and one battalion of Mark IVs; however, for this last offensive, Hitler gave each division an extra Panther or Tiger battalion. The panzergrenadier regiments consisted of three battalions of armored infantry. The artillery regiments were usually composed of one battalion of SPA (twelve Wespe and six Hummel), two battalions of 150's, one battalion of 105's, one battalion of 170's and one battalion of nebelwerfers. In addition, the 1st SS was reinforced with an entire flak regiment.

A few researchers have indicated that the 10th SS should not be listed at full strength, because all of its authorized allotment of 60 tanks were down for maintenance on 10 December. These historians obviously don't give the German mechanic much credit. The 10th SS was not scheduled to be used before 20 December. Surely the 10SS Panzer would be up by then. Take, for example, the status of the 1st SS: on 10 December, 30 of the 45 Tigers of the 501st SS Panzer Battalion were down for maintenance, but by the 16th the 501st was at full strength. If the

30 Tigers of the 1st SS were available in six days, the Panthers and Mark IVs of the 10th SS should easily have been ready in ten. However, perhaps we were too generous—the 10SS Panzer Regiment will be an eight-factor unit in the second edition.

Other researchers believe the 9th SS should be weaker than the other SS panzer divisions, because it was short 25 of its authorized allotment of Panthers. However, it should also be noted that the 9th SS was overstrength by nine Mark IVs and 21 Sturmgeschuetz. Again, we may have given the German too much the benefit of the doubt, especially since Sturmgeschuetz are infantry support weapons. As a result, the 9SS Panzer Regiment will be a ten-factor unit in the second edition.

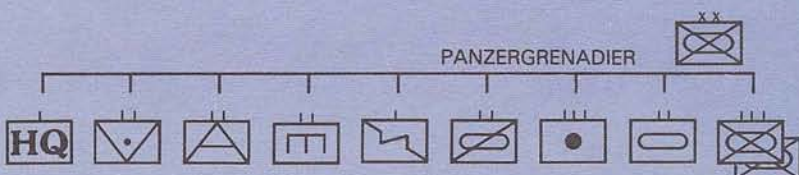
Of the five SS panzer divisions, the 12th SS was reported as looking the weakest in panzer strength on 10 December; however, said report does not include the 506th Tiger Battalion. The 2SS Panzer Regiment was nearly as strong as Peiper. The 2nd SS was overstrength 20 Sturmgeschuetz but lacked the self-propelled artillery battalion.



Do not be tempted to sell the Wehrmacht panzers short. They outperformed the SS at Kursk, and would do so in the Ardennes. The strengths of the Wehrmacht panzer divisions vary considerably, because they were not as favored as the SS divisions when it came time to replenish and refit. Each of the four numbered divisions (the 2nd, 116th, 9th and 11th) were near full tank strength of one battalion of Panthers and one battalion of Mark IVs before they were committed to the battle. The 116th received an extra battalion of Mark IVs. Likewise, the 11th had an extra battalion and it will have a ten-factor tank regiment in the second edition. The 2nd will have a nine-factor regiment in the latest edition to reflect quality and improvements of equipment.

The panzergrenadier regiments contained two battalions. One regiment was usually armored infantry, while the other was motorized. One regiment of the 116th Panzer was understrength. One battalion of the 304th Regiment rode bicycles, but the other was motorized.

The artillery regiments contained one battalion of SPA (Wespe and Hummel), one battalion of 105's and one battalion of 150's. The 9th Panzer Division is marginally weaker than the other panzer divisions because its artillery regiment did not reach the battlefield until the fighting was nearly over. This penalty should not have been applied to the panzer regiment however, which will be an eight-factor unit in the second edition.



The panzergrenadier divisions were built around the two motorized infantry regiments. Each regiment contained three battalions, either in trucks or halftracks. The artillery regiment con-

sisted of four battalions (standard organization). The panzer battalion was usually an assault gun brigade; but in the case of the 15th, it actually was composed of a battalion of Mark IVs.

TRAFFIC JAMS

Rules for traffic jams were considered many times, but never were included due to the drastic effect on playability. In the second edition, a very simple traffic jam rule has been included. If St. Vith is still occupied by Allied units when the 2SS Panzer Corps enters play, the 2SS Panzer is delayed for one more turn. The St. Vith bottleneck slows down the support elements belonging to the *At Start* units and the choked roads adversely affect the movement of the panzers.

FORTS

The original forts (castles) that were in *BULGE-65* appear also in *BULGE-81*—with some important modifications. Defenders are no longer tripled on defense; instead the die roll is modified if the defender occupies a fort hex. Liege hexes receive a double modifier (add two to the die roll). Units in forts are not required to attack adjacent enemy units; thus, surrounded units may hold out if they occupy a fort at the beginning of their game turn. In this manner may the Allies make their famous stand at Bastogne.

FORT CONSTRUCTION

Forts can be constructed only in towns. In effect, the structures of the town are miniature blockhouses and the avenues of attack are channelled into the strong points. The construction of such a fortified position is an abstract handling of one of the prime functions of engineers. The inclusion of actual engineer units was not considered due to the game scale. Most engineer units were of battalion size and the preponderance of these counters on the mapboard would have made significant advances by attacking units virtually impossible. In the second edition, the unit placed in *Echternacht* begins the game in a fort.

IMPROVED POSITIONS

In the first edition, forts can be constructed in towns if armor or infantry units are present. In the second edition, "improved positions" can be constructed in hexes other than those hexes containing a town. Such positions can be created only if an infantry unit occupies the hex. The improved position will cause any attack die roll to be modified by +1, but units in an improved position will be unable to remain in an enemy zone of control without staging an attack in turn. Unlike a fort, an improved position remains on board only if an infantry unit remains in the hex. Four Allied infantry units will commence play in improved positions.

BRIDGES

The bridge blowing and construction rules are abstract methods of accounting for another of the functions of engineers. Bridges can be destroyed when threatened by the enemy. As the enemy closes, the chance of effective destruction decreases. Bridges were usually blown at the last minute; however, many times the demolition attempt failed and the bridges were captured (e.g.: Ourtheville, Nijmegen, Remagen). Bridge demolition cannot be attempted by the Allies on the first day, as the Allies were not convinced that the enemy had mounted a full-scale offensive until the 17th. The bridge blowing rules were written in such a manner that the Germans are forced to place units on the flanks of their drive. In the second edition, certain bridges will be blown at the start of the game.

A new second edition optional rule is "Last Minute Demolition". This was not included in the first edition, because it does not work well for PBM. It can be used for FTF games without disrupting play. Quite simply, a bridge or dump can be blown at the instant the enemy enters the hex.

TACTICAL AIRPOWER

German air can assist in a ground attack, unless Allied defensive air has been assigned to the threatened hex. Allied air can attack, defend or interdict movement. Interdiction causes the German units to swing off the road; thus, such must expend extra movement factors to pass through an interdicted hex. In the original *BULGE*, and in other games on the same subject, airpower could eliminate entire units alone. This capability was not included in *BULGE—81* since Allied aircraft were officially credited with only 41 AFV kills from 16 December to 2 January. The interdiction rule attempts to simulate the true role and effect of the tactical edge Allied airpower gave. In the second edition, interdiction costs have been reduced for German infantry and artillery units during turns of "Mud".

TACTICAL AIR HISTORY

The following information was taken from Royce Thompson, OCMH, *Tactical Air Phase During Ardennes Offensive*. This table does not take into account German sorties intercepted to the east of the battlefield.

BATTLEFIELD SORTIES SCHEDULED

Date	Allied	German
16	0	200
17	190	543
18	262	400
19	24	210
23	294	700
24	734	650
25	651	113
26	649	100
27	800+	150

STRATEGIC AIRPOWER

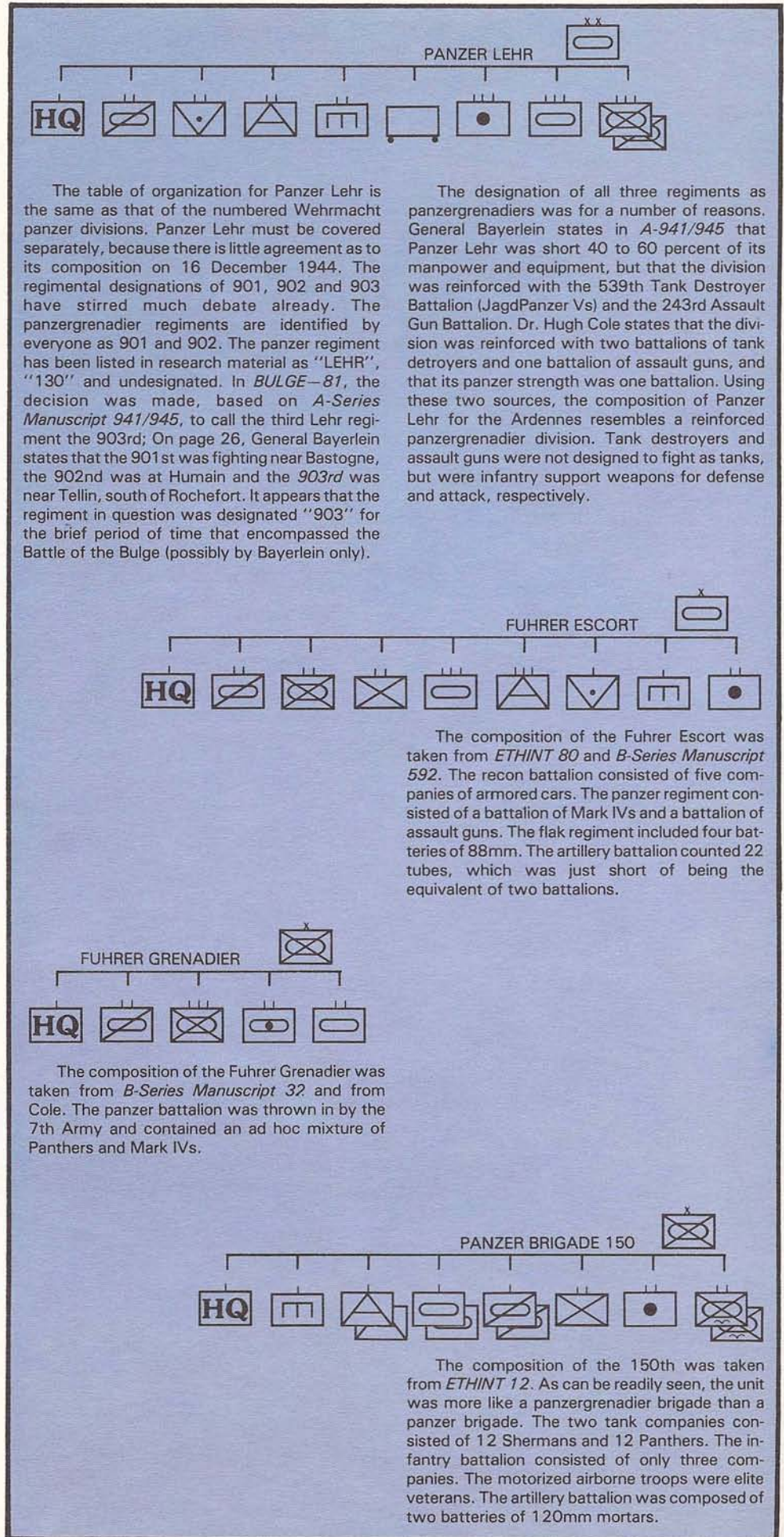
When the weather cleared on the 23rd, Allied bombers started to pound rail centers and bridges east of the battlefield. This caused a slow down in the movement of supplies to the front. The result was not experienced by the front-line commanders until 24 hours after the weather cleared. In effect, the supplies for the 24th were slowed by the bombing on the 23rd, a 24-hour delay on offloading.

FIFTEENTH ARMY OFFENSIVE

Included in the "Wacht am Rhein" plan was an offensive by the German 15th Army against the U.S. 9th Army to the north of the Ardennes. The timetable for the launching of the 15th Army offensive hinged upon the progress of the 6th Panzer Army. The idea was to wait until the 6th Panzer achieved initial success, and then hit the U.S. 9th after it had pulled units from the line and sent them south to stem the tide of the threatening 6th Panzer.

On 24 December, Hitler cancelled the 15th Army offensive due to the failure of the 6th Panzer Army to breakout beyond the Meuse. Actually, the probable cancellation of the offensive was noted on 22 December when the 9th Panzer and 15th Panzer-grenadier Divisions were ordered south. If the 15th Army offensive had been launched, the Allies would not have been able to send as many divisions south as they did; nor would they have been able to commit unlimited airpower to the Ardennes battlefield.

A new optional addition to the second edition rules is the provision for German corps artillery to fire protective fire if the 15th Army offensive is cancelled. A Fuhrer Reserve of 50 ammunition trains was withheld from the Ardennes for the 15th Army offensive. When the offensive was cancelled, this reserve was available to Army Group B. As a result, the ammunition shortages experienced early in the battle were relieved in late December. Of course, Allied strategic bombing was still slowing the movement of all supplies, so the Germans cannot provide FPF until the weather changes.



VON DER HEYDTE



The parachute battalion commanded by Baron von der Heydte was given a choice of four objectives for Operation Stoesser. These included the Meuse bridges at Amay-Ombret between Huy and Liege, the Ourthe bridge at Ham and the southern approach roads to Liege, the Spa-Franchorchamps road, and Barague Michel. After studying the plan, Colonel von der Heydte decided that one battalion could not possibly handle either of the first two objectives. Thus, the

last objective was chosen—with the stipulation that Skorzeny's disguised Germans be prohibited from operating near the drop zone. The conditions for the drop were horrible, and only 35 of the 106 transport planes found the drop zone. Most of those who did land walked back to German lines or were captured. There was no significant fighting since they found that they had landed, scattered, amidst the 1st Infantry Division.

EINHEIT STEILAU
COMMANDOS

Captain Steilau's company actually consisted of eleven teams of English-speaking volunteers. Four teams were reconnaissance commandos, two were demolition teams, and five were lead (scout) commandos. The four recon teams were those famous for disrupting traffic. In the game, the movement of reinforcements is slowed by the confusion caused by these units. The mission of the demolition teams was to destroy dumps, bridges and communication lines; these are

abstractly included in bridge blowing tactics which occasionally permit the Germans to disrupt the movement of Allied units by blowing a key bridge just out of German reach, but within German supply status during the Engineer Phase. The mission of the lead commandos was to guide units in their blitz to the Meuse. One lead team each was assigned to the 1st SS, 12th SS and 12th VG, while two teams remained with the 150th.

NEBELWERFERS



Nebelwerfers contributed significantly to the German and Russian war machines during WWII. These weapons were the most feared on both fronts. The Russians would pack them hub-to-hub and completely obliterate a section of the German line. The German defense against this type assault was to retreat just before the artillery barrage and then reenter the front line before the attacking units could exploit the gap. Nebelwerfer units would fire all 600+ tubes within ten seconds, reload and fire once more, then pack and move. Each piece was very mobile and could be manhandled by one or two crewmen. The movement factor of a few units in the game is slightly lower because they had given some of their prime movers to the VG divisions.

The nebelwerfer brigades packed an awesome offensive punch as long as they could be supplied and moved forward. Each nebelwerfer brigade that participated in the Ardennes campaign contained two full regiments. Each regiment consisted of at least six battalions. The 7th, 8th, 9th and 18th Nebelwerfer Brigades possessed an additional seventh battalion. The 4th had six battalions, but it had a 21cm werfer battalion in place of the usual 30cm werfer battalion. The number of tubes ranged from 612 to 708 for each brigade involved.

The Corps Artillery and nebelwerfers were controlled at corps level and were used to augment the offensive punch of the attacking divisions. The role these units play in the game is exactly that. Not only do they add combat factors to the attack, but they cause a column shift if enough firepower is committed. The column shift is a reflection of the shock value contributed by massed batteries. Twenty factors of artillery/nebelwerfers would be the equivalent of massing a least three corps/brigades. This was considered enough to warrant a column shift, since a defender was unlikely to experience an attack that possessed that much artillery strength at corps level.

Each artillery corps contained the equivalent of at least two light artillery battalions and three heavy artillery battalions. The 766th Artillery Corps is strongest because it contained an extra battalion of 150's. The 410th is stronger because it contained a battalion of 88's and half a regiment of 21cm Werfers. Included in the corps artillery combat factors are other miscellaneous artillery batteries controlled at army level. In calculating the combat factors of each artillery corps, total strength was reduced by 20% to accommodate ammunition supply problems. German artillery corps usually contained more guns than American artillery corps.

CORPS ARTILLERY

10SS/11 PANZER AND
9 PANZER/15 PANZERGRENADIERS

The 10th SS and 11th Panzer divisions were held in OKW Reserve during the Ardennes offensive. If the offensive was successful in producing a breakthrough, these divisions would have been committed as a third wave behind the 2nd SS and 9th SS Panzer divisions. When the offensive proved to be stymied, OKW became very reluctant to commit their only armored reserve on the Western Front.

The 9th Panzer and 15th Panzergrenadier were part of the 15th Army OB. If the Ardennes offensive was successful, these divisions would have been needed for the anticipated 15th Army attack. Since these two units were ordered south before the 15th Army offensive was cancelled, it became necessary to mutually exclude the 10SS/11th and the 9th/15th. This was required because, if both groups were committed to the Ardennes, there would be no panzer or panzergrenadier units available for a late 15th Army offensive. Thus, it is assumed that the pair that is not committed becomes the spearhead for any German attack to the north if much success is achieved in the Ardennes, or they are withheld in reserve if little success is realized.

FUEL DUMPS

Fuel dumps can be blown in the same manner that bridges are blown. Some players may feel that dumps should be blown automatically, because of their volatility. This was not considered, however, because capturing a dump is difficult enough already. During the battle, Peiper did manage to capture a 50000 gallon dump near Bulligen. Automatic demolition would not allow this to happen in *BULGE*.

BLITZKRIEG

Is this feasible? Peiper was partially successful. Although he did not reach his objective, he did blitz through the Allied line. Observe the Blitzkrieg Table. At 2-1 odds, a "-2" die roll modifier is needed to obtain a meaningful result. Essentially, a *Blitz 2* does not usually help, except at Houffalize or St. Vith. If an unsurrounded unit is attacked from three hexes, a *Blitz 2* will leave the defender an escape route. At 3-1 odds, a modifier is still needed to bring on a devastating result. If the Germans are willing to commit enough troops for a 4-1, they have a 16% chance to *Blitz 3*, or a 50% chance if they can muster a -2 DRM. Risky, but at least the option is now available.

BRITISH XXX CORPS

Field-Marshal Montgomery purposely dallied to keep his spearhead for his last offensive uncommitted. The British XXX Corps took up positions north of the Meuse along the line Hasselt-Louvain-St. Trond. If the Germans crossed the Meuse, they would have had to fight through the British. In the game, the Germans can keep the British off the board by exiting mechanized units from the north or west edge. Theoretically, the British are fighting the Germans off the board. The ratio of two British for one German unit was adopted because of the importance the Allies placed upon Antwerp. If players wish, they may permit the British to cross the Meuse in accordance with the optional British Commitment rule. Committing the British to the battle is not necessarily to the Allies' advantage however. Conversely, preventing the British from entering the board is not always to the Germans' advantage. Experience will tell.

GERMAN CORPS INTEGRITY

This is a new optional rule for the second edition of *BULGE-81*. It was in the first edition at one time, but was eventually deleted during the playtest.

If the Germans mix corps units for an attack during the first six game turns, a +1 is added to the die roll.

VICTORY CONDITIONS

The Antwerp victory condition was based on the ultimate objective of "Wacht am Rhein". The 6th Panzer Army would drive past Liege and seize Antwerp. The 5th Panzer Army would take Bastogne and Brussels and hold the left flank. The 15th Army would take Maastricht and protect the right flank. The 7th Army was to keep Patton from disrupting German communications. Generalfeldmarschall Model estimated the possibility of success at about ten percent.

The Meuse River and Liege victory conditions are based on alternate objectives posed by von Rundstedt, Model and some OKW generals. While Hitler planned only for a large solution, the German generals all planned for smaller solutions. Von Rundstedt pushed for a plan which would knock the Western Allies off stride, deplete their reserves and push them back across the Meuse. General Fritz Kraemer believed that the best thing the Germans could do would be to take Liege. Thus, the Germans can win if they do either of the two.

The Bastogne victory condition is the one that will be contested more than the other three conditions. This should not be easily attained for the Germans, since they did not take Bastogne in the actual battle. After it was realized that the ultimate objective could not be taken, OKW decided that the Allied position at Bastogne would be erased. This phase of the battle began in earnest on 26 December, and resulted in the most heated combat in the Ardennes sector when two attacks collided—a rarity in modern combat in which both sides were on the offensive. The Third Army, under Patton, was fighting to widen the Bastogne corridor; while the Germans, with four panzer divisions, two panzergrenadier divisions, two infantry divisions, three Volksgrenadier divisions, Fuhrer Escort and Fuhrer Grenadiers, were attempting to reestablish the encirclement and capture the road junction in one final assault. To further spice up this victory condition, casualties and possession of other strong points are also considered. If the Germans take and hold Bastogne, but lose most of their army doing so—they still lose.

TOURNAMENT SCENARIO

The Tournament Scenario was designed for tournament play or for those who don't have time for the campaign game. Much playtesting went into establishing reasonable play-balance for this scenario. The Allies should win about 60 percent of the time. The victory conditions are based roughly on von Rundstedt's idea of knocking the Allies off stride.

NEW SCENARIOS

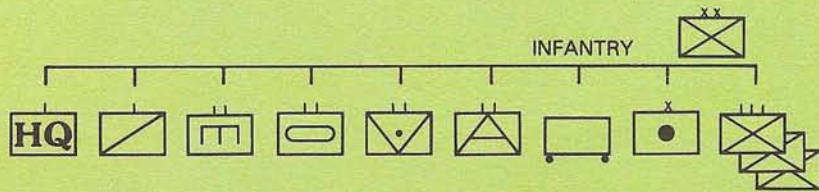
For those who only have time for a short game, two new scenarios will be provided in the second edition. The scenarios, based upon *Von Rundstedt's Plan Martin* and *Model's Operation Herbstnebel*, will add a new twist for those players not yet satisfied with all that *BULGE—81* offers.

BIBLIOGRAPHY

For those desiring to investigate the course of the battle or evaluate the design efforts expended on the second edition, the following works are recommended for study:

A-Series Manuscripts, A858-A978; particularly recommended among these are "A924—Sixth Panzer Army" by F. Kraemer and "A941/945—Panzer Lehr" by F. Bayerlein.

AMERICAN ORDER OF BATTLE



The American infantry division Table of Organization reflects what the divisions usually possessed rather than what they were authorized. The tank and antitank battalions were attached units. The divisions that contain five factor regiments were at full strength, with the exception of the 2nd Division. The 9th and the 38th Regiments had experienced 20% casualties while taking Wahlerscheid crossroads on 15 December; however, the 2nd Division had had an entire antitank battalion attached and thus the 9th and 38th retain five combat factors each. In the second edition, the three regiments of the 1st Division and the 23rd Regiment of the 2nd Division have been increased to six combat factors; this reflects the elite status of these divisions and their noted *esprit de corps*.

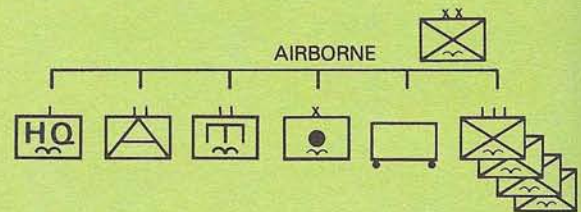
The 106th Division was marginally supplied and poorly trained. The 106th was a National Guard unit that had not even passed through Basic Training. In addition, the poor supply situation resulted in a number of cases of trenchfoot due to lack of overshoes.

The 28th Division was battle weary from the Hurtgen Forest and Schmidt battles and was placed in the quiet Ardennes sector to rest and refit. The process of training the new riflemen, which comprised 60% of rifle strength, was still in progress on 16 December.

The 4th Division was also battle weary from Hurtgen. Each regiment was about 600 men understrength when the battle erupted. The 8/22 regiment represents a mixture of reinforcements that came from both the 8th and 22nd Regiments.

The 84th Division was weakened from fighting in the Geilenkirchen sector and was about 1300 men understrength. The division had been in combat for an entire month before they were moved into the Ardennes as reinforcements.

The 35th Division had been also recently involved in heavy fighting but was held back for a few days to rest and refit, thus it enters late.



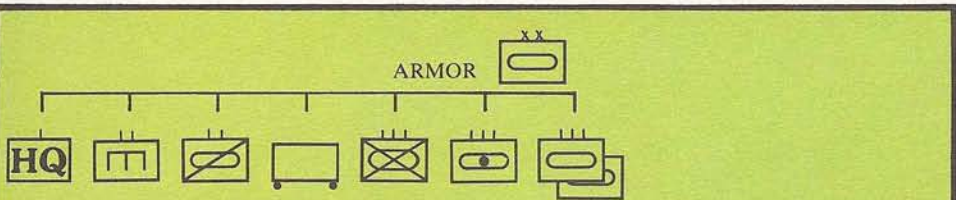
The American airborne divisions were supposed to contain three airborne regiments, but usually contained four regiments of airborne and glider troops. The airborne divisions were not as large or as well equipped as infantry divisions, and this is reflected in the relative combat factors. The glider regiments were one battalion weaker than an airborne regiment; thus, the 193rd and 194th are only three-factor units. The 325th and 327th Glider Regiments are stronger, because they each contained a battalion from the 401st.

The 517th Regiment was an independent regiment with its own engineer, anti-aircraft, artillery and support elements. The 517th moved north from Soissons and passed through Namur on 22 December.

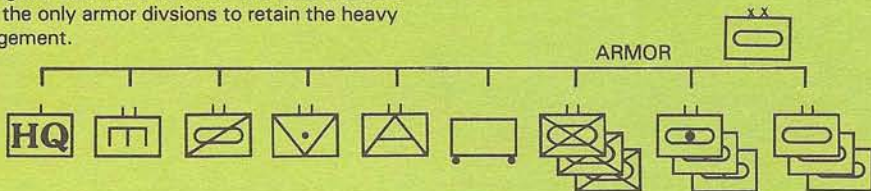
ARMORED CAVALRY



The armored cavalry groups each contained two battalions (squadrons) of armored cavalry. Each battalion was fully motorized and possessed an inordinate amount of firepower. Attached to the groups were a number of different elements, which could include engineers, artillery, anti-aircraft, tank and antitank units.



The 2nd and 3rd Armor Divisions were heavy ("square") armor divisions, possessing six tank battalions in two regiments. Although this organization represented a strong fighting force, it was replaced in 1943 with an organization that was lighter but more flexible. The 2nd and 3rd were the only armor divisions to retain the heavy arrangement.



The other 13 American armor divisions slated for the European Theater took on the light ("triangular") configuration. These divisions were divided into combat commands (A, B, Reserve). Each combat command included tanks, armored infantry and artillery on its roster. The Reserve was weaker because the attached battalions usually assisted the A and B commands. The 4th Armored was the only American armor division not at full strength.

CORPS ARTILLERY



Allied corps artillery varied in strength from two to four battalions per command. Compare this with at least five battalions per command for the Germans. The American artillery is given equivalent or stronger combat factors because they had a virtually unlimited supply of ammunition, whereas their German counterparts were plagued by supply problems. The 190th Artillery Corps represents two corps that each contained only two battalions (190th and 79th).

An unfortunate oversight on the part of the designer has left the Allies short one artillery corps. The 404th Artillery (4-2-4) with XII Corps should enter at 26PM with the 6th Armored Division. A blank counter can be used to include this unit, which will be worked into the countermix in later editions.

B-Series Manuscripts, B024-B811; particularly recommended among these are "B032—LIII Corps" by W. Bodenstein, "B151—Fifth Panzer Army Ardennes" by H. von Manteuffel, "B592—Fuehrer Begleit" by O. Remer and "B811—Fifteenth Army" by G. von Zangen.

ETHINTS #10-#80; particularly useful was "No. 12—150th Brigade" by O. Skorzeny and "No. 80—Fuehrer Begleit" by O. Remer.

The Ardennes: Battle of the Bulge by H. Cole, OCMH, US Army.

Hitler's Last Offensive by P. Elstob.

Tactical Air Phase During The Ardennes Offensive by R. Thompson, OCMH, US Army.

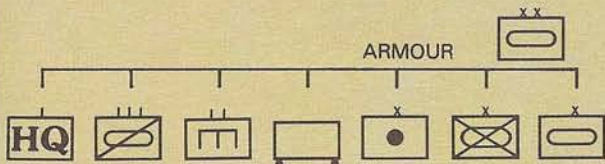


On the following two pages are the German Orders of Appearance for PLAN MARTIN and OPERATION HERBSTNEBEL, the new scenarios introduced in the second edition of BULGE '81. American placement remains the same as for the original game. Mick Uhl details these new scenarios, with their rules and victory conditions, in his article entitled "Bulge II" (page 17 of this issue). In response to the many requests for a COMBAT RESULTS TABLE for BATTLE OF THE BULGE separate from the rulebook, the insert of this issue contains such, as well as the updated BLITZKREIG ATTACK TABLE.

BULGE PBM KIT

A Play-By-Mail kit for the new '81 version of BATTLE OF THE BULGE including complete instructions is now available for \$8.00 plus 10% postage and handling charges (20% to Canada; 30% overseas). When ordering be sure to specify whether you want a PBM kit for the new '81 edition of the game or the old '65 edition. Each kit contains sheets for both German and Allied players. PBM kits are available only from The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. MD residents please add 5% state sales tax.

BRITISH ORDER OF BATTLE



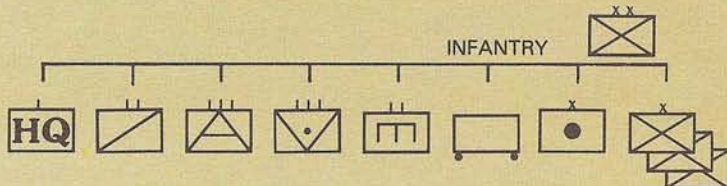
The 43rd Wessex, 51st Highland, 53rd Welsh, Guards Armoured, 33rd Tank and 34th Tank had just been rested and refitted in preparation for Monty's last offensive. The 6th Guards tank brigade, which was also in XXX Corps, is not included in the game. The 6th Guards were mishandled by the Allied command; it was placed under the command of three different armies within a few days and spent most of late December moving to newly-assigned positions, only to have their orders changed once there.

The commitment of the 50th Northumbrian Division will cost the Allied player victory points. This division, which had experienced Dunkirk, North Africa and D-Day, was chosen as the one British division to be disbanded and sent home.

The division had begun to turn in its equipment when it was placed on alert for possible commitment in the Ardennes. This caused quite a stir in England and political pressure was brought to bear upon the Allied command not to use the 50th unless absolutely necessary. The Allied player too must recognize the force of political realities and public pressures.



The 29th Armoured Brigade, which was in the process of drawing new tanks and equipment, was placed under the command of the 53rd Welsh Division on 21st December. The 6th Airborne Division had recently arrived from England and was placed under XXX Corps on 26 December; it did not reach the Meuse until 27 December.



PLAN MARTIN—GERMAN ORDER OF APPEARANCE AT START

 3-3	 3-3	 3-3	 6-1-3	 4-2-3							 10-4	 6-4	 5-4	 3-3	 3-3	 8-1-3	 4-2-3		
UU1 and UU2					TT3, UU3 and UU4														
 9-4	 6-4	 6-4	 7-4	 7-4	 4-4	 5-3	 5-3	 5-3	 7-1-3	 6-3-3	 12-4						 7-4	 7-4	 11-4
Anywhere in A and UU6											Anywhere in B								
 7-4	 7-4	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 5-3	 5-3	 5-3	 8-1-3	 7-1-3	 4-2-3	 4-2-3					
Anywhere in B											Anywhere in C						 7-4		
 3-3	 4-3	 4-3	 3-3	 3-3	 3-3	 7-1-2	 MM24			 TT31			 WW33						
Anywhere in C																			
 5-4	 5-3	 5-3	 3-3	 3-3	 3-3	 8-1-2	 4-2-3												
Anywhere in D and E																			
 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 8-1-2	 4-2-3												
Anywhere in F and G																			

Units may start in any of the hexes connected to the proper letter by a dotted stripe

REINFORCEMENTS

<p>1. 16PM 0-10 0-10 0-10 0-10 XX12 Only (Optional) (See 42.0)</p>	<p>2. 17AM 1-2 (Optional) Drops at JJ6 on a die roll of one. (See 40.0)</p>	<p>3. 18AM 11-4 XX12 Only Arrive turn after Germans enter St. Vith; but not before 18AM. Arrives 19AM even if Allies still hold St. Vith.</p>
<p>3. 18AM 11-4 7-4 7-4 10-4 7-4 7-4 XX6 and XX12</p>	<p>Arrive turn after Germans enter Malmedy; but not before 18AM. Arrive 19AM even if Allies still hold Malmedy.</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>TRAFFIC JAM: If St. Vith is occupied by Allied units on the turn of arrival of 2SS and 9SS Panzer Divisions, their arrival must be delayed for one extra turn.</p> </div>	
<p>3. 18AM 8-4 8-4 UU1 and XX6</p>	<p>5. 20AM 3-3 XX20 Only</p>	<p>6. 22AM 6-4 XX26 Only</p>
<p>7. 23AM 3-3 3-3 3-3 XX26 and XX28</p>	<p>8. 25AM 3-3 3-3 3-3 XX26 and XX28</p>	

NOTES:

- 1) Fifteenth Army offensive launched on 16AM turn.
- 2) German units may cross Roer on 16AM turn. US 9/47 Infantry Regiment may enter game on same turn that Germans enter a Roer River hex.
- 3) Germans may use Hex UU1 as a supply source starting on 16AM turn.
- 4) 1SS and 12SS may attack on 16AM turn.
- 5) The A and D set-up units belong to the same corps for Corps Integrity Rule.

VICTORY CONDITIONS:

- 1) German combat units occupy all three Liege hexes at the end of the Allied 25PM turn. The units must be supplied from UU1 or the east edge.
- 2) Supplied German combat units must occupy Bastogne, St. Vith, Spa and either Namur, Andenne or Huy at the end of the Allied 25PM turn.
- 3) The Allies win if the player can prevent the German conditions of victory.

OPERATION HERBSTNEBEL—GERMAN ORDER OF APPEARANCE AT START

 3-3	 3-3	 3-3	 6-1-3	 4-2-3											 10-4	 6-4	 5-4	 3-3	 3-3	 8-1-3	 4-2-3
UU1 and UU2					TT3, UU3 and UU4																
 9-4	 6-4	 6-4	 7-4	 7-4	 4-4	 5-3	 5-3	 5-3	 7-1-3	 6-3-3	 12-4				 7-4		 7-4		 11-4		
Anywhere in A and UU6										Anywhere in B											
 7-4	 7-4	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3	 5-3	 5-3	 5-3	 8-1-3	 7-1-3	 4-2-3	 4-2-3	 7-4						
Anywhere in C and D										Anywhere in E			Anywhere in F								
 3-3	 4-3	 4-3	 3-3	 3-3	 3-3	 7-1-2	 3-3	 3-3	 3-3	 3-3	 3-3	 3-3									
Anywhere in G			MM24			TT31			WW33												

Units may start in any of the hexes connected to the proper letter by a dotted stripe.

REINFORCEMENTS

<p>1. 16PM</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> 0-10</div> <div style="text-align: center;"> 0-10</div> <div style="text-align: center;"> 0-10</div> <div style="text-align: center;"> 0-10</div> </div> <p style="text-align: center;">(Optional) (See 42.0)</p>	<p>2. 17AM</p> <div style="text-align: center;"> 1-2</div> <p style="text-align: center;">(Optional)</p> <p style="font-size: small;">Drops at JJ6 on a die roll of one. (See 40.0)</p>	<p>3. 18AM</p> <div style="text-align: center;"> 11-4</div> <p style="font-size: small;">Arrives turn after Germans enter St. Vith; but not before 17AM. Arrives 19AM even if Allies still hold St. Vith.</p>
<p>3. 18AM</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> 7-4</div> <div style="text-align: center;"> 7-4</div> <div style="text-align: center;"> 10-4</div> <div style="text-align: center;"> 7-4</div> <div style="text-align: center;"> 7-4</div> </div> <p style="font-size: small;">Arrive turn after Germans enter Malmédy; but not before 18AM. Arrive 19AM even if Allies still hold Malmédy.</p>	<p style="font-size: x-small;">TRAFFIC JAM: If St. Vith is occupied by Allied units on the turn of arrival of 2 SS and 9SS Panzer Divisions, their arrival must be delayed an extra turn.</p>	
<p>3. 18AM</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> 8-4</div> <div style="text-align: center;"> 8-4</div> </div> <p style="font-size: small;">Arrive turn after Germans enter Monschau; but not before 18AM. Arrive 19AM even if Allies still hold Monschau</p>	<p>5. 21AM</p> <div style="text-align: center;"> 3-3</div>	<p>6. 22AM</p> <div style="text-align: center;"> 6-4</div> <div style="text-align: center;"></div> <p style="text-align: center; font-size: x-small;">Advanced Game</p>
<p>3. 18AM</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> 5-4</div> <div style="text-align: center;"> 5-3</div> <div style="text-align: center;"> 5-3</div> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 8-1-2</div> <div style="text-align: center;"> 4-2-3</div> </div> <p style="text-align: center; font-size: x-small;">Released same turn as Furher Escort Brigade</p>	<p>8. 25AM</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 5-3-3</div> </div>	
<p>3. 18AM</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 3-3</div> <div style="text-align: center;"> 8-1-2</div> <div style="text-align: center;"> 4-2-3</div> </div> <p style="text-align: center; font-size: x-small;">Released same turn as Furher Escort Brigade</p>	<p style="font-size: small;">All German Reinforcements Enter Between UU1 and XX16 Inclusive.</p>	
<p>4. 20AM</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> 8-4</div> <div style="text-align: center;"> 7-4</div> <div style="text-align: center;"> 7-4</div> <div style="text-align: center;"> 10-4</div> <div style="text-align: center;"> 6-4</div> <div style="text-align: center;"> 6-4</div> </div>	<p>7. 23AM</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> 8-4</div> <div style="text-align: center;"> 8-4</div> <div style="text-align: center;"> 8-4</div> <div style="text-align: center;"> 4-4</div> <div style="text-align: center;"> 4-4</div> </div>	

NOTES:

- 1) German units may cross Roer on 16AM turn. US 9/47 Infantry Regiment may enter game on same turn that Germans enter a Roer River hex.
- 2) German units may use Hex UU1 as a supply source starting on 16AM turn.
- 3) 1SS and 12SS may attack on 16AM turn.
- 4) The A and D set-up units belong to the same corps for Corps Integrity Rule.
- 5) No Fifteenth Army offensive is launched. All Allied reinforcements are available.
- 6) All regiments of the 9, 10SS and 11 Panzer and 15 Panzergrenadier may enter the game.
- 7) There are no special conditions for release of 10SS and 11 Panzer.

VICTORY CONDITIONS are identical to those for PLAN MARTIN.



COLONEL HESSLER RIDES AGAIN

By Robert Beyma

Mr. Beyma's article on opening German moves, though written before the release of the second edition, remains a valid and viable strategy. Mr. Uhl's interspersed comments are equally informative for would-be Hesslers. For the many who feel the game to be oriented in favor of the Allies, this should give them pause.

BULGE '81 is an exciting and rewarding game, combining historical accuracy and a realistic battle flow with the same playability that marked the original. The rules are clean and feature numerous innovations that add many nuances and considerable interest to the familiar game. Bruno Sinigaglio is to be commended for an excellent job on the redesign of this classic.

The Allies have a significant advantage in **BULGE '81**. A competent German commander is needed to make the game interesting. Inexperienced German players have a tendency to get bogged down after the first six to eight turns. Many times a well-directed German offensive will reach the Meuse, only to fall short of achieving any of the three victory conditions. (A slight modification of the Meuse River victory condition can help balance the German chances: require the German player to control *any* six of the eight specified towns.) It is recommended that the game be played with all advanced and optional rules—except perhaps, the armor attack restriction. It is ironic that **BULGE '81** needs to be balanced for the Germans by employing optional rules; the optional rules of **BULGE '65** were commonly used to overcome the shortcomings of the Allies.

The German player must attack aggressively early in the game; every effort must be made to eliminate or trap large numbers of American units. Strong forces need to penetrate rapidly into American-held territory before sufficient Allied reserves arrive to stem the tide. The German player is not likely to win by attrition and a methodical advance; dash and daring are prime ingredients in a victory. The first four to six turns of each game will be decisive. For those as yet unaware of the fact, this article is a clinical consideration of the opening German moves.

The German player will need to clear his lines of communication and be in position to exploit weak points in the American line; to this end, St. Vith and Clerf must be quickly secured. A strong attack on Elsenborn ridge towards Malmédy and Verviers before the Americans can heavily fortify this area is a necessity. A key to a potential German victory is to launch the Fifteenth Army offensive as early as possible, keeping many Allied units out of the battle and reducing enemy airpower. The Germans must have those reserve panzers as soon as possible to add punch to their offensive, increasing the options. To the south, they will want to take Bastogne and drive hard for the Meuse, stretching out the American lines and threatening the towns.

By the 19th, the German player must cast a critical eye and evaluate the overall progress of his effort; he *must* determine which of the three victory conditions appears most promising. If the prospects of reaching the River Meuse on a broad front by the 21st/22nd look good, the German player can go on for the strategic victory: Antwerp. Even if a strategic victory cannot be achieved, it is wise to exit as many panzer-grenadier units as possible. Each regiment so exited will divert two British brigades, making the Liege or the Meuse River victory more feasible. A Meuse River victory can be attempted if the strategic victory is out of reach. Every effort must be made to secure Givet, Dinant, Namur, Andenne and Huy before the stacks of Allied units fortify them. One or two of these towns could be pounded into submission by massive German forces before Allied ground and air reinforcements arrive, but not more.

The Liege victory should be pursued if the offensive is proceeding well in the north and the likelihood of a successful breakthrough across the Meuse to the south is slipping away. The best German units should be concentrated south and west of Liege to force a crossing of the Meuse just west of the city. If Liege can be isolated from the rest of the Allied army, it can probably be reduced. All of the Nebelwerfers and corps artillery, along with the best panzer units, are transferred to the Liege front. Liege is pounded into submission hex by hex. Other than at Liege, the Wehrmacht goes onto the defensive. Generally speaking, if the

German player is not in a winning position by the 22nd, he should go over to the defensive and play for a point count victory. (In actuality, this is a defeat or, at best, a draw; this victory condition was added, I suspect, to provide an incentive for players to complete the game even in the face of historic German defeat.)

[DESIGNER NOTE: Mr. Beyma's statement here is not 100% correct. It presumes that a game's victory conditions are valid only if they correspond to actual historical objectives. The goals for "Wacht Am Rhein" as set down by Hitler were considered so outrageous by his General Staff that no one seriously believed they could be obtained—as was actually borne out by the battle. The point count victory was included for play balance, yes. It also was based upon the actual German performance; a German player who wins a point count victory has done better than his historical counterpart. Its just like the early Avalon Hill advertising blurbs for Gettysburg when they asked, "Can you do better than Robert E. Lee?"—MU]

The German player's opening attack is the key point in the game. The combination of initial deployments, first turn surprise rule and lack of Allied air and artillery on 16 a.m. provides the German with the only opportunity to deliver a devastating blow to the American defenses he will enjoy during an afternoon of gaming. Figure 1 shows an initial German assault that has been used a number of times in competition with good effect. A study of these attacks and potential results would not be amiss for the novice.

1. 2-1 (-1) vs 4/12. There is a 16% chance of eliminating the 4/12 and a 33% chance of trapping the unit.
2. 1-1 (-1) vs 9CCA. The -1 DRM provides a 16% chance of an *Exchange* against the 9CCA. Elimination of this important unit on 16 a.m. will greatly bolster German morale.
3. 2-1 (-1) vs 28/109. A 2-1 against the 28/109 is actually better than a 3-1; a 3-1 has only one chance of an *Engage*.
4. 4-1 (-2) vs 28/110. This key attack is roughly equivalent to the 6-1 vs 28/109 in the old **BULGE**.

An *A Advance 4* will pressure the American defense. There is also a 33% chance of eliminating the unit entirely. It is possible to bring a 5-1 attack on this unit, but the results are essentially the same and the factors spared can be better employed elsewhere.

5. 5-1 (-1) vs 28/112. This attack has a 33% chance of eliminating the American unit. A good advance by the attackers will cross the Our, flank St. Vith and threaten the 333rd artillery.

6. 2-1 (-1) vs 106/424 and 1-1 (-1) vs 106/423. These are straightforward low odds attacks, each with a 50% chance of an *Exchange* or *Engage*.

7. 8-1 (-1) vs 14. Besides having a 66% chance of eliminating the valuable armored cavalry, this attack has a 66% chance of surrounding 106/422 and a 16% chance of surrounding 106/423.

8. 1-1 (-1) vs 106/422. The combination of this attack and the 8-1 on 14 yields a 94% probability of preventing the withdrawal of the American unit.

9. 8-1 (-2) vs 99/394. The 99/394th will be eliminated on any roll other than a "6", which produces an *A Advance 4*, at least giving the German the ability to surround 99/394 and to disrupt the American road net.

10. 8-1 (-1) vs 99/393. This is another attrition attack with a 66% chance of eliminating the enemy unit.

11. 1-1 (-1) vs 99/395. This attack is designed to pressure the American northern flank. Any result other than *Attacker Retreat* accomplishes that objective.

12. 1-1 (-1) vs 2/9, 2/38. An *Exchange* or *Engage* would be nice at this point. Even a *Contact* forces an American withdrawal.

Note the importance of the 326/753 move. This unit threatens the American northern flank and will oftentimes tie down another American unit. Additionally, 326/753 can move into Rotgen on the 16 p.m. turn.

The German attack is virtually the same without the SS panzer divisions. The net effect of the required unit shuffling is that the 1-1 vs 2/9 and 2/38 cannot be made and the 8-1 vs 99/393 is reduced to a 1-1. Not much of a setback at all.

[DESIGNER NOTE: Again we feel Mr. Beyma to be slightly off the mark. Our playtests show that the loss of the two SS panzer divisions on the first turn represents a substantial penalty to the German attack, if merely for the reason that it takes 51 combat factors out of the battle.—MU]

So very much hangs on the first three or four turns in this game. A very good opening assault can give the German player the momentum to drive to the Meuse; a poor one will leave him with an uphill fight for every step toward the river. The German gets three assaults on the American line before any reinforcements arrive. If the first turn has gone as planned, he must go all out during the 16 p.m. and 17 a.m. turns. Experience has shown that the toughest decisions of the game for the Allied player are those of the 16 p.m. turn. Often, air interdiction must be used on 17 a.m. to prevent a German breakthrough. The German player must spare no effort in trying to break the enemy line and create threats in many areas of the mapboard. A successful offensive should strive to eliminate four American units *per turn* during the first 48 hours.

Hence, a 2-1 is a reasonable attack in *BULGE '81*. There is a 16% chance of eliminating the Allied unit on an *Exchange*. An *Exchange* is almost as good as a *Defender Eliminated* early in the game. In most such, the German player must lose only one unit; often this can be a 3-3 infantry regiment. If the goal is to pin the enemy unit, there is a 33% chance of an *Engage* result at 2-1 odds. The enemy unit must either counterattack at unfavorable odds or be

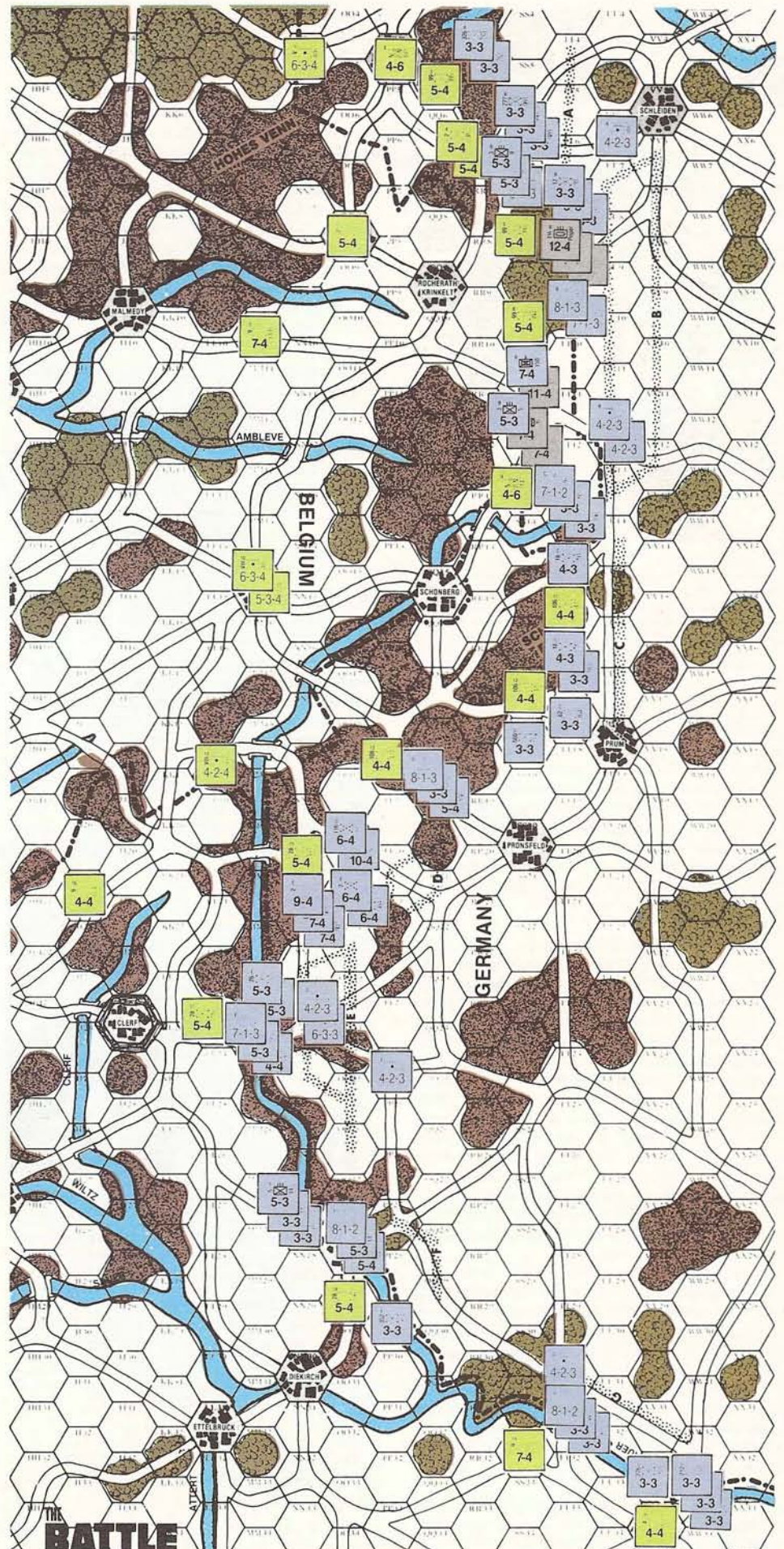


Figure 1—OPENING ATTACK

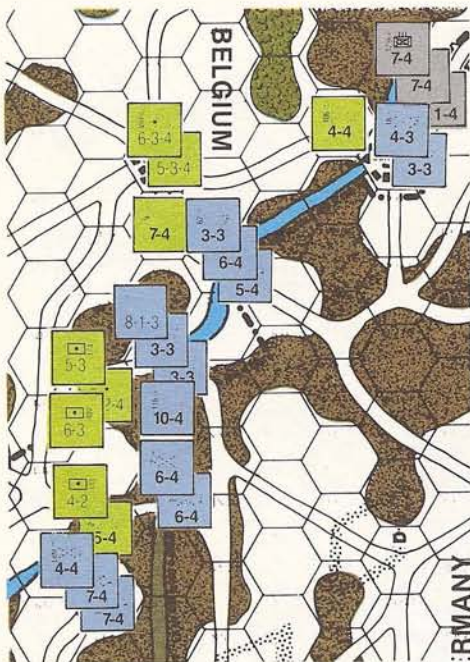


Figure 2—BREAKING ARTILLERY SUPPORT

The presence of the German units on MM19 and MM18 cut the support of 333 to 28/112. Resolve the 8-1 attack on 106/423 first. An advance of three or four hexes will enable German units to reach NN15 and NN14, cutting the support of 174 and 402 to the 333rd. If the artillery support for 333 is cut, the attack on it is resolved at 6-1 odds, resulting in an automatic *D-Elim/A Advance 4*; advance 560/1128 to LL19, 560/1130 to LL16, 116/16 and 7NW to LL18, thus surrounding 28/112 and 9CCB.

surrounded on your following turn. In any event, that unit is unavailable for deployment to a new position by the Allied player. Additionally, there is a 33% chance of a *Defender Retreat* or a *Contact*—both should force the American to vacate the hex. Note that a “1-1 (-1)” is roughly equivalent to an unmodified 2-1 attack. Thus, 1-1 attacks become excellent on the 16 a.m. turn, an efficient use of German resources. And simple 1-1 odds represent good, low-risk holding attacks, having a 33% chance of an *Engage* and a 33% chance of a *Contact*.

Corps artillery and Nebelwerfer units have added a new dimension to the game. Not only do they bring additional firepower to the German arsenal, but they are also very useful tactically. The combination of the corps artillery combat factors (that could not otherwise participate in an attack) to battle and the die roll modifier many times gives the German player essentially two column shifts on the combat table. The German player should strive to keep his Nebelwerfer and corps artillery in packs of 20+ factors, looking to get several die roll modifiers each turn. The corps artillery units should be centrally located so that they can threaten as much of the front as possible each turn. Later in the game, massed artillery and Nebelwerfers will be needed for use against such strongpoints as Liege and the towns on the Meuse.

Allied corps artillery units will be profitably used for defensive fire. Occasionally the German player can avoid enemy positions with defensive fire support; but most of the time the Allied player will assign fire support to precisely those hexes the Germans need to attack. The opportunity may arise for the Germans to break the artillery support of a key enemy-held hex. If a German unit can move or advance adjacent to an Allied artillery unit, the defensive fire support is immediately cancelled. Figure 2 demonstrates how this tactic can be employed.

Note that a 6-1 attack versus artillery units defending without at least one non-artillery unit results in an automatic *DE/Attacker Advance 4*. This can be a devastating tactic if the Allied player is

caught unaware. Oftentimes, the German player can threaten a 6-1 versus 333rd artillery on 16 p.m., which will force the American player to commit additional units to that sector.

The Von Der Heydte, 150 Panzer, and Commando Optional Rules should be used in order to give the Germans a little better chance. The primary use of the commandos is to disrupt Allied movement, particularly the 17 a.m. reinforcements, in the vicinity of Elsenborn ridge. Figure 3 shows a typical deployment of the commandos to delay the arrival of the 7th Armor and 1st Infantry divisions. The Von Der Heydte and the 150 Panzer rules depend on luck rather than skill, and consequently have little impact on most games. To make more interesting and more realistic use of these units, I recommend the following rule changes.

VON DER HEYDTE (VDH)

1. Prior to the start of the game, the German player secretly records the drop hex for the VDH. The drop hex may be any clear or rough terrain hex east of hexrow Y.
2. The VDH airdrops into this hex during the German 17 a.m. movement phase. Roll a single die to determine the outcome of the airdrop:

Die Roll	Result
1,2	Drop Successful
3,4	VDH Scatters
5,6	VDH Eliminated

The following die roll modifications are applicable:

- Airdrops in a rough terrain hex . . . -1
Airdrops in an Allied zone of control . . . +1
3. Scatter is resolved as follows: Roll a die to determine the direction of scatter (1 = north, 2 = northeast, etc.); roll again to determine the number of hexes displaced (number of hexes = number rolled divided by two, rounded up).
 4. VDH is eliminated if it lands in a town, in woods, off the mapboard, or directly on top of an Allied unit.
 5. VDH may not use normal movement on the airdrop turn. It must attack if it lands in an Allied zone of control. It is in supply on the drop turn.



Figure 3—COMMANDO DEPLOYMENT

This deployment is designed to delay the arrival of the Allied 17 a.m. reinforcements. The 7th Armor and 1st Infantry Divisions must arrive between AAI and JJI. Normally, they are deployed on Elsenborn Ridge—particularly in the Malmédy-Stavelot area.

*While this is a good hex to be on, 3 Commando will be required to undergo a Recognition Check due to 1/16 in Herve; a more conservative deployment hex would be GG9.

** Rule 40.14 technically prohibits 4 Commando from being placed on hex JJ6. However, this is a rule oversight. The intent was to prohibit the Commandos from acting in conjunction with Von Der Heydte. Thus, if the VDH airdrop fails, commando units should be allowed on JJ6 beginning 17 a.m.; if players wish to play by the letter of the law, deploy 4 Commando in hex JJ9.

150 PANZER BRIGADE

1. The 150 Panzer Brigade sets up and moves as a normal German unit on the German 16 a.m. turn, except as specified below.
2. Roll a die for each Allied zone of control entered. If a “5” or a “6” is rolled, 150 Panzer must stop. On any other roll, it may continue.

For added interest, allow 150 Panzer and the Commando units to move anywhere on the board.

The blitzkrieg attack is potentially the most devastating tactic. It can disrupt the Allied defense and trap enemy units. But it should be used sparingly during the campaign, as only occasionally will a situation present itself where a blitzkrieg attack can have a fair chance of achieving significant results. Such a situation as found in Figure 4 would deserve consideration as a blitzkrieg attack. Most such need an *Attacker Advance 3* to be really successful. This requires a combination of high odds and favorable die roll modifiers.

Bridge demolition capability is a powerful weapon in the Allied arsenal. A blown bridge essentially disrupts German movement for two turns. This can be a critical delay early in the game. The Allied player cannot attempt to blow a bridge until a German unit comes within three hexes of the bridge. Thus, the German player should be careful not to move within this radius until he is ready to assault the bridge and capture it “on the run”. Preferably a move or advance should get German units on or adjacent to the bridge. Clearly this is not always possible and the Allied player will blow some bridges in front of the German advance. A mechanized or infantry unit should be moved into the bridge hex to begin repairs as soon as possible. Remember that the Germans can only repair nine bridges during the course of the game.

There is a loophole in the rules that allows the Allied player to blow bridges behind the German lines provided that a supply route can be traced to them. This can be prevented by garrisoning the necessary road intersections with units. Interestingly enough, another way to deny the Allied player use of this tactic is simply not to leave any German units within three hexes of any bridges in the rear. Note that the German player may also blow bridges. This will most likely be done later in the game to slow the inevitable Allied counter-attack. On the rare occasion, the German player may even be able to disrupt a key enemy move early in the game by blowing a bridge.

Continued on Page 32, Column 3

Figure 4—BLITZKRIEG ATTACK

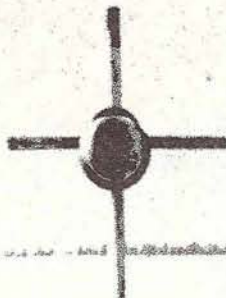
The Blitzkrieg Attack against 2/23 with support of the 402nd is resolved 4-1 (-2) on the Blitzkrieg Table. Regardless of the resulting roll, 12SS/26 will advance to NN8 and surround 99/393, which is subjected to a 2-1 attack. The attack on 9CCB follows; there is a 50% chance that the 1SS/1 has been able to advance to JJ12 and surround 9CCB. Finally, there is an even chance of capturing Malmédy and a 33% chance of advancing a powerful stack adjacent to it.



BULGE II

An Introduction to the Second Edition

By Mick Uhl



In less than one year after its initial release, *BATTLE OF THE BULGE '81* is getting a face-lift. Not that it really needs one. The old game still looks good to me. However, the opportunity to make some alterations has presented itself and I like the game enough to consider it worth this extra effort. I think you will too.

Those of you who already own the current version of *BULGE '81* needn't worry about purchasing a brand new game. Included in this article are all the changes and additions made to the original. Once equipped with this material, you will have *all* the information needed to play the second edition *BULGE*.

The bulk of this new material is in the form of two additional scenarios and three new optional rules. Added to this are several significant changes to the Basic and Advanced games. All of these will be covered in detail.

CHANGES TO BASIC GAME

Movement

1. Movement across cliff hexsides is prohibited.

Although this is inferred in the first edition rules, it is never actually spelled out.

2. For German infantry-class units, movement along roads has been reduced from one-quarter movement point per hex entered to one-third movement point per hex entered. All other units still retain the one-quarter movement point per hex rate.

Basically, this change was made because the designer, Bruno Sinigaglio, realized that the German infantry was moving too quickly by road. Actually, a fellow designer and an expert on the subject, Danny Parker, brought this to his attention. A look at the current movement rates and a quick conversion will make this clearer. Each hex has a distance of two miles measured from hexside to hexside. Moving at the current road rate, a German infantry unit can march up to twelve hexes, or twenty-four miles, in a twelve hour game turn. This converts to a daily march rate of forty-eight miles. Although, in an emergency, a small infantry unit might briefly be capable of marching this kind of distance without materially reducing its fighting effectiveness, it can't be maintained from turn to turn as a permitted movement rate. Using a road movement rate of one-third movement point allows a maximum daily march of thirty-six miles which, although still high, is not improbable. Allied infantry had the luxury of moving by truck, and hence are not affected by the reduced rate.

3. All infantry-class units which begin their movement in an enemy ZOC or intend to end their move in an enemy ZOC have their road movement rate reduced. German infantry-class units move at a rate of one-half movement point per hex entered. Allied infantry-class units move at a rate of one-third movement point per hex.

The rationale for this rule change is fairly straightforward. Currently, a unit entering or exiting an enemy ZOC moves just as fast and as far as one moving miles away from the battlefield. For wheeled weapons, an immediate enemy presence doesn't really affect its ability to enter or exit the combat zone. It is a different story for infantry. They just cannot march down the road into or out of battle. They must stop and change formation before proceeding, and this takes time. This new rule is an attempt to redress this inequity.

4. German corps artillery which plan to provide offensive fire support in the combat phase have their road movement rate reduced from one-quarter to one-third movement point per hex entered for that turn. (Those units that use the full movement rate should be temporarily inverted for the duration of the combat phase to insure they do not provide offensive fire support.)

Since we were already altering road movement rates, we decided to check whether other types of units encountered delays getting into and out of battle. We felt that German artillery encountered enough delay preparing for combat to add them to the list. Allied artillery was excused because its superior mobility minimized the delay needed to begin firing.

5. Armor units may never cross a river at any time except at a bridge or town. Armor units may cross river headwaters without penalty.

As the rules now work in the first edition, all units can cross a river and leave from the bank opposite its entry if it starts its move or advance on the river. They can always retreat across a river without stopping. With this new rule, armor units are prevented from crossing a river anywhere or anytime except at a bridge or town (this includes normal movement, advance and retreat). An armor unit can retreat onto a river but not across one.

When designing the river crossing rules for the first edition, only the depth of the rivers was seriously considered as an impediment to crossing. On the whole they are very shallow and easily fordable by all units including tanks. This was reflected by just delaying, rather than denying, the crossing of the rivers. An important factor, though, was overlooked. Although the rivers themselves are shallow, their banks are steep. This is not a serious impediment to any of the vehicles except the heavy-tracked armor. We decided to correct this situation by prohibiting armor from ever crossing an unbridged river.

Roer River Restriction

6. German combat units may neither enter a Roer

River hex nor use hex UU1 as a supply source until the turn after a German combat unit enters Monschau or until the 19AM turn, whichever comes first. German combat units may enter the Roer headwaters hex (QQ4), but only to attack Monschau.

This rule was added in order to prevent the ahistorical flanking of Monschau—a popular and powerful tactic available to the German player in the game. During the real battle, this maneuver was never seriously contemplated. The Hurtgen Forest north of the river being too prohibitive for major operations. Unfortunately, this situation could not be effectively translated onto the game board. It is unfair to the American position on the Elsenborn Ridge to be so easily flanked. This rule solves the problem.

Traffic Jam

7. American occupation of St. Vith jammed the German traffic heading west to the front line in the early days of the battle. Most delayed were the two SS panzer divisions (2nd and 9th) hurrying to reinforce the 6th Panzer Army. To reflect this situation, no units of these two divisions may move onto the board on their turn of arrival (they remain on the board edge) if one or more Allied combat units are in St. Vith. They can then enter play on the following turn. (In effect, Allied occupation of St. Vith has delayed their arrival one turn.)

Supply

8. German units cannot use hex UU1 as a supply source until the turn after a German combat unit enters Monschau or 19AM, whichever comes first.

Die Roll Modifications

9. Nebelwerfers must be included when totalling the artillery strength in a battle.

This has been added just to clarify a somewhat nebulous rule in the first edition rulebook.

Combat Results

10. The defender must select *Counterattack* if he has one or more unengaged friendly combat units adjacent to one of the enemy units in the engagement.

We originally permitted unengaged friendly units in forts to remain adjacent to an engaged enemy unit without forcing a counter-attack. With this change, that is no longer permitted. In return, we have streamlined a complicated combat result to a point where it is about as simple as its going to get. We think it is a fair exchange.

CHANGES TO ADVANCE GAME

Improved Positions

11. Improved positions may be built by either side in any hex other than a town hex.

2. A player may build improved positions only during his *Supply and Fort Construction Phase*. Fort markers are used to signify improved positions.

3. A player may build improved positions only in non-town hexes that are out of enemy ZOC and which are occupied by one or more friendly supplied infantry-class units. Within these restrictions there is no limit to the number of non-town hexes that can be improved in a single turn.

4. At least one infantry-class unit in the hex must be designated the constructing unit. It must stay in place and cannot move in the next movement phase.

5. An improved position is removed from play when all *infantry*-class units there move, retreat or advance away.

6. Mechanized-class and artillery-class units may join infantry units in an improved position. However, they cannot use an improved position without at least one infantry-class unit present.

7. Improved positions do not affect stacking, movement or ZOC.

8. If at least one defending unit in an attack occupies an improved position, a one is added to the attacker's die roll.

9. The following American units begin the game already in improved positions: 99/395 (QQ25), 106/424 (PP18), 28/112 (NN20) and 28/109 (OO29).

Another suggestion from Danny Parker prompted this rule. Personally, I think the game needed it. Not only because it provides the game with an element of defense neglected in the current edition, but it helps the Germans in the late stages of the play—when they need it. A few playtests with this rule has convinced us that it does not give the Americans the help one would expect in the early turns. A strong, persistent German attack usually is enough to keep the Americans sufficiently off-balance to prevent more than minor use of improved positions in the early turns. They really come into play when the Germans are forced onto the defensive.

Air Interdiction

12. During the mud turns, the interdiction penalty for German infantry, *nebelwerfer* and corps artillery has been reduced from two movement points to one movement point.

It may be interesting to note that many of the rule changes found herein are a result of a philosophical about-face after publication of the first edition. During the original design work, it was feared by both the designer and myself that complicating the game with details that did not materially affect play should be avoided. A year later, we have had a slight change of attitude. Homogenizing the rules for the sake of simplicity resulted in diluting much of the color and uniqueness of the battle. Many of the rules changes you see here have been made in an attempt to redress the imbalance without seriously complicating the basic system of play.

German Blitzkrieg

13. A blitzkrieg advance requires all attacking mechanized units to advance at least one hex (but not more than the amount indicated) in any direction chosen by the German player. Attacking infantry and artillery units must retreat one hex. The defender must remain in place.

No real change here. The rule just needed clarification.

Bridge Demolition

14. At the start of the game, bridges have already been blown in hexes MM24, TT31 and WW33.

The Germans had destroyed these bridges during their retreat across the Our River three months earlier.

Fort Construction

15. At the start of the game, a fort is added to the 4/12 infantry in Echternach.

First Turn Surprise

16. This rule must be modified as follows to adapt

to the new rule changes. Delete rule 27.4. It has been superseded by the Roer River Restriction (number 6 above).

Allied Fuel Dumps

17. At the end of the 19AM turn, if the Stavelot fuel dump has not yet been captured by the German player, the Allied player must remove it automatically without consulting the Demolition Tables.

Another rule that needed clarification.

OPTIONAL RULES

Panzer Brigade 150

18. Panzer Brigade 150 may attack an enemy combat unit during infiltration, but only one that has not been attacked in the combat phase.

Originally it was felt this would complicate play. Now, as I read this rule, I'm not sure why we thought so.

Einheit Steilau Commandos

19. Only one commando can be in a hex at the end of the movement phase. Commandos may no longer stack together in the same hex.

This rule greatly simplifies the commando infiltration procedure without really altering its impact on play.

British Commitment

20. The option whether to play with this optional rule must be decided before the game begins. If this rule is to be used, the Allied player must announce on the 25AM whether or not he will permit British forces to cross the Meuse. If he chooses not to commit, no British unit other than the 11/29 armor may ever voluntarily cross the Meuse. If he does choose to commit, he may (but is not required to) move any or all British units across the Meuse but he must now capture St. Vith and Bastogne to win.

This rule needed some clarification.

THREE NEW OPTIONAL RULES

Last Minute Demolition

21. The normal bridge demolition and fuel dump demolition rules are designed to accommodate play by mail. *Last Minute Demolition* is added as an optional rule to provide greater authenticity in bridge demolition while not detracting from the play by mail aspect.

2. Last Minute Demolition may be attempted starting on the 17AM turn.

3. Last Minute Demolitions are attempted during the opposing player's movement phase.

4. The demolition attempt is made at the instant the enemy unit moves into a bridge or fuel dump hex. On a die roll of one, the bridge or fuel dump is destroyed. The moving enemy unit may continue to move if able to do so; however, the unit cannot use a blown bridge to cross the river. The last minute demolition blows the bridge just before the unit crosses.

5. Last Minute Demolition can be used only if the target was not subjected to a normal demolition attempt during the defending player's last engineer phase.

6. Last Minute Demolition can only be attempted if the target hex was last occupied by the defender. Also, if the target is a bridge, the defender must have been able to trace a supply route to the hex just before it was entered by the enemy unit.

7. Last Minute Demolition cannot be triggered by enemy units advancing or retreating after combat.

8. At the beginning of the game, all bridges and fuel dumps except the three on the Roer and Urft Rivers are considered to have been last occupied by the Allied player.

German Corps Integrity

22. The seven German corps that are part of the initial 16AM assault are designated *A* and *G* on the unit counters. (The German set-up areas are in actuality the corps marshalling areas.)

2. The Germans suffer a +1 die roll modification for attacks involving mechanized-class, infantry-class or *nebelwerfer* units of different corps.

3. German corps artillery units and German reinforcements may attack and provide fire support in conjunction with any other German units without causing the +1 die roll modification.

4. The penalty for not maintaining German corps integrity is not applied after the 18PM turn. During the actual battle, the rivalries existing among the participating German corps were eventually forgotten and closer cooperation was evident from December 19th to the end of the battle.

5. For both the Plan Martin and Operation Herbstnebel scenarios, the German *A* and *D* set-up units are considered to belong to the same corps.

This rule almost made it into the first edition. In the end, its drastic effect on play-balance and additional complication did it in. The inclusion of the Plan Martin scenario in the second edition suddenly made it relevant. (It is an important balancing factor for this one scenario.) In the other scenarios, it should be only used when a novice is facing an expert German player.

German Artillery Final Protective Fire (FPF) Support

23. The cancellation of the Fifteenth Army offensive freed over 5000 tons of munitions for use in the Bulge. It was available as soon as poor visibility cancelled Allied strategic bombing. To reflect this sudden increase in ammunition supply, German corps artillery units may provide FPF support as well as offensive artillery support beginning on the 29AM turn if, *and only if*, the 15th Army offensive has been cancelled. The German FPF Support Phase occurs immediately after the German Engineer Phase.

2. The procedure for FPF Support is explained in section 11.5. Now, after 28PM, it can apply to German corps artillery as well as Allied corps artillery.

SCENARIOS

Campaign Scenario—Meuse River Victory Conditions

24. This type of victory is attained if there are supplied German combat units in at least seven of the eight following towns: Givet, Dinant, Namur, Andenne, Huy, Bastogne, St. Vith and/or Spa for four consecutive German supply phases. These towns are identified by light blue crosses. (Note that the specified towns occupied can change from one supply phase to another as long as the number does not fall below seven.)

The German player is no longer required to take all eight towns to gain this victory. This gives the Germans late game help we felt they needed.

Campaign Scenario—German Victory Bastogne

25. Loss of the VDH battalion is worth only 1 point to the Allied player.

Plan Martin

26. This plan (initiated by Field Marshal Von Rundstedt) was one of many proposals submitted to Hitler as an alternative to his overly ambitious *Wacht Am Rhein*. The objectives were more modest—disrupt the Allied preparations to invade Germany by advancing just to the Meuse while keeping the German reserve intact in the process. In the ensuing lull on the west front, the army could then have a chance to halt the Russian advance from the east. The weight of the attack was shifted to the north with a simultaneous offensive by the Fifteenth Army. This scenario begins with the

German 16 AM turn and ends upon the conclusion of the Allied 25 PM turn.

2. This scenario has been designed to be played at the Advanced game level incorporating *all* optional rules. It can still be played using just the Basic game rules.

3. The Allied player sets up and brings on reinforcements exactly as described on the Allied Order of Appearance card. The German At Start set-up [see page 12 of this issue] is altered as follows:

- A units set up in UU1 and UU2.
- B units set up anywhere in B.
- C units set up anywhere in C.
- D units set up in TT3, UU3 and UU4.
- E units set up anywhere in A plus hex UU6.
- F units set up anywhere in D and E.
- G units set up anywhere in F and G.

4. The German reinforcement schedule is also altered. All units of the 10 SS Panzer, 11 Panzer, 9 Panzer, 15 Panzergrenadier and 246 Volksgrenadier Divisions and the 410 Artillery Corps may not enter play.

5. The Fifteenth Army Offensive is automatically launched on the 16 AM turn.

6. The Roer River Restriction, First Turn Surprise and German Corps Integrity rules are modified as follows. German units may cross the Roer River and use hex UU1 as a supply source on the 16 AM turn. The two SS panzer divisions are free to attack on the 16 AM turn. The German A and D set-up units are considered to belong to the same corps.

7. The American 9/47 infantry regiment may enter play on the same turn that a German combat unit enters a Roer River hex (even if before 17 AM).

8. Victory Conditions

a. The German player has two ways to win. He can win by occupying all three Liege hexes with German combat units at the end of the 25 PM Allied turn. All three hexes must be in supply.

b. He can also win if German combat units occupy Bastogne, St. Vith, Spa and one of the three northern Meuse River cities (Namur, Andenne or Huy) at the end of the 25 PM Allied turn. The occupying German units must be supplied.

c. The Allied player wins if he can avoid the German conditions of victory.

Operation Herbstnebel

27. This was another of the alternative plans to Hitler's Wacht Am Rhein proposed by the German high command. The author, Field Marshal Model, modeled it after Von Rundstedt's Plan Martin. Its objective, also, was a more modest push to the Meuse. It differed from Plan Martin in that it made an even heavier commitment of force in the north, including reserves, but it did not include the Fifteenth Army Offensive. This scenario begins with the German 16 AM turn and ends upon the conclusion of the Allied 25 PM turn.

2. This scenario has been designed to be played at the Advanced game level incorporating *all* optional rules.

3. The Allied player sets up and brings on reinforcements exactly as described on the allied Order of Appearance card. The German At Start units [see page 13 of this issue] are set up or withheld as follows:

- A units set up in UU1 and UU2.
- B units set up anywhere in B.
- C units set up anywhere in C and D.
- D units set up in TT3, UU3 and UU4.
- E units set up anywhere in A and in UU6.

f. F and G units do not start on the board. They enter the game with the Fuhrer Escort Brigade. The conditions for entrance are the same as those for the Fuhrer Escort Brigade.

4. The German reinforcement schedule is also altered as follows:

a. The following reinforcements become starting units. The three regiments of the 79 Volksgrenadier Division set up anywhere in F. The three regiments of the 9 Volksgrenadier Division set up anywhere in G. The three regiments of the 167 Volksgrenadier Division set up anywhere in E.

b. The either/or conditions for the entry of 10SS Panzer and 11 Panzer Divisions versus the entry of the 9 Panzer and the 15 Panzergrenadier Divisions no longer apply. All the regiments of these divisions may enter play in the same game and, in addition, there are no special conditions for the release of the 10SS and 11 Panzer Divisions.

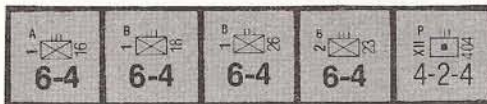
5. All German reinforcements enter on or between hexes UU1 and XX16.

6. The Fifteenth Army Offensive cannot be initiated. All Allied reinforcements may enter play and all air units are available.

7. The victory conditions, the three rule modifications and the early release of 9/47 infantry are the same as described for Plan Martin (26.5 through 26.7).

UNIT COUNTERS

Changes have been made to the combat strengths of several units as well as a new unit added to the Order of Battle. These changes were prompted by further research into the historical unit strengths and a desire to make the OB as accurate as possible.



28. Each of the three regiments of the American First Division has its combat factor increased from five to six.

29. The American 2/23 regiment also has its combat strength increased from five to six.

30. A new American unit is added to the Allied Order of Battle. This unit (XII/404) enters play with the American Sixth Armored Division.

31. The German 9SS/9 Armor Regiment has its combat strength reduced from eleven to ten.

32. The German 10SS/10 Armor Regiment has its combat strength reduced from eleven to eighth.

33. The German 2/3 Armor Regiment has its combat strength increased from eight to nine.

34. The German 11/15 Armor Regiment has its combat strength increased from eighth to ten.

35. The German 9/33 Armor Regiment has its combat strength increased from six to eight.

BLITZKRIEG TABLE

36. The combat result corresponding to the -2 row and the 4-1 column is changed from *Blitz 3* to *Blitz 4*.



AVALON HILL'S BEST SELLER LIST

As is our custom, we once again present the sales rankings for the Avalon Hill line of game titles based on totals for the 1981 Fiscal Year, which began May 1981 and ended April 1982. Figures for the All-Time list include all versions of a title sold to date, provided the game system has not radically changed in any subsequent printing over the years. *D-DAY* and *FOOTBALL STRATEGY*, by way of example, have collectively passed through eight different editions but each retains its original system. *GETTYSBURG*, on the other hand, has changed dramatically in each of its four versions and is therefore omitted from the list—even though the collective totals of its incarnations would normally qualify it for sixteenth place. Note that the entries for *BATTLE OF THE BULGE* are for the new version in the 1981 list and for the old version in the All-Time list, another example of the above. Titles are placed on the All-Time list only after having sold in excess of 100,000 copies while under Avalon Hill ownership. Sales rankings do not include sales made by a previous publisher.

1981 AH BEST SELLERS

Rank	Title	1980 Rank
1.	TACTICS II	8
2.	SQUAD LEADER	1
3.	WIZARD'S QUEST	3
4.	PANZER LEADER	6
5.	OUTDOOR SURVIVAL	7
6.	THIRD REICH	20
7.	PANZERBLITZ	14
8.	PAYDIRT	5
9.	FACTS IN FIVE	2
10.	STATIS-PRO BASEBALL	4
11.	ACQUIRE	10
12.	BULGE '81	—
13.	GUNS OF AUGUST	—
14.	VICTORY IN THE PACIFIC	—
15.	WAR AT SEA	—
16.	CROSS OF IRON	18
17.	FEUDAL	17
18.	DIPLOMACY	13
19.	D-DAY	—
20.	BOOK OF LISTS	15

ALL-TIME BEST SELLERS

Rank	Title	1980 Rank
1.	PANZERBLITZ	1
2.	OUTDOOR SURVIVAL	2
3.	FACTS IN FIVE	3
4.	TACTICS II	7
5.	PANZER LEADER	6
6.	LUFTWAFFE	4
7.	BLITZKRIEG	5
8.	THIRD REICH	8
9.	SQUAD LEADER	11
10.	FOOTBALL STRATEGY	9
11.	MIDWAY	10
12.	ACQUIRE	15
13.	STARSHIP TROOPERS	12
14.	D-DAY	16
15.	AFRIKA KORPS	14
16.	BULGE (old)	13
17.	PAYDIRT	20
18.	RICHTHOFEN'S WAR	17
19.	TWIXT	19
20.	DIPLOMACY	—

THE LONGEST DAY

AN OVERVIEW

Part II

By Jim Burnett



PLAY OF THE SCENARIOS

The following are a few observations, hints, and comments on the play of each scenario. They are made with the use of the Addenda and the notes presented above in mind. As all of this has been done by one playtest group, it may tend to be biased; your own attempts may produce slightly different results. We think, however, that the constraints of rules and play will lead to certain conclusions, regardless.

1. MORTAIN

Sit back and watch the Allies draw this one at the worst. The German player must make a strong push toward Vire just to prevent a loss. Because of this and the congestion that will occur at Mortain, send the 1SS Panzer north to hold/attack at Vire. This should prevent a loss. As for the rest, St. Pois

may fall with heavy German pressure. With a little luck, the three hexes can be taken in four turns. The 116 Pz and 84 Inf are certainly strong enough to do this if used wisely. Where the Allies usually hold is at St. Hilaire. The 2 Pz, 2SS Pz, 17SS Pz, and 275 Inf, moving as far as they can on the first turn, will still be six hexes away. With only one road to go up, and the 3rd Armored to contest the way, this is a nearly impossible task. The reinforcement of the 2nd Armored merely clinches it. The best way to regard the scenario is as a training exercise. If anything, the difficulty of an offensive surge against even moderately tough opposition should be readily apparent. Learn with this one and put it aside. An interesting variation is to alter the victory conditions to give one point for St. Pois, St. Hilaire, and each hex of Vire. Not historical at all, but a bit better balanced.

2. FALAISE POCKET

This is another futile exercise for the German. He has 333 points (as defined by the scenario) on the board, and must exit 182. We recommend that the reinforcements be held off the board and 18 points taken. A very real problem here is that 60 points of infantry (277, 276, 326, 363, 84, and 275) can't even exit just by walking out unmolested. This leaves the Allies with only 91 more points to kill or stall. A heavy attack toward Portages can easily do this, since the enemy must protect this route to get 10SS, 9 Pz, 3Fs, IIFs, IIIFlak, and LXXXIV out (123 points). Since the losses taken at this time will add up to too many points, Germany has mathematically lost. The Allies need do nothing but attack whenever possible and use all the defensive fire they can.

As a balancing suggestion, require the Allies to

hold the Germans to 150 points or less to win. Germany still needs 200 to win. All other results produce a draw. The lesson of Falaise is that while defense is easy, offense against trapped units whose options are limited is equally easy. Lines of communications must be maintained at all times, no matter who you are.

3. COBRA

In the Cobra scenario, we come to the real challenge. While it is advisable to assign sides based on player preferences so that a strong offensive-minded player will face a defensive-minded one, the scenario is balanced. The lessons from the first two scenarios should be applied here. The German must defend the roads to Pontabault and Mortain. The problem is that there are several roads and two Allied options. In any event, Villedieu is a key. The capture of this city gives the Allied player a choice of which way to finish the scenario. Germany is also working under a handicap of too few reinforcements, especially in the west. An orderly and planned retreat is a necessity for 2SS Pz, 275 Inf, 353 Inf, and 3Fs. If the other units are totally destroyed in the first two turns, however, it doesn't matter. The reserves must have time to cover the roads further south. Maximize; have all of the units covering the main roads. With a three-hex wide front at the point of each road and the rest of the units at crossroads along the advance route of the Allies, Germany may win by forcing the Allies to take the long way there. The key is flexibility. Remember that Avranches and Vire can fall after a fight, but that's the limit. If the entire operation is run as close as possible, victory can be had.

The Allied problem, conversely, is to go as fast as possible. Destroy as many units as you can, especially during the first turn. After that, move as far as possible. Use all defensive fire that is available. The main offensive should begin as a three-pronged attack at Essay, the 5Fs, and St. Lo. The British units should put heavy pressure against the 326 Inf in an attempt to break a flank. All other units should destroy as many Germans as they can. While the carpet bombing occurs against the 130 Pz, actual attack pressure should be on both sides of this division in order to thin out a given area. Don't forget to direct one of the bombers on the HQ unit. At any rate, the next couple of turns should feature as much Allied movement as can be mustered, whether on roads or not, to engage as many Germans as feasible. Fast movement and unit destruction are the order of the day.

Tactically, the use of air bombardment for disruption can be invaluable after the initial attack. Mobile artillery for defensive fire makes the armored divisions worth even more than usual. Each of the three thrusts should feature two infantry divisions supplemented by an armored division and an artillery corps (add two of each to the center attack), while the British advance with their infantry division and artillery corps on the eastern flank.

Cobra will also test the pre-planning ability of the Allied player with his supply units to the utmost. Supply must be sent as far ahead as practical, destined for the place and units where it will be most needed. Following the beginning of the scenario, some infantry divisions may no longer be able to keep up the pace. Discard these divisions at the side of the road and send the supplies up to those who can. If the German has played the game correctly from his point of view, the Allies must be outside of Avranches or through Vire by 29 July. The decision of which way to go should have been made on the previous turn. It now remains a matter of closing from the north and a flank. The flank move is a direct result and benefit of the center thrust toward Brecey. Remember that the

British units will be available if the Mortain objective is chosen. Whatever the outcome, this scenario should not only be well-balanced but exciting as well.

4. CHERBOURG

The Cherbourg scenario is essentially a miniature of Cobra. It could also become the most popular, with a single mapboard and low unit density. This is combined with a balanced game. The Allied proposition is unit destruction, then advance, then a solid fight into the city. The German must conduct a fighting retreat using the terrain and then hold at the second fort line.

As with Cobra, the Allies should use a three-pronged attack using each division as a spearhead reinforced by armor and artillery. The corps HQ should stay near the center of the board to use the long-ranged guns for whichever division needs support and to be able to rapidly mobilize to whichever front shows the most promise after the opening moves. Supply unit shuttle to the west flank must be carefully planned. The quicker the road from St. Vaast to Les Pieux can be secured, the easier this will prove. Use the first turn to destroy units by both direct attack and defensive fire. Prime candidates for this destruction are units with only a single step. This should mean the loss of over a dozen units for the Germans, well in excess of a quarter of their initial front line, and make the formation of a new solid line difficult at best. The second turn should likewise be a slugging match; strive to eliminate another dozen counters. Turns three and four should be used for positional play to put at least one of the attacks at the first fort line over a few hex width. If the German has moved his flank units forward, destroy them as soon as possible; the forts will then fall easily. Turn five should break the outside fort wall in about six places, giving plenty of room for advance. If the Allies strike the inner fort wall on turn six and have been diligent at their job of unit destruction, the city should fall on the seventh turn. Unless the German makes some very bad errors or you habitually throw sixes, this is about as much as can be expected.

Any loss of tempo will result in the loss of the game. Allied air power is critical here, especially against hills and other tough defensive spots. (Remember the loss of ZOC by a disrupted fort?) Naval bombardment should be held at least until turn five or six (or even seven—depending on progress) to make penetration on critical fortifications. Your recon units can be used to spot for this fire, notably against unoccupied forts. Note too that with 63 points of fire you have only two shots at a .833 chance or two at .667 and one at .5. Take whichever combination gives you the best fit for your circumstances. If the weather rules are used here, the Allies have run their course if the weather goes bad. The balance of this scenario is so fine that the loss of air and naval capabilities to the vagaries of weather means the loss of the game.

The German player must play the terrain. For him, this scenario is an exercise in the use of space, force, and time; none of which he ever seems to have enough of. Heavy losses must be expected for the first turn, but careful maneuver on the succeeding ones can minimize the effects. Whatever the losses, the first five turns must be used to hold the Allies in bad terrain. Hills and rivers are your friends; bocage and cities, your allies. Obviously, the crucial points are roads and their junctions. Remember that the 243 Inf can hold more ground with less troops because of the hills, but beware of the thinning effects which may cause quick collapse later. For the first few turns, the two armored units and the AOK 7 are the most important ones you have on your roster. Leave the armor in reserve to shore up potential trouble spots, especially those caused by defensive fire. The AOK

7 should go to the Valognes area to prevent a breakthrough in the middle and to retain road movement capability for re-deployment. The MG companies and OST units should fill the gaps in the line; remember that you have ten independent units and only three HQs, so one of them will be unsupplied for the first turn (after the first turn you will not have ten independent units). The 101 units attached to the 84 Korps can get in one good defensive fire—don't waste it. Keep the HQs supplied until the last turn, then use them as last-ditch defensive units. Their three factor defense is really not that bad—better than many of their subordinates start with. As a contrast to some others, I prefer to hold them in position on the crucial landfront positions, using the 84 Inf units as a further backup. Consider the 84 Korps HQ unit to be divisional HQ for these units. The one and possibly two defensive fires that the flak batteries have can provide just enough damage to prevent the Allies from amassing the final factors needed to finish off the city. Remember that flak needs no supply. Turn seven should find you with the (depleted) AOK 7, 709 HQ, 1/919, a couple of flak units, and the artillery inside of Cherbourg. If defensive fire and terrain advantages have been used judiciously, this should be just sufficient to save enough of the city to win.

As stated before, Cherbourg—like Cobra—is a near run thing, where time is of the essence. Players are urged to be very careful in planning moves and positions (at least two turns ahead). Failure to do this leaves large gaps on defense and stalled units on attack. Force is only force if it has a point of application.

5. NORMANDY

The Normandy scenario is a vital preparatory exercise for the Campaign Game. While players are urged to practice it a couple of times, actual play will probably not occur after that because of the nature of the scenario and the setup time. The small number of turns keep it at the exercise level. As a bonus, however, the scenario is balanced. The Allies should take Carentan, Ranville, and probably Bayeaux. The Germans should hold Caen, Montebourg, and probably Isigny. The essential points then are the fate of the air drops for the British to hold Ranville and the strength of the Omaha landings for the Allies to threaten Isigny. (Refer again to Figure 6 and 7 for the initial deployment suggestions.) From then onward, it is just a matter of following normal attack and defense procedures to attain your objectives. The Allies should note that either the 2/22 or the 1/12 of the Fourth division can get to Carentan on the follow-up movement phase. If this is not done, the Allies can dismiss any thought of a real shot at victory. While this scenario is not recommended for repeated play, it is an exercise that cannot be skipped. The Campaign Game can be won or lost on the beaches if a player does not know what is going on.

6. OVERVIEW

The scenarios are of three types. Mortain and Falaise are merely good practice for tactical situations which will reoccur later. Normandy is a mathematical exercise for a situation that will definitely happen. Finally, Cobra and Cherbourg are excellent games in their own right, the only inequity being that one player must act solely as offense and one as defense. As it takes all kinds to make up wargaming, hopefully you will find your match. Since all but the first two are balanced, and these can be fixed as noted above, the scenarios will all give a competitive game. *TLD* is worth buying for the information and the scenarios alone, but the Campaign Game is the *piece-de-resistance*.

THE CAMPAIGN GAME RULES

This is not actually the "Longest Day", 6 June 1944. It is the entire Normandy Campaign and to get the full spectrum of all components and rules and the full value for your money, the Campaign Game must be played and played as many times and as long as possible. Too many people will start, get through the first few turns, and quit. If you are going to do this, you may as well play the Normandy scenario. It is when many divisions are on a great expanse of mapboard that the full effects of the rules covered below interact to create a complete game, with a subtlety of play that takes time and effort to realize. Your only real problem will be to find a place to keep the game set up. Find it, it's worth it.

The weather should be the factor that keeps the German in the game. Its blunting effects on Allied air and naval power are not only definite, but to a certain extent, unpredictable. (Check Vol. 17, No. 6 for clarifications on these rules.) One thing the German must be especially aware of is the rule that after the sixth consecutive storm turn, the weather is automatically fair. As the Allies will realize this, they can call a carpet bombing attack for the next turn with impunity. They can also plan for an all-out assault with full naval bombardment and tactical air support. Forewarned is forearmed! This will be the most dangerous point in the game for the Germans. Conversely, OV-2 and ST-1 (the first time around) are the best times for counterattacks. Both sides should definitely keep a weather eye out.

The rebuilding of units is definitely an Allied advantage. While Germany theoretically has the same benefit and must take every opportunity to keep its units at top strength, the need for anything, no matter how battered, to hold the line will occur throughout much of the game. Here is the quandary; whether to use spare units to counterattack or to use them to shore up the line while other divisions refit. In this author's experience, refitting is usually better than counterattacking unless the need or opportunity to retake a certain position (major city, bridgehead, breakthrough, etc.) is just too great to pass up. Remember that attrition alone works in favor of the Allies. The Allies, on the other hand, will find after the first three weeks that they have more divisions on the board than they can effectively use anyway—due mainly to supply and density—so the recycling of fresh units to the front is a free benefit. Oddly enough this forces the Allies to use the standard German tactic of bleeding down a division and then making wholesale replacements.

As a warning to both sides, a replacement is just that. Nothing can rebuild a completely destroyed unit, so losing that last step is a heavy penalty. The same applies to artillery, except that nothing replaces those valuable tubes, so beware. The only other thing to keep in mind about replacements is that they are self-regenerating so use as many as possible without upsetting other plans. The first trick here is to pull a division out of the line, with the exception of one or two units left in one hex to assist in attacks for divisions on either side and to spot for free defensive fire. This trick does keep a supply unit out of the system, but can be valuable for the Allies who have plenty of divisions and the Germans who should have plenty of supply.

Unit entry is an important point in the game for both sides. The Allies must make sure of two things. First, the landings must be executed as efficiently as possible to establish the maximum number of beachheads. The section on Normandy covers this, but does not explain its full importance, especially at Omaha Beach. Since three stacking points are available per beachhead the first ten turns, the beachheads captured initially are only important for the total amount. If,

however, the Allies do not capture at least three beachheads on each beach where it is possible, they are in serious trouble. At Omaha, for example, the capture of only two will not allow any US infantry battalions to come ashore after turn ten except at the Mulberries. The loss of the Mulberry hex is also a dreaded possibility. This combination would almost surely spell a loss. The British problem is not as acute since there are two beaches that are easier to take. Figure 7 gives the Allied player some idea of what to expect with average luck on the beaches. In normal action, the US will lose two beachheads and the British one. Remember that while the units can move along the Unit Entry Track regardless, the debarkation port will be the holdup. US one and two stacking point units (notably supply) can use Utah or the ports; like British units can use Sword or ports. The Mulberries may be the saviors but they are no substitute for taking enough beachheads. As a final word, never forget that you can take all of a beach's capacity at a single landing box, thus avoiding the threat of coastal artillery on a separate part of the beach. Mulberries do no count for this.

If the Allies face a bottle-neck at a point, the Germans are even in worse shape, being hounded over at least a three box line just to get to the mapboard and then subject to interdiction for the rest of the trip to the front. The Allies, with the use of their strategic bombers, can discomfit and scatter the units of a German division over the course of a week, insuring that it either reaches the front piecemeal or delays to reform. For Germany there is no long or short term solution other than to hope for bad weather and to negate the effects slightly by using as many different approach routes as possible. The real difficulty to this is not so much the loss of time, but the confusion. To my mind, it is preferable to wait with the initially arriving units eight hexes from the edge of the board until the HQ and supply can arrive. Then move units forward eight more hexes and wait for as many stragglers as possible. If a particular unit tries to enter the board unsupplied, it will take forever to reach the actual front. A division 90% complete is worth waiting for an extra couple of days (in most instances) over a 50% fighting force. At any rate, never commit individual units before their supplied HQ can enter the board. This is merely elaborate suicide.

As was covered above, Allied Strategic Interdiction is a great asset. So great in fact, that the use of the heavy bombers should be limited almost

exclusively to interdiction, with carpet bombing being saved for special occasions when there are really not enough German units to make interdiction worthwhile or the weather favors you. The value of interdiction is that the bombers can follow the German units on the Strategic Movement Track, placing themselves at the points where there is the most to be gained. In particular, the addition of three bombers to the Rennes and Seine River boxes requires that the German roll a '6' just to let a unit pass. This is an almost solid roadblock. Don't worry about the two bombers "wasted" in South France. They will play their role when possible. Use the four you have for interdiction and try to force carpet bombing to the back of your mind.

Inter-Allied Co-operation is normally a plus for the German but little else need be said other than the fact that it gives some justification for different colored US and British counters. A lethal variant is to require the Luftwaffe, SS, and Wehrmacht to abide by the same rules. This is historical and very interesting but not really recommended. The only other point to note here is that the US can use the British Mulberry. You're usually in trouble if you have to, but it can keep the Allies in the game if the landings have gone poorly.

Ports and Mulberries are strictly an Allied bonus. The Mulberries are necessary for Allied buildup. Some care should be exercised to insure the capture of the particular landing boxes since the first objective at Omaha Beach should be to clear the way for Mulberry placement. Any piece of equipment that puts an Allied division ashore in three turns is worth fighting for. Remember to defend your locations; Mulberries, once gone, are irreplaceable.

In contrast, the minor ports really are minor. At most they are valuable to land supplies close to the action; but, since they take 14 turns to clear, there is generally no action nearby. The German player should not worry about the loss of these locations unless they be strategic points like Carentan and Isigny.

Cherbourg, however, is another matter. The full value of the port is exceptional, but the Allies will have quite a wait to use it. Since any competent German should be able to hold the port hex until 27 June, which will put the expected capacity at -4, a typical Allied takeover on 1 July will make the full factors unavailable until 29 August. This is two days before the end of the game. The time average value of the port of ten stacking points over the last two months will be an aid to the US starting 24 July when the 28th Infantry Division arrives. Since storms can wipe out Mulberries, Cherbourg may be necessary. As is, the Allies should make a real effort toward Cherbourg to gain this extra supply and reinforcement port.

In the Campaign Game's alternating benefits design, the German player has use of railroads. Because of the need to rush units from the edge of the board to the front lines, Germany must have the rails to move infantry divisions. (With the extra movement factors, strategic road movement, and mechanized move available to armored divisions, they will go faster on the roads.) An extra bonus in the rail system is that units do not have to be supplied to get full benefit of rail movement. Thus, divisions split up by strategic interdiction can be reassembled. Armored divisions can also benefit from this as they lose the above bonuses if out of supply. The German is urged to make maximum possible use of the rail net as long as it is available.

However, Allied interdiction with FB units may well cut that availability to a bare minimum. Even though the FBs will be used in road interdiction for the 6 June turn, 32 factors should be assigned to rail interdiction (17 from one country,

DATE	US		BRITISH	
	TO LAND	BACKLOG	TO LAND	BACKLOG
June 7	34	19	11	
8	28	32	6	
9	33	50		
10	3	38	34	4
11		26	36	10
12	1	15	34	14
13	33	36		2
14	33	59		
15	6	51		
16		39		
17		35		
18	33	63		
19		58		
20		53		
21		48		
22		31		
23	28	42	34	12
24		25		
25		5		
26			68	46
27			24	46

Figure 7c The first three week's unit backlog for the Allies. This figure assumes average beachhead emplacement per Figure 7b. The US has 5 beachheads, British 10, Mulberries on 22 June, Minor ports of Isigny and Courseulles on 25 June.

15 from the other) starting 7 June until the 60 points to collapse the rail system has been achieved. This can take an average of one week of Fair or OV-1 weather. Notice the big bonus of OV-1. This use of Allied airpower is *strongly* recommended. With full use of all necessary factors against the rails, there will still be four units left for the small amount of road interdiction which will actually be needed at this point in play. Units are fairly engaged for the first week and German strategic movement should be slight.

As if the loss of the net itself were not enough, the FB interdiction also cuts the rail net on the board. This, in and of itself, seems like damage enough. The first cuts should be placed as near to the edge of the board as practical. The next few days' cuts can be used in specific locations as the Allies spot where German reinforcements are coming on the board. Remember to put your cuts at rail junctions and to use the fact that a city on the way to the front is just like a cut. A final nasty tactic for cut placement is to put them as far from the regular road net as possible. This makes it difficult for the Germans to transfer units from rail to road movement and usually gains at least another day's delay.

The minor German rail units, E.Tr and artillery, are of limited use. The E.Tr units are like the little Dutch boy with his finger in the dike. They are trying to repair at the rate of three per turn what the Allies are destroying at nine. The job must be done, however. Don't forget them as they can be of some help. And remember that you are laboring to remove only the cut units; net damage is forever.

The RR artillery is in somewhat the same shape. For fire purposes it proves the same as coastal arty, except that it can fire at any hex within range. Being only two units of one strength point each, these must have a die roll of '6' to be of any help at all. Use them separately as there is no difference between one and two on the bombardment table. Suggested positions for the units are northwest or east of Cherbourg and south of Caen, at a distance of about ten hexes to allow fire for a long time. Put them someplace where a defense factor or two might help someday. They're inevitably going to stay for a considerable time and may as well be put to as much use as possible.

All in all, the rail system is a deceptively crucial part of the game. Every turn it is in operation is of benefit to the German. The Allies must destroy it as rapidly as they can. Don't underestimate this facet of the game.

Now for the three final extras for the Allies. Air bombardment is a bigger bonus than it may seem. The typical gamer is always looking for that extra factor to increase the attack odds one ratio and therefore will usually be thinking of TAC bombing. The mere fact that tactical bombers have to be assigned before mechanized movement and defensive fire tends to lessen their effectiveness, however, especially if the Allies face a cunning German who has a good defense in depth. Naval bombardment is fine, but of limited range and must have spotters. Air bombardment, on the other hand, requires no spotters and is not restricted by range. While there are only 27 factors available, these can be enough to prevent an armored unit from making mechanized move, an artillery battery from using defensive fire, or generally disrupt a particular location in the German line which can then be attacked by regular forces with a favorable die roll modification. A clever tactic is to fly six different 4 factor and three different 1 factor attacks against a division, which will give an average of over two disruption counters. If you then attack with a +2 C.A.M., almost any position can be broken. The only drawback is that air bombardment is truly a fair weather friend.

DATE	EVENT
6 June	Allies landings and linkups. Isigny, Carentan, Bayeaux, and Oustreham fall.
10 June	German counterattacks north of Caen. 15 beachheads emplaced with both Mulberries.
22 June	Mulberries active and new Allied supply ration arrives
29 June	Cherbourg and Caen taken.
10 July	Second big offensive aimed at St. Lo.
15 July	Allies are on line from Lessay to St. Lo to Caen.
24 July	Third big offensive. Targets are either Falaise/Conde or Granville/Villedieu/Vire.
4 August	Final push begins. Aimed off board wherever Germans are weak.
8 August	Allied victory. If not, continue.
17 August	Final push for the Allies. They will not have time for another. The German should not lose if this one is halted.

Figure 8. Expected timetable based on average luck in a Campaign Game with no optional rules. See the Optional Rules section for the estimated effect each rule would have on this timetable.

Air supply is another bonus to be exploited. The four air supply counters are only a half factor each, but are immediately renewable in contrast to other supply. While they are subject to drift and destruction upon disruption, they may be delivered anywhere in F and OV-1 weather. There is only a one third chance of survival, but even this usually means more than one free supply unit per turn. Remember that any type of HQ can use these units. Air supply should be used the turn it is received so that another delivery attempt may be made on the next turn. At the very least, waste it on defensive fire if a regular attack is not feasible.

Unit withdrawal by the Allies is probably not worthwhile. The time it takes to withdraw a unit and then send it back with its replacements is just about the same as running replacements through the unit entry track. There is one notable difference. Replacements have zero stacking points and thus may be sent free when available. A unit withdrawn and then returned uses landing capacity in both directions and there are not that many instances in the game when the Allies have this capacity to spend. About the only time withdrawal could be of assistance is when using the Second Allied Drop Variant (covered below). In this case, a paratroop division which has been severely battered and thus is worthless for other duty can be sent back for refit, creating a threat not to be ignored by the enemy. The two stacking factor paratroops can use Utah, Sword, or a two factor port without upsetting much of the entry schedule. Don't base a whole game plan on withdrawal, but don't forget it either.

A couple of other minor details which are not directly addressed in the rules per se but have an impact include the following: Allied and German corps do not get a free supply unit on the entry schedules such as divisions do. Care should be taken to have one from the used pile available to join them when they are due to enter. The Allied non-divisional reinforcements should be chosen with some care. US armored units can use Utah's two landing point capacity after 17 June. A balance must be struck between the entry of these units and the artillery to insure that the corps HQs are not overloaded. While players may wish to bring on the 155mm's early for their large fire power, remember the mechanized capabilities of the M10s are very valuable and that you get two of these per turn. You also get two 155Gs with the same advantages. The British should normally receive the first reinforcements since they will have the extra landing capacity and will have to battle the Panzer divisions and forts north of Caen.

CAMPAIGN GAME SCENARIO

As stated above, the Campaign Game is the real reason to buy *TLD*. While the rulebook is not so massive that complete recall of each part would be impossible, the planning and adaptability necessary to make use of the full system will provide the real test for each player. The only unique aspects presented here are the victory conditions, and they are easy to understand. The early game end conditions for the Germans are there merely to halt a game which has no chance for reasonable continuity, since the attainment of any of these almost impossible requirements would spell long-range doom for the Allies. Other than these conditions being met, play the game out to conclusion. You will never realize all the subtle nuances and interactions unless you do.

As an overview of what will normally go on during a game, assuming typical weather and average die rolls, a sample time table (Figure 8) will give you some guidance. As a further look at the Campaign Game, two views are necessary. First from the action side, then from the systems side.

With respect to action, the dates in the figure are accomplished by the following. The practice lessons from Normandy will put the Allies ashore in force, but not to the extent that they had hoped, especially at Omaha. From here, they attempt to accomplish several things. (Remember that the German is essentially on the defensive and his idea should be to oppose and counter the Allied strategy. In the main, his counterattack opportunities are localized and tactically motivated against strategic Allied points.) The Utah beach contingent will try to head north, west, and south to strike at Cherbourg, the west coast, and to link with the Omaha forces at Isigny. Omaha landing units will go west and east to link with their flanks at Isigny and Bayeaux. The British will drive west to Bayeaux, south to Caen, and east to establish a defensive front in the flooded area between Cabourg and Oustreham. Note that there is a temptation to try to win the game early by exiting the mapboard immediately to the east, but this should prove practically impossible because of the flooded area's hindrance to Allied motorized movement and the immediacy of available German reinforcements and supplies. After this initial phase, the Allies will attempt to establish a base line running from the Ranville area, north of Caen, through Bayeaux to Isigny, past Carentan, into the flooded areas of Cotentin and north to Valognes. Then the British should get involved in a tough battle for Caen with an eye out for German counterattacks. If this localized battle is hard enough on the Germans, some progress should be made south of Bayeaux/Isigny to provide a flanking threat. The US player should be concentrating on reaching the west coast to isolate the peninsula and on the advance toward Cherbourg. After the fall of Caen and Cherbourg, the Allies can reach St. Lo and establish a new front line. This line will be the one that produces the Cobra-style breakout, whether done by the US, British, or both. A collapse of the dimensions of Cobra will cause the German line to be extended to a length which cannot be adequately defended and the game will be over.

In the above commentary, there is not much sign of hope for a German win. If one is forthcoming it will be because he did well in his efforts on the beach, was able to stall the drives on the west coast and Cherbourg until after 1 July, and cost the British to such an extent that the final capture of Caen was pyrrhic. Through it all, Germany must maintain a strong reserve system with a high degree of mobility so as to be responsive to the changing Allied thrust. A bit of bad weather won't hurt, either.

As far as the systems used, we will again consider first and mainly the Allied side, since they will be the most active. All of the tactics used in the Normandy scenario will still be valid for the first three turns—except that after turn one, landing divisional units becomes much more difficult. Remember to watch the landings of HQs on the first turn since they will be subject to coastal artillery fire. Fighter-bombers should concentrate on road interdiction for the first turn, then switch to rail interdiction until the rail net is destroyed. Light and medium bomber units should be used to achieve higher odds on the first turn and then to suppress the remaining coastal artillery units on the second and third. Even after, they should be employed adaptively as the situation merits. The heavy bombers should go to the Strategic Interdiction boxes and stay there unless a carpet bombing opportunity comes along that just cannot be passed up. Recommended use for the first turn is three in Amiens and one in Seine River with the intent of breaking up the 346 Inf and 1 SS Pz. A variant not permitted by the rules but historical is to allow the Allies to conduct a carpet bombing on 6 June. Because this is actually a preliminary raid conducted on 5 June, resolve combat before the paratroops. Roll for drift on this if you desire. Due to the dispersed nature of the German forces, the effectiveness would be slight so try it if you feel the urge, but this raid is not really recommended.

The positioning of the units for the invasion is also a slight reflection on their characteristics. For the Allies, only the paratroops are really effective in the flooded areas due to movement restrictions imposed on all motorized units therein. They should hold these river lines while regular divisions make their advance along the roads. The C.A.M. advantage will be difficult to come by since tracked units would be frozen in place if moved off the roads.

Naval bombardment after the first turn should be enough of a threat to the Germans to discourage them from massing too many units in a single hex near the coast—especially flak and non-ranged artillery—for fear of a strong naval strike. The British are better at this than the US, but the US may need their few factors to squelch coastal batteries and strongpoints that did not fall in the first turn.

Artillery should be massed near cities and forts to give the punch the attacker requires to take these positions. Non-divisional armored units should be parcelled out among the divisions for maximum use of the C.A.M. Remember that one armored unit on each attack will suffice to give the +2 desired. Especially important are the capabilities of the British special function armored units. Reread this section in the rules to avoid misuse of any of the units. They will prove necessary to surround and take Caen.

After the opening, recreate the drive on Cherbourg scenario, using the same tactics and about the same force as the scenario. This will be a time of position solidification and unit formation for both sides. Get all your divisions ready for the second part of the game.

From the Allied side, supply is the keyword in attack after the opening shots. The initial glut of supply will by now be used up. After being reintroduced on the Entry Track, it will not be available again until 22 June. This ration should be used to take Caen and Cherbourg. Note that a preferred supply usage system is to burn it out in four or five turns of heavy attacks, then to rest and reform for the next round ten days later. In our opinion, this is better than constant pressure and constant supply flow because it creates problems of a larger nature at a particular time for the Germans. Small attacks allow the Germans to pull units out of the line for refit as they go. With proper pressure, a large attack stretches the

German out over several days and breaks him. In effect, units are destroyed and cannot be rebuilt. In general, it is the workings of the replacement rules that cause this.

After these battles and the resultant supply and unit refit and reassignment, the Allies should be ready to begin another round of heavy attacks near 10 July. This is the preliminary to Cobra.

Note that the German reinforcements stop from 1 July to 20 July. The first big assault during this time should be designed to weaken the German line beyond repair. There will probably be no real advance past St. Lo, but this is sufficient strain on the German. If Germany is forced to defend its line without backup units, defensive fire for the ten turns of waiting after the first push will weaken it even further. If the second attack is begun 24 July, it should succeed as well as Cobra did historically. When a defensive front is finally re-established, a third attack on around 4 August would hit right before the final reinforcements enter and result in victory. If not, a fourth may be necessary around 17 August. This one better work because there isn't time for another.

Inspection of the German Entry Chart shows that their units usually enter at Pas de Calais. This makes any attacks automatically more successful if they are to the western edge. The British should pressure the German's eastern flank with spoiling attacks and defensive fire while the US and unemployed British units strike southward. While all of these suggestions may seem too rigidly bound by history, terrain and reinforcements tend to channel the game in this direction.

How do we arrange these massive assaults? The Cobra scenario gives some hints, but does not cover all factors. The Allies need full air support for their efforts. Isolation of the battlefield by interdiction is as important as the bombardment of vital fortified positions. While an attack can succeed without air, the amount of destruction and territory gain will be nowhere as great. With supplies and divisions at the ready, an assault should utilize six infantry divisions, three armored divisions, and four corps of artillery in actual combat in three different locations at the front about ten hexes wide and separated by one to two divisions covering five hexes. These attacks should be directed down roads. The assault should be preceded by a massive defensive fire. If at all possible, three armored divisions, six infantry divisions, and two corps of artillery should be held in reserve to exploit any real breakout. All infantry divisions should have a full complement of independent armored units. This force over a four to five day period will use up almost 24 supply units; a really heavy expenditure—so the advantage gained had better be worth it. An even more supply-intensive tactic, but at times a good one, is to double the artillery assigned to a corps and fire

six of them offensively and six defensively. Doing this and alternating the movement of the units will dramatically increase firepower. This pattern should guarantee success against all but the most stubborn resistance but should be used only when really necessary. Be ready to exploit with your reserves. Take whichever of the three segments of the line that breaks and drive down the road with the reserve armor and attack each flank with the infantry. You are trying to cause collapse of at least two of the assaulted segments in order to trap the enemy units between. While the first attempt may not show tangible results in terrain gained, the depletion of the German forces should make the second and third highly successful. Continue the attack until your supply position forces you to stop, then refit for the next. Remember to keep up the defensive fire along the rest of the front.

What can the Germans do to counter all of this? Frankly, not a lot. Assuming that the invasion has average success, he has a tough fight on his hands. He must hope for bad weather at least half of the time. Even OV-1s help quite a bit; and if the Allies get very little fair weather, their options are decreased and the timetable slowed. Next, the German must remember his basic math. After the third turn, the front line will be nearly 200 hexes long. Even at 150 hexes, nearly 250 units will be required to adequately hold the Allies back. Since the total German force in the game is about 1000 counters, scattered over three months, a concerted effort to preserve units is needed. If at all possible, make replacements. This is easier to do during bad weather turns. Use field fortifications to back up the front. Construction of these should begin after an Allied offensive in an area has lost its punch. Don't let units get surrounded (except for Cherbourg.) It is far better to give up two or three hexes for a couple of turns than to hold fast until you are finally overrun. The fastest way for Germany to lose is to play Adolph Hitler and keep major units holding untenable ground. This does not preclude one or two infantry battalions being left behind to hold a piece of ground with the possibility of moving behind Allied lines. Since units do not die from lack of supply, an occasional thorn in the side which *has* to be eliminated is worthwhile. Always have supply ready if a large defensive fire or counterattack possibility presents itself. The Allied army is not set up to lose a large number of units over many divisions without imbalancing supply usage. Beware of every possibility for air and naval action against you. Planning for the arrival of reserves should be a "worst case" exercise so that any that arrive on time are bonuses. Keep a couple of mobile reserve divisions if possible (the Second Panzer is one good candidate). Lastly, keep your head. Time is not in your favor but time does run out. Force the Allies to win. They may make enough mistakes to lose.

You are also encouraged to read the Tactical Hints section of the rulebook. Dr. Archer and Mr. van Zante have done an excellent job of playtesting and presenting their findings. I would also call attention to my own list of hints and suggest that these be combined with the comments above to help you conduct your campaign. The salient point in any case is to plan ahead. Given the natural historical play balance, the Allies can afford a few more mistakes than the German (unless they are on the first turn), but they also have more chances for error. Since the rules are easy to remember, keep also in mind the applications.

CAMPAIGN GAME VARIATIONS

These variants provide a little added interest to the game. Since the Allies are favored in the Campaign Game, all but the first variant work to bring a bit of parity. Whether anyone will ever be able to try every variant is problematical, but a few

BOARD A		BOARD D	
Montebourg	2718	Bernieres	7230
St. Pierre-Eglise	2706	Douvre	7433
St. Vaast-de-la-Hougue	3311	LION	7832
BOARD B		Thury-Harcourt	6953
St. Mere-Eglise	3023	Ranville	8137
Barneville	0924	King Red (Box)	6627
Lessay	1936	Arromanches	6330
Periers	2538	BOARD E	
St. Sauveur	2024	Francville	8534
La Have-du-Puits	1931	St. Pierre	9151
BOARD C		BOARD F	
Isigny City (Port)	4030	Pontorson	1878
Tessy	4153	Villedieu	3361
Caumont	5445	St. Hillaire	3878
Dog Red (Box)	3926	St. Pois	4067
Uncle Red (Box)	3926	Pontaubault	2674
		BOARD G	
		Conde	6561
		Briouze	7471

Figure 9. Hex grid locations for selected locations.

could provide variety. The estimated game length effect (EGLE) is based on an estimate of a normal Allied win on 7 August.

A. AIRBORNE SECOND DROP— EGLE -2 DAYS

The danger to the Germans of a second drop is the present threat. The difficulty in withdrawing and refitting a couple of airborne divisions, planning the drop, and getting the weather to respond favorably is tremendous. The drop could not happen before mid-July at any rate and only someone with a crystal ball could predict the front line 21 days in advance. If the troops are withdrawn, however, the German must respect the potential, especially to the east flank.

B. REVISED DROP ZONE—EGLE +2 DAYS

This variant is intriguing in that it can be tried in the Normandy scenario to judge effects. There is nothing else to say except that it tends to favor Germany slightly.

C. CHANNEL ISLANDS—EGLE +3 DAYS

This variant will do little to the overall game, but an extra division is an extra division. Just for fun, land it at Cherbourg to delay the collapse of the port by at least a week. The 91, 243, and 709 will be able to fight harder around the Utah Beach pocket knowing that help is on the way. The 319 plus the flak units will certainly make the Allies pause at the outer fortifications of Cherbourg. To judge the immediate effects, add the 319 to the Cherbourg scenario, starting in the forts, and give the US one more full infantry division and two more days.

D. SPRING WITHDRAWALS— EGLE +7 DAYS

The introduction of the two extra panzer divisions and one corps will make a counterattack against the British a virtual certainty around 11 June. The increase in time value for these units will put heavy pressure on the Allies for quite awhile. There is a slim chance for an early German victory if St. Lo can be held through 5 July. An interesting variant in that both sides can now launch substantial offensives.

E. ROMMEL'S STRATEGY—EGLE +10 DAYS

This is another version of the above with a minor exception. Now the 130 Pz has a chance to arrive in time to collapse Omaha Beach. With the 17SS in position to hold the center of the US positions and the 21 Pz ready to discomfit the British, another early German win is possible by throwing the Utah Beach forces out of Carentan. As tough a variant on the Allies as above. Try this one in a Normandy scenario also before starting a Campaign Game with it; allow the Allies five days to win.

F. ROMMEL C-in-C—EGLE +15 DAYS

Here is the German chance for not only an early win, but an extended one as well if the game drags on. A force this large near the landing zones will create a drain on the Allies that they may never be able to recover from (much like the situation at Anzio). In any case, there will be blood on the beaches. Again, try this one in Normandy before beginning a full game. Allow the Allies six days to win.

If you yearn to see a lot of counters on the board early, combine all variants except B and E into one big game. As the Germans will be favored to win this one, change their victory conditions to total elimination of the Allies from the continent. Be forewarned, this one is for lovers of blood and panzers. The variants are here for your enjoyment and to keep your Campaign Games from becoming stale. Use them as such.

OPTIONAL RULES

It is the author's opinion that all three optional rules are more trouble than they are worth, but try them if you like. They are more realistic.

Counter-battery fire is interesting if you are tired of just shooting at front line units with your defensive fire. Its use is also evenly balanced for both sides.

Bridge demolition and repair is a bonus to the German designed to give special units something else to do and to litter the board with more counters. The effect on the game will probably be noticeable, assuming the German player is competent. It should be remembered that demo can be a two-edged sword and that the bridge just destroyed may be desperately needed two turns later for reinforcements. Add to the rules that the Pioneers unit must be supplied to attempt demo or repair (same for Allies). If you use this one, combine it with hedgerow cutters to restore normal balance.

Hedgerow cutters are the opposite side of the bargain for the Allies. As a favor to international relations, give the cutter to the British also. They may actually have invented it first.

MULTIPLAYER

This section stands by itself as written. The author would urge the play of the campaign by five players, and believes that if each player does his job thoroughly, an average Campaign Game will take about 120 hours to play. This is a long time, but if spread over several months will provide the ultimate gaming experience for all.

PLAY BY MAIL

A game of this scope and density can probably best be enjoyed over a span of time by mail, where players have the opportunity to spread out the effort and concentrate more on the planning. While the turn sequence and game time would force a Campaign Game to go on for 20 years, two confident, competent players could finish any of the scenarios in about a year. By normal PBM standards, this is not bad.

The turn sequence for mailings is as follows:

1. The Allied player does his Replacement, Air/Naval, and Movement Phases.
2. German Mech Move and Defensive Fire.
3. Allied Combat and Reset Phases.
4. German Replacement and Movement.
5. Allied Mech Move and Defensive Fire.
6. German Combat and Reset Phases.

For Normandy, the first turn sequence must be added. All operations are done by the Allies, even coastal artillery fire since this is just a mechanical phase with no decisions required by the German. Note that before the game starts, the German will have to give the Allies a method to resolve airborne drift, combat, air/naval operations, assault wave combat, and coastal artillery fire, but this should be the only procedural problem encountered. It will be slightly more realistic in making movement without the knowledge of the air/naval bombardment outcomes. If using the weather option, the German sends the weather roll at the start of the game, and from then on with his combat phase mailing. Each player should send a retreat path for units which may be forced to retreat in combat. Optional movement paths can be sent if movement is dependent upon bombardment to disrupt a ZOC. Other than this, the PBM of any scenario should proceed smoothly.

There is just one thing missing: a hex grid. To rectify this, the following grid is suggested. Numbers for each hex are two-part, producing a four-digit reference. The first two are the west to east numbered coordinates; the second pair run from north to south. (Figure 9 gives several cities

and their hex numbers.) Marking the map every five hexes with a light marker is probably the best way to keep up with the grid; using a different color for the perpendicular lines will help also.

CONCLUSIONS

The commentary above has concentrated on game play. If the reader wishes to understand the underlying historical and design concepts, he is referred to the Designer's Notes and Bibliography. The challenge now is to begin the play and enjoyment of *THE LONGEST DAY*. It will be well worth your while.



CONVENTION CALENDAR

THE GENERAL will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to Avalon Hill gamers such as tournaments or events utilizing AH games is solicited and will be printed if made available.

Avalon Hill does not necessarily attend or endorse these gatherings, nor do we guarantee that events using AH games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

SEPTEMBER 4-5-6

GATEWAY, Anaheim California
Contact: Gateway, P.O. Box 2577, Anaheim, CA 92804.

NOTE: Many tournaments in strategy, fantasy, sports, SF and family games including most AH titles.

SEPTEMBER 18-19

MASSCON 1982, Amherst Massachusetts
Contact: Dennis Wang, 11 Dickinson Street, Amherst, MA 01002 (413-253-9472).

NOTE: Many events including competitions in *SL*, *PL*, *DIP* and *WSIM*.

SEPTEMBER 24-25-26

BABEL CONFERENCE '82, Wyoming Michigan
Contact: Dave Marshall, 1160 36th Street SW, Wyoming, MI 49509.

OCTOBER 8-9-10

WIN GAMES II, Winnipeg Manitoba
Contact: University of Manitoba Wargames Club, Box 80, University Center, University of Manitoba, Winnipeg MAN, CANADA.

OCTOBER 9-10

CROSSFIRE, Tampa Florida
Contact: Steve Askew, Strategic Studies Group, Center 2394, University of South Florida, Tampa, FL 33620.

OCTOBER 29

STARCON '82, Vancouver British Columbia
Contact: Ignacy Lipiec, 229 East 22nd Avenue, Vancouver BC, CANADA V5V 1T8.

NOVEMBER 12-13-14

WESTERN RECON '82, Salt Lake City Utah
Contact: Karl Miller, 837 North University Village, Salt Lake City, UT 84108 (801-582-6076).

NOTE: Science Fiction and Fantasy orientation.

NOVEMBER 12-13-14

WINTER GAMEFEST II, Detroit Michigan
Contact: Metro Detroit Gamers, W11 Info, P.O. Box 787, Troy, MI 48099.

NOTE: Many AH events among the numerous tournaments and seminars.

JULY 14-15-16-17

ORIGINS '83, Detroit Michigan
Contact: Metro Detroit Gamers, 083 Info, P.O. Box 787, Troy, MI 48099.

BLIND SQUAD LEADER

An Extremely Realistic Blind System for SL

By Ed Rains and David Pope

Introduction

Of the many games that we own and have played, *SQUAD LEADER* and its descendants are among the very best. In fact, we believe that the *SL/COI/COD* system constitutes the most accurate, realistic, and complete tactical wargame system for WWII-era land combat that has yet been devised. However, even the best is still not perfect, and the *SL* system shares a flaw common to the vast majority of wargames. As most players realize, the realism of almost all wargames is severely limited because a player can usually tell at a glance what units his opponent has and where these are located. Tactical-level games suffer most from this omniscience on the part of the players; *SQUAD LEADER* is, unfortunately, no exception. Several significant rules innovations (such as concealment counters, to name just one) have helped to minimize the problem; but, the fact remains that a *SL* player still has far more knowledge of enemy forces, dispositions and activities than a real commander would ever have had.

The problem of re-creating a realistic level of limited intelligence in a game is as old as the hobby itself. Game designers have experimented with many solutions and partial solutions to this problem, with varying degrees of success. It seems to us that the original solution is still the best: employ a judge or referee to decide what the two sides know and can discover about their opposition.

Even though using a judge is a relatively easy thing to do, it's admittedly not the "Final Answer." A game with a judge requires three players, two copies of the game, and a larger table with a screen to separate the two game boards. The judge must be quite familiar with the game being played and, in the case of *SL* particularly, must have a flawless, intuitive understanding of the line-of-sight rules. Finally, games with judges often move more slowly than their two-player versions.

Now getting a third player to judge a blind game of *SL* might not appear easy at first; but, after they've done it once, most people decide that judging isn't all that bad. It's obviously more fun to play than it is to judge, but being a judge in a blind game of *SL* has its own rewards. You get to see everything that's going on, how the players interact, what mistakes they make, and the uncertainty and surprise on their faces when something unexpected happens. You get to watch them sweat.

Having said all this, we wish to present our system for blind play of *SQUAD LEADER*. Our system utilizes a referee, two players, and two copies of the game. Few changes are required in the original rules and mechanics of the game, and the system has been found to be simple, playable, exciting, and extremely realistic.

Players using our system will find that less movement and combat will occur on any given game turn, because players will have fewer targets to shoot at and will suddenly find themselves much more cautious about their own movement and about revealing their own positions by firing. Losses will be lower, and individual game turns will take less time to play. However, due to the reduced amount of combat and movement per game turn, we strongly suggest that the total number of game turns per scenario be *doubled*. Because of the shorter game turns, a twenty-turn blind scenario doesn't take much longer to play than a ten-turn two-player scenario.

We also strongly recommend that players and judges make their first few blind games of *SL* small and simple affairs—preferably one or two mapboards, flat terrain and no vehicles or artillery. Complexity and size can easily be added after everyone is familiar with the system, and should be worked in gradually. Starting out too big will only confuse the players and the judge, and will cause the judge to make errors.

Not knowing where another player's units are and what he's doing is a whole new experience for most gamers. Furthermore, the excitement, uncertainty, and realism are greatly enhanced if the players have only a vague idea of their opponent's order-of-battle. This can be done if the judge draws up a DYO scenario or modifies a pre-existing one, or if both sides purchase their units secretly from an assigned total point value.

Procedure

The two players should sit facing each other at the opposite ends of a long table. Each should have his own board in front of him, with his own units on it. His view of the other player's board (and, as an option, of the other player himself) should be blocked by a screen set across the table. The judge should sit at right angles to the two players, in a position where he can easily see and reach both boards. Both boards should have their northern edge in the same direction, so that both boards have an identical orientation with respect to the judge. When one of a player's units can observe an enemy unit, the judge should place the enemy unit on the player's board. During Fire Phases, such placement should be immediate; during the Movement and Advance Phases, it should be after all movement is completed. The judge should control the information available to the players according to the following *Sighting Table* and *Rules*.

Sighting Table	Range in hexes	Distance in meters
*Stationary infantry, clear terrain, not firing.....	5	200
*Moving infantry, clear terrain.....	12	500
*Infantry firing personal or support weapons, any terrain.....	12	500
Infantry stationary in cover, not firing.....	2	100
Infantry moving normally through cover.....	5	200
Infantry moving double time through cover.....	12	500
*Stationary towed guns in clear terrain, not firing.....	12	500
*Towed guns firing from any terrain.....	25	1000
Stationary towed guns in cover, not firing.....	5	200
Stationary vehicle in cover, not firing.....	12	500
*Moving vehicles in any terrain.....	25	1000
*Stationary vehicles in clear terrain.....	25	1000
*Vehicles firing from any terrain.....	25	1000
*Exposed crews in vehicles.....	5	200
*Entrenchments, wire, bunkers in clear terrain.....	12	500
Entrenchments, wire, bunkers in cover.....	5	200

1) An asterisk preceding an entry in the table means that maximum sighting range is doubled if the observer has a height advantage of at least one level according to the normal rules.

2) Infantry units moving during the Advance Phase are considered to be stationary for purposes of the Sighting Table.

3) If an observer has a height advantage, then walls, hedges, shellholes, and vehicles do not constitute "cover".

4) The large towed guns which have a vehicular silhouette (indicated by a "V" on the counter) are considered to be vehicles for sighting purposes.

Sighting Table

Even with a clear line-of-sight, in the real world there are limits to the distance at which men and equipment can be seen. To date, most tactical games, including *SL*, have ignored this aspect and allowed unlimited range of visibility with a clear LOS. The following *Sighting Table* corrects this flaw and provides a great deal of added realism. The ranges in the table were derived by studying an article by Lorrin Bird (*CAMPAIGN* #95), which reports the results of an actual experiment on just how far away targets can be identified, the results of our own experiments, especially regarding height advantages. The ranges given are the normal daylight sighting distances. In the table, "clear terrain" means open ground, wheatfields, orchards, marshes, mud flats, and gullies. "Cover" means woods, buildings, walls, hedges, shellholes, and vehicles. All normal LOS rules are in effect. With a normal LOS, the ranges given in the table are the maximum distances at which the units listed *can be seen*.

Rules

1. The only enemy units on a player's map are those which at least one of his units can see, according to the normal LOS rules and the preceding *Sighting Table* [Exception: Rule 19, *Detection by Sound*].

2. The status of enemy units (normal, broke, berserk, gun malfunction, etc.) is *not* revealed—only their number and location.

3. Under normal circumstances leader units are invisible to the opposing player when the leaders are stacked with friendly squads or crews. There are two exceptions: leader units become visible when they participate in Close Combat; and sniper units *only* may observe and identify enemy leaders as if they were normal infantry units. If a leader is not stacked with a friendly squad or crew, then he would be visible to all enemy units as if he were a normal infantry unit. Armor leaders are *never* visible to the opponent—not even to enemy snipers. They are indistinguishable from normal CE counters.

4. Machine guns and other hand-carried support weapons are invisible *until fired*.

5. In general, concealment counters are not necessary. [Exceptions: rules for night (15.) and Snipers (16.) below.] A player may fire into any hex where there are no currently spotted enemy units. This is halved as Area Fire, in addition to other normal effects. The results of Area Fire are *not* revealed to the firing player (even if the result is an elimination).

6. Hidden Placement: Sections 42.1—42.4 and 42.7 in the *SL* rules are now unnecessary; *all* units are hidden until discovered and *may* regain their hidden status. *All* of a player's own units, even those normally hidden such as armor leaders, snipers and minefields, should appear on his own board. (Blank counters may be used to indicate minefield hexes; write the number of minefield factors on the counter.) Note that in the case of a "surprise" discovery of any enemy unit during a Movement Phase, cases 42.5 and 42.6 are still in effect with the exception that the disallowed movement is corrected and the enemy unit revealed *after* all other movement is completed.

7. When a unit is spotted, it normally remains spotted for the remainder of that player turn and

the duration of the next player turn. If re-spotted during that second player turn, it would remain on the map for the duration of a third player turn; etc. Whenever a complete player turn passes in which a unit would not have been spotted that player turn except for the fact that it was *previously* spotted, it is removed from enemy view. However, LOS restrictions take precedence over this, and whenever a normal LOS does not exist to an enemy unit it is removed from view immediately [*Exception: Rule 19, Detection by Sound*].

8. The results of normal fire are *not* revealed to the firing player, unless enemy units which he had previously spotted are removed from the board as a result of his fire. The firing player may roll his own dice and see that number (as he would have some idea of whether the fire was on target), but not the effect caused by it.

9. The amount and type of incoming fire (squads, HMG, etc.) are revealed to the player being fired upon. The player being fired upon should *not* be aware of the number rolled by the firing player (as this would reveal what leadership modifiers were in effect); the judge should secretly indicate the result to the player being fired upon (-, M, 1, 2, 3, 4, KIA). The easiest way for the judge to do this is to write each result on a blank counter and place a set of these result counters in an unused corner of each board. He can then easily and secretly indicate the combat result to the player being fired upon.

10. The origin hex for incoming fire is not revealed to the player being fired upon unless he can sight it according to the Sighting Table and other pertinent rules. Sighting is not necessarily reciprocal (the Indirect Fire and Sniper rules are good examples). Also, if the firing unit has a height advantage, it may be beyond the observation range of the target unit. Furthermore, in the rare event that a unit suffers a KIA result and the only unit(s) which could sight the firing hex(es) are those which received the KIA result, then the positions of the unit(s) which fired are *not* revealed (a perfect ambush has been conducted, and dead men tell no tales).

11. A player being fired upon may make his own Morale Check and Survival rolls, which he should keep secret from the firing player. Deception is permitted: a "no effect" result, or Area Fire against a vacant hex, may be answered by one or more die rolls (all meaningless) by the player being fired upon.

12. Against vehicles, the procedure described in Rules 8, 9, 10, and 11 above is conducted as follows: players may make their own To Hit dice rolls, and thus will know if their fire is accurate, but the judge must make all To Kill rolls. The player being fired upon should not be aware of the To Hit number rolled by his opponent, but the judge must inform him when he has been fired upon, by what, and from where (if the target player can detect the firing position, which will normally be the case). After the judge has made any necessary To Kill rolls, he will obviously inform the player being fired upon of the survival or destruction of his vehicle. In the latter case, the player may make his own Survival rolls. The firing player, although aware of hits, should *not* be informed of kills *unless* the vehicle is set on fire or one of his units can observe the crew bailing out (treat as infantry moving in the open for observation purposes). Final confirmation of whether a non-moving, non-firing enemy vehicle is a wreck or not may be obtained by attempting to move a friendly infantry unit into the hex with the vehicle during either the Movement or Advance Phases, on the assumption that it is a wreck. If the vehicle is not a wreck, the move will either be disallowed (on a Movement Phase), or the moving player will be given the opportunity to Close Assault the vehicle on the upcoming Close Combat Phase. (In the latter case, the normal procedures of 36.2 are followed.)

13. *Sighting from AFVs*: All crew-exposed and open-topped AFVs use the Sighting Table normally to sight enemy units. Close-topped AFVs, when buttoned up, also use the Sighting Table normally, *but only* along their vehicular and turret covered arcs. Outside these arcs, they are completely blind and may not observe anything.

14. *Artillery*: Normal on-board and off-board artillery procedures are in effect, with the following stipulations. The presence and location of a player's "Artillery Request" counters are not revealed to his opponent. Both blue and red spotting rounds and FFE counters are visible to the opponent, *if* the opponent has a unit with a clear LOS to the impact hex (regardless of range under normal visibility) or a unit which can locate the impact by sound. The approximate caliber of the impacting shell (in other words, which column on the Infantry Fire Table) is revealed to the opponent if he can see the impact or locate it by sound.

15. *Night Rules*: The judge determines the Night Visibility Range for each game turn normally, but keeps this number secret. The players should not be aware of the current Night Visibility Range. Under normal weather conditions, rifle and machine gun flashes from firing units may be observed along a clear LOS from a range of 12 hexes (24 from a height advantage). Flashes from weapons of 20mm caliber or larger may be observed along a clear LOS from a range of 25 hexes (50 from a height advantage). Note, however, that rule 49.2 is still in effect, and infantry fire beyond the current Night Visibility Range is halved as Area Fire (+2 To Hit for vehicles and AT guns, as per case K). Concealment counters are required only when a unit becomes adjacent to a non-previously spotted enemy unit. In this situation, the judge would place an enemy concealment counter in the appropriate hex on a player's map. Section 49.3 is still in effect.

16. *Snipers*: All normal sniper procedures are in effect, except as amended below. Note especially that 96.3 still applies, "... a sniper does *not* automatically lose its concealed status when it fires." The sniper player should *not* be aware that a successful Sniper Check has been performed—the judge should simply place a concealed sniper on the opponent's board. Snipers *may* move to a new location and thereby regain their original hidden status. When moving alone, snipers may be observed by enemy units as if the snipers were normal infantry units. When moving with a squad or crew, a sniper is invisible to all enemy units except another sniper.

17. *Scouts*: As many readers may have surmised by this point, the Scout rules (116) suddenly assume a whole new importance when playing a blind scenario. No changes are necessary to the COD Scout rules. Note however, that, like leaders, scouts are invisible to enemy units when the scout is stacked with a friendly squad or crew. Otherwise, treat the scout as a normal infantry unit for sighting purposes.

18. *Defensive Fire*: When playing a blind scenario, it is necessary to use non-simultaneous Defensive Fire (SL Rules 16.1–16.6) against scouts *and* vehicles, as well as against normal infantry. The moving player must first move all his units to their intended final locations. Then, the judge shows the defensive player the units and movement that the defensive player could observe. Finally, all Defensive Fire is resolved and corrections, if any, are made on the moving player's board.

This procedure is necessary for two reasons. First, we found that it was cumbersome for the judge to keep moment-by-moment and hex-by-hex track of moving units on both boards. Second (and more important), the activities of the judge would otherwise make it obvious to the moving player when his movement was being observed and when it wasn't. No normal player is going to continue moving when he knows that his movement is being observed by unknown forces. A third (philosoph-

ical) point is that one-unit-at-a-time movement and defensive fire is not realistic. Within the span of a SL player turn, all units which move are doing so at the *same* time, not one-by-one, and Defensive Fire conducted against them should *not* be a guessing game of "will I get a better or more important shot later?"

19. *Detection by Sound*: Positions may also be revealed by sound alone. If a unit is within 12 Infantry Movement Factors (no bypass or road movement) of any type of firing enemy unit (*except* snipers) or an artillery impact, it has heard the noise clearly enough to attempt to identify the hex of origin. The judge should point out the approximate direction of the noise (within about a 90 degree arc) and the type and caliber of weapons heard. The unit or units which hear this noise may then request a *Position Check*. Position Checks are conducted in the same manner as Sniper Checks (96.51), except that no LOS is required. Units located by Position Check are placed on the map normally, and remain spotted as per Rule 7 above, as long as they continue to fire within the "earshot" of at least one enemy unit.

In a similar fashion, moving vehicles of all types may also be heard clearly from a distance of 12 Infantry Movement Factors (no bypass or road movement). Once again the judge should indicate the approximate direction of the noise (within about a 90 degree arc), the type of vehicle heard, and the approximate number (one, a few, or many). The types of vehicles are:

1. AFV (tracked and half-tracked)
2. Heavy Wheeled (trucks and armored cars)
3. Light Wheeled (jeeps, small cars and motorcycles)

If a Position Check is made on any hex in which the vehicle spent MFs, then the entire path of the moving vehicle spent within "earshot" (12 Infantry MFs) of the hearing unit is revealed to the "hearing" player.

Each "hearing" unit is entitled to *one* Position Check per fire phase (for weapons which fired that phase) *and one* Position Check per enemy Movement Phase (for vehicles which moved that phase), except that vehicles and their crews and passengers may not detect enemy units by sound.

Moving infantry and non-moving vehicles may *not* be detected by sound. When mounted cavalry and horsedrawn wagons expend *more* than 6 MFs in a Movement Phase, they may be heard from a distance of 6 Infantry MFs as per the procedure described above for vehicles.

Finally, the judge should make every attempt to conceal the fact that he is revealing sound information to the "hearing" player.

Blind Interrogation Benefit Table	
Die Roll	Benefit
-1, -2	Judge informs captor of the location of <i>all</i> enemy units and support weapons within 12 hexes of the location where the prisoner was taken, as of the time that the prisoner was taken.
0	Judge informs captor of the arrival time (or conditions for arrival), location of entry, and exact unit type and number of <i>all</i> enemy reinforcements, including both those that have already arrived and those that have not yet arrived.
1	Judge informs captor of the total number and type (but not location) of <i>all</i> enemy units and support weapons as of the time the prisoner was taken.
2	Judge informs captor of the number of enemy leaders, their morale ratings and their DRM's.
3	Judge informs captor of the types and numbers of all enemy AFV's and/or towed guns present.
4	Judge informs captor of the presence and numbers of enemy radios and/or field phones.
5	Judge informs captor of the location and strength of all enemy minefield and/or booby trap hexes.
6	Judge informs captor of the number of enemy snipers present, <i>and</i> of the presence of enemy partisans, <i>and</i> if partisans are present, the captor may designate any one hex during any player turn of his choice to be free of special partisan effects (Ambush, 98.3; Double Terrain Effects Modifier, 98.2) during that player turn. He may save this option for use at any time but must declare it before the affected combat is resolved.
7	None

20. *Weather Effects on Sound*: During atmospheric conditions of Falling Snow, Rain, or Heavy Wind, all sound detection ranges are halved, thereby becoming 6 Infantry MFs for weapons and vehicles, and 3 for horses.

21. *Prisoners and Interrogation*: All normal procedures of the *SL* rules (89, and 120.) are in effect. At the end of the phase in which they are captured, prisoners are removed from the owning player's map and are placed, in a broken state, in the proper hex of the captor's map. Prisoners may not "spot" enemy units for the original owning player, and are considered to belong to the captor for sighting purposes. Otherwise, prisoners are considered normal units for sighting purposes and, if they can be seen by other units of the original owning player, would be placed on his map as captive prisoners. Note however, that observed prisoners may not attempt to rally or observe enemy units for the original owner unless and until they escape.

All information which is revealed by interrogation is given to the captor by the judge. The judge should make every attempt to conceal the fact that he is revealing information to the captor.

The Blind Interrogation Benefit Table, given above, is used in lieu of *COD* Table 120.7. Except for the result concerning reinforcements, all information revealed on the Blind Interrogation Benefit Table should apply to the situation *as of the time that the prisoner was captured*. If the situation has changed significantly since the prisoner was captured, the information should be as accurate as the judge's memory allows.



AH Philosophy . . . *Cont'd from Page 2*

six-year-old waif is hardly worthy of my respect. Likewise, I'll withhold my admiration from those who play any game only when knowing full well that they will win, regardless of whether unmatched knowledge or undetected cheating tips the outcome to certainty. For me, the induced tension in my intellect is the fulfillment from this cardboard competition. The essence of gamesmanship is the ability to stretch yourself, to challenge those as able or moreso. And if you don't enjoy doing so, quit. Once the game is no longer fun, once it becomes a compulsive chore or an obligatory task, turn to something else, for I hope never to meet you over the mapboard.

This hobby, like chess and sports, has more than its share of monomaniacs already. Alan R. Moon has elegantly lampooned many of these types through the medium of "The Asylum"; sadly, there is more truth than fiction to these tales. Those who can quote chapter and verse every word ever written on the one or two games in which they excel, and insist on displaying this erudition, bore me to distraction. When inadvertently confronted by such, I strive to lose as quickly as possible; they have long since lost all pleasure in the play, and seem bent to spread this blight to the game in progress. Likewise the analytical types, who insist on eons to ponder each decision, calculating ad nauseam, afraid to err in an untimely miscalculation. These players are legion; the list endless. Those who, by some mental quirk, transport themselves into a fantasy of their own device—complete with sound effects, facial twitches, and phantom perspiration. Those who delude themselves that games must have a historical message, a amorphous moral. Those who, like the hapless gamer whose anniversary is thrown over by the arrival of the *GENERAL*, have slipped into the single-minded state of the near fanatic. Those recidivist Pattons who *must* win. All these, and more, seem devoted to destroying my pleasant hours; I avoid such like the proverbial plague.

This does not mean that one does not play with others. Playing games is a social activity. They did,

not evolve—they were not designed—to be played in splendid isolation. Games are not a refuge for the recluse. They are not an escape from reality but a slice of it. The loner huddled over a mapboard, under a strong light, endlessly devising the perfect strategy he will never implement is, alas, all too common (in all senses of the word). The companionship of a game is a prime element of my enjoyment, the single factor that sets it apart from any other entertainment. It is an enjoyment that I can share with others. The comradely chortle over a clever ploy, the collective sigh on the turn of a die, the convivial commiseration for a misfired but elegant coup; if you've not participated in these, you have missed more than you can ever realize. With the proliferation of play-by-mail systems and periodicals, there is no reason to avoid the company of other gamers, no matter how distant. I will grant that by-mail is but a shadow, but it is infinitely preferable to the alternative.

This is not to be construed as a condemnation of those who play against a mechanical device, nor those who enjoy solitaire play, nor those craftsmen who labor over meticulous miniatures, nor those who research and develop new games. But until the spark of sharing their efforts and expertise has come, I refuse to accept them as gamesmen. All their proselytizing, protesting and pretensions to the contrary matter not one whit.

It must be said of these, however, that they fully realize the potential of the third aspect of gaming. They literally wallow in the wealth of information that can be had in even the simplest of simulations. From the formative recognition of colors and counting found in *Candyland* to the scholarly debates on the versimilitude of *TOBRUK*, games are the most pleasant panacea for learning I know. Be it the vicarious struggle of a solitary gladiator in the cardboard arena or the omnipotent molding of a race as it climbs toward civilization, it seems impossible that the player could come away from the board without some appreciation of the reality imperfectly reflected. And, inevitably, such play would arouse the latent desire to expand the knowledge and skills (and hence, the parameters of the game itself) gained from that experience, thrusting one into a cycle of study and discovery. The times that casual play of a wargame has led me into a personal exploration of some mote of history are without count; nor would I trade one such moment spent. I, perhaps naively, expect others to share that sense of wonder the best of these games evoke in me—not for the game, but for that which it mirrors.

I won't quibble with the fact that the content and emphasis of any game is but a reflection of the prejudices of the designer/developer. But what learning process is not? To those players who are dead to the marvels of this surrogate world, I am as deaf as any of the fanatics. For them, the games I revel in are mere constructs of rules, charts and probabilities; there can be no emotive force or piqued intellect behind their play. Our pastime becomes but a bland and blind moment in colorless lives without this breath of Clio which animates the cardboard and ink. Without the educational wonder inherent in any game, they would truly be what so many have condemned them as—a mindless escape from reality, akin to that lowly box plugged into the wall force-feeding us the pabulum of the masses.

So . . . what does all this rambling portend for the *GENERAL* in the future. Given my above-stated proclivities, certain threads can be easily discerned in the warp and woof of the past two issues.

For one, expect more than a smattering of factual detail in the future. Fear not. This does not imply that the readers will be overwhelmed with historical commentary; I'll leave that to the likes of the *American Historical Review* and *Wargamers Digest* (both of which I religiously peruse). But

occasional topical bibliographies for the "student" of a game, brief articles on esoteric aspects of our titles, touches of the historical justification for game realities are not amiss I feel. This is the stuff such paper dreams as we indulge in are made of.

To this end too, I hope to revitalize the languishing book review column. Gamers are among the most literate of hobbyists, ever delving into the fringes of history and science. To dissect the mechanics of the design, to knowledgeably exorcise the flaws or explore the finesse, these works are the scalpel or cleaver. It seems appropriate that we present you with the whetstone.

The design analysis and errata which appear in the pages of *The GENERAL* are often reflective of this surgery. These provide the forum for the designer/developer to sit back and wonder aloud why and how he brought forth this prodigy. I've found these pieces to be fascinating, on more than one level. And certainly, they have proven to be the springboard for more than one article to enlighten us on our favorite game. Expect no changes here.

Relentlessly, all of this knowledge—of the history, of the designer's intentions, of the flaws and finesse—leads us to the variants and expansions of our published games. Unlike most scholarly works, a wargame need not be a stale slab of reality. From the blueprint the designer/developer has given, a player can tinker with the mechanism—and the best do. Hence, the expansion of the parameters of the game—the variant article. For many, the fact that Avalon Hill's titles, through the offices of these pages, are infinitely flexible is a revelation. Of course, it is with ease that the reader himself can do this with some titles. But the enjoyment that sitting down with the new *RICHTHOFEN'S WAR* cards or *PANZER LEADER 1940* counters brought me is not to be surpassed. Such variants will continue to come your way, on titles both old and new.

Let us not forget though, that wargames are meant to be a challenging entertainment. Good gamers (and I assume that each of our readers are—each in his favorite) want tips on play. The analytical articles on strategy and tactics for AH games are second to none anywhere in print. By the very best of the players, they are often woefully sparse. I hope to encourage more of these, for where better to hone your skill than at the feet of a master. And too, your soon-to-be opponent is likewise. Now, two equal adversaries, having devoured the master whole, will square off in the best of challenges—over a mapboard. The Series Replays match master against master, while we players pick up morsels of strategy. All of this cannot help but raise the level of competent play among our readers. I would not have it otherwise.

But, of course, all this is meaningless if one does not play against anyone. The *GENERAL* has long fostered the competitive aspect of the hobby. Our games are meant to be *played*. To this end, play-by-mail systems and their adjuncts will occasionally appear. And surely, our regular features devoted to bringing gamers together (the Want Ads, Convention Listings, "AREA Top 50/Meet the 50", "Infiltrator's Report", et al.) will continue apace.

And so it comes that this erstwhile historian, researcher and gamer becomes "Managing Editor" of one of the most respected periodicals in the hobby—a dizzying elevation from obscurity. As such, I don't intend to impose my views about the foibles and fancies, fads, failures and fixations of our hobby on this readership. The good things that come the way of you readers over the next few years in these pages are due to the collective efforts of the artists and staff listed in the credits of this magazine; the brickbats are mine.



THIRD REICH AT THE CLUB PART 2

Further Play at the Emerald City Card and Game Club

By Bill Nightingale

(Author's Note: Perhaps a word of explanation is in order. The Emerald City Card and Game Club is of course fictional, the idea for it coming from my bridge playing background. An English author, Victor Mollo, has written many articles and a couple of books about a card club called the *Griffins*, the members of which have names such as Hideous Hog, Papa the Greek, and Rueful Rabbit. I have thoroughly enjoyed Mr. Mollo's writings, and this series on *THIRD REICH* is my attempt to do something similar with a multi-player wargame being the central theme. Having participated for many years in competitive play from the club to tournament level, I know that the players are every bit as much a part of the drama as is the game—be it cards or boardgames. Their abilities will range from excellent to horrible; there will be the dashing attack at all costs type and the conservative never take any risks type, and all sorts in between. For those of you who are frequent participants in live play, such as in a wargaming club, I think you will find the 'players' in this 'club' are typical of many you have met—they are not perfect, mistakes in play will be made by even the greatest and some of the analytical commentary will be less than astute. But then, that is reality. For those who play by mail or solo, perhaps this will give you some vicarious pleasure in looking in on the "people" drama of gaming. For some time I have been threatening to send to Don Greenwood an article on psychological strategy in wargames, but have never gotten around to putting together my notes in readable form. Perhaps if this Club series survives long enough, I can get most of the concepts covered in it. I think this subject is very poorly covered in hobby literature, at least from what I have read. Mostly, I hope you enjoy the articles; and, if by chance you also pick up some tidbit that will improve your strategy and tactics in *THIRD REICH*, so much the better. The previous article ended after the initial setup was completed, so let us get on with the show.)

FALL 1939

The turn started with Italy declaring war on the Allies and then taking an attrition option on the Western and Mediterranean Fronts. Germany made no DOWs and attritioned in the west. Attrition combat resulted in France losing two units; Tinman removed one replacement counter and a 2-3. In the east, Germany subdued Poland losing one air factor in the counterair battle and a 4-6 during exploitation into Warsaw. German builds included the airborne which was placed on R25, one air factor that combined with four others to create a full 5-4 air unit, four 4-6s, nine 3-3s and four replacement counters. The latter were put adjacent to Berlin, five of the infantry units were setup in East Prussia and the other four with the armored units went to hexes from which winter attacks could be made. Witch West then said, "The new rule that Germany must maintain an Eastern Front garrison of 20 air and/or ground factors cuts down on the number of units available for attacking in the west. A player who gets too adventuresome on the opening turn might find it difficult to meet this requirement and have sufficient forces to defeat France in a reasonable amount of time, particularly if significant combat losses are taken. I could leave some air units in Poland or East Prussia to meet the garrison requirement this turn, but when they stage west in

the winter there would be nothing to replace them. The garrison must be in place at the end of the German movement phase and player turn."

Scarecrow built two Italian replacement counters and proceeded to redeploy both 3-3s and the armored unit to Libya, these units having been pulled off the French border during movement. Their place was taken over by a 1-3 and a German 3-3 that moved in from R25. Witch West SRed three armored and two air units from Poland to the west, an airbase counter from the Eastern Front to R25 and a replacement to Rumania. Both Italian 5-4s, located in Northern Italy, were lent to Germany. It is obvious that Scarecrow had agreed to help the German player conquer France quickly while attritioning in the Mediterranean. What the quid-pro-quo is I don't know, but an Italian player who does this runs the risk of his ally reneging later on, though I doubt that will happen in this case. A good Italian player knows that his chances are very dependent on German success, but he is not going to sit idly by and let that player run off with the win. Most of the writers who discuss German options and strategy must have very acquiescent Italian partners, or they are talking about a two-player game without clearly stating it. As the Italian player, my opening terms for German use of the ten air factors during the attack on France are half of the French BRPs plus Marseilles. Oh, I might back off a bit—say Yugoslavia's BRPs, Belgrade and DAK in Africa with Germany paying for the DOW. Remember, those two 5-4s are an important part of a quick German conquest of France.

There followed some discussion of the pros and cons of a DOW on Luxembourg, but that decision is not affected by the new rules and is dependent on the overall German strategical plan. As the Allied players were getting ready to start their turn, a bystander, who is unfamiliar to me, spoke out, "This is my first look at the new game and there certainly are many changes in the mapboard and evidently in the rules too. With the German making this quiet opening, wouldn't it make sense to declare war on the Netherlands and attrition only against that country on the 11-20 column? This gives an 83% chance that the Dutch 2-3 will have to be removed and then The Hague can be occupied in the winter without combat. With that capital virtually isolated there is no way the Allies can move in to it. This DOW will be made in the winter anyway, so why not get it over with and possibly free up some units to be used elsewhere next turn." Several of the people around the table nodded agreement with the idea, someone adding that even if it failed, the normal attack could be made next turn and possibly a British air unit might be picked off if it tried to intervene. Witch West, anxious to get the game moving, cut off the conversation and said, "That could have been done with the prior rules and then you had the possibility of an added bonus should an Allied player attack Belgium in order to assist the Dutch. I prefer to build as much as possible this turn and then make the DOWs in the winter. Also, if the 2-3 is not removed, intercepting British air intervention may detract from the force of attacks made elsewhere."

In order to avoid an initiative conversion and not wanting to take an offensive option because of the powerful force facing him, Tinman had France declare war on Luxembourg and then commented, "There is an advantage in forcing the Germans to

start their attack one hex farther back; but more important, this expenditure of 10 BRPs plus 25 for builds will allow France to get down to 50 BRPs at the end of the turn. Assuming Britain spends as much as possible, there will be no very unwanted turn flip-flop. I eliminated the 2-3 instead of the other replacement counter for this reason also." Really, Tinman is playing above himself tonight. These are little details that a good French player must have the foresight to do. I wonder what he would have done if Axis attrition had called for fewer units to be removed—take an offensive option without the DOW I suppose, but he must attack; if there are any significant losses, there will not be enough BRPs remaining to build all of his units. There is a new rule that allows a player to voluntarily eliminate units prior to movement; however France cannot do this before Fall 1942. Tinman had also placed a fleet in Beirut during opening setup so that the Lebanon/Syria 2-3 could be SRed back to France. Of course, another option would have been to send the fleet out during movement and try to entice any unused Italian fleets into battle.

France took attrition options in the Mediterranean and west while Britain did so only in the former. The Russian player's turn now occurs at the same time as that of the Western Allies—not following as was true in the old multi-player game. Witch East announced a DOW on East Europe in preparation for occupying the partition cities. She said, "A major change in the rules allows me to spend 10 BRPs on a declaration of war and then take an attrition option in order to take over East Europe, thereby saving 15 BRPs. In fact, I could not take an offensive option this time because to do so a player must attack a ground unit or perform an air or naval mission, none of which can be done in this case. For an attrition option there is no combat required anymore, and so to make the DOW valid I simply have to move in and occupy the cities." One of the kibitzers asked if she intended to move into Bessarabia and prevent Foreign Aid from being given to Rumania. Before Witch East could respond, Dorothy, who had joined the onlookers and is our Rules Committee Chairperson, spoke out, "There is an implication in your question that Russia can declare war on East Europe and gain the 25 BRPs by taking all of the cities except for the two in Bessarabia. This may be implied in 33.61; but 43.5 is very specific on the subject: 'In order to control East Europe, Russia must control every city in the area.' On the other hand, if Russia does not enter East Europe by the end of 1939, then Germany may do so by declaring war but would not need to occupy Bessarabia, it would remain under Rumanian control." I'll bet that kibitzer is saying to himself, "Thanks but I didn't need to know that much about it." Dorothy has a tendency to quote chapter and verse when it comes to rules and probably would have continued on if Witch East hadn't interrupted with, "I certainly do intend to take all of the area, to do otherwise would be foolish as our eminent chairwoman has pointed out." I detected a bit of sarcasm in that last statement; those two have never gotten along very well.

During the Allied movement phase, Russia established control over East Europe while France prepared for the German attack. Because of his desire to prevent any possibility of a German breakthrough into Paris, Tinman was not stacking

units together and only had eight factors for attrition. The resulting combat had no effect, while in the Mediterranean Italy lost one replacement counter. Lion then proceeded to build one fleet, a 5-4 air unit, an armored unit, three 3-4s and three replacements. During strategic redeployment, the fleet went to Gibraltar, one 3-4 and a 4-5 were sea escorted to France where they took up positions at N23 and O23; another 3-4 was sent to Egypt and the air unit on Malta flew via airbases in French North Africa to Gibraltar where it combined with the 1-4 there to then be escorted to Egypt. All of the French Force Pool was constructed and Russia spent 35 BRPs on new units. After the SRs had been completed, including the Lebanon/Syria 2-3 to France and a French 1R to Tunisia, the turn ended with both sides having 113 BRPs. In France the Allies had constructed a triple line defense—the only exception being in the south where the ZOCs of French 3-5s at R21 and T19 tied in the third line. This, of course, takes into account the Belgian units when they are setup. All three of the British 5-4s were in position to provide DAS to that country's two units in France, while the French air force was on airbase counters at P21 and Q21. Tinman observed, "In the past a French player attempted to keep his air units out of counterair range, but the new rules have lessened the need for that. Combat is now required for both counterair and interception; and if the attacker has a force that is at least equal to the defenders, none of the defender's air factors will be able to provide DAS regardless of who wins the battle. Should the attacker commit less than an equal number of factors to either type of battle, if the defender wins he may use his survivors for DAS if they were intercepted or for any mission if they had been counterair. Losses are extracted and the winner determined.

There have been significant changes made in the air rules. Previously, the attacker could counterair with a force equal to the defender and ground those units without taking any losses, while if he intercepted, the opposing air factors had to be eliminated or they could continue on to perform defensive air support. Note also that the new rules require interception to occur in the hex to which DAS is being provided. Regarding the overall Allied setup in France, I think it is spread a little thin; but why leave Paris undefended for the airborne unit to attack? As I was about to speak out on this, Witch East interrupted to say, "Granted this is a multi-player game and Lion has his own fish to fry in the Med, but it is obvious that the Axis is concentrating on France and so there is no immediate threat to British interests in Africa. A better defense would be to send three British ground units to France and place them at M24, N24 and Sedan: the four 1-4s should have been SRed to England to combine with a newly constructed 1-4 so that 20 factors of air would be available for the winter turn; the Maginot hex at Metz should have two 2-3s and that silly move of a 1R to Tunisia should never have been made. With this defense, the German would have found it difficult to make any significant penetration of the second line and with French armor at N23 and O23; virtually impossible to end the turn adjacent to Paris. There will be enough other units to support this and prevent an airborne breakthrough in the south with the third 3-5 at R21. I'm sure that Witch West isn't going to throw away her airborne by dropping it in Paris, though I suspect there are some who might be foolish enough to do so."

WINTER 1939

Germany declared war on Denmark, Netherlands and Belgium. Another rule change is that the forces of a minor which has been the object of a declaration of war are setup before options are stated. This new rule has been debated at length with many players asking the Rules Committee to

reverse it for Club play. They reason that a country would know if an invader was going to make a rapier-like thrust or start off with a sort of trench warfare, and could deploy accordingly. Other players like the new rule for its gaming aspect and the unknown of what is going to happen. So far they have prevailed. There is no problem now because everyone knows what option Witch West will have Germany take. (As an aside, there are instances where this is important, such as in Turkey or Greece. In the case of an Axis DOW on Greece, the Allied player is going to have to infer from the units facing him and the general situation what his opponent's intentions are. In the past, Greek forces were setup differently for each of the options; its setup, as well, was based on which attacking units were involved.)

After deploying the units of Denmark and Holland, Tinman put a 2-3, 1-3 and 1-4 on Brussels with the other 1-3s at Antwerp and N25. Lion objected to this, claiming that the extra 1-3 should go on M26 rather than Brussels in order to cut down on the number of German armored units that can be in position to move up and exploit a breakthrough. This is correct, with the 1-3 at M26 there are only two adjacent hexes in which the 4-6s can be placed, and one of these is needed for an attack on The Hague. Surprisingly, Witch East spoke up in Tinman's defense, at least in part. "With the actual Allied deployment there is little difference between the two setups. Assuming that the German player is going to attack through Belgium, a 1-3 at M26 forces two breakthroughs to be made, but the additional 4-6 required for this is offset by the lowered number of factors needed to attack Brussels. I slightly prefer Tinman's setup; however if the Allied forces had been deployed differently . . ." She was silenced by a glare from Witch West, who, after declaring the German option, firmly started moving units into position for the attacks.

First the three minor country 1-4s were counterair followed by successful 2-1 attacks on Copenhagen and The Hague, Germany losing one 3-3 in Denmark and a 1-4 during the air battles. In Belgium, both Brussels and N25 were attacked from M26 at 2-1 with six air factors in support of a 4-6, 3-3 and the airborne which had dropped into M26. The result of this battle was a CA exchange; Witch West removed four lent Italian air factors so that the 3-3 could advance to N25 and the 4-6 to Brussels and create two breakthrough hexes from which armor could exploit. Only one of these was used however, as all six of the armored units moved into Brussels ready to exploit. Antwerp also fell to a 2-1 by one air factor and an infantry unit and a 50/50 gamble came off when nine infantry factors came through a 1-1 on Luxembourg. In the exploitation phase, one 4-6 moved to Antwerp where it combined with four air factors to take Calais from the French. The main attack out of Brussels didn't go so well for Germany when five 4-6s and four Lent Italian air factors ran into an exchange in their 3-1 on French 2-3s at M24 and N24. The losses were satisfied by an armored unit and the four air factors, allowing the remaining 4-6s to advance into the two hexes. When Scarecrow saw this he said to Witch West, "When I loaned the air units to you I knew there would be some losses, but 8 out of 10 is a little much." To this reproach the German player responded, "That is the way the dice fell and I am sure you wouldn't want me to weaken the defensive capability of the advancing armor. Look at it this way, my use of your air units for satisfying exchange losses is a form of a loan, so that later in the game I will be able to make BRP grants to you—these grants cannot go both ways." The Italian player appeared a little skeptical and muttered something about interest on the loan; maybe the Axis partnership is cracking a bit. Both French 5-4s attempted to provide DAS, one going to Calais and the other to N24, but they were in-

tercepted by equal German factors and turned back. Each side won one battle and the result was France losing six and Germany four air factors. In the old game, particularly the two-player variety, a German used the Lent Italian air units for interception because of the certainty of loss, now it is better to use them for combat air support and have the German units do the intercepting as well as counterair due to the more favorable nationality DRM.

I was wondering why Witch West had made the attacks she did and did not attempt to pierce the second line with the airborne, or go through Sedan and with the aid of the paratroopers get south of the British so that next turn Paris could be attacked through P22 without a river tripling the defense. Evidently anticipating my question, she said, "My attacks this turn may appear to be conservative, but to venture farther out would be quite foolish. Because of the strength of Allied air when both the British and French have to be attacked, at least two 1-1s would be required and there is no point in taking that much risk now. An attack through Sedan against only the French would have been a possibility, however that is too precarious a position for my tastes considering the counterattack possibilities the allies have. As it is, I do not feel very secure since they can get a 2-1 on N24. I think it was a mistake to not have saved some air factors for DAS and force them to chance a 1-1 or take attrition." The Axis combat phase ended with an attrition attack in the Mediterranean having no effect. With 30 BRPs remaining, German builds were four air factors, two 4-6s and two replacements. Scarecrow grudgingly rebuilt Italy's air force as well as the balance of his units except for the fleet and some replacement counters. He sent the 2-5 Lybia and two 2-3s to Albania, with the other two having been setup in Trieste. Germany's SRs included the airborne back to Bonn and some infantry units to positions along the front, though of course not adjacent to enemy units. In addition, Witch West was again able to talk her ally into loaning his air units to Germany, so they were redeployed north with three factors combining with the two already there.

It was now the Allies' turn and Lion, who had been brooding for some time, said, "Finally, I thought we were going to try and go through 1941 tonight. The decision Britain and France have to make is whether to take attrition or offensive options. Although I would like to build both fleets, an offensive attack is clearly indicated here. I agree with Witch West that she should have saved some air factors to prevent the 2-1 on N24. A 1-1 attack would make our decision much more difficult because an A Elim—16% probability—opens Paris up to direct attack from two hexes. Our attack will be out of three hexes with my units at N23, two 3-5s at O23 and two 2-3s at Sedan. All 15 British air factors will need to be added, so this could be expensive. An exchange will force removal of at least eight air factors since the British ground units must stay where they are and one French unit should move into N24." Offensive options were declared and the attack on N24 made. The result was a CA exchange with one 2-3 advancing into the hex while the other 2-3, one 3-5 and three air factors were eliminated to satisfy the loss. In the Mediterranean, attrition once again took an Italian replacement counter; in Russia, Witch East simply waited—though she didn't seem too pleased with what was occurring in the west. What her problem was I couldn't understand; I thought the Allies had handled the attack well and Lion hadn't tried to talk Tinman into attrition so that the third fleet could be built.

Lion constructed one fleet, the last 4-5, three air factors and three replacements, which together with the cost of the offensive option reduced Britain to that one lonely BRP that is automatically wasted in

1939. Before Tinman acted, he pondered for a few moments, obviously realizing he could not rebuild all of his forces. Then looking very intent, he reactively five air factors and the armor and three 2-3s. The 3-5 went to Paris, two 2-3s to Sedan and the third one to N22; but now there were three infantry units out of play and they would be joined by a fourth one when the isolated Dieppe unit was removed. In the SR phase, he moved another 3-5 into Paris and one to Q22. Lion sea escorted a 4-5 and 3-4 to France, positioning them at O23, another 3-4 was sent to Egypt, leaving seven ground factors in London and the replacements scattered around on or adjacent to beach and port hexes. At the same time Witch East completed the activation of Russia's Allowable Builds and then made a 9 BRP Foreign Aid grant to Hungary. She explained this by saying, "Russia may grant BRPs to Hungary and Bulgaria without restriction and, as previously discussed, to Rumania if Bessarabia is not taken, but this would mean the loss of East Europe's BRPs. A case could be made for concentrating on Bulgaria because if that country failed to activate, it would limit the number of German units there when and if an attack on Turkey is made. I have selected Hungary, however, because it has more combat units for the German to use. With all of my builds made and a growth rate of only 30%, the net cost of this grant is two BRPs and they would not add to base growth in 1940." She still made no comment on what had gone on in the west, though it was clear that she did not approve of the way the Allies were handling the situation. Thus, 1939 came to an end with the battle about even in my opinion.

1940 YEAR START

The starting BRP totals were: Germany 210, Italy 75, Great Britain 125, France 87, Russia 118. Strategic warfare builds amounted to 20 BRPs for Germany and 12 for Great Britain. Of course, neither player said what type of SW builds were made, but there are a number of rule changes involved. First, BRPs spent for SW builds are deducted before the turn limit is determined, so that Germany may spend up to 95 and Britain 56 BRPs in any one turn. Of major importance is the requirement that Germany must remove a 5-4 air unit if any SAC losses are sustained. This is cumulative so that another 5-4 must be removed in any subsequent year that these losses occur. In any year there are no SAC losses, then a 5-4 may be returned to play. The unit removed cannot be replaced and reduces, until put back in play, the German Force Pool. This creates a guessing game, and the answer to what a player should do depends in part on a knowledge of his opponent. My own inclination as the British player would be to not build SAC because I don't like the idea of the German building all subs and those added factors carrying over to the next year; this is particularly true for the 1940 YSS. If, instead, he builds interceptors, then I will have reduced my strategic warfare losses. With some knowledge of my opponent's game or in repeat play against the same person, I might build some SAC just to keep him honest. As the German player, for many of the same reasons, I would usually construct nothing except submarines in 1940. I can probably stand the loss of air unit in 1941 and I want as many submarine factors carrying forward to future years as possible. Again, some interceptors should be thrown in occasionally to keep an opponent guessing.

SPRING 1940

This is a critical period since the speed with which France falls is a major factor in determining the pace of the game. In my opinion, the German player is fighting an uphill battle if his attack on Russia does not commence by Spring 1941. Writers on the subject of German strategic options in

THIRD REICH tend to assume that their opponents will roll over and play dead while they go roaming through Norway, Turkey, Spain. Scarecrow started off proceedings for this turn by announcing a declaration of war on Yugoslavia and so it was up to the French player, whose capital is closest to Belgrade, to deploy the minor's units. Tinman placed two 2-3s and the air units in Belgrade and 2-3s on V28, X28 and X29. The Italian player took an attrition option in the Mediterranean and would be able to roll on the 21-30 column after moving his units into position. Witch West surprised no one by taking an offensive option in the west. The defense had seven factors of British units at N23 and at O23, with the French having two armored units in Paris, the third at Q22 and the 2-3s as follows: two at P23, Q23 and Sedan, one in each of the Maginot hexes and on N22, N24 and P22. Three replacement counters were on the Italian border. There were also nine French and fifteen British air factors available for DAS.

There are two basic attack routes available to the German player. The first is a 2-1 breakthrough at Sedan or Metz, 1-1 airborne attack on P23 with two armored units exploiting to attack P22 and Q22 at 2-1. A total of 21 air factors is needed for these three attacks, leaving nine to intercept the French. Note that since air support is limited to three times the ground factors involved in the attack, a 2-1 cannot be made by the airborne on the two French units at P23. By adding six air factors for a 9-8 attack, there is an 83% chance the hex will be cleared—though in 1/3 of the cases the airborne will be lost. This is expensive, but the advantage is that the airborne can be rebuilt and used next turn. Another point: if the attack goes through Metz, all French units except the 3-5s in Paris and the 2-3 at Strasbourg will be out of supply. If a 4-6 is moved to M26 or Dieppe, the British units at O23 will be isolated because the German armored unit that advances to P22 will be adjacent to both the units and the supply source (Paris) and there is no alternate route available.

The other approach would start with a 1-1 on the British position at N23 by adding five air to 13 ground factors located at Dieppe and M23, with five armored units ready to move up and exploit. If this is successful, then Paris could be attacked at 2-1 using the exploiting 4-6s, airborne and one air factor. The remaining 24 air factors would be used to intercept the British and French DAS attempts. Even though the airborne is used to untriple the defenders, a bridgehead counter may be placed so that up to five armored units can advance. Both of these options rely on the success of a 1-1; the German player could decide on a more conservative line and take 2-1s on the screening units, say the British, and wait until next turn to attack Paris. How will Witch West elect to go? My inclination would be to attack through Metz; it is safer, and if the 1-1 on P23 doesn't work I can salvage something by having the exploiting armor with air attack that hex. The road through N23 to Paris is full of danger, there are too many things that can go wrong.

Actually she opted for the northern route, but with a twist that gave her an added advantage—one that was almost completely psychological. Three infantry and an armored unit were moved into position for the breakthrough attack and five 4-6s to the three hexes from which they could move up and exploit. In addition, another three infantry units moved in to attack the 2-3 at N24. The German player then announced that five German air factors would counterair a British 5-4 at Harwich and ten Italian plus five German air factors would provide combat air support for a 2-1 attack on N23. The counterair battle was then resolved and as luck would have it, the German die roll was a 6 and the British was a 1, resulting in five British factors being

removed and two German. Lion now had a decision to make. He could use his remaining ten air factors for DAS thereby forcing Witch West to either intercept with her ten factors or allow them to go through and reduce the attack to 1-1. An equal factor interception would protect the 2-1, but the exploitation attack into Paris would probably have to be forgotten since it would be a 50% 1-1. If the DAS was allowed to go through, the chance of an attacker elimination was greater but there was still better than an 80% possibility of the German winning the battle, costing Great Britain another ten air factors (30 BRPs to replace). Also, in 35% of the cases the Germans would suffer no losses. The DAS attempt could be made with fewer factors but this would allow the Germans to intercept and then make an 83% 1-1 attack on Paris. Lion frowned, he started to say something, and then after a few agonizing moments he took the worst possible course of action, he did nothing. The attack was made and the N23 units eliminated, Witch West rolling another 6. Five armored units moved up and together with the airborne and one air factor, the exploitation attack was made. This resulted in a CA exchange with the Germans losing one 4-6 and the airborne. A French attempt to provide DAS was turned back with the loss of two French and one German air factors.

In the Mediterranean, Scarecrow was also lucky with his attrition attack. Two British 1-3s and the French replacement counter were removed and the Italians occupied LL25. Before making her builds Witch West said, "I was lucky on those attacks, but the most important one was the counterair because it started a train of thought in Lion's mind which made it difficult for him to come to the right decision. There are many opportunities to use this tactic of adding air factors as combat air support to increase the odds and allowing an opponent to put in DAS where the chance of winning the battle is heavily weighted against him." Witch East then said "There were a number of mistakes made by the Allies, though some of them had nothing to do with the outcome. In the last turn, Lion should have removed enough air factors from the exchange to allow two more French 2-3s to be built, one going to Metz to make that attack route more difficult and the other on N22 to strengthen that position. Also, if that fourth air unit had been brought together in Britain, this attack would have been more difficult to make. What just happened goes to prove that two wrongs don't make a right. Lion should have added the DAS, but when he didn't, Tinman should not have done so on the exploitation attack."

A couple of people at the table questioned her on this and so she continued, "When the German player added those 15 air factors, the stakes became a lot higher. A defeat would eliminate German units worth 62 BRPs and time would have been wasted. There was also a 33% chance of an exchange that would cost almost as much, though it would have been expensive for the British also. By committing his DAS, the British player would have put the monkey on his opponent's back and there is a good chance that she would have intercepted in order to protect her investment, giving over attacking Paris at this time. Maybe Witch West would have gone ahead with the 1-1 anyway because the odds favor it succeeding, but a player under pressure is far more likely to make the wrong decision. As for the French DAS, that is simply a matter of logic and the new rules. British air is now forbidden from being used for combat air support in an attack on Paris, nor can they intercept because that must be done in the hex being attacked. They can however counterair enemy air units and prevent these from being used for DAS. Therefore when Tinman saw that ten British air factors would be available, he should have withheld his own so they could be added to the Allied attempt to retake the French capital while the British counterair the Germans."

This discussion was over my head, and I suspect there were others around the table who didn't understand it. Witch East is an excellent analyst and is known to be able to make quick decisions—but that quick? I suspect she worked it out afterwards and then tried to impress everyone. She is taking the whole thing in good spirits considering that a Fall 1940 attack on Russia is very possible. German builds included the airborne, armor, infantry and air units, reducing the combined Axis BRP total to 170. The airborne and an airbase counter were sent to Denmark, the armor and air to France and units were placed or SRred into positions where they could join the Mediterranean attrition attack next turn. Lent Air units remained under German control.

This precautionary measure by Witch West of keeping a strong force in the west paid off when the Allies got their share of luck and the 1-2 counter-attack was successful. Even though the result was a CA exchange eliminating 16 BRPs worth of Allied units, France was still alive and four German 4-6s bit the dust. In North Africa a British offensive recaptured the hex lost by attrition and eliminated five Italian ground factors, but also sustained a loss of one 3-4 and three air factors. Why Lion did this is a mystery, but I suspect he acted out of sheer frustration. By the time the turn was over he had regained his composure, and also buoyed by the recapture of Paris, he explained, "With the German player's luck in taking Paris so early in the game and facing an attrition attack in the Med next turn on the 41-50 column, I had to take some risks. If both of my attacks had worked, I would have eliminated six Italian factors and reduced the attrition by one column. The odds were heavily against our retaking Paris and so I had to act." One of the kibitzers, I think it was the person who had talked about attritioning the Dutch unit out of The Hague, said: "Some things haven't changed, this is a good example of how not to play the British during the early game in the Med. As long as the Axis keep relatively quiet by using attrition and there is no immediate threat to Suez or Alexandria, Allied attrition should be the name of the game, barring some fantastic opportunity that can't be resisted."

SUMMER AND FALL 1940

The Germans took Paris again in the summer and this time France could not even mount an attempt to retake it. The attack did cost the Axis four more air factors when French DAS was attempted. If the British had joined in on the counterattack a 1-2 would have been possible, but Lion said he couldn't afford it, particularly considering the remote possibility of success. Oslo was taken by a combined air and airborne attack and Witch West followed this up with a fleet being SRred to Bergen. Attrition in the Mediterranean resulted in the Allies having to remove five counters and give up two hexes. Lion took three units off of his front line and two from Yugoslavia. The Vichy regime was setup in France with 14 naval factors, two air factors, one 3-5, four 2-3s and one airbase counter. The colonies went historical with North Africa being Vichy and Lebanon/Syria Free French, each containing one 2-3. In the fall, a joint German and Italian attack captured Belgrade and pushed the British back to within two hexes of Alexandria. Yugoslavia's 20 BRPs and objective hex went to Italy. During these turns, a substantial buildup of German forces on the Eastern Front had been going on.

At this point the players agreed to call it a night. Witch West said "We will start at noon tomorrow. That is an hour earlier than I said before, but we have to get this game moving along or it will never be finished." So players and spectators started departing with the stage set for the big event, Germany's attack on Russia using cardboard counters on a tabletop mapboard filled with hex-

agons. The BRP count at the end of the Fall 1940 turn was Germany 50, Italy 15, Britain 18 and Russia 107. Witch East's only expenditure had been a Foreign Aid grant of 11 BRPs to Hungary. Germany had also granted 10 BRPs to the same country.

A couple of comments should be made regarding the situation as it now stands. There will be no 'unwanted initiative' since the British total is less than that of the Axis. In all forms of the game, Russia's turn is at the same time as the Western Allies's, but her BRPs are not included until actively at war. Since one of the Axis countries needs to have 35 BRPs to make a DOW on Russia, the British player should have no trouble keeping under that and avoiding any chance of giving Germany a chance to have two turns in a row over Winter 1940 and Spring 1941. Of course, Germany could achieve a double turn by declaring war in the fall, but that is another story. There have been no variant counters played so that is an unknown factor in the game. As I started to leave, Witch West suggested that we go to the lounge and have a nightcap, which I readily agreed to. Going out of the room we passed a table where a couple of diehards were just getting started on a game of TRC—it sounded like they were going to play all night.

After placing our orders, I decided to ask if she had read the Spain-Gibraltar-England line of play that had appeared recently in the *GENERAL* ("The Spanish Gambit" by David A. Hablanian, Vol. 18, No. 5) and what she thought of the approach. Her response was "An excellent article with many good ideas in it. I think it would be fun to try sometime, but it is not a very practical strategy in any serious game. The Italian player's role is discussed but, really, what is there in it for him—have fun watching the German player win or agree on a tie—then be betrayed in the end game. Its use is limited to a two or three player game where one person controls both Axis countries. There are two or three problems with it in any form of the game. Paramount is the timing, there can be no hitch in any of the attacks, such as the conquest of France. Reference is made to a German invasion of France in 1939. Against competent Allied play, it is almost impossible for France to fall before Spring 1940 and the Gambit could not be started prior to Fall 1940. If the turn 1 invasion poses a serious threat to take Paris, the Allies may convert the initiative and even though Paris was taken in the winter turn, France will not be conquered until the French have a chance to retake it, which is in the Spring. This is true even if it is impossible for Paris to be retaken. Since French units will still be on the board at the end of the Axis spring turn, redeployment of units to the Spanish border cannot occur until summer and the attack launched in the fall. This also leaves open the question of when Poland, Norway, etc. are to be subdued. This does not consider the havoc that the Allies might inflict on the German forces during their two consecutive 1939 turns and the BRP shortage that Germany will have to operate under during 1940.

"More realistically, France will not fall until at best summer, and even that takes a bit of luck or opponent misplay. This means that Spain cannot be attacked until the Winter 1940 turn and even though I agree that a one turn conquest cannot be prevented, I think there must be a way to force one of the attacks to be at 1-1. This will take some more study and would be a good question to pose, though it may have no answer. The attack on Gibraltar would not occur until Spring 1941 and, unless Britain is badly mauled in France or poorly played, the chance of this phase succeeding is, at best, 50%. Even if all of this is successful, Axis SR limitations will prevent an attack on England before fall or, very possibly, winter of 1941. Remember, even though Britain has two less, she can react almost as

quickly as Germany. Also, the article played down the Russian threat, and in a two player game that should not be taken so lightly." Although I had some questions on this, Witch West started asking about the notes I had taken and so we started discussing the evening's game.



SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed 125

Total Responses: 791

Rank:	Title	Pub	Times		Freq. Ratio
			Last Time	On List	
1.	Squad Leader	AH	2	9	13.7
2.	COD	AH	4	9	8.0
3.	Cross of Iron	AH	5	9	6.4
4.	Third Reich	AH	1	9	5.1
5.	Bulge '81	AH	10	4	2.9
6.	D&D	TSR	6	9	2.8
7.	TRC	AH	3	9	2.7
8.	Flat Top	AH	20	3	2.2
9.	VITP	AH	7	9	1.8
10.	Fortress Europa	AH	16	9	1.4
11.	War & Peace	AH	8	9	1.4
12.	SOA	AH	9	2	1.3
13.	Submarine	AH	—	1	1.2
14.	GOA	AH	11	6	1.1
15.	Midway	AH	12	3	1.1
16.	Panzer Leader	AH	13	4	1.1
17.	WS&IM	AH	18	9	1.1
18.	Afrika Korps	AH	15	9	1.0
19.	Gettysburg	AH	—	1	1.0
20.	War at Sea	AH	14	9	1.0

It had to come to pass; the top three slots on our tabulation of player's preferences are occupied by *SQUAD LEADER* and its attendant gamettes. *BULGE '81*, featured in this issue, shows favorable acceptance among our readers by its fifth-place position. Reflecting reader response to our recent naval issue, *FLAT TOP* returns to the top ten and *SUBMARINE* surges onto the list. Joining *SUBMARINE* as a new entry is the 1977 version of *GETTYSBURG*. Most impressive too is the heretofore unnoted fact that no less than twelve of the titles have held a spot on this list since its inception. Once again, *PANZERBLITZ* and *MAGIC REALM* have slipped from the listing of what the readers have been recently playing.

Colonel Hessler . . . Cont'd from Page 16

The German chances of winning in *BULGE*, as they were historically, are slim. The German player must hit the American defense hard on the 16 a.m. turn. The attack must then be vigorously pursued for the next five to seven turns; every effort must be made to eliminate or trap enemy units. Critical points in the Allied line where success will disrupt the Allied defense should be identified and hard hit. With a well-directed offensive surge throughout the game and a little luck, the German player can reach the Meuse and even win occasionally.

BULGE '81 tends to develop along one of two basic lines, depending largely upon the skill of the German player. A competent player will more often than not reach the Meuse but will only occasionally accomplish any of the three victory conditions. An inexperienced German player will stall along Elsenborn ridge and the Ourthe River after about eight turns. The best games normally consist of a good German player matched against an average Allied player. In any event, the new *BULGE* is an interesting and exciting game and should be played.

For those of you who still do not remember Colonel Hessler—he was the German SS panzer commander in the Battle of the Bulge movie.



STORM OVER ARNHEM

British: Alan R. Moon

German: Donald Greenwood

Neutral Commentator: Courtney Allen



The players are identified by color: German comments are printed in black; British in red. Neutral commentary is in italics. Each player's move is listed on the line below his comments for that impulse. An attack is listed in the form: Attacker [area attacking from] vs Area Attacked (*italicized numbers represent a committed group*) at odds [British chit: German chit # Number of casualty points] [Results list units eliminated behind a K; units retreated and area retreated to behind an R.] Movement impulses are listed in the form: unit moved [number of area moved from] *number of area moved to*.

GAME TURN #4

There was no Close Combat in turn 3. The British player gets a reformed unit which he places in area 4. He needed to roll a "1" to get a second 3-6-3 but failed. The Random Events Table roll was a 7 which when modified for the German TA resulted in a 6. The German received two infantry reinforcements in zone E.

[1] I have no choice. My first impulse must be to use my fire base in 15 before he shatters it with his artillery. If I win the chit draw it will blow a hole clean through 16 which he'll be forced to plug with committed units.

6-2-8, 2/6 & 3/8 Plts, 3-3-10 vs 16 at +6 [7:6 = 5] [K two 4-7-5]

[2] Expected Don to call in his artillery on Area 6. He decided, instead to shoot with his fire group in Area 15. Guess he figures I'm going to call in my artillery on Area 15 so he might as well fire his units first since the DV of the area will be 2 regardless. It was a smart move and the result was devastating. I couldn't afford to leave the area open because I would then have to move a unit in which would be susceptible to his artillery, so I had to lose two units.

Attempt to call in 1 LR RA fails on a roll of '5'.

2—It would be hard for me to hold back comment on this one. Four turns in a row without artillery support is unprecedented. There is only about a 1% chance of this occurring! What compounds this unique situation even further is the fact that each one of the "attempted" attacks was important to the British situation. Success at any point would have certainly changed the tempo of the game.

[3] My failure to score big is balanced by his radio failure again. I will be disappointed if this artillery doesn't bag an engineer unit and clear 16 in the process.

HKG9 vs 16 at +1 [5:7 = 3] [K 5-8-5]

[4] Can you believe this? Four turns in a row I have failed to get my artillery. Compounding this, Don eliminates all three of my units in Area 16 with two attacks. When he first announced his artillery attack against my one unit in Area 16 I thought it was a mistake, since he would obviously win the area, but now I see the logic. He had the best chance of eliminating (or retreating) the unit with the artillery, and with Area 16 open, he knew I had to move a unit in or he would be able to move to Areas

5 or 17 through Area 6. Now I have to move blocking units in and they will be easy pickins.

3-6-3 [5] 16

[5] Perfect! It would be wasteful to use my artillery in a +5 attack on a lone 3-6-3. I will move the barrage northward in hopes of making things easier for a possible move into 23 from 29.

HKG8 vs 24 at +1 [10:8 = -]

[6] He disregards Area 6 again and attacks Area 24. He may be thinking of assaulting both Areas 16 and 24 this turn. I have nothing to do but wait till he fires his last artillery shot and makes a few moves. My units in Area 24 can fire at his units in Area 15, but I should wait several moves in case he assaults Area 24 immediately.

PASS

[7] I see no point in bludgeoning it out with his massed force in 6. Perhaps I can move north in preparation for a night move into 22 and 23.

IOR8 vs 22 at +1 [3:5 - 3] [K 3-7-5]

[8] Things are looking so bleak. He has killed four units in the first four impulses. Don didn't bother to use his artillery on Area 6. He must be feeling real lucky and just assuming his fire group in Area 7 will do the job. Or maybe he's going to ignore Area 6 this turn. I am considering moving the RASC platoon to Area 16 to strengthen the defense there (four committed units instead of one). If he moves into Area 16, I won't be able to get these units there then. This would also give Area 6 a DV of 7 instead of 6. On the other hand, if Don does use a fire group against Area 6 the RASC platoon can help absorb casualties.

PASS

[9] Still trying for favorable attrition.

Two 3-5-5s, 2-6-4 [15] vs 16 at +1 [10:10 = 1] [R 3-6-3 to 5]

[10] He retreats my unit out of Area 16 and I have to fill the hole. This could get costly. I have a choice of units; either taking one from Area 5, 6, 17, 24, or even the reformed unit in 4. Area 6 is my strongest area though so I can spare a unit easiest from here.

4-7-5 [6] 16

10—The reformed unit in area 4 could have better been used here. I guess Alan is still worried about "forward" retreats, though such are not possible here.

[11] By firing the armor now I delay giving him a softer target to return fire on later.

4-5-8, 3-4-10 [11] vs 16 at 0 [6:7 = 1] [R 4-7-5 to 17]

[12] Knocks that one out too. Replace him with a unit from Area 17 which has only 3 AV but 4 DV. I am trying to save the unit in Area 5 to move west if necessary though it may seem the logical choice to move to Area 16. Unfortunately, I will be forced to use it next. My other units in Area 17 will be needed to support Area 22. I can fire at Area 15 from Area 24 now if I get a free impulse.

3-7-5 [17] 16

[13] Forcing a retreat is not much good—I'm looking for cheap kills. I'm firing on 18 instead of 3 so as not to miss the chance of gaining an extra kill should I score big. Otherwise, the 4-7-5 in 3 might be a better target. Alan is bemoaning the attrition, but time/position are important too and if I don't take a VP area by turn 5 I'll have a tough time getting enough points to win.

6-3-10, 1/2 Plt [19] vs 18 at +2 [8:10 = 4] [K 3-7-5; R 3-7-5 to 17]

[14] He is obviously going to follow the fire group strategy for the whole turn. Expect him to fire from Area 7 at Area 6 and Area 29 at Area 22. I don't even get a shot at Area 19 and that means he'll have all those infantry there to assault with next turn. I have to fill the hole in Area 18 now.

3-6-3 [4] 18

[15] Moving my armor into 16 on impulse 11 instead of firing it may have been a better move. Being adjacent is not that important with a night turn coming up. I am going to attempt further favorable attrition this turn and trust to turn 5 to take VP areas.

6-2-8, LR/4 & LR/5 Plts [7] vs 6 at +6 [4:6 = 8] [K two 3-6-5s; R 4-7-5 & 3-6-5 to 5]

[16] This turn has been a disaster. His fire groups have been incredibly effective. Good thing I left the RASC in Area 6 to absorb some of the casualties. I can fire everywhere now but the game is almost certainly over. Even if I retreat his units out of Area 15, he has another platoon to bring in from Area 8 and one unit from Area 25.

4-7-5 [24] vs 15 at +1 [6:5 = 2] [R two 3-5-5s to 25]

[17] Attrition is proceeding very well. I shall continue with my last kill groups in 29. If he fires on my committed units, I'll gladly retreat en masse into D for the favorable DRM on the turn 5 Random Events Table.

5-7-6, AR/2 Plt, 3-5-5, two 2-6-5s [29] vs 22 at +3 [6:8 = 5] [K 5-8-5; R two 5-8-5s to 23]

[18] His last fire group was just as effective as the rest. Unbelievable. Another hole in Area 22 to fill.

4-7-5 [17] 22

[19] My luck has been great in that I have won 6 of 9 chit draws on offense at a time when it is most important for the German to be lucky—during his massed attacks. Alan made the right decision in taking his losses, but his position is becoming very strained due to the high attrition rate.

Three 3-5-5s [1] 19

[20] He moves up more units that I can't touch. Time to fire.

4-7-5 [24] vs 15 at +1 [8:3 = 6] [R 2/6 Plt, 3/8 Plt, and 2-6-4 to 25]

[21] Moving my newly arrived reinforcements into 21 where they can threaten areas 3, 18, and 22 next turn.

Two 3-5-5s [E] 21

[22] His move to Area 21 is to prevent my units from blocking there and to threaten both Areas 18 and 22. I need units everywhere, but Area 18 desperately needs some more.

4-7-5 [5] 18

[23] Moving the 3/7 Plt into 11 to absorb any casualties I take when I fire into 16.

3/7 Plt [8] 11

[24] Can't believe he's still building fire groups but that's what his move to Area 11 seems to indicate. My only chance in this game is to delay and block wherever possible. I will move a unit to Area 26 to block his units in Area 25 from reaching Area 23 next turn.

4-7-5 [6] 26

[25] A good move by Alan—preventing my considerable force in 25 from reaching 23 next turn. I will take a pot shot to try to move him out.

3-5-5 [25] vs 26 at -2 [8:3 = -]

[26] He missed one! I will move a unit to Area 28 sealing off Area 23 from attack next turn, by preventing his reinforcements in Zone C and units in Area 29 from reaching it.

5-8-5 [23] 28

[27] That protects 23 for the time being, but there is nothing Alan can do to prevent the Tigers from making it into 22 next turn. Almost done now, but taking one more shot at a kill.

Two 4-4-6s, 2-7-5 [11] vs 16 at +1 [5:6 = 2] [K 3-7-5]

[28] He puts another nail in my coffin with his last fire. I have to refill the hole.

4-7-5 [17] 16

[29] I'm willing to end the turn, unless he gives me a shot at a committed unit in area 6 or 3.

PASS

[30] He's all but done. Will move my AT Gun to Area 17 where it should get a shot next turn.

6x1 [23] 17

[31] No comment.

PASS

[32] Must build up Area 18 a little more. Am tempted to move several units into Area 15, but he can still reinforce with units from Area 7.

4-7-5 [24] 18

[33] He might have been better off withdrawing a unit from 6 as he needs only one to block the area and it will be subject to both artillery fire and my kill group in 7 next turn. Perhaps he was afraid I would move into 11 if he withdrew any more covering fire. This has been a remarkable attrition turn. He has lost 9 units to none for me and I still have the TA. Next turn I can throw caution to the winds in an attempt to grab VP areas and points before it is too late.

PASS

[34] Area 18 still looks weak. It needs another unit.

2-8-4 [24] 18

[35] It is tempting to move into 16 now, but that would just leave me without a target for my artillery next turn if he withdraws from area 6.

PASS

[36] I would like to shoot my units in Area 6 at either Area 7 or 11, but this would let him fire at me if I don't get a good result. I can't afford it. I need the 1 Bde there next turn.

PASS

Boy, and I thought the German attacks last game turn were deadly! In all fairness though, it must be noted that Alan was successful in all of his two attacks. Much too little and much too late. Don still continues to do better than average with a "success percentage" of 64% and a "casualty ratio" of 1.45. In what of the game remains, there will be little enjoyment for the British, though as Alan stated, "a little luck would be nice" for him after all this work.

GAME TURN #5

Once again there was no Close Combat. The British player rolled less than (<) a 5 to claim a second reformed unit, but the German TA once again pays off by modifying a 7 dice roll on the Random Events Table to a 6 which results in two more infantry reinforcements appearing in zone C.

[1] The presence of his artillery spotter in 18 dictates that my first impulse be spent firing the kill group in 19 before he can scatter it with his artillery. If successful, it will make the assault of 22 relatively easy.

6-3-10, 1/2 Plt, three 3-5-5s [19] vs 18 at +5 [6:7 = 6] [K two 3-6-3s]

[2] I expected Don to assault everywhere this turn and forget about the fire group approach. The fire groups have done their damage and prepared the way well. I expected him to start with the artillery and then assault Areas 3, 5, 16, 18, and 22. Wrong again! Can't believe he's still using fire groups. This may be a mistake as he needs points now. But looking at it, he fired this group in case I get my artillery, because the DV of the group is the same against the artillery whether committed or uncommitted, and maybe this is the only group he will fire.

Attempt to call in 1 LR RA succeeds on a roll of '1'. 1 LR RA vs 19 at +2 [7:10 = -]

[3] The next three impulses must be spent in preparing with our artillery for the assault in hopes of clearing a path to the VP areas.

HKG(7) vs 7 at 0 [7:6 = -]

3—A better target for the German artillery would have been area 16. Causing the unit located there to retreat (or even better, to be eliminated) would have required the British player to either reinforce the area or allow the retreat routes of many of the British positions to be blocked by a German move into area 5 and/or area 17.

[4] Got my artillery and it had no effect. This one was obviously not meant to be my game. I can now fire at Area 19 from Area 18, but I will probably get shots at Area 22 later which will be more important.

PASS

[5] Area 16 is the better target as it will force him to commit a blocking unit if I can score even one casualty point, whereas area 6 would still be blocked by an uncommitted unit.

HKG(6) vs 16 at -1 [4:11 = 6] [K 4-7-5]

[6] His artillery devastates me again. Seems like filling holes is all I've been doing this game.

3-6-3 [4] 16

[7] Naturally I score six casualty points as soon as I shift fire to an area containing only one unit! Using my last artillery on a +3 attack may be wasteful, but it seems more useful than a -1 No Effect. I am willing to take casualties this turn when I assault his perimeter, so I may as well attempt to get a kill while I can.

10R(6) vs 16 at +3 [9:4 = -]

[8] He calls in his last artillery on my reformed unit in Area 16 which is why I put a crummy unit there

instead of a good one. Now he has to assault somewhere and I have to wait.

PASS

[9] Moving the Tigers into 22 before he decides to sacrifice a blocking unit in 29—which is about the only chance he has of saving area 22 this turn.

Two 6-7-7s [C] 22

9—A British blocking unit in area 29 would serve little purpose. The Tigers can move into area 22 from area 30 just as well as from 29. This area is just not worth the units to protect it with at this point in the game.

[10] He moves his armor to Area 22 trying to tempt me into firing my AT Gun at them. I'm not falling for this. There will be a better shot in a little while. Would rather wait for some armor to enter Area 16 or Area 24.

PASS

[11] The 3/7 Plt is a liability on defense so I'll use them in an attempt to clear 16, however temporarily, leaving me with stronger units to assault the area.

3/7 Plt [11] vs 16 at +1 [10:7 = -]

11—I cannot believe that Don is worried about the liability of a training platoon. His losses have been so light, he can certainly trade a lower DV with all the units he has to absorb losses with. Night turn effects indirectly raise the DV of adjacent areas anyway.

[12] I think he's wasting units by firing them here. He needs to start attacking. He's trying to make a hole so he can get to Area 5 or Area 17, but I won't let a hole stay open. He's miscalculating. All he needs is to assault Areas 6, 16, and 24 this turn. Areas 5 and 17 will then be wide open next turn.

PASS

[13] I'm not going to get into the southern VP areas this turn—there's really nothing for me to do but get adjacent to them this turn by taking area 16 and hoping to take one of them on turn 6. Despite his forecasts of doom, the blocking positions he holds are going to make it tough for me to gain the necessary VPs in time.

5-7-6, LR/4 Plt, two 4-6-6s [7] 16

13—All the more reason to start moving into the areas.

[14] Finally, he attacks. Still safe to pass though. He can't end the turn here and I want to see more of his moves before I start to fire. He has to move his units in Area 25 or they won't be able to get anywhere next turn.

PASS

[15] He'll block any hole I create but the 6-2-8 in 15 might as well try for a kill. His AT Gun prevents me from moving it to a more advantageous position for next turn.

6-2-8, 3-3-10 [15] vs 16 at +2 [8:8 = 2] [K 3-6-3]

[16] He fires his armor units in Area 15. This is a mistake as he should have moved his units in Area 25 first. Now for a surprise. I can move a unit into Area 15 and block his units in Area 25 from getting to Area 16 or Area 24. He can only move five units through Area 16 to Areas 5 or 17, those from Area 11, and I can surround these units. His units in Area 7 won't be able to make it. It's a gamble, but at this point I have little to lose. I must gamble and be lucky to have any chance. I can also surround his units in Area 16 by moving a unit from Area 6 to Area 11, even though I probably won't have enough fire to make it worthwhile. The final decision about this can wait till he moves his units out of Area 11.

5-8-5 [23] 15

[17] An interesting move. He obviously is inviting me to venture through the hole in 16 so he can move

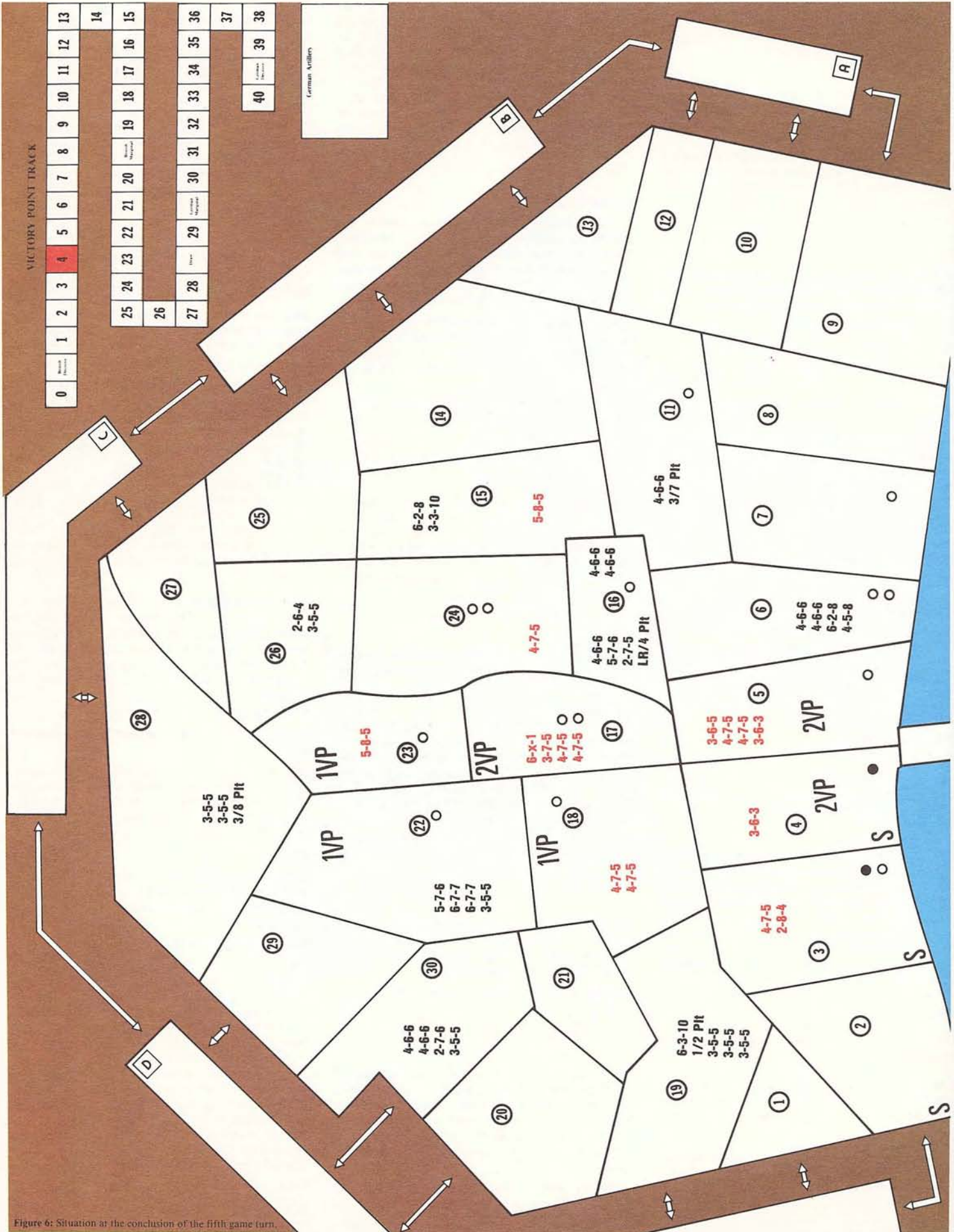


Figure 6: Situation at the conclusion of the fifth game turn.

a blocking unit into 16 behind me and set up a killing ground encirclement. With the +2 cloaking effect of night I'm almost tempted to do it and would if I had more infantry in position to pour through the hole, but I'll settle for making sure he doesn't pull the same thing on me in 16 by moving into 11. Using the armor to accomplish this means he can't dislodge it without exposing a unit to my 6-2-8 in 7.

4-5-8 [11] 6

[18] He was surprised and took his time debating what to do. His move blocks my surrounding his units in Area 16. He may have seen this possibility, but I wonder if he's seen the other ramifications of my move to Area 15. It's still okay to pass since he hasn't moved his units in Area 25 yet.

PASS

[19] Moving the armored car into 5 is an almost sure death sentence, but if it should survive or better yet retreat into 4, it could cause him some real problems.

3-4-10 [11] 5

[20] His move with an armor unit to Area 5 surrounds my units in Area 6. I don't need to surround his armor unit in Area 5 but I do need to get rid of it, so I will have to use my AT Gun against it.

6x1 [17] vs 5 at 0 [7:8 = -]

[21] I hate to move into 22 so early because it frees him to withdraw his engineer from 28, but it cannot be helped. I have to establish a fire base in 22 and he can outwait me.

5-7-6, AR/2 Plt, 2-6-5 [29] 22

[22] My last attack was real dumb now that I look at it. If I had gotten one casualty point, he would have been forced to retreat the unit to Area 4. He assaults Area 22 in force. Interesting to note that he doesn't bring the 3-5-5 in as this would reduce the DV of the area from 3 to 2.

5-8-5 [28] vs 22 at 0 [9:2 = 7] Don uses his Tactical Advantage [11:4 = 7] [K 2-6-5, 4-6-6, R 4-6-6 to 30]

[23] Ouch! Double Ouch! It had to happen sooner or later. Given the approach of turn 6 and the automatic return of the TA this was the time to play it. I'm afraid I've blown a strong advantage. My first impulse should have been to assault 18 and thus diffuse his artillery threat that way. A major blunder matched in stupidity by my allowing ten units to be trapped on the outskirts of 25. Allan has clearly outplayed me this turn. My only recourse now is to make him pay in attrition for those blocks, and prepare for turn 6.

Two 3-5-5s [C] 28

[24] Had some luck. Don used his Tactical Advantage but I got the same result on the reroll. Don may be realizing his mistakes now and the German player cannot afford too many errors in judgement in this game. If I'd had any kind of luck in the first two turns, his mistakes in this turn would have cost him.

4-7-5 [18] vs 22 at -1 [5:3 = 1] [R 4-6-6 to 30]

[25] Things are really looking poorly all of a sudden. I probably won't even get area 22 this turn. I must move the two reinforcements into 22 to protect the engineer from casualty fire, but that keeps me from moving into 18 once he has fired. I really regret that first impulse now. Those units should be sitting in 18 where they would cripple his ability to move much of anything. I'll have to give up the 2-7-6 artillery HQ instead. Hopefully, I can still move my two remaining artillery HQs into spotting position.

2-7-6 [29] 22

[26] Have a choice now of which unit to fire at Area 22. Complicating the choice is the fact that my unit in Area 22 is the only unit which can fire at his armor there, but the chance of hurting the armor is slim unless there is an infantry unit there to lower the DV. Unfortunately, Don won't leave just one infantry unit there though; he'll retreat an extra infantry unit instead if necessary. So forget about the armor. More realistically, if I can retreat one or two units Don will probably have to bring in his units from Areas 21 and 29 and this will lower the DV from 3 to 2. Think my best choice is to fire the unit in Area 22 even though this will mean the tanks will be safe; it's my best chance for kills which will necessitate his bringing in other units which will improve my chances with my other fire. My other units which can fire at Area 22 all have alternate targets. The unit in Area 23 can fire at Area 28. The units in Area 18 can fire at Area 19. The units in Area 17 can fire at Area 16.

4-7-5 [22] vs 22 at 0 [5:4 = 1] [R 2-7-6 to 30]

[27] I no longer have any choice. I must move the 3-5-5 reinforcements into 22 and give up on area 18. My own stupid fault! What's worse, I also just realized that I cannot get my 2-6-4 into 28 to complete the Close Combat force there and setup artillery fire on 23 next turn because it has only 4 MFs. Another misplay. Turn 5 has been filled with my mistakes.

Two 3-5-5s [21] 22

[28] He does move more units into Area 22, lowering the DV to 3. I want to think about my next shot so I'll delay by moving a unit into Area 4. I have to do this sooner or later to block forward retreats. He'll probably fire his ARNHEM artillery at it, but this is one more gamble I have to take and hope to win. I'm putting my last HQ that can call in artillery in a closed in area, but I probably won't get to fire my artillery next turn anyway. Or I might get to fire it at Area 3 or Area 18.

2-8-4 [18] 4

[29] Nothing left to do but assure my Close Combat kill on 28.

3/8 Plt, 3-5-5 [25] 28

[30] His move takes care of my decision of where to fire with my unit in Area 23. No use firing at Area 28 now.

5-8-5 [23] vs 22 at 0 [8:11 = -]

[31] In taking the -1 artillery attack on 4, I hope to once again establish a "forward retreat" route for my armored car in 5, although I would need a +3 on the chit draw to do any good. A retreat result will simply result in his 3 and 4 garrisons trading places. AG(4) vs 4 at -1 [6:8 = 1] [R 2-8-4 to 3]

[32] Another hole to fill.

3-6-3 [8] 4

32—As Don rightly points out, the British unit that moved into area 4 should have been the 4-7-5 in area 3.

[33] It worked. He covered the hole in 4 by using a 3-6-3 from 5 rather than 3! That is one less unit to fire on both my armored car in 5 and any excursion I make into 17. Moving a unit into 19 enables me to screen the 6-2-8 in Close Combat, besides possibly tempting him to fire a unit in 24.

3-5-5 [25] 15

[34] Now that his ARNHEM artillery has fired, I can fire at his units in Area 19. Any units I can retreat will not be able to assault next turn during the day.

4-7-5 [3] vs 19 at 0 [5:10 = -]

[35] I don't dare move into 17 until he commits the

units in 24. All I can do now is try to occupy adjacent areas for next turn.

3-5-5 [29] 22

[36] He moves another unit into Area 22, reducing the DV to 2. Glad I waited. This improves the rest of my shots.

4-7-5 [18] vs 22 at 0 [8:12 = -]

36—His statement here is not totally correct. Yes, the DV for the area does go down one, but the number of units in the area goes up by one as well. In other words, if the Germans should receive one more casualty point due to the lesser DV of the area, the additional casualty point could be taken by that additional unit. The benefit is the ability of the unit to be eliminated and absorb an additional three casualty points rather than losing a better unit.

[37] Moving into 26 is such a waste because he'll probably withdraw out of it, but I must take 26 to set up my artillery for next turn. Moving them in one at a time may gain me time in regards to his committing more units.

3-5-5 [25] 26

[38] One miss. Need one big result against Area 22. If I get just one or two casualty points, all it will do is improve the DV because he'll retreat the weakest units first.

4-7-5 [17] vs 22 at 0 [7:5 = 2] [K 3-5-5]

[39] Taking a KIA in 22 in place of a double retreat was necessitated by the threat he still poses to my control of the area should he move in from 24 to deny it to me in Close Combat.

3-5-5 [25] 26

[40] Two casualty points wasn't enough; improves his DV to 3. He hasn't tempted me enough to fire at Area 26 yet, but he's getting close.

3-7-5 [17] vs 22 at -2 [9:6 = 1] [R 3-5-5 to 30]

[41] Moving one unit at a time seems to be working in this instance. He is not passing and commits an additional unit each time I move one of my otherwise worthless 3-5-5s into 26.

3-5-5 [25] 26

[42] Now it's time!

4-7-5 [26] vs 26 at +2 [9:8 = 3] [K 3-5-5]

[43] Moving my HQ into 26 is going to be risky as there is no guarantee I will win the Close Combat and have a clear field of fire from 26.

3-5-5 [25] 26

[44] These results would have been good in the first two turns. Now, they are like scratching a bear. Not worth firing at Area 16. Even if I retreat some units, they will be able to assault next turn, pointing out the difference between a 3-5-5 and a 4-6-6. Better to fire at the 3-5-5s which, if retreated, will not be adjacent to my units and will not be able to assault next turn.

4-7-5 [24] vs 26 at 0 [8:6 = 2] [K 3-5-5]

[45] This is working like a charm. Taking the Kill rather than the double retreat result is expensive, but it is distracting his attention from the hole in his perimeter at 16. If he fires the last unit in 24, I am through the hole and into 17.

2-6-4 [25] 26

[46] Have one more unit in Area 24. Could fire him at either Area 15 or 24, or move him to 17. Area 17 can still be assaulted from 11, but I doubt he will do it. In Areas 6 and 7 it's a Mexican standoff, neither of us wanting to fire first.

3-6-5 [5] vs 5 at -1 [12:8 = 3] [K 3-4-10]

[47] That hurt. If I had survived that attack I could have retreated into 4 and had a chance to take a VP area in 1:1 Close Combat. He should have com-

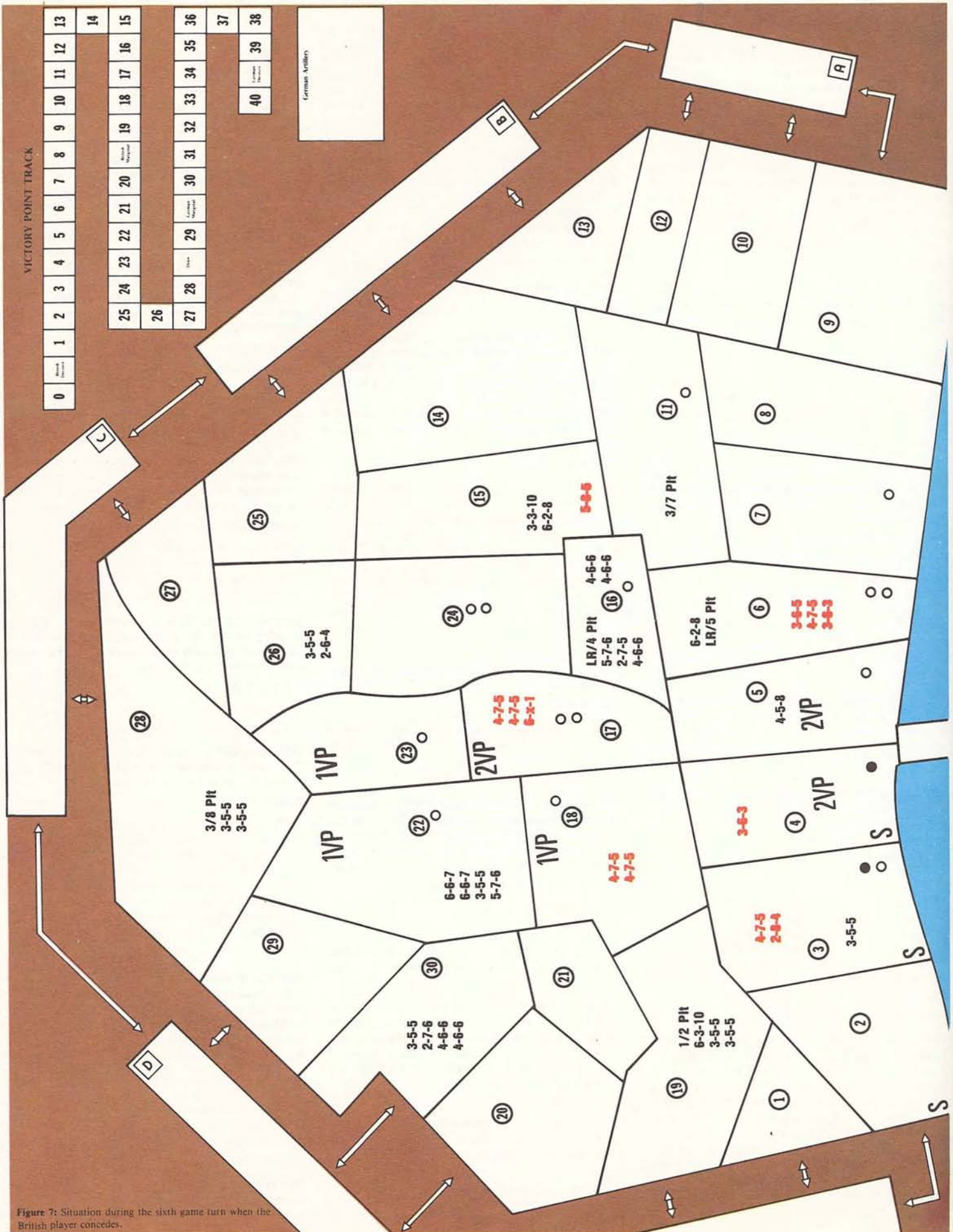


Figure 7: Situation during the sixth game turn when the British player concedes.

binned his attack into a +2 to better his chances for a kill. A retreat or no result would have been very damaging to him. I'm going to pass once in hopes he will take a shot in 24 or 6 before I commit myself to the big venture into 17.

PASS

[48] It was nice to kill that armor. I have had my best success against his armor this game. Now I can move my unit from Area 6 to Area 5. He's content to let the turn end now?

4-7-5 [6] 5

[49] I'd like to pass one more time, but there is a very real chance that he would accept it and I must move my artillery spotter into 16 for next turn. Now is the time to jump. By moving the HQ into 17 I hope to use it to satisfy a casualty point by retreating back into 16 where its field of fire will be restored. He could ruin that plan by not firing, but that in itself would be a victory of sorts. It will cost him a unit in Close Combat to block my retreat into 16.

Two 4-6-6s, 2-7-5 [11] 17

49—Don seems to be trying to make up for his conservative play early in the turn with bold moves here, though his rationale is sound.

[50] I think his assault against Area 17 is a big mistake. But only if I can make him pay.

4-7-5 [5] vs 17 at -1 [10:4 = 5] [K 4-6-6, R 4-6-6 and 2-7-5 to 16]

[51] Perhaps the luck factor is evening out. It was a good gamble, but it backfired. Even so, my artillery spotter is safely situated in 16 where I need it.

PASS

[52] I made him pay! Time to move in.

4-7-5 [24] 17

[53] Moving into 6 gives him a +2 shot, but it may save me a unit in Close Combat and cost him one.

R/5 Plt [7] 6

[54] If he'd passed last impulse, I would have too. Instead, he gives me a shot at his units in Area 6. It might be better to run, but this is another case where I need to be lucky.

5-8-5 [6] vs 6 at +2 [8:9 = 1] [R 4-6-6 to 17]

54—Alan is quite right. Firing is a gamble at best. I think a "Pass" here might have been the best possible action. Don would then have to decide whether to move the 6-2-8 and take a bigger chance in area 6. If Don passed as well, the 5-8-5 would have a 33% chance of survival and, more importantly, the 6-2-8 would not be in position to fire next turn. Given the actual chit draw, and assuming the 6-2-8 was moved in, there would have been one less German unit in the area for Close Combat.

[55] Now that he has fired, I can move my 6-2-8 into 6 to form a fire base in 6 and all but guarantee a kill in Close Combat.

6-2-8 [7] 6

CLOSE COMBAT

Area	Attacker(s)	Defender	Needed	DR
28	Six units	5-8-5	0	NA
28	5-8-5	3-5-5	4	6
22	Four units	4-7-5	0	NA
22	4-7-5	3-5-5	5	4
6	6-2-8 & three units	5-8-5	2	5
6	5-8-5	4-6-6	5	1
26	three units	4-7-5	4	4
26	4-7-5	3-5-5	5	5
15	6-2-8 & two units	5-8-5	3	2
15	5-8-5	3-5-5	4	5

The fifth turn finally saw the imponderable of luck swing toward the British—though at this stage in the game, Alan needs much more. The British had a 57% "success percentage" compared to Don's 43%. Not much difference there, but looking to the "casualty ratio" we find Alan had a ratio of 3.71 while Don garnered only 1.36. Close Combat saw the Germans eliminate four units of an expected four while the British did slightly better with three eliminations from an expected two. A turn like this earlier in the game would have helped the British considerably, but at this point it has little effect on the ultimate outcome.

GAME TURN #6

The British get one reformed unit automatically which they place in area 5. An attempt to qualify for a second one with a die roll of 2 or less fails. The Random Events dice roll of 8 modified by -1 German TA has no effect.

[1] Moving into 3 to block his artillery shot on my 6-3-10. I can afford the sacrificial losses more than he can afford to fire prematurely—especially now that his ammunition is low.

3-5-5 [19] 3

[2] I expected him to move to block my artillery and he did. Couldn't help but laugh though, as I probably would have rolled another '5' or '6' anyway. Even killing me in this game as he is, he's making very cautious, pessimistic moves like this. It's really ridiculous for him to be worried about my artillery. It's not worth firing at the blocking unit as he'll just move another one in if I do get rid of it. I will have to wait till he moves his other units and then maybe try. He should be thinking about his own artillery, which I will now move to block. He will have lots of shots at my blocking unit though from Areas 6 and 15. I would like to use my unit in Area 15 who can't get anywhere but a unit can't move from one enemy occupied area to another. He will have to fire at my blocking unit or he won't be able to assault Areas 5 and 17.

4-7-5 [24] 16

[3] He tries the same trick but I can afford delay units more than he can. I have plenty of units to fire at anyone moving into 16—including both 6-2-8s.

4-6-6 [16] vs 16 at 0 [7:8 = 1] [R 4-7-5 to 17]

[4] He gets rid of my unit with no problem on the first try. I have to move a replacement in. I have to get lucky with this strategy in a real hurry. Have to make him waste lots of units firing at my blocking units so he won't have enough to assault with. However, if he starts killing my blocking units, I may be losing more than I'm gaining. If things go exceptionally well, I might even move units from Area 5 to 6 to block an assault on Area 5 as well.

4-7-5 [5] 16

[5] Again, I think I can afford this more than he can although I don't see what recourse he has. I will fire the 6-2-8 in 15 which is vulnerable to a +2 attack from his engineer anyway.

6-2-8 [15] vs 16 at +1 [7:6 = -]

5—Before he starts his attacks, Don should be thinking of how to stop these moves of Alan's. A unit in area 5 and/or area 7 would do nicely.

[6] I survived that one. Surprised he didn't add in his other armor unit. Nothing to do but wait out the next fire.

PASS

[7] Firing the 3-3-10 so as to be able to absorb any casualties in 15 for the 6-2-8 should his engineer attack.

3-3-10 [15] vs 16 at -2 [6:7 = -]

[8] Two in a row.

PASS

[9] The 3/7 Plt cannot reach 5 or 17 in daylight anyway.

3/7 Plt [11] vs 16 at +1 [9:7 = -]

[10] Going very well so far. Need two or three more misses.

PASS

[11] How many can he win? This is becoming more serious than just blocking artillery fire. As long as he keeps a unit in 16, my group there won't be able to move into 5 or 17.

6-2-8 [6] vs 16 at +1 [9:3 = -]

[12] Four. He's using a lot of units up.

PASS

[13] Let's try to change our luck by changing targets.

HKG9 vs 23 at +1 [7:9 = 3] [K 5-8-5]

[14] Oh well, at least it wasn't the unit in Area 16 that died. No need to replace the unit in Area 23. I am giving this area up anyway and his units in Area 28 won't be able to reach Area 17 or Area 18 even without a blocking unit in Area 23.

PASS

[15] Now back to the business at hand.

4-6-6 [16] vs 16 at 0 [4:5 = 1] [R 4-7-5 to 17]

[16] I can't complain too much. He's gotten rid of two units, but both have survived. I must replace them. I can't believe he hasn't assaulted Area 17 from Area 22 and Area 5 from Area 6 to prevent me from continuing to replace my blocking units in Area 16. He's being ridiculous about his obsession to fire his artillery. He should be more concerned about the assaults.

3-7-5 [17] 16

[17] I should have done this before. I will have to move into 5 to prevent him from continually reinforcing 11. There is no point in moving into 17 as that would block the artillery fire I'm trying to save to use on 17.

4-5-8 [6] 5

17—Don sees the error of his ways.

[18] Whatdya know?

PASS

[19] Now that I'm adjacent to 17 from three areas instead of just two, any retreating British unit from 16 will have to go to 24 instead of 17.

4-6-6 [16] vs 16 at 0 [4:6 = 2] [K 3-7-5]

[20] My first loss in Area 16. Surprised he didn't move into Area 17 first since I can still replace the unit with a unit from Area 17.

4-7-5 [17] 16

[21] If I get this one he has only one unit left to throw into the breach. When that is gone my artillery can clear 17 out for an advance by the training units in 26 and 28.

4-6-6 [16] vs 16 at 0 [7:11 = 4] [K 4-7-5]

[22] My luck seems to have run out as he kills another unit. I will have to replace it with my last unit from Area 17. The situation is desperate.

4-7-5 [17] 16

[23] This is it—when this unit goes down the floodgates open. Alan is in an untenable position.

5-7-6 [16] vs 16 at +1 [5:7 = 3] [K 4-7-5]

End of Game Comments. I resigned as I cannot prevent him from calling in his artillery anymore and

that should do it. He has committed units as targets in Area 17. If we were to play this one out, I would probably not have any units after turn seven. He will take Areas 17, 18, 22, and 23 for sure this turn and maybe Area 5 as well. He'll need 13 Victory Points in two turns to win and even if he doesn't take Area 4 next turn he'll have 14 points in two turns. I think Don played very well (much as I hate to admit it). If I'd had some luck though, his few errors might have been the difference between victory and defeat. I feel I played competently and it is a shame the game wasn't closer because in close games the last two turns are exceptionally exciting and tense.

SUMMARY: Alan's choice to resign is inescapable. I was certain to take areas 17, 18 and 23 this turn for a total of 9 VPs and areas 4 and 5 would almost surely have fallen on turn 7 and given me another 18 VPs.

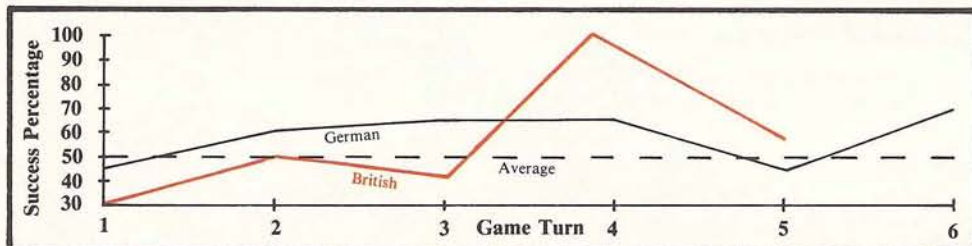
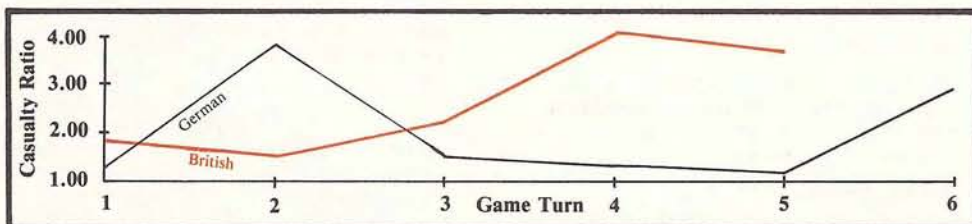
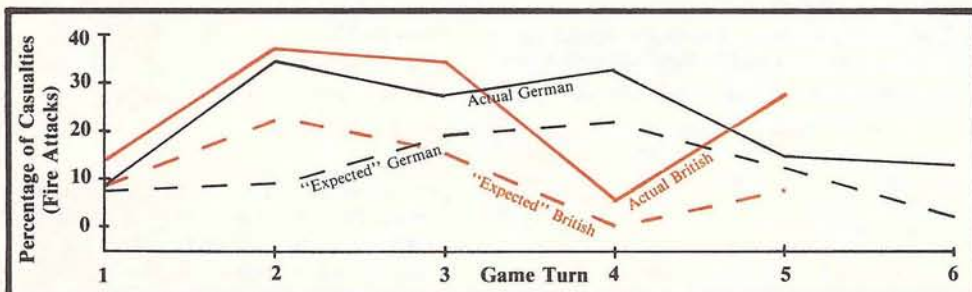
Where did he go wrong? As much as it pains me to say it, I don't think he did. If anything, I think he played the superior game, but the luck was all one-sided. The only time I seriously outwitted him was in the matter of the opening setup guessing game. His failure to obtain artillery support throughout the game, coupled with poor to mediocre dice rolls for the Reformed Units and Random Events put him in a hole that the British just cannot recover from given competent play. Although I haven't analyzed it, I wouldn't be surprised if I got the better of the chit draws as well.

This replay has been disappointing in that two efforts have failed to produce a typical game. Instead, lop-sided victories and unusual tactics have proliferated. Were I more of a gentleman and had we more time to devote to the copious notes and records required by a replay, I'd call the series even and offer to go best two out of three in hopes of a more representative game. Such is not the case, however, and other projects call us both on to other things. Nonetheless, I hope the reader has gained some appreciation for the possibilities in this fascinating little game.

Although luck plays its part in all games, it obviously played an important part in this one. It

seems to have set a tempo from the very beginning that was never truly altered. Alan's failure to get more than one artillery attack has already been touched on. His luck with the reformed units was almost as bad, with only one successful roll out of an expected 2.33. Don was successful on 59% of his attacks for the game, while Alan only hit on 46% of his. Casualty points inflicted overall are misleading in that they show Alan with a ratio of 2.05 and Don with less at 1.78. What this does not reflect is that during those first two critical game turns, Don had a ratio of 2.41 compared with Alan's 1.58. Alan was only able to even these numbers on the last couple of game turns, which was obviously too late to do him much good. In Close Combat, both players hit at about the expected number of kills with ratios of 1.12 and 1.23 for Don and Alan respectively.

As a footnote to our players' closing remarks, it is interesting to be aware that the Germans needed area 5 on turn 6 along with 18, 22, 23 and 17 to obtain a "Decisive Victory" in the game. Don would have been extremely fortunate to have taken it in turn 6 after having had to use most of his key units in and around area 16 to eliminate the British blocking units located there. So in all fairness to Don's play, which indeed was quite superb, Alan seems to have lost the game to "luck" but still held off a major German victory by very competent play. Alan was just never able to recover from Don's excellent setup with the die rolls and chit draws that followed. This, I feel, says something for the equally high competency of both players. Though evenly matched, the different styles of play came through quite well. This was true even when a tilt in luck pushed the outcome to one side rather early in play. Except for the out-of-character second turn assaults in the west, Don played conservatively and with great success. Alan, on the other hand, was placed in a position of having to constantly make difficult decisions right from the beginning of the game. This was evident by the large number of "Pass" impulses Don was able to take. As both players pointed out during the game, this is unusual for the German player in SOA. I cannot help but feel that the luck element placed Alan in this unenviable position more than anything else.



AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	27	2598YOT	1
2.	B. Dobson	2	2392RJQ	2
3.	D. Garbutt	25	2168FHL	3
4.	B. Sinigaglio	12	2135GHI	4
5.	D. Burdick	26	2134GFM	5
6.	T. Oleson	36	2031WTZ	27
7.	F. Preissle	24	2022KMW	12
8.	J. Kreuz	21	2016FGK	9
9.	J. Zajicek	30	2004HJO	10
10.	D. Barker	34	1997GHM	11
11.	J. Beard	16	1985FGN	14
12.	M. Sincavage	16	1979DEI	13
13.	L. Kelly	20	1964VZV	8
14.	F. Freeman	1	1924EEF	—
15.	P. Ford	7	1916FCL	20
16.	F. Reese	7	1902GDE	15
17.	B. Reimsburg	10	1901FGM	16
18.	J. Sunde	2	1885JJR	17
19.	R. Leach	29	1874HLR	18
20.	W. Scott	23	1866IHR	22
21.	J. Anderson	3	1859CDE	19
22.	P. Flory	3	1858CEH	24
23.	S. Martin	20	1836FHK	21
24.	R. Phelps	8	1834FGM	23
25.	G. Charbonneau	1	1827CEH	—
26.	P. Landry	1	1816GHL	—
27.	D. Munsell	22	1810GEJ	30
28.	R. Hoffman	13	1798EGL	28
29.	N. Cromartie	12	1796GGN	29
30.	F. Ornstein	10	1784FGL	37
31.	I. LeBouef	15	1781IJS	31
32.	C. Olson	10	1778DEJ	32
33.	R. Beyma	2	1774CCD	33
34.	C. Wannall	3	1774GJN	34
35.	R. Rowley	9	1767FHM	36
36.	C. Wyatt	3	1765CEG	40
37.	B. Schoose	7	1762FGK	35
38.	F. Sebastian	22	1758FHN	38
39.	E. Miller	13	1754GJO	39
40.	B. Downing	16	1749FHK	47
41.	K. Blanch	29	1749HJO	26
42.	B. Salvatore	4	1737FIM	41
43.	D. Greenwood	27	1729FFI	44
44.	W. Knapp	21	1728JLS	45
45.	S. Heinowski	2	1726DGK	46
46.	R. Jones	3	1723EHK	43
47.	J. Hunter	2	1721DFH	48
48.	R. Zajac	7	1719FGH	49
49.	G. Smith	1	1704DDJ	—
50.	D. Eisan	2	1704GDG	50

MEET THE 50 . . .

Mr. Dale Garbutt is 35, married, father of one and a practicing attorney in Cockeysville, Maryland.

Favorite Game: TRC
 AREA Rated Games: AK, BB, TRC
 AREA W-L Record: 17-1
 Gaming Time/Week: 10 hrs.
 Hobbies: rugby, running
 Pet Peeve: The meaningless playbalance/realism controversy

Mr. Garbutt explained his preference for by-mail play:

"My wargaming is restricted to pbm by my work schedule and family life. I really enjoy pbm as it exposes the participant to a diversity of gamers with new ideas, and I believe that pbm dramatically improves the general level of play. The one thing I really miss about ftf is the ability to learn new games. In order to learn a new game, repeat sessions are necessary and pbm is simply not an adequate format for that type of activity. I credit pbm with keeping me in the hobby after my life style no longer accommodated ftf and with honing my skills to produce two wins in the AH Classic 500."

MICROCOMPUTER GAMES UPDATE

The Microcomputer Game Division of Avalon Hill has expanded its line to provide cassette programs for the ATARI 800 as well as diskettes for the TRS-80 II, APPLE II and ATARI 800 computers. All four cassette versions come in the same package, unless specified otherwise below; that is, TRS-80 II, APPLE II, PET and ATARI 800 versions are spaced at intervals on the same tape. Diskette versions come with only one version in the package so it is essential that the computer model be specified when ordering in addition to noting the memory requirements. A partial listing of the Microcomputer Game Division offerings follows:

PLANET MINERS is available in 16K cassettes for the TRS-80, APPLE, and PET and a 24K version for the ATARI priced at \$16.00. 32K diskette is available for the TRS-80 and ATARI, 48K for the APPLE at \$21.00.

CONTROLLER has been released in a 40K diskette version for the ATARI only; it is priced at \$30.00.

COMPUTER ACQUIRE is available in 16K cassettes for all four computer models for \$20.00. A 32K diskette version for the TRS-80, a 48K version for the APPLE and a 24K version for the ATARI are available for \$25.00.

MAJOR LEAGUE BASEBALL is available in 16K cassette for the TRS-80 model only at \$25.00; it is available in 32K diskette for TRS-80 and 48K diskette for APPLE at \$30.00.

FOOTBALL STRATEGY, the latest release, is available now in 32K diskette for the TRS-80, priced at \$21.00.

EMPIRE OF THE OVERMIND is available in 48K cassettes for the TRS-80 and APPLE and a 40K version for ATARI for \$30.00. 48K diskettes for the TRS-80 and APPLE and a 40K version for ATARI are available for \$35.00 each.

TANKTICS is available in 16K cassettes for the TRS-80, APPLE and PET and in a 24K version for the ATARI priced at \$24.00. A 32K diskette for ATARI and a 48K diskette for the APPLE are priced at \$29.00.

GALAXY is a new release, available in 16K cassette versions for all four models for \$20.00. 32K diskettes for TRS-80 and ATARI and a 48K diskette for APPLE are available for \$25.00.

GUNS OF FORT DEFIANCE is now available in 16K cassettes for TRS-80 and PET and in 32K cassettes for ATARI and APPLE for \$20.00. A 32K diskette version for the TRS-80 or a 48K diskette version for the APPLE costs \$25.00.

DNEPER RIVER LINE is available in 32K cassettes for the TRS-80, PET and APPLE and in a 48K version for ATARI at \$25.00. And, a 32K diskette version for TRS-80 and 48K diskette versions for APPLE and ATARI are available for \$30.00.

VOYAGER, the only title available in 16K cassette for the TRS-80 COLOR model, costs \$20.00. 32K cassettes for APPLE and PET, 16K cassette for TRS-80, and 24K cassette for ATARI are also available for \$20.00. On diskette: 48K version for APPLE and 32K version for ATARI priced at \$25.00.

LORDS OF KARMA is available in 48K cassette for the TRS-80, 32K for APPLE and PET, and 40K for the ATARI for \$20.00; it is available on diskette in 48K for the TRS-80 and APPLE, 40K for ATARI for \$25.00.

STOCKS & BONDS is available in 16K cassette for TRS-80 and PET, 32K cassette for APPLE and ATARI for \$20.00. It is also available in diskette version: 32K for TRS-80, 48K for APPLE, and 40K for ATARI, priced at \$25.00 each.

FOREIGN EXCHANGE is now available in 16K cassette for the TRS-80 only; it retails for \$20.00.

DESIGN ANALYSIS



THE LONGEST DAY

By Jim Burnett

The following is an attempt to provide in one place a list of questions and answers for *THE LONGEST DAY*. [This, in and of itself, cannot be totally true since some questions were deleted if it was felt that they were answered by careful reading of the rulebook. Also omitted has been the information from Vol. 17, No. 6. For those of you who are really interested in TLD, this list is essential. I would urge you to obtain a back issue if you do not already have a copy. Of special note, the issue contains scenario addenda and German unit entry errata which are important to play of the game.] For the questions included here, I owe a debt to all who wrote in asking them and apologize to those who will find their answers changed by a couple of them. These changes are based on a better understanding and the more thorough research which this article necessitated. At any rate, continued questioning should be welcome to any gamer, as this is the only way to improve both design and development.

COUNTERS, MAPBOARD and UNIT ENTRY CARDS

American:

82nd: The 319 and 320 artillery battery counters which must be made have the following characteristics: *Range: 6, (3)—1-8, Howitzer, Stacking: 1.* They are members of the 82nd Division. They are landed in Zone "O" during build-up. Add 2/507 to the unidentified 82nd battalion. For both the 82 and the 101st divisions, all of the units on the second line of their box on the Allied Assault Landing Schedule enter on the build-up phase (except for those listed as D + 1).

1st: Add the division number to 1/18 and the recon unit.

29th: Add the division number to the back of 1/115.

3rd Arm.: Add the division number to 3/36.

Artillery 65th (3-2-6): This unit does not enter as an assault unit (first line), but as a non-divisional reinforcement.

Armored Car (3-4-8): One of the units numbered 102 is actually the 38th, and both of these units enter after 24 July.

Supply: You are short one counter.

British:

6th Para: The seven units on the bottom line of this division's entry schedule are dropped during the build-up phase.

Armored Battalions 6/2C and 10/2C: These units are DD's.

German:

91st: 1/6FS is located one hex NW of St. Jores on Board B.

352nd: 513, 517, and 518 are the unnumbered bicycle units on the SE area of Board B.

Special Note: 75mm AT artillery battery units (these are in several infantry and armored divisions) which have factors (2)-5-8 have errors in stacking on almost every counter. The actual stacking value is 2 on the front side and 1 on the back.

21st Pz: On Board D, the hex north of the "N" in Caen contains the 305 Art. Five hexes south of that is the 11/155.

130th Pz: III/130 needs a division number. The reverse side of 8/2 should be 2-3-6.

16th LW: II/16 needs division number.

1st Flk: III/3 goes four hexes south of Easy Green.

932nd Flk: (Cherbourg Chart) the unit between ROUL and TLVS is 932/5.

II FS Corps: On the German Unit Entry Schedule, 8 June, I,II,III/6 FS (91) should be 1,2,3/II FS. On 1 August, Rennes, 1,2,3/II FS should be 1,II,III/2 FS.

Security Units: In the Cherbourg chart, the 583 Sec. is in the proper place for the Campaign Game but does not appear in the scenario.

Ost: The 627th Ost enters 8 June at Redon.

Rail: Entry Schedule 6 June, Rennes, 1/2,3 should be 1/6,11.

MKB: MKB CHER is located in the same hex as the "R" in Cherbourg. MKB NICH and PAIR counter pictures are reversed on the board.

Fortified Areas: CARP 1,2,3 are on Board D.

Minor Forts: CAPL fort is in the same hex as MKB BROM. DUVR fort is on Board D one hex NW of Douvre.

QUESTIONS and ANSWERS

Counters. How can you use the German 752nd HQ?

A. It is an independent HQ which may supply up to three independent non-artillery units.

Map. Where is the British "Main" Landing Zone?
A. Zone M.

Map. What is the status of coastal artillery units in the same hex as a fort? Do they count against stacking?

A. They are always considered to be outside the fort. For total stacking in the hex only.

TEC: Do roads cancel the advance limit through towns and bocage?
A. No.

TEC: Is there a MP cost to enter or exit a fort?

A. No.

TEC: Do coastal hexes cost two MP (per TEC) or just one if entered from another land hex?

A. This is the Paul Revere rule: One if by land, two if by sea.

TEC: The TEC says AIR INT counters eliminate the ability of units to cross RR bridges at reduced penalty. Do the units have that ability?
A. Yes.

CRT: What size are HQ units for loss purposes?

A. Battalion.

CRT/TEC: What are the losses if an armored unit and an infantry unit attack from a bocage hex?

A. If the result is LS, both LS. If the result is L1, infantry L1, armor L2. If the result is L2, infantry L2, armor ELIM.

CAM: Isn't an armor, infantry, and artillery defense combination treated as INF + ARM?

A. Yes.

Rail Interdiction Table: Is the 6-11 column correct?

A. No, it should be 6-10.

Fort Chart: Is the first number on a fort counter the number of units or stacking points which may be placed in the fort?

A. Units.

Fort Chart: Is a unit under a fort on a hill doubled or quadrupled?

A. Doubled.

Fort Chart: Exactly how do you count coastal strongpoints for combat?

A. 0/2/-1 strongpoints are company-sized; 0/6/-1 are battalion.

Bombardment Table: Is a die roll of one with a minus one DRM an automatic miss?

A. No. One is the lowest a die roll may be modified to.

Bombardment Table: What good are rockets (considering the minus one DRM)?

A. Rockets are not affected by the minus one DRM.

German Entry Chart: The 12/1, II 88mm Flak are listed twice on the set-up of II FS Corps. Should the 12/1, II 150mm Flak be substituted for the second listing?

A. Yes.

German Entry Chart: Where does the II FS Training Regiment go?

A. It enters 1 August at Rennes and consists of the I,II,III/2FS—not as listed on the chart.

I.B.11. May you move a unit one hex no matter what?

A. No. It must have the required MPs available to make a move.

I.C.,E. Must a unit be supplied to strategic move? Mech move?

A. Yes. Yes.

I.E. Can the German player strategic move through interdicted hexes?

A. Yes.

I.I.13. May artillery advance after combat?

A. Only range one artillery

II.B.,III.B. Can an infantry unit with a zero attack factor allow an attack by artillery? Allow a +2 CAM if stacked with armor?

A. No. Yes.

II.B.5.a. Can an artillery unit spot for itself? Does this apply to support fire as well as defensive fire? Can it spot for another artillery unit?

A. Yes. Yes. Yes.

II.B.5.c. Are adjacent firing artillery units immune to combat results also?

A. Yes.

II.B.7. Do artillery units with inverted defense strengths greater than two have remnants?

A. No.

II.D. What happens if units of the 711th Division are on the board but their HQ is not?

A. They are out of supply only if the units are more than eight hexes from the board edge along roads A and B.

II.D. I seem to have an extra German supply unit.

A. Not really. It is for the variant 319th Division.

II.D. I seem to have one Allied supply unit missing.

A. Yes. Make one out of the spare round counter.

II.D.1.a. Can HQ units, in movement phases or retreats, move through another HQ?

A. Yes. They may not end a phase stacked with another HQ.

II.D.1.d.,e. For once and for all, can any independent artillery units be supplied by Division HQ?

A. No. Only by Corps.

II.D.5.a. Is this true for only divisional US artillery groups? Is it true during the Combat Phase also?

A. Yes. Yes.

II.D.8. Can regimental Flak subordinate batteries trace supply to Korps HQ? Can independent Flak batteries trace supply to regimental Flak HQ? Must Flak batteries trace supply routes even though they do not consume supply units? Are the effects of being out of supply the same as for other units?

A. Yes, up to six. No. Yes. Yes.

II.E.2. If a unit is disrupted and another friendly unit enters that hex, is it disrupted also?

A. Yes. There is not much actual effect here though because most disruption takes place during defensive fire.

III.C.2.b. The rule says that a zone of interdiction may be one hex and then later that the radius does not include the AIR INT hex. Which is correct?

A. The former. One or two TAC factors give a one hex AIR INT. Three or four give seven hexes and so forth.

III.C.2.c. Is there a cumulative effect to AIR INT counter zones of control?

A. No.

III.C.3.e. May I keep carpet bombers in the boxes waiting for favorable weather?

A. No. Placing bombers in the boxes on the first turn commits them for three turns, the second of which (only) is the bombing turn. If you wish to change a location or bomb again, you must start a whole new three turn procedure.

III.C.3.e.1. Are any hexes prohibited to carpet bombers? Are there any modifiers for other hexes?

A. Only swamp and flooded hexes. No.

IV.A. Is naval (and air) bombardment affected by terrain?

A. Only where prohibited.

IV.B.4. In exactly which cases can forts and their units ignore retreats?

A. Only when there are forts with units in them. An unoccupied landfronte fort which receives a retreat result is destroyed.

IV.B.5. An infantry unit is inside a fort (which is treated as armor) and there is also an infantry unit stacked outside. Do these count as INF + ARM on the CAM?

A. No, as INF.

IV.B.7. Is an unoccupied minor fort or fortified area destroyed if occupied by the Allies? What is the cost in MP to enter such a hex? May the unit continue movement if MPs remain?

A. Yes. Only the normal cost of terrain. Yes.

IV.B.7. Does this rule apply to coastal strongpoints or unoccupied landfronte forts since they have no units in them?

A. No. They must be destroyed by a successful attack.

V.A. Can the 12SS enter the map on 6 June or must it wait until the 7th?

A. It must wait until 7 June. (Change.)

V.C.5.a. Does this include HQ units?

A. No.

V.C.7.b. Can a beachhead marker be destroyed by artillery fire?

A. No.

V.C., IX.E. Exactly what are the landing and stacking allowances during the invasion turn?

A. During 6 June only, stacking requirements must be met (for the Allies) on land hexes at the end of the Allied Follow-up Movement phase and from then on (any number of units may occupy a landing box). The landing requirements in IX.E.3. do not go into effect until 7 June. The triple landing factors are counted from then.

VIII.D., E. What is the weather at the start of these scenarios?

A. Fair for both.

IX.F.5.a. This is confusing. Do the Germans get one supply a turn in Benelux and in Brittany or one per turn in Benelux or in Brittany?

A. The German receives supply from the pool only and may at his option start one of those received in Brittany.

IX.C.3. How is a storm handled, specifically the third day? The rule says ST-1 or F. The chart says ST-2 or F.

A. Go by the rule—ST-1 or F. Day four is ST-2 if four was ST-1; day five is ST-1 or F; day six is ST-1 if five was ST-1; and seven is F.

IX.D.7.c. What is the status of an eliminated Corps HQ?

A. The Corps HQ is always assumed to have surviving subordinates and is always returned to play.

IX.E. Can follow-up units be held off and enter during the build-up or subsequent phases?

A. Yes.

IX.E.3.a. Do the first ten turns include 6 June?

A. No. From 7 June to 16 June.

Scenario 5, IX.F.2.c. Does the 711th Division activate at greater than (IX.F.2.c.) or greater than or equal to (Scenario 5, Rule 3)?

A. According to whether you are playing the Campaign Game or the Scenario.

IX.F.5.a. Do destroyed HQ restarting on the entry tracks re-trigger their supplies?

A. No.

IX.F.5.a. Where does supply start for German divisional HQ?

A. With the HQ.

IX.H. Can supply units that land on British beaches be used by US HQ and vice versa?

A. Yes.

IX.I. Can the beachhead counter of a landing box be used while the Mulberry is being built?

A. Yes.

IX.J.4. Must German units de-train when subject to Air Bombardment?

A. Yes.

IX.J.7. When must a rail unit cease rail movement during a turn?

A. Anywhere between the third and fourth city or cut hex.

IX.L. Can an air supply unit be dropped to any HQ unit or just to airborne?

A. Any HQ unit.

IX.L.3. How are air supply units lost?

A. The same as other supplies, by landing on a German unit, or suffering a D or D/LS result on the Drift Diagram.

IX.M. Does Allied Unit Withdrawal cost anything?

A. Yes. It uses a beach, port, or mulberry capacity point per stacking point just as debarkation does. The total debarkation and withdrawal points must never exceed capacity.

XII.B. I don't understand the one hex range versus the Allied unit in one of the bridge hexes. Also, do you add or subtract two?

A. The range is the distance from the Pioniere unit to the Allied unit. When the range is one and the

Allied unit is also adjacent to the bridge hex, you subtract two.

XII.C. Why can't the British have the Hedgerow Cutter also?

A. Give it to them one week after the US gets it. The British had less need/urgency for the invention since the type of terrain they were involved in contained less bocage.

RULES VARIATIONS

The following are suggested variations on existing rules. These changes increase realism at a very slight cost in game length. Their effect on the outcome of most games should be minimal.

Retreat (I.I.12.)

If a unit is forced to retreat so that it ends the retreat farther (in hexes) from its immediate HQ unit than before the start of the combat phase, it must lose an extra step. This variant will hurt the German player more since he will have to do more retreating.

Artillery Spotting (II.B.)

Divisional artillery must have their spotting done by members of their own division or one of the three independent units assigned to that division. Corps artillery has spotting done by any sub-unit of the corps if playing by Corps Organization rules below or by any unit if not.

Surrender (II.C.)

Any unit dependent upon a HQ for supply (this includes all divisional and independent—artillery and non-artillery—units) plus all flak units are subject to surrender. If any such unit is completely and continuously isolated from its HQ for three consecutive turns, it surrenders at the friendly reset phase of the third turn and is removed from the board. Surrender does not happen if an opposing unit is not adjacent to "accept" the surrender. A unit does not have to surrender if it is in a city hex, in any fort hex except a field fort, or is in the same hex with another

unit which does not require a supply source or does not have to surrender. The three turns are still counted but surrender does not take place until the unit moves to a hex in which surrender may happen. Surrendered units are never replaced or re-inforced. This rule is a bonus for the Allies but is designed to clear up situations where units can actually benefit themselves by just staying behind lines. It should be used in conjunction with the Retreat rule above to "tidy up" the fronts a bit. A unit determined to stand and fight in a good defensive position is not penalized but unsupplied tourists will be discouraged.

Supply Movement (II.D.)

Any supply unit (except air supply) which starts a movement phase with a HQ unit may stay with that HQ throughout the movement phase no matter how or how far the HQ moves. The HQ and supply must move together and the supply cannot continue to move after the HQ stops. This does not apply to units in the strategic movement boxes.

Corps Organization (II.D.)

This section is the greatest change to existing procedures. It changes Corps HQ responsibilities and is strongly suggested for multi-player games.

For the six non-divisional artillery units they are already responsible for, Corps HQ must use spotters which are part of the corps. These will include all subordinate HQ and their units in addition to the artillery itself. To spot for this artillery, a division's HQ unit must be within an eight hex radius of the corps HQ unit and spotting units of the division must be within eight hexes of their HQ. The artillery must still be within eight hexes of the Corps HQ. Assignments of the divisional HQ's which report to a Corps HQ must be made during the replacement phase of a player's turn and do not take effect until the next turn. The assignments and limitations for Corps HQ are as follows.

For the Allies, each Corps HQ may contain up to three divisions, no more than one of which may be

armored. One airborne division may be added for free. Divisions may contain three independent units and corps may have six independent artillery units per the regular rules.

The German list is a bit more complicated. The II FS Corps may contain 2, 3, 5 and 6/FS. The III Flak Corps may contain only Flak units but may contain all of them. The three LW divisions are independent of any corps. The other corps may contain up to four divisions and may add either the 752nd or one Nebelwerfer Brigade free. These assignments are subject to the following chart:

Corps	Divisions		
	Inf	Pz	SS
ISS, Pz, IISS Pz	1	1	3
XLVII Pz, LVIII Pz	2	3	1
LXXIV, LXXXIV, LXXXVI	4	1	-

The numbers in the boxes are the maximum divisions of each type which can apply toward the total corps allowance of four.

As an optional added headache, do not allow divisions to make offensive attacks when their HQ are more than eight hexes from their assigned corps HQ. Defensive fire may still be used normally. The balancing effect here is to make up for the mainly Allied bias in the other rules presented here. Since the Allies will do most of the attacking, they will be affected most. The overall rationale is to encourage players to keep their commands together per normal military practice.

The above may seem a bit of trouble at times but it does give a better feel for organizational difficulties. The corps rules apply to the scenarios as well as the Campaign Game and the astute player will notice that in many cases divisions will be left without corps artillery support. This is intended and gives a bit of help to the attacker in the first, third, and fifth scenarios.

This does not apply to units in the strategic movement boxes.



CONTEST NO. 108

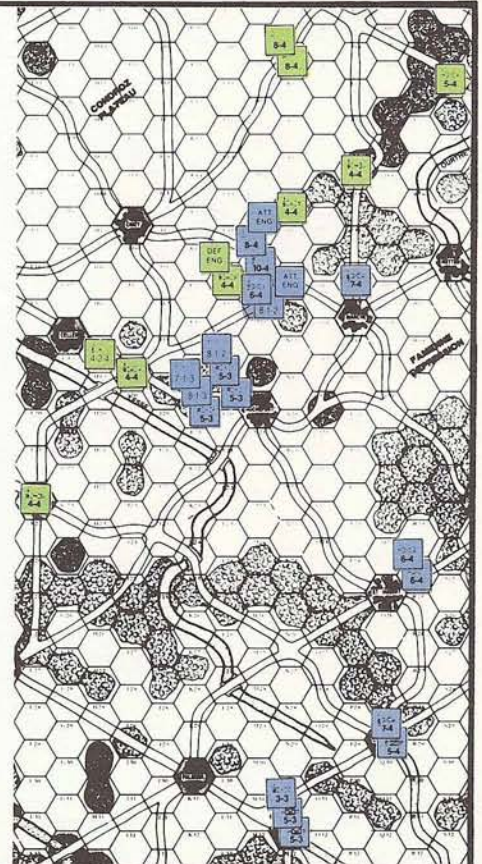
It is the German 20PM turn. On the 20AM turn, exchanges at Bertrix and Libramont weakened the Allied right wing. The Allies hold Werbemont and the Hohe Venn strongly. If the Germans do not break out in the south and exit units from the mapboard by the 22AM turn (keeping out the British), the game will surely be lost. The object of the contest is to plan a 20PM move that will optimize the German chances of exiting mechanized units by the 22AM turn. Players should consider hex A21 as the key exit hex, since it is the farthest from the Allied 20PM and 21AM reinforcements.

The answer to this contest must be entered on the official entry form (or a facsimile) found in the insert of this issue. Ten winning entries will receive AH merchandise credits. To be valid, an entry must be received prior to the mailing of the next issue and include a numerical rating for this issue as a whole, as well as listing the three best articles. The solution to Contest #108 will appear in Vol. 19, No. 3 and the winners in Vol. 19, No. 4 of *THE GENERAL*.

The units to be considered in the solution of Contest #108 are positioned as follows:

- ALLIED:** 82/325 at F22
 101/501 at L19
 101/502 at L16 (Engaged)
 101/506 at N14
 101/327 at P13
 3/32 at N10
 3/33 at N10
 3/36 at S11
 VIII/333 at H18

- GERMAN:** 116/16 at M16 (Engaged)
 116/60 at M17 (Engaged)
 116/156 at Q29
 2/3 at M16 (Engaged)
 2/2 at R24
 2/304 at R24
 Lehr/901 at Q29
 Lehr/902 at P15
 26/39 at K20
 26/77 at L19
 26/78 at L19
 5/13 at N31
 5/14 at N31
 352/914 at N31
 Neb. 7 at K20
 Neb. 15 at K20
 Neb. 18 at M17 (Engaged)
 Neb. 8 at L19
 Art. 401 at S16
 Art. 766 at M20
 Art. 406 at M20
 Art. 408 at S22



Slapshot



General Icinghower



Bobby Howl



Iron Orr



Frank N. Stick

SLAPSHOT is a wheeling, dealing game for hockey nuts of all ages. Each participant in SLAPSHOT assumes the role of a team manager. The object is to skillfully manage your team into the playoffs and then win the championship. During the regular season, you will be able to improve your team with trades and drafts. Injuries and luck will play a part, but it is your skill as manager that will guide your team to victory or defeat.

Sixty-six players are included, enough to put together eleven complete hockey teams. There are the good players like Slash Gordon, Puck Rogers, Antoni Zamboni, and Guy Whiz. There are the bad players like Frosty Todd, Ian Jury, P. Shooter, and Tiny Tim. There are the ugly players (the bruisers) like Le Goon, Cheap Shot, and Jack The Tripper.

SLAPSHOT is the sports game for everyone. It's fast, it's furious, it's fun. And the icing on the cake is that it's simple, too. So lace up your thinking skates and grab your mental sticks . . . it's game time!

SLAPSHOT is available for \$9.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.

Dear Sirs,

My article on the Norwegian Campaign in *THIRD REICH* in Vol. 18, No. 5 must have sparked a lot of controversy. I was pleased to see Bill Nightingale's excellent rebuttal buried in his article in the same issue. My mail box has been full, and I've been kept busy defending my ideas. One interesting letter from Robert Calcaterra of Madison WI correctly pointed out that it is not strictly necessary for the Germans to invade Denmark with armor in Fall 1939 in order to set up a 3:1 odds attack on Oslo with the airborne in Winter. Instead, two infantry units can seize G31 and G32 to make airbases. My error was not realizing that the minuscule spit of land in G31 was occupiable. A third infantry unit is still needed to blockade the Danes in Copenhagen to prevent them from cutting off supply to the airbases. The appealing feature of Calcaterra's plan is that all four panzer units can be used in Poland, eliminating the risk of an *A Elim*.

At first, I adopted Calcaterra's approach enthusiastically, but after using it in several games, I decided to go back to my panzer-in-Denmark approach. Why? Putting three infantry units in Denmark costs some SR to get them out. After the panzer accomplishes its mission in Denmark, it can get to Belgium under its own power. Moreover, using three infantry units in Denmark in Fall 1939 left me short on infantry for other purposes like checking the French, garrisoning Finland, threatening Britain and, at the end of the turn, replacing panzer units in the East Front garrison. Although my panzer tactic in Denmark involves a small risk in Poland, overall I think it improves Axis chances to win the game. It's a matter of personal taste and experience.

Michael Anchors
Durham, North Carolina

★★★★★

Dear Mr. Martin,

I was delighted with your and Richard Hamblen's treatment of my article "British Fleet in VITP" in vol. 18, no. 6. My ideas were given the royal treatment and converted into a high-quality, truly interesting variant. However, in all immodesty I must defend myself against some of Mr. Hamblen's statements about the quality of my research, and at the same time perhaps improve the historic accuracy of the variant.

First of all, the *Saratoga* was based in Ceylon from late March until the middle of May 1944. On the last leg of her trip to Ceylon she fueled at Perth, then rendezvoused at sea with the East Indies Fleet on March 27, and they all returned to Colombo, Ceylon. There the air groups trained together for the April 19 raid against Sabang, Sumatra. After that raid they returned again to Ceylon—this time to Trincomalee—and continued training for a second raid against Soerabaya, Java. The British ships didn't have sufficient range to make that trip non-stop, so the force fueled at Exmouth Bay Australia on May 15, then carried out the raid on May 17, after which *Saratoga* continued on home.

This inter-Allied cooperation by Admiral Nimitz was more than just a show of good will. When the U.S. was desperate for CVs, the British had provided *Victorious* at no small sacrifice to themselves. Now, with the Japanese Navy driven from the Central Pacific and into Asian ports, the British Admiralty was quite insistent that the favor be returned. Thus I feel that this situation more than deserves inclusion in the variant, but I also see Mr. Hamblen's point that it could lead to unrealistic situations in the game. So: If, at the end of turn 6, Australia, and Indian Ocean, and Bay of Bengal are free of Japanese control, *Saratoga* (or a substitute CV if she is sunk or damaged) may base with the British, wherever they are.

In February 1943, as their final assignment with East Indies Fleet, *Resolution* and *Revenge* did begin escorting slow troop convoys—convoys carrying an Australian division home from Suez to Australia. The 2 BBs were still in the Indian Ocean in July, after the end of turn 5, and should be removed on turn 6.

On *Hermes*: even though CVs were invaluable and not to be discarded readily, I must still insist that *Hermes* was useless on the front line (and the British considered her so) and should be retired. She was the first CV built as such from the keel up and, among numerous other deficiencies, her tiny hangars could accommodate only 12 Swordfish and/or Fulmars. It was estimated she would be able to carry only half that number of the newer, larger planes. Thus, after 1942 she would have been one-third as powerful, and just as slow, as a CVE.

Letters to the Editor . . .

Incidentally, although *Unicorn* was not a fleet carrier, she was also not a CVE. She was as big as *Wasp*, as fast as *Junyo*, and could carry in an operational capacity more planes than any other British CV of the war except *Ark Royal* and the two Indefatigable-class. And they did use her several times as a front-line unit.

I would also like to address a point in Bob Collman's very interesting article, "British Flat Tops in the Solomons," in the same issue. He seriously overvalues the ASV radar carried by Swordfish and Albacores. Radar was not operational on any Swordfish until October 1941, so obviously it played no part in the night attack on *Bismarck* in May 1941, nor in the Taranto attack in November 1940 (both attacks were lighted by flares). In addition, the radome of the ASV projected downward between the landing gear struts, making it impossible for an ASV-equipped Swordfish to carry a torpedo. All they could carry were four 250 lb. bombs or depth charges, or 8 small rockets, so they were used almost exclusively in night searches for submarines, which were vulnerable to small bombs and rockets. Thus there seems little logic in giving these planes a bonus in night attacks against warships when, in order to carry the ASV, they had to eliminate their only effective offensive weapon. Besides, the radar was primitive; it showed only that something was there and in which direction, so it was useful only for searching, not attacking (nor landing).

Thanks for the opportunity to rant and rave.

Jim Davis
Northport, AL

Regarding *Saratoga*: one landfall does not a basing make. Basing implies operational planning by the local command, but British control of *Saratoga* was limited—they could not use her with complete freedom. In any case, if Australia and the Indian Ocean are not Japanese-controlled, the question is trivial—Ceylon is in all cases inferior to Australia as a base.

Revenge, Resolution: though in the Indian Ocean they would not leave convoy duty, particularly since they were too slow to redeploy effectively. As a parallel, consider the reluctance to pull escorts off convoys during the *Bismarck* raid.

Hermes: is *Hermes* the only carrier to be retired by anyone during the war? In any case, *Hermes* remains if only to represent CVE strength that was left out to simplify the game.

★★★★★

Dear Mr. Editor:

I must write and congratulate you, somewhat belatedly, on the brilliant R&D job that was done on *COI*. My letter is, however, prompted by the lead letter in the March/April issue of the *GENERAL*. I found myself agreeing with you as to the "myopic" viewpoint of your whiner. His name escapes me at the moment.

I am, and have been, a great admirer of the Avalon Hill Company and its entire product line. However, the *SQUAD LEADER* system is by and large the most fascinating and versatile game system I have ever seen in my short ten year history as a wargamer and I'm afraid I find myself in the ranks of those who prefer it to the strategic/operational level games.

Be that as it may, I thought your points about job burnout and product line diversification were very well taken—and your tone quite reserved considering the irrational harangue presented by the letter writer. Even though I play few games other than *SQUAD LEADER*, publication of a variety of titles and systems and subjects cannot but be good for the industry and for the hobby. Keep up the good work.

Chester Morrison
Tallahassee, Florida

★★★★★

Dear Editors:

THANK YOU!

The March/April issue of the *GENERAL* moored in my mailbox yesterday. I haven't read all of it yet; in fact, I've barely started. But I wanted to write you right away. I know you're going to get a lot of flak (and a lot of bad feedback scores for this issue because of all the salt water it contains.) But I thought it was superb. Naval wargamers are a small part of the relatively small

wargame market; we are well aware of our small influence with game publishers, as compared with those who play with Panthers or Dragons. All of this just makes the latest *GENERAL* that much more of a surprise—and that much more appreciated. I hope that you receive from other naval wargamers enough encouragement that the *GENERAL* will spend other issues "all at sea".

THANK YOU!

Don, for your ten years of service to all of the hobby/industry as editor of the *GENERAL*. Certainly, not all of us could always agree with all of your opinions. But no one could deny the orders-of-magnitude improvements that you have achieved in size, scope, balance and quality. We readers owe you much.

And, if now you could tell us what you've done with Alan Moon . . .

Richard Snitzer
Carson, California

As you point out, the readership did indeed lose more than a few torpedoes at the "naval *GENERAL*". And, none were more deadly than those lost by the SL-fanatics (who must be near frantic now that two issues have passed without their usual "fix"). But even the most vocal of these found something favorable to comment on in this unique experiment in the life of this periodical. With the broad range of titles now included in the AH line, it is certainly feasible that other "thematic" issues may be produced in the future. Regardless, the editors will continue to strive to provide what the majority of the readership ask for while simultaneously providing well-written material on those games less popular—a fine line to toe and one that we seemingly overstepped with Vol. 18, No. 6.

As for Mr. Moon, we have had him stuffed and placed in the game room on the third floor where he will serve as an inspiration to all of us.

★★★★★

Dear Sirs,

It is with considerable regret that I read that Don Greenwood will no longer be at the helm of the *GENERAL*. I believe that the readership will join me in giving him our congratulations for what he has done for the *GENERAL*, as well as wishing him further success in his role as game designer/developer.

My main reason for writing at this time is to lend support to Mr. Eastep's letter in Vol. 18, No. 6 concerning the inclusion of cheaper mapboards in recent AH releases, and to comment on Mr. Greenwood's allusion to mapboard warpage. First, I will address the latter.

If I were to go to my closet and set up my 1969 vintage copy of *BLITZKRIEG*, I would find that the board lays just as flat as the day I bought it. However, if I set up *THE LONGEST DAY*, *WAR & PEACE* or *FORTRESS EUROPA*, this would not be the case. For example, after being set up a few days, those large mapboards in *TLD* are apt to be bowed up half an inch on opposite edges. And I am not exaggerating—I measured!! I have transferred the board clips from *PANZERBLITZ* to *WAR & PEACE* in order to keep the pieces from falling into the chasms between the board sections. The fact is, gentlemen, that something happened at AH around 1979 which caused a very nasty problem with your game boards.

For the past ten years there has been a tendency at AH to strip the "frills" from its games. The days of fancy outer sleeves, plastic inner trays and board clips are forever gone I'm afraid. Throughout this process, though, AH has maintained the quality of the game components themselves. That is, until now. Although they appear not to warp, the new boards are obviously inferior in quality, especially to their pre-1979 cousins. They aren't so bad for games like *GUNSLINGER* and *MAGIC REALM*, where the individual mapboards are small and doubled-sided. But this material is absolutely inadequate for hinged boards such as *STRUGGLE OF NATIONS*. No, they don't warp; but they don't lay flat either. The material is too light to overcome the resistance of the hinges. Also, for the first time on an AH game, the board hinges themselves are not reinforced. Please tell your management that gamers are not stupid. We notice things like this.

One final comment. Recently you have republished a very fine game called *BATTLE OF THE BULGE*. Besides being an extraordinary game, its mapboard adheres to AH's former standards. Also recently, you have released *STRUGGLE OF NATIONS*, whose board I have already described. In light of the variance in the physical quality inside the box, I believe it is only fair that you print on the box what kind of mapboard is inside. As a consumer, I have a right to know what I am getting before plopping down my \$20, not after. I trust my comments have not fallen on deaf ears.

Paul Trandel
Austin, Texas

We keep telling them. They keep ignoring us.

★★★★★

Dear Sirs:

This is the first time I have felt the need to express my opinion on any item that appeared in the *GENERAL*, and I have been subscribing for the last nine years. One of my major reasons for being a loyal supporter of AH is, or at least was, the top quality of your product line. In short, the quality of your new mapboards is terrible. As a result, I will be looking to other companies as a source of new games since AH seems to have decided to become one of the common herd of manufacturers. If there are others out there who feel the same way, I hope this letter will encourage them to write in also; maybe that will get the attention of your management (or else the lost sales will).

Jeff Miller
Williamsport, Pennsylvania

★★★★★

Dear Editor:

Encouraged by Mr. Roger Eastep's letter and your reply published in the latest *GENERAL*, I would like to add my voice to the list of disenchanting AH fans who have been unpleasantly surprised by the new style mapboards found in the latest AH releases. I am particularly aggravated by management's attitude "that the new style of mapboards is just as good as the old . . ." and that "complaints of warping are brought about by neglect . . .". My own experience convinces me that this reasoning is totally absurd and is only an excuse for shirking the responsibility of good quality control.

I am a member of the University of Wisconsin wargaming club and, as such, was present during the unwrapping of six brand-new, store-bought AH games purchased by various club members over the past few months. (Specifically, two copies of *CIVILIZATION*, two copies of *STORM OVER ARNHEM*, one each of *STRUGGLE OF NATIONS* and *FLAT TOP*.) In each case, the board(s) was/were warped or else refused to lie flat upon the table. Your superiors' claim of exaggerated complaints notwithstanding, I have personally witnessed a failure rate of six out of six! How much worse could it be?

I must disagree with Mr. Eastep's opinion that these boards "are not much better than a cardstock mapsheet." I feel that they are far worse. Indeed, the consensus of opinion among our twenty-plus members is that you should have opted for unmounted mapboards—with the savings passed on to the consumer. Or that you should have retained the old style boards, for the quality of which we would be willing to pay the increased cost. It seems that AH, agonizing over such a decision, tried to compromise. As so often happens with compromises, the current solution is an unhappy one that pleases no one.

Will there be a loss of sales? I know only that I have not purchased *STORM OVER ARNHEM* or *FLAT TOP* because of the poor board quality. (I had intended to purchase both when they became available. Now I am satisfied to play against my friends who own them, but have no desire to add them to my collection.) Perhaps the loss of sales of two games is insignificant to the management, but I am only one gamer. How many others have made the same decision? Lastly, I note with concern that, after 22 years of buying AH games, I have for the first time in my life decided to forego a purchase, not because the game is bad, but because the quality of a major component is.

Bill Tricomi
Madison, Wisconsin

G.I.: ANVIL OF VICTORY
Preliminary Errata:

141. The identifying captions for the First Line and Elite squads have been reversed; the 6-6-7 counters are elite and the 6-6-6 squads are first line.

Scenario 35 The four French 2-3-7 counters are crews—not HSS.

Scenario 41 The 2-3-7 HS listed for placement within three hexes of 205 should be a U.S. 2-3-7 crew.

169.51 Infantry attempting to extinguish an undeveloped fire must roll < their FEV with two dice, not ≤ to it.

171.24 Case S is the missing applicable TO HIT DRM. Note that cases J., J.' are also applicable.

In response to many requests, the following is a complete chronological list of all SQUAD LEADER scenarios published to date by Avalon Hill, including those accompanying G.I. and those published in the pages of the GENERAL.

Scenario Name	Number	Series
Sacrifice of Polish Armored	201	200
Battle for The Warta Line	21	COD
Under Cover of Darkness	202	200

THE QUESTION BOX

The Borders Are Burning	22	COD
Silent Death	23	COD
Action at Balberkemp	24	COD
On The Road to Andersnes	212	RS
Bitter Defense at Otta	203	200
Resistance at Chabrehez	25	COD
Assault on a Queen	26	COD
The Dinant Bridgehead	27	COD
Chance D'une Affaire	204	200
Counterstroke at Stonne	28	COD
Last Defense Line	205	200
In Rommel's Wake	29	COD
Ad Hoc at Beaurains	30	COD
Hasty Pudding	215	RS
Fighting at World's Edge	206	200
The French Perimeter	207	200
Chateau de Quesncy	31	COD
Road to Kozani Pass	208	200
Rehearsal for Crete	32	COD
The Akroiri Peninsula Defense	209	200
Traverse Right . . . Fire	213	RS
Breakout from Borisov	20	COI
Blocking Action at Lipki	101	100
The Defense of Luga	18	COI
The Capture of Balta	13	COI
Fast Heinz	K	GEN
Slamming the Door	102	100
Debacle at Korosten	17	COI

Bald Hill	103	100
The Hedgehog of Piepsk	4	SL
Burzevo	A	GEN
The Dead of Winter	M	GEN
A Winter Melee	19	COI
The Penetration of Rostov	104	100
Commando Raid at Dieppe	210	200
The Long Road	L	GEN
The Guards Counterattack	1	SL
The Tractor Works	2	SL
The Streets of Stalingrad	3	SL
The French Decide to Fight	35	GI
Sowchos 79	16	COI
Sweep for Bordj Toum Bridge	39	GI
Night Battle at Noromartevka	105	100
Escape from Velikiye Luki	6	SL
The Paw of the Tiger	14	COI
Beachhead at Ozereyka Bay	106	100
Hill 253.5	B	GEN
The Nimcemi-Biscari Highway	E	GEN
Swatting at Tigers	41	GI
The Front in Flames	214	RS
Disaster on the Dnieper Loop	107	100
The Bukrin Bridgehead	C	GEN
The Factory	38	GI
Hube's Pocket	15	COI
The Pouppeville Exit	F	GEN
Night Drop	223	RS

Hide and Seek	45	GI
Block Busting in Bokruisk	108	100
Hill 621	5	SL
Prelude to Breakout	44	GI
Counterattack on the Vistula	109	100
The Cannes Strongpoint	9	SL
Devil's Hill	G	GEN
The Dornot Watermark	40	GI
Climax at Nijmegen Bridge	34	GI
Medal of Honor	37	GI
Semper Paratus	J	GEN
Operation Switchback	218	RS
Clearing the Breskins Pocket	220	RS
Vitality I	221	RS
Scheidt Fortress South	219	RS
Delaying Action	D	GEN
Infatuete II	222	RS
Action at Komerscheidt	43	GI
Buchholz Station	7	SL
Weissenhof Crossroads	36	GI
The Road to Wiltz	12	SL
The Attempt to Relieve Pieper	H	GEN
A Belated Christmas	33	GI
Auld Lang Syne	211	RS
The Bitchie Salient	8	SL
The St. Goar Assault	11	SL
Hunters from the Sky	I	GEN
Bridgehead on the Rhine	42	GI
Operation Varsity	46	GI
Encircling The Ruhr	47	GI
Hiltford on the Rhine	10	SL
A Small Town in Germany	216	RS
The Whirlwind	217	RS
The Azony of Doom	110	100

READER BUYER'S GUIDE

TITLE: BATTLE OF THE BULGE '81 **\$16**
SUBJECT: The Ardennes Offensive, December 1944—January 1945

Seemingly pleased with the redesign of the WWII game classic, respondents to the survey rated *BULGE '81* above average in nearly every category. The result placed it fourteenth on our expanding list. Yet again, this popularity is likewise reflected by its current ranking of fifth among the twenty most-played games by our readership. Taken together, an impressive start for a rejuvenated old warhorse.

Indicative, perhaps, of recent dissatisfaction with production-line techniques, the new rigid *BULGE* mapboard was obviously heartily approved of by the buyers. This was mirrored by the high ratings for Mapboard (2.10) and, consequently, for Physical Quality (2.28). Less understandable was the slightly below average rating for Components (2.58). It should be noted, however, that all of these ratings show a marked improvement over the elder edition of *BULGE*, which was dropped from the RBG Chart in Vol. 18, No. 3 of the *GENERAL*.

Ease of Understanding (2.18) and Completeness of Rules (2.70) both showed favorably in comparison to other titles. The second edition rulebook, streamlined and expanded, should register improvements in both of these aspects of the game.

The rating for Play Balance (3.18) was the only one to seemingly diverge from the general acceptance, a buyer reflection of the feeling that, while the original *BULGE* favored the Germans, this remake of the game tends to favor the Allied effort. Robert Beyma's article in this issue may be the first of many on German strategy striving to redress this historical imbalance by superior play. This, of course, is linked to the ratings for Realism (2.85) and Excitement Level (2.35). And, even though numerous games on the Ardennes campaign have been a stock in trade for the industry for many years, Overall Value (2.58) of the new release was a surprising compliment.

Game Length, for the new version, is adjudged to be approximately three hours and three minutes. This is slightly longer than the average playing time for the original, not surprising in light of the added complexity and accuracy of *BULGE '81*.

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	Understanding	Ease of Rules	Completeness	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CRESCENDO OF DOOM	2.04	1.93	1.64	2.33	3.20	2.31	2.18	1.36	1.56	1.82	19.5	
2. 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	
3. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5	
4. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6	
5. CIRCUS MAXIMUS	2.27	2.53	2.13	2.93	2.27	2.33	1.13	2.26	2.14	2.28	11.1	
6. 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	
7. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7	
8. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	1.72	1.84	2.09	2.31	18.8	
9. FLAT TOP	2.42	1.74	2.51	2.37	3.85	3.00	2.56	1.81	1.81	2.11	106.9	
10. WAR AND PEACE	2.43	2.37	2.32	2.54	2.34	2.56	2.61	2.54	2.29	2.32	17.0	
11. FORTRESS EUROPA	2.44	2.21	3.29	2.57	2.50	2.64	2.43	2.35	1.93	2.07	44.1	
12. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1	
13. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0	
14. BATTLE OF BULGE '81	2.53	2.28	2.10	2.58	1.18	2.70	3.18	2.85	2.35	2.58	21.1	
15. CAESAR—ALEXIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9	
16. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4	
17. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0	
18. STORM OVER ARNHEM	2.59	2.51	2.93	2.24	2.59	2.55	2.97	2.93	2.34	2.24	17.9	
19. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2	
20. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6	
21. THIRD REICH '81	2.62	2.31	2.29	2.58	4.27	2.61	2.64	2.81	1.94	2.15	45.9	
22. 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	
23. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1	
24. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.29	2.20	2.32	17.3	
25. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5	
26. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8	
27. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0	
28. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9	
29. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1	
30. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0	
31. The LONGEST DAY	2.83	2.23	2.60	2.40	3.20	3.53	3.30	2.28	2.80	3.15	17.1	
32. JUTLAND	2.83	2.84	—	—	2.39	3.27	3.06	3.24	2.53	2.61	26.7	
33. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2	
34. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7	
35. GLADIATOR	2.88	2.84	4.00	2.47	2.89	2.63	2.79	3.05	2.53	2.74	4.6	
36. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5	
37. FURY IN THE WEST	2.91	3.36	4.01	3.00	2.55	2.45	2.99	2.82	2.09	2.91	17.8	
38. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7	
39. GUNS OF AUGUST	2.93	2.71	2.94	3.03	2.41	3.15	2.96	2.89	3.38	2.87	27.8	
40. 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	
41. WIZARD'S QUEST	3.03	2.63	2.21	3.25	2.62	2.60	2.23	5.13	3.42	3.21	13.2	
42. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8	
43. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6	
44. 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	
45. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0	
46. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6	
47. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2	
48. 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	
49. AIR FORCE	3.43	3.77	4.94	3.79	3.69	3.29	2.42	2.81	2.77	3.40	9.6	
50. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0	
51. TACTICS II	3.51	3.43	4.30	3.59	1.45	1.18	2.32	5.57	4.59	4.20	11.6	
52. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9	
AVERAGE	2.77	2.59	2.87	2.56	2.80	2.74	2.94	3.10	2.57	2.65	21.4	



Infiltrator's Report

In the opinion of the majority of our readership, our concentration on naval warfare in the Pacific was "all wet"; reflective of this attitude was a cumulative rating of 3.83. Despite the lowly rating, a number of features sparked interest and drew compliments. Roehl and Bird's "Blitz Japanese" evoked a great deal of commentary, with nearly every respondent mentioning this small piece. "It Is Written" generated a gratifying number of requests for copies of our "Guidelines", leading the editors to expect many excellent submissions over the next few months. And response to Mr. Anchors' analysis of "Native Policy", our first article on AH's unique game of exploration, seemed to belie the impression that the game was intriguing our readership. Not unexpectedly, Alan R. Moon's introduction to the redesign of *FLAT TOP* drew the most votes—343. The ratings for the other individual articles were:

FLEET BOAT	177
PRE-EMPTION	145
BRITISH FLEET IN VITP	105
BLITZ IN THE PACIFIC	85
IT IS WRITTEN	85
BLITZ JAPANESE	80
BRITISH FLAT TOPS IN SOLOMONS	60
NATIVE POLICY IN SON	42
FLAT TOP, MORE OPTIONS	41
DESIGN ANALYSIS	19
AH PHILOSOPHY	18

The latest edition of *The Kommandeur*, the official newsletter of AHKS, a report on the poll of their membership on their preferred games appeared. We're proud that games from the AH line were ranked by these expert players as the ten most preferred for PBM play and the nine most preferred for FTF play. In the PBM category, in order, the ten games selected were: *THE RUSSIAN CAMPAIGN*, *AFRIKA KORPS*, *BATTLE OF THE BULGE*, *PANZERBLITZ*, *STALINGRAD*, *FORTRESS EUROPA*, *ANZIO*, *BLITZKRIEG*, *D-DAY* and *SQUAD LEADER*. For FTF play, the members rated *SQUAD LEADER*, *RUSSIAN CAMPAIGN*, *FORTRESS EUROPA*, *VICTORY IN THE PACIFIC*, *MIDWAY*, *PANZERBLITZ*, *WOODEN SHIPS AND IRON MEN*, *THIRD REICH*, *CRESCENDO OF DOOM* and GDW's new *A HOUSE DIVIDED* as best.

We sadly note the passing of Don Miller, an accomplished observer of the gaming scene during the last three decades, who died of cancer in May. Miller was recognized in postal *DIPLOMACY* circles for classifying variants of the game—a system which has since become known as the Miller Numbers in his honor. Don was one of the most prolific publishers of "amateur 'zines" in the late 60's and early 70's. Besides *DIPLOMACY* and *CHESS* newsletters, he also published a general wargaming 'zine called *THE GAMESMEN*, and a monthly newsletter called *THE GAMESLETTER*. The latter carried news of all sorts of games, with emphasis on Chess, plus a complete bibliography of current gaming 'zines. The latter was what endeared this editor to Don Miller in the first place; his consistent words of praise for my first editing efforts were a source of constant inspiration for which I'll always be thankful. Eye trouble and his deteriorating health forced Don to abandon many of his publications—the last being an issue of the *GAMESMAN* which appeared in October, 1980. He left us with standards of amateur 'zines publishing which will challenge game 'zine editors for years to come.

Reports have finally reached us of the results of the 1981 Northeast Gaming Association Playoffs (NGAP '81). Eight teams, drawn from the best of the wargaming clubs of New England, met over a series of weekends to play in an elimination tournament of board games. Competition is conducted utilizing the rules of "Team Gaming", with the "base games" selected by the organizers for play by the four members of each Club's team. The Simulation Gamers of Long Island team rose to victory in the 1981 competition, supplanting the 1980 championship team from the University of Massachusetts Strategy Games Club. NGAP '82 is now being organized, to be played during the fall and winter. "Base games" for 1982 include *SQUAD LEADER*, *VICTORY IN THE PACIFIC* and *WOODEN SHIPS & IRON MEN*. For those club officials located in the Northeast who may be interested, further information may be obtained from Jeff Cornett, 11 Robert Frost Drive, Shelton CT 06484.

With the incentive of a named counter in the SL system as a reward, the response to Contest 106 was literally overwhelming. In excess of 700 entries were received. The evaluation of these entries, most accompanied by lengthy explanatory material, was a time-consuming task.

Since the German victory was virtually assured by the creation of a leader, the many entries indicating a Draw and the few outlining a Russian Victory were discarded. The few attempts to force a German win without creating a leader were looked at with interest, but none were deemed workable. Many of the responses relied on the engineer's ability to place smoke or on use of the panzerfausts, neither of which were necessary for victory.

Next, we looked to the specific leader type created. Since the rules for Battlefield Integrity are in effect, leader creation from any but the 8-3-8 squad is fruitless (the final die roll on the Leader Creation Table would be "7"), all entries attempting such were discarded. Next, hundreds of entries did not specify the value of the leader created; these were dropped from consideration. Hundreds more listed the *wrong* leader type (as per 115.3, which states that "All Leader Creation DRMs are cumulative and based on the morale level of the creating unit at the time of leader creation . . ."), the most common being a 7-0 since many failed to take into account the morale drop for lowered Battlefield Integrity; these were discarded.

The editors were left with some sixty entries. The majority of these first broke the Soviet squads, then moved so as to deny them any retreat. After much soul-searching and some thought, these were eliminated from consideration as being overly complex. A simple double-breaking of these served better. A more efficient method with absolutely no risk that something might go awry.

Once again, the game gremlins had entered our offices, leaving us a changling solution that contained an error (the SU100 is not open-topped, therefore the 4-3-6 could not guarantee a kill with the roll restricted to "6"). Luckily, the remaining contestants were more astute than the editors, assaulting the Soviet armor with the 8-3-8 and leaving the leader behind, destroying the last enemy piece with ease.

After all this, some nineteen entries remained from the original hundreds. From these, ten were drawn at random. These winners are: Jerry Barr, McGuire AFB; Craig Budreau, Austin TX; Stephen Burns, Seattle WA; Tom Eskey, Columbia MD; Joao Fragoso, Lisbon Portugal; Steven Mizuno, La Jolla CA; Florian Pils, Summerville SC; Ivan Sadowski, Saskatoon Canada; James Truitt, Harbor City CA; Brian Ussher, Montevideo Uruguay. Unfortunately, the massive response and production deadlines for *G.I.: ANVIL OF VICTORY* clashed in such a manner that only three names could be typeset for the countertermix: those of Barr, Eskey and Ussher. The other seven winners are assured that their names will appear on counters at the first opportunity. Meanwhile, all will receive a credit voucher good for AH merchandise.

Before one could solve contest 107 by listing the impulses for turn 8, the reader had to set up the board for the start of turn 8, because the diagram depicted only the situation at the end of turn 7. The British losses from turn 7 result in two reformed units (3-6-3) for the start of turn 8 which must be placed one each in areas 4 and 5 (19.4). The Bren Carrier is removed at the start of the turn, thus cancelling the turn 8 -1 ammo depletion DRM to British fire impulse attacks. The fact that the German has not used the Tactical Advantage since turn 5 means that he still controls it at the start of turn 8. His control of the Tactical Advantage DRM is nullified for purposes of the Random Events Table dice roll by the fact that he has already received a StuG III armor unit (17.3). Therefore, the Random Events Table does not bring on any new units as we were told to assume that each die rolled is a 4. Nevertheless, the German still controls the Tactical Advantage which gives him the first impulse and the game.

The German uses his first impulse to set fires in area 4 with his engineer and the 3-5-5. The 4 die roll commits all four British units in area 4, leaving the British player with freedom of movement/fire for only his two units in area 5. Those two units cannot move into areas 4 or 17 because infantry cannot move from one enemy-occupied area to another; their only other moves, to 6 or 16, would accomplish nothing but abandonment of the Victory Point areas the German needs. The remaining chits are even, so fire from area 5 is completely ineffective regardless of the target because the combination of British ammunition shortage (-1 DRM) and night (-2 DRM) would reduce the highest possible attack vs area 4 to a 3:3 standoff. An attack in its own area would be even more ineffective (5:6) until such time as the German units in area 5 are committed and lower their defenses. The British player has no choice but to pass. The German's 2nd impulse takes away even that non-choice by attacking area 5 with the LR6 Plt at 7:6 thus assuring one casualty point which will retreat the 3-6-3 out of the situation altogether and into area 6. In his next impulse the German attacks area 4 with the 4-6-6 in the same area at +1 (4:3), thus retreating one of the British units into area 3. In impulse 4 the 2-6-4 moves into area 17 so as to free the 5-6-8 to move in the next impulse. Otherwise, the British 4-7-5 would be able to move into area 17 when it was unoccupied. In the next and last impulse the 5-6-8 moves into area 4 to give the German a +2 advantage in Close Combat vs all remaining British units. With assumed die rolls of 4 he automatically eliminates all four units and controls all six Victory Point areas. The exact sequence of the impulses is not important so long as the fire is started in area 4 before those units can move into area 18, and the 5-6-8 does not move until replaced by the 2-6-4.

OPPONENTS WANTED

Opponents wanted for 3R, BIS, SUB, FT and many other games. Roger Foster, 4005-B Foster Ave., Huntsville, AL 35895, 536-2992.
Veteran adult gamers seeks fit game of SL, COI, COD, GI in SF Bay area. Have game-will travel. Mike Bellante, 3130 Jackson Place, Antioch, CA 94509, (415) 757-1768.
AF, AZ, BIS, BB, COI, COD, DL, FT, FE, FR, TLD, PB, PL, RW, TRC, SL, SUB, JR, TB, SOA, Frank Oliver, PSC #1 Box 28489, APO S.F., Okinawa, CA 96330.
AREA 900 + pbm in STAL. Also have FR, TB, MD and RW, but have never played, but willing to try. Gary B. Powell, 11511 Garnet Way #4, Auburn, CA 95603, 823-9671.

20 yr. old beginner seeks fit opponents for DIP and DUNE. Will learn any other game. Mike Harvath, 7036 Fillmore Dr., Buena Park, CA 90620, (513) 827-0228.
Players wanted for AZ, BL, BB, JU, MD, PB, PL, SL, SUB, JR, TB, WSIM. Want to learn more. Scott Stokes, 7228 Cona Verde Ave., Canoga Park, CA 91303, (213) 999-1679.
Will play COI, COD, FT, SL, SUB, WSIM. If I am no fanatic and will play anything (almost anyway). Leave a message if I'm out. Roger Ellison, 1655A Kidder Ave., Fairfield, CA 94533, (707) 429-2427.

I'm new in area. Looking for adult fit opponents in Orange County. Will learn any AH game. Prefer: GE, SUB, RW, STAL. Have many others. Paige Compac, 4 Butterfield, Irvine, CA 92714, 552-9320.
Fit or pbm SL, COI, COD, SST, old (1967), JU, Brennan Spies, P.O. Box 824, Livermore, CA 94550, (415) 443-2337.
Mature gamer needs opponents for most AH games. Will teach or learn any game. Any clubs in South Orange area? Chris Hurley, 28162 Haria, Mission Viejo, CA 92692, (714) 951-2560.
Want player for pbm TRC. Also looking for someone to play SL, COI, JR. Not rated. Richard Handewitsh, 3253 Laurelhurst Dr., Rancho Cordona, CA 95650, (916) 363-6958.

Pbm opponents, 1500+ wanted for AZ, FE, and TLD scenarios. AREA Pro, 1750 Mark Simonich, 125 Terrybrook Ln., Vallejo, CA 94590, 553-9747.
Pbm wanted badly. SL, PL, SST, WSIM, also BL. Will learn 3R. Am 32 AREA 1200 Pro. Send set-up scene, opt. rules your choice. Gary Guyton, 6107 Atol Ave., Van Way, CA 91401.
Need opponent for SL, JR, FL. Local opponent is desired. Robbie K, 5148 Vista Montana, Yorba Linda, CA 92686, (714) 778-7898.

Wanted opponent for FE, TRC, JR, GOA, VITP. No pbm opponents. Good wargamer. 21 yr. old looking for club in Denver. Hal Wentz, 12123 Oakland St., Aurora, CO 80012, 755-3556.
Need fit or pbm for SL, DD in Denver area. All letters answered. Jon Baker, 6565 West Winnabago Way, Sedalia, CO 80135.
Wanted opponent to pbm AZ, DD, BB or fit, those or GL, PL, W&P, JR. I'm AREA rated 600+ prov. Willing to learn new games. Nicola Sebrell, 25 Libby Ln., Darien, CT 06820, (203) 655-4926.
Experienced player desires mature opponent for JR, VITP or any classics. A few people already meet at my house on Saturdays and some weekdays. Ray Clark, 206 Clement Rd., E. Hartford, CT 06118, 569-2340.

Adult gamer seeks opponents to pbm TRC, DD, TT, PB, or AK. Non-area rated. Any fit, SL, VITP, SUB, OR, 3R, Jeffrey R. Rubin, RFD-2 Palmer Neck Rd., Pawcatuck, CT 06379, (203) 599-2219.
Need fit opponents for SL, COI, COD, PL, GOA, DD, AIW, FR, 40, and AK. Stephen Marincic, Cooper Ridge, Southampton, CT 06489, (203) 621-4119.

Average 22 yr. old plays local games. Play for fun, no blood. Will seek most AH games. Any club? I have car. Ron Brooks, 1300 N. Harrison, Apt. C-604, Wilmington, DE 19806, (302) 655-8954.
Adult gamer seeks fit AOC, FE, FR, GOA, TRC, VITP. Willing to play opponent. Fast learner. Stephen Caldwell, 4311 SW 24 Ave., Gainesville, FL 32607, (904) 373-4744.
Hawaii: Wanted, new blood sacrifices. Hawaiian SL, COI, COD, Champion wants fit players. Also GI when it becomes available. Bob Toth, 602-A Cedar Dr., Pearl City, HI 96782, (808) 455-8960.
Adult gamer wants fit opponents for Boise area. Can travel to SE Idaho. Where are the war gamers of Idaho? Ken Blacksmith, 3455 Raindrop Place, Boise, ID 83706, (208) 342-3094.

College of damage tournaments!! CASH prizes to top players. Open signing every Sunday, '90. Building, Glen Elyn, All Welcome. Paul S. De Volpi, 603 Columbine Ave., Little, IL 60532, (312) 964-1297.
Will monitor postal SUB, MD, WSIM, other naval games. Send SASE for information. Short deadlines. John Horn, 4340 Wagon St., Oak Forest, IL 60452, (312) 687-1699.
AREA 1500 wants fit for SL, COI, COD. Prefer experienced players but will play serious beginners. Are there any wargame clubs in Springfield? Kent Cook, 2929 Sherborn, Springfield, IL 62702, 528-5019.

Wanted fit opponents in CM, DIP, DUNE, SL, FE, MD, and more. Also, are there any game clubs in the Evansville area? Jerry Moffett, 1120 Mt. Ave., Evansville, IN 47710, 422-7670.
Adult wargamer wants pbm opponents for FE, TRC, DD, Rated 1500 (Prov). Will play non-rated. All letters answered. Any gamers or clubs close by? Ernie Lester, 702 Central Ave., East Clinton, IA 50525, (515) 532-3297.
If anything, Pbm-AREA, DD, STAL, WAT, Yale LeBoeuf, P.O. Box 111, Lockport, LA 70374, (504) 758-7569.

16 yr. old seeks opponent of any age SL, COI, COD, SUB, VITP, LW, RW. Willing to teach these games and learn others. Kevin Hurley, 12900 Forest View Dr., Beltsville, MD 20705, (302) 372-8221.
Adult gamer looking for fit and pbm opponents. AK, AL, AZ, AH, BIS, BL, BB, CAE, SL, COI, COD, DD, GE, KM, MD, SON, others. Omie L. Duvall, 312 Leyton Rd., Reisterstown, MD 21136, (801) 833-3073.
Frederick area, generally? I know you're out there, but I don't know where! Contact me for fit any AH game, especially! Mark Sull, 9821 Greentree Lane, Walkersville, MD 21793, 845-6077.

16 yr. old German Field Marshall who wants to defeat any Allied Field Marshalls. Unrated but considered skilled. PL, SST, AOC, SL, COD, COI, TB, Roger Deane, 19650 Fleming, Detroit, MI 48234, 892-0772.
Adult opponent wanted for pbm, TRC, BB'81, SUB, DL, AF. Prefer Allied side in TRC and BB'81. Jeff Jones, 1700 Sawyer Rd., Traverse City, MI 49684, (616) 943-8648.
15 yr. old seeks opponents for FT, MD and KM in local area. Will learn fast and wants to learn other games. Ken Johnson, 146 16th Ave., So., St. Paul, MN 55075, 455-2918.
Where do those Biloxi gamers? Does anyone dare to play SUB, FT, or VITP against the 14yr. old King of the Pacific and Gulf Coast? Mike Kessler, 125 Benachi Ave., Biloxi, MS 39530, (601) 432-1731.
Verified AREA 1450+ needs mature opponents for pbm TRC. Must be 1500+ Start with Barbarosa, end with July/August '43 line. No optional rules. Pat Dukerley, 1910 Garden Dr., Columbia, MO 65202, (314) 445-4117.

19 yr. old gamer seeks opponents for GOA, JR, W&P, PL, KM, PB, AIW. Willing to learn new games. Chris Calabrese, 976 El Camino Way, Boulder City, NV 89002, (702) 291-4003.
17 yr. old gamers seek to play fit DIP, SL, COI, COD, BIS, RW. Willing to learn new games. Charles Lobdell, 40 Griffin Rd., Deerfield, NH 03037, (603) 463-7284.
Need fit opponents for SUB, VITP, FT, WAS in parts. N.H. area novice in 1st year of gaming willing to learn like MD, BIS, Bob McComb, 16 Taft Rd., Portsmouth, NH 03801.

Opponent wanted for SA, CH, FT, VITP, 1776. Play anyone who knows rules. Charles R. Boehmer, 819 Sunset Rd., Beachwood, NJ 08722, 244-8678.
Wanted gamers for starting New Jersey club. Will play any level player. Please contact me. Joseph Carr, 1756 Morris Dr., Cherry Hill, NJ 08003, (609) 795-3213.
Adult novice. Pbm DD, prefer allies. Send German setup. PB prefer Germans. Pick situation. All letters answered. Arthur Rosen, 433 Kellington Dr., E. Windsor, NJ 08520, (609) 443-1121.
Reliable adult gamer, experienced in fit, would like to try pbm. Need opponents with systems for SOA, GL, SL, CAE, AL, RW, WAS, PL, Steve Santora, 308 Locust St., Hammond, NJ 08037, (609) 561-3213.

15 yr. old wants fit KM, DD, BL, PB, TRC, OS(7) Transportation very limited. Veterans need not reply. I lose enough as it. Peter Martin, 210 Madison Ave., Palmyra, NJ 08059, (609) 929-8151.
Adult veteran wargamer looking for fit opponents in the Kaiserslautern Germany area. I'm also interested in starting a club in this area. Michael B. Hilton, PSC. Box 4477, APO New York, NY 09009, RM2217.
Adult novice looking for APO, NY pbm opponents in TRC or PB. Will use your system and scenario. Would like to play the Germans, please. Mike Noel, 219th Comm. Sq. Box 7, APO NY 09083.

AREA rated 1514 verified seeks pbm opponents in FE, TRC, BB'81, BL, SST. Prefer playing against 1400+ opponents. Marc Kutz, 69-11A 215th St., Bayside, NY 11364, (212) 229-8391.
Opponents Brooklyn, Manhattan, Queens areas for fit, rated or unrated, play GOA, W&P, JR, SUB, TRC, SOA, DWTK, MR. Call nights or weekends. Tony Arena, 712 E. 27 St., Brooklyn, NY 11210, (212) 859-2729.
1700+ seek pbm rated games for PB. Opponents 1500 or above. Send C of C sheet plus situations interested in. Refaxes fit sought in SL, BB, PB in capital district. Bob Rowley, Box 228, Philmont, NY 12565, (518) 672-7686.

States Island War Game Assoc. Meets 1st, 3rd, 4th Tues. every month-Richmonddown Restoration Courthouse. All games played. Members 18 yrs. old+. For more info: Daniel Zuckler, 13 Dungan St., S.I., NY 10310, (212) 448-1574.
Attention all Rockland wargamers! 18 yr. old would like to start club in vicinity of Suffern for SL, AK, BIS, AOC, VITP. AREA 1200 now. Robert W. Schoreman, 2 River Ct., Apt. 2105, Suffern, NY 10901, (914) 357-7603.
Wanted AREA opponents in BIS, CH, FR, FTW, JU, LW, MD, NP, RW, SL, STAL, JR, SUB, or WSIM. Pbm or FT. Prefer 1650+ opponents. Jim Graman III, 5500 Cloister Rd., Charlotte, NC 28210, 533-2725.
Adult gamer for pbm. All games completed. BB'81, LW, PL, PB, TRC. Curt Niblack, 1810 Fallbrook Ln., Cincinnati, Ohio 45240, (513) 342-2873.
AREA 900 looking for similar rated player for fit, MD, BIS, WAS, pbm, BB'81, Also SL, COI, COD. Scott Scherer, 2409 Ridge Rd., Vienna, OH 44743, 638-5097.

"WarChild" meets every third Sat. of each month. AH games played in force. Looking for fit in FTW and FT please contact us c/o: Gary Jones, 117 Tod N.W., Apt. 2, Warren, OH 44485, 394-3130.
Back in USA! Need pbm opponents, area or not. TRC, BB, FE, LW, FR, PB, CAE and many more. Seeking fit foe in local area. Cpt. Wesley L. Gaskow, 1622 SE Clover Ln., Lawton, OK 73501, (405) 353-5537.

Wanted pbm or fit gamers for KM, WQ, 1776, NAP, and especially DIP pbm. Will answer all letters. I have 3 yrs. exp. Age 17. Brent Bertram, Elce, Box 865, Lindau, OK 73052, (405) 756-4771.
AREA 1700+ seeking 1600+ rated player for pbm PB 125 PL. You pick scenario I'll pick sides, also pbm FE and JR. I have system. Robert Jones, Rd #2 Box 222 Creek Rd., Clark Summit, PA 18411.
Arjay systems exchange for every pbm system that you send in your will receive another pbm system. Please list three preferences. Send a SASE. Robert Jones, Rd #2 Box 222 Creek Rd., Clark Summit, PA 18411.
Help! PB junkie needs quick fix. Will also play PL, BB, DD or JR, multi-player only. Rated 1200 prov. Cliff Whealely, P.O. Box 125, Harford, PA 19040.

Once experienced player wishes to become experienced again. Wishes fit for CAE, SL, COI, FE, GOA, JU, TRC, SUB, Milt Hrancho, 570 Lafayette Ave., Palmetto, PA 18071, (215) 826-6721.
Gawner (25) seeks fit player for WWII Napoleonic Civil War or other games. Own PB, STAL, AK, PB in Johnston, PA area. John C. Getch, P.O. Box 106, Parkhill, PA 19345, (610) 534-4783.
322-4932.
Wanted opponents for fit games in the Cheyenne area. Will teach or learn games. Too many to list. Jonathan A. Arnold, 4112 N. 1st St., F.E. Warren AFB, WY 82001, (307) 634-0592.

20 yr. old beginner looking for opponent for SL. Learning JR will learn new games. Live in Montreal. Mike Strong, Quebec Canada (514) 695-9156.
GKO 1464 seeks rated pbm Panzer Armees Afrika. All foe 1200+ accepted. James Lawson, 1515 SASE, Robert Jones, Rd #2 Box 222 Creek Rd., Clark Summit, PA 18411.
AREA pbm opponents wanted for BL, BB, LW, SL, COI, AIW, MD. Your system or mine. Rated 900 prov. All letters answered. Dan Zigo, 1660 Old Trolley Rd., I-25, Summerville, SC 29483, (803) 873-5389.
PB addict craves pbm fix. I'm an average unrated adult player. Also, pbm PL and desire to break into SL. Where are the southern players? Frank R. Derryberry, 1626 Fernwood Cir., Chattanooga, TN 37421, (615) 892-6548.

AREA 1200 prov. seeks pbm TRC, PB/PL, WSIM, others. Fit only in Knoxville City. Matches to be rated pbm, either way fit. Will guarantee completed matches. Kenneth W. Clark, 626 Janner Lane, Knoxville, TN 37919, (615) 584-7999.
Adult novice seeks fit opponents in Texas Panhandle. I have BL, BB, GE, LW, MD, PL, STAL, SST, JR, WSIM, FT, Panzer Armees Afrika. James W. Harder, Box 3062, Burger, TX 79007, (806) 273-2755.
Now AREA pbm SL, COI, COD. Mature wargamer desires similar pbm opponents in SL system. Have systems, all letters answered. Mike Fredericks, P.O. Box 224402, Dallas, TX 75245.
Serious adult gamer desires fit opponents. Will learn any WWII game. Own and enjoy playing JR, TLD, MD, TRC, VITP. Prefer allies. Stan Grossman, 1029 E. Huaisack, Kingsville, TX 78363, (512) 593-3162.
Veteran wargamer wanted for fit SL, COI, COD, GI, JR. Open to other games also. Pbm TRC a possibility. I am 23 and unrated. Mark Dickerson, c/o Gen Delivery, Wainfield, VT 05673, (802) 583-3125.

Help! My tactics are rusting. Looking for fit opponents in SL, COI, COD, TB, PL. Have many others. Will play any game. Michael Friend, 4709 Common Dr., #202, Annandale, VA 22003, (703) 941-8291.
Avg. player, age 34, fit for SL. CIV. Serious play for fun, no blood. John Cole, 4029 Mt. Vernon St., Richmond, VA 23227, 266-2335.

17 yr. old desires fit competition in VITP, WAS, GOA, DD. Will consider AREA play. (1990 Prov.) Will travel in Ffs. county. Will consider others. Mark Lau, 722 Upland Pl., Vienna, VA 22180, (703) 938-3775.
16 yr. old needs opponents for JR, AOC, CAE, KM, TRC, and SA in the Hampton, Yorktown, and Newport News area. David Jenkins, 2125 Lotz Dr., Yorktown, VA 23092, (804) 898-4038.
Want to know if there are any gamers on 61, AF, SL, COI, COD, DL, FT, RB, VITP, WSIM. Enjoy friendly fit games. G.A. Hallock, 3758 7th St. E., Mercer Island, WA 98040, 232-4008.

Average player looking for fit opponent for SL, COI, COD. Also looking for hard to beat ASL player in the above listed games. Derek Jastynick, Rt. 2, Box 725, Colby, WI 54421, (715) 222-4179.
Adult player (28) seeks fit opponents for SST and Dune. Peter Formiller, 2301 Cypress Way #10, Madison, WI 53713, 255-9924.
Adult gamer seeks fit opponent in central Wis area. I play all types of military and sci-fi games including COD, SST, SUB, TRC and more. Tim Wiedel, 208 E. Saratoga, Tomah, WI 54660, (608) 722-4932.

Wanted opponents for fit games in the Cheyenne area. Will teach or learn games. Too many to list. Jonathan A. Arnold, 4112 N. 1st St., F.E. Warren AFB, WY 82001, (307) 634-0592.
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Must sell 80+ wargames. Excellent condition, no missing counters. Send SASE for list. No trades. Jeff Schneider, 2945 S. 37th St., Lincoln, NE 68506.
Wanted: CO/BO or Dispatcher in decent condition. Will also give seller WSIM, AZ, BL, SON, WAS, GL, as part of deal, just for selling! Free. Robert Olmaki, 965 E. Cottage Grove #8, Las Vegas, NV 89109.
For sale: Collector's items, games, out-of-print General. Long list of items available. Send SASE for list. M. J. Stephen, 2 Desmond Run, Sickerleeville, NJ 08081.
For sale: Out-of-print Guadalcanal, Name price. Also old General. Tony Thompson, 120-27 Benschley Place, Bayside, NY 11361, (212) 379-0063.
For sale: Old Generals and wargames. Send SASE for complete list. Glenn Goding, Colgate Box A50, Hamilton, NY 12346, (515) 824-2736.

For sale: All wargames, all in very good to excellent condition. Some magazines also offered. Low prices, postage paid. Send SASE for list. Joe Kott, 5102 McCormick Rd., Darham, NC 27713.
National Wargame Alliance wants you. We offer a quarterly journal with professional graphics, variant inserts, GM services, tournaments and game reviews. Subs. 8 dollars a year. Robert Jones, Rd #2 Box 222 Creek Rd., Clark Summit, PA 18411, (717) 587-2714.
Wargames for sale or trade. 1914, WAT, DD and many more. Send SASE for list. Richard Chapman, 1326 University Village, Salt Lake City, UT 84108, 583-9263.
Emile collection of AH games must go! All bargains, including GE 64 and other out of prints. Send SASE for list. Going cheap! C. Seeburgh, 909 Marshall Cir., Va. Beach, VA 23454, 481-5141.

COLLECTORS CORNER

Have you always wanted to become a famous game designer? Like your game published? The NWA now has a game development and publication service. Write: NWA Design Project, P.O. Box 66424, Birmingham, AL 35210.
Printed index to the General Vol. 12 thru 18 \$3.00. Index Vol. 17 for \$1.00. Index Vol. 18 for \$1.00. 4 Game lists for \$1.00. MCC, P.O. Box 265, Marshall, AR 72650.

GENERAL BACK ISSUES

Only the following GENERAL back issues are still available. Price is \$2.50 per issue plus 10% postage and handling charges (20% to Canada, 30% overseas). Maryland residents please add 5% state sales tax. GENERAL postage coupons may not be used for this or other non-game orders. Due to the low quantities of some back issues we request that you specify alternate selections should your first choice be unavailable. Below is a listing of each issue by subject matter; game abbreviations are italicized and found in the

Opponents Wanted ad insert in this issue and article types are identified as follows: H—Historical Background, DN—Designer's Notes, V—Variant, SR—Series Replay (sample game), S—Strategy, Q—Questions, P—PBM (postal) systems, SC—Scenarios, A—Analysis. The largest (feature) articles are always the first one listed in each issue. Those issue numbers printed in red indicate one-color reprints of previously out-of-print issues.



- 12-2: TB—H, DN; BB—V; BL—V; PB—SR; PL—DN; STAL—S; AZ—Q
- 14-2: KM—S, H, P, DN, V; AL—SR; SL—DN
- 14-3: AIW—H, DN, S, Q; TRC—S; 3R—S; STAL—SR; WAS—V; PB—SC
- 14-4: VITP—DN, V, Q; 3R—S; RW—V; STAL—SR; JU—P; 1776—S
- 14-5: SL—H, A, DN, Q; WS&M—A; TRC—S; MD—S; SST—S; 3R—S
- 14-6: DD—DN, V; VITP—SR; PL—V; CL—SC; TRB—SC
- 15-2: PL—V, SC; STAL—V; 3R—V; DD—DN; RB—S; VITP—S
- 15-3: AOC—S, A, DN, SC; TRC—V; 3R—V; SL—V; WAS—V
- 15-4: COI—A, DN, S, SC, Q; WAS—V; AIW—S; SST—SC; PL—V
- 16-1: AZ—SC, S, DN; 3R—S; NP—S; PB—SR; 1776—S; DIP—S
- 16-2: BIS—A, SC, H, DN, Q; PB—SR; AK—S; 1776—S; WS&M—S
- 16-3: PL—A; WAS—S, H; TB—SC; COI—SR; 1776—S; MD—V
- 16-4: MR—A, V, DN, Q; COI—S; 3R—S; TRC—SR
- 16-5: TRC—S; SUB—SC; SST—S; WAS—S; PB—V; RB—V; NAP—S; COD—Q
- 16-6: DUNE—A; DIP—V; OS—V; AZ—DN, SC, SR; PB—A, PBM
- 17-1: W&P—A, DN, V, Q; 3R—S; COI—S; MD—V; COD—A; MR—V; LW—S; SR
- 17-2: COD—A, SC, Q; WAT—SC; VITP—SR
- 17-3: AK—S; 3R—S; COD—S, Q; AF—A, DN; TRC—V; VITP—V; COI—SR
- 17-4: FE—S, P, DN, V, Q; MD—V, Q; COI—SR; VITP—S; 1776—SC; WQ—A; SST—V; NAP—S
- 17-5: CM—S, V, Q; RW—V; SL—V; STAL—V; PL—S; 3R—S; CAE—V; KM—S; 3R—SR; MR—S
- 17-6: STAL—S; WS&M—V, SC; WAS—V; 3R—SR; SL—S; TLD—Q; CL—S; VITP—S; TRC—S
- 18-1: FITW—A, Q; BIS—S; SL—S; DUNE—V; DIP—S; AK—A; PB—SR; AL—S; W&P—S
- 18-2: AF—A, SC, Q; AK—V; 3R—DN; TB—V; SL—S; SC; AIW—V; VITP—S; DIP—S
- 18-3: GOA—S, DN, V, Q; AOC—V, SC; AK—S; VITP—V; SL—S, SC; WS&M—SR; P; DD—S
- 18-4: GL—H, V, A, Q; SC—A; LW—V; W&P—SR; AOC—S; P; FE—V; WAS—S; AK—S
- 18-5: 3R—S, A, V, DN, Q; SL—A, A, SC; TRC—V; TB—V; RW—V; CL—A; DUNE—V
- 18-6: FT—A, SC, V, DN; VITP—V, Q; MD—S, Q; SON—A, Q; SUB—SC; BL—V
- 19-1: SOA—A, V, DN, SR, Q; TLD—A, Q; 3R—S, Q; DWTK—DN; TB—A

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL's* version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being played . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____
2. _____
3. _____

READER BUYER'S GUIDE

CIVILIZATION \$22
Multiplayer Game of the Dawning of Western Culture.

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). **EXCEPTION:** Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. **EXAMPLE:** If you've found that it takes two and a half hours to play *FRANCE 1940*, you would give it a **GAME LENGTH** rating of "15." For games with more than one version give two game length ratings; one for the shortest scenario and another following a slash mark "/" for the longest scenario or Campaign Game.

Participate in these reviews only if you are familiar with the game in question.

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

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

\$1.00

\$1.00

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This coupon is valid only for mail order purchases of complete games direct from Avalon Hill. Each postage coupon entitles the sender to deduct up to \$1.00 from the postage charges of any order for a complete game provided the amount deducted does not exceed the total postage charge for that order. Coupons are not usable for parts, magazines, or plun kit orders.

Shipping charges are 10% of the dollar amount of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any past *GENERAL* postage coupons previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$1.50 which he may pay by sending in 2 postage coupons and \$15, or 1 postage coupon and \$15.50. Customer B lives in Canada and orders the same game. He must pay \$15 in USA funds plus 3 postage coupons or \$15 plus \$1 for each postage coupon less than 3 which he sends.

Opponent Wanted

50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
 2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a \$1.00 token fee. No refunds.
 3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
 4. Please PRINT. If your ad is illegible, it will not be printed.
 5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.
- Afrika Korps—AK, Air Force—AF, Alexander—AL, Amoeba Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete/Invasion Of Malta—AOC, Bismarck—BIS, Black Spy—BS, Blitzkrieg—BL, Battle Of The Bulge—BB, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Down With The King—DWTK, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Fury In The West—FITW, Gettysburg—GE, Gladiator—GL, Guns Of August—GOA, Jutland—JU, Kingmaker—KM, The Longest Day—TLD, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Origins—OR, Outdoor Survival—OS, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Source Of The Nile—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Tobruk—TB, Trirème—TR, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

CONTEST #108

List the final positions occupied by the units indicated. Indicate those units which will attack by an asterisk and odds of the attack above the relevant unit. To be valid, an entry must be received prior to the mailing of the next issue and include a numerical rating for this issue as a whole, as well as listing the three best articles.

C 3-3 D 10-4 D 6-4 E 8-4 E 6-4 E 6-4 E 7-4

E 7-4 F 5-3 F 5-3 F 5-3 F 5-3 F 5-3 F 3-3

D 8-1-3 E 7-1-3 F 8-1-2 G 8-1-2 D 4-2-3 E 6-3-3 F 4-2-3 G 4-2-3

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

COMBAT RESULTS TABLE

1-7 or less	1-6	1-5	1-4	1-3	1-2	Die	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1 or more
A Elim	AB1	Eng	Contact	Contact	DB2	-1	DB2	DB4	DB4	D Elim	D Elim	D Elim	D Elim	D Elim
DA1	DA1				AA1	0	AA1	AA3	AA4	AA1	AA1	AA2	AA2	AA3
A Elim	AB2	AB1	Eng	Contact	Contact	0	Exc	DB3	DB4	DB4	D Elim	D Elim	D Elim	D Elim
DA1	DA1				AA2	1	AA2	AA3	AA3	AA4	AA1	AA1	AA2	AA2
A Elim	AB2	AB2	AB1	Eng	Contact	1	DB2	DB3	DB3	DB4	D Elim	D Elim	D Elim	D Elim
DA1	DA1	DA1	DA1	Eng	AA1	2	AA2	AA2	AA2	AA3	AA4	AA1	AA1	AA2
A Elim	AB3	AB2	AB2	AB1	Eng	2	DB2	DB2	DB2	DB3	DB4	DB4	D Elim	D Elim
DA1	DA2	DA1	DA1	DA1	Exc	3	AA1	AA1	AA2	AA3	AA3	AA4	AA1	AA1
A Elim	A Elim	AB3	AB2	AB2	Contact	3	Exc	Exc	Exc	DB2	DB3	DB4	DB4	D Elim
DA1	DA1	DA2	DA1	DA1	Contact	4	AA1	AA1	AA2	AA2	AA3	AA3	AA4	AA1
A Elim	A Elim	A Elim	AB3	AB2	AB2	4	Eng	Eng	Contact	Exc	DB2	DB3	DB4	DB4
DA2	DA1	DA1	DA2	DA1	DA1	5	Eng	Eng	Contact	Exc	AA1	AA2	AA3	AA4
A Elim	A Elim	A Elim	A Elim	AB3	AB2	5	DA1	DA1	DA1	Contact	Exc	DB2	DB3	DB4
DA2	DA2	DA1	DA2	DA2	DA1	6	Eng	Eng	Eng	Contact	Exc	AA1	AA2	AA3
A Elim	A Elim	A Elim	A Elim	A Elim	AB3	6	AB2	AB1	AB1	Eng	Contact	Exc	DB2	DB3
DA2	DA2	DA2	DA1	DA1	DA1	7	DA1	DA1	DA1	Eng	Contact	Exc	AA1	AA2
A Elim	A Elim	A Elim	A Elim	A Elim	A Elim	7	AB3	AB2	AB1	Eng	Eng	Contact	Exc	DB2
DA3	DA2	DA2	DA2	DA1	DA1	8	DA2	DA1	DA1	Eng	Eng	Contact	Exc	AA1
A Elim	A Elim	A Elim	A Elim	A Elim	A Elim	8	AB3	AB3	AB2	AB1	Eng	Eng	Contact	Exc
DA3	DA3	DA3	DA2	DA2	DA2		DA1	DA2	DA1	DA1	Eng	Eng	Contact	Exc

6-1 or higher attacks versus Artillery type units alone—D Elim, A Advance 4

BLITZKRIEG ATTACK

Die	2-1	3-1	4-1 or more
-1	Blitz3	Blitz3	Blitz4
0	Blitz2	Blitz3	Blitz3
1	Blitz2	Blitz2	Blitz3
2	Blitz1	Blitz2	Blitz2
3	Blitz1	Blitz1	Blitz2
4	Eng	Blitz1	Blitz1
5	AB1	Eng	Contact
	DA1		
6	AB1	AB1	Eng
	DA1	DA1	
7	AB2	AB1	AB1
	DA1	DA1	DA1
8	AB2	AB2	AB1
	DA1	DA1	DA1

DIE ROLL MODIFICATIONS

FOR GERMAN ATTACKS ONLY

1. First turn surprise (16 AM only) -1
2. Concentrated German artillery (each 20 points) -1
3. German air support -1
4. Allied air defense +1
5. Allied defender in improved position +1
6. Allied defender in fort other than Liege +1
7. Allied defender in a Liege hex +2

FOR ALLIED ATTACKS ONLY

1. Allied air support -1
2. Concentrated Allied artillery (each 20 points) -1
3. German defender in improved position +1
4. German defender in fort other than Liege +1
5. German defender in Liege hex +2