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★★ The AVALON HILL GENERAL

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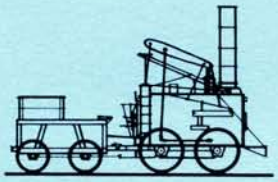
AH Philosophy Part 114

Summer comes, and we here at Avalon Hill once again welcome a season full of conventions—our chance to get out and meet you. Of course, premiere among the events of the summer is the convocation of *ORIGINS '86* at the Los Angeles Airport Hilton on the Fourth of July weekend (3-6 July) this year. Without exception, every major wargame publisher will be well represented by their latest releases. Dozens of boardgaming tournaments and seminars will lure the novice and the master gamers. Demonstrations by staff personnel will introduce the latest titles being pushed. (For further information, contact DTI, Dept. LA O'86, Long Beach, CA 90808).

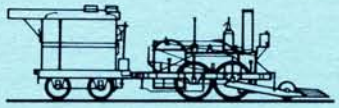
Two members of the design staff of The Avalon Hill Game Company will be carrying our flag this year—Don Greenwood and Craig Taylor. Both plan to be very busy, so you might have to look hard to pin them down to answer your latest questions on *FIREPOWER* or *ADVANCED SQUAD LEADER*.

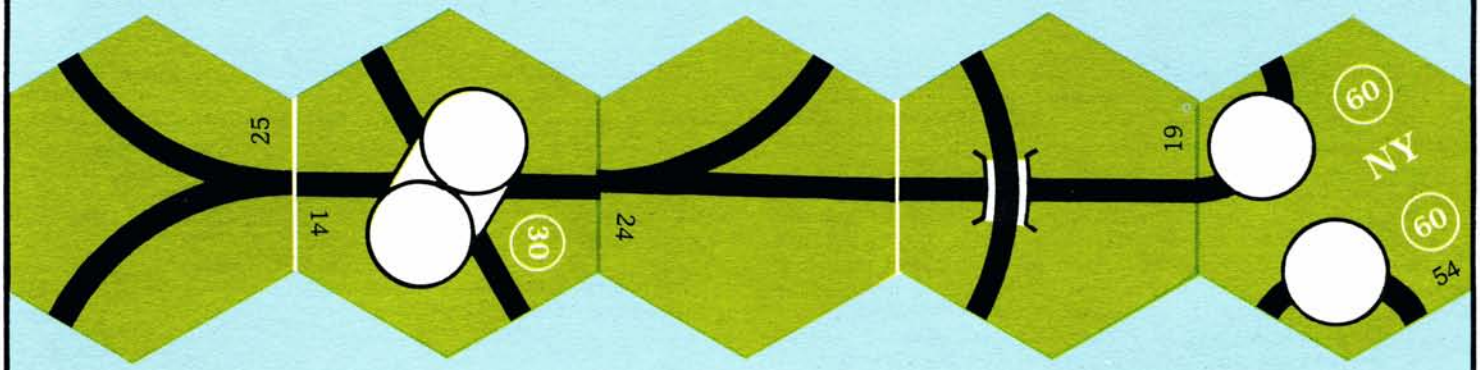
Craig Taylor will be showcasing his newest project: development of Capt. Morgan's superbly playable game of modern jet combat, *FLIGHT LEADER*. A tactical simulation of air combat from the first clashes in the skies over Korea to the latest

Continued on Page 44, Column 2



1830





On May 24, 1830 the first regularly scheduled railroad service in America was inaugurated by the Baltimore & Ohio Railroad. Although those first trains traveling out to Ellicot Mills and back were pulled by horses, this was the dawning of North America's railway era. Within a few years the horses were replaced by small steam locomotives and every town in the land was building or planning its own railroad. By 1930 the continent was crisscrossed by many thousands of miles of track, and the railroads and railroad men had secured their place in our cultural history.

The early railroads were the first great industrial corporations, and the profits, power, romance and glory of running them attracted the best and worst of the era's bright businessmen. There was the rough hewn but shrewd Commodore Vanderbilt and his son of the New York Central, the devious and greedy partners Jay Gould and Jim Fisk of the Erie, the brilliant builder of the mighty Pennsylvania J. Edgar Thompson, and J. P. Morgan, the tough financial wizard and ruthless manipulator of men, money and the New Haven Railroad. These men and others like them presided over the wild railroad era, with its continental construction projects, financial panics and stock market swindles.

1830 is The Avalon Hill Game Company's new multiplayer railroad game that captures the drama and excitement of this period. Set in the northeast U.S. and Canada, 1830 recreates the development of the railroad system from its horse drawn beginnings to the ascendency of diesel locomotives. The object of the game is to be the wealthiest player at the finish. To this end you invest in railroad stock and operate the companies you can control. You can be an empire builder carefully managing your companies for the long term, or you can loot companies for maximum quick profits and hope to leave someone else with the wreckage.

The play of 1830 is divided into two separate segments: Stock Buying Rounds when stock is bought and sold, and Railroad Operating Rounds when each railroad in play is operated by its president. The majority stockholder of a railroad is usually its president. Operating railroads play track tiles on the mapboard, build bridges and tunnels, buy and sell trains, and decide whether to pay the revenue earned each round as dividends to stockholders or to keep it in the treasury for future needs. A railroad's stock value rises or falls depending on the payment of dividends, as well as the buying and selling of the shares. Once the starting positions are determined, there are no more random events or elements of luck in the game. Each player's success is dependent on his or her own skill and decisions.

1830 is now available for $23.00 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. Please add 10% for shipping and handling to payment (20% for Canadian orders and 30% for overseas orders). Maryland residents please add 5% state sales tax.

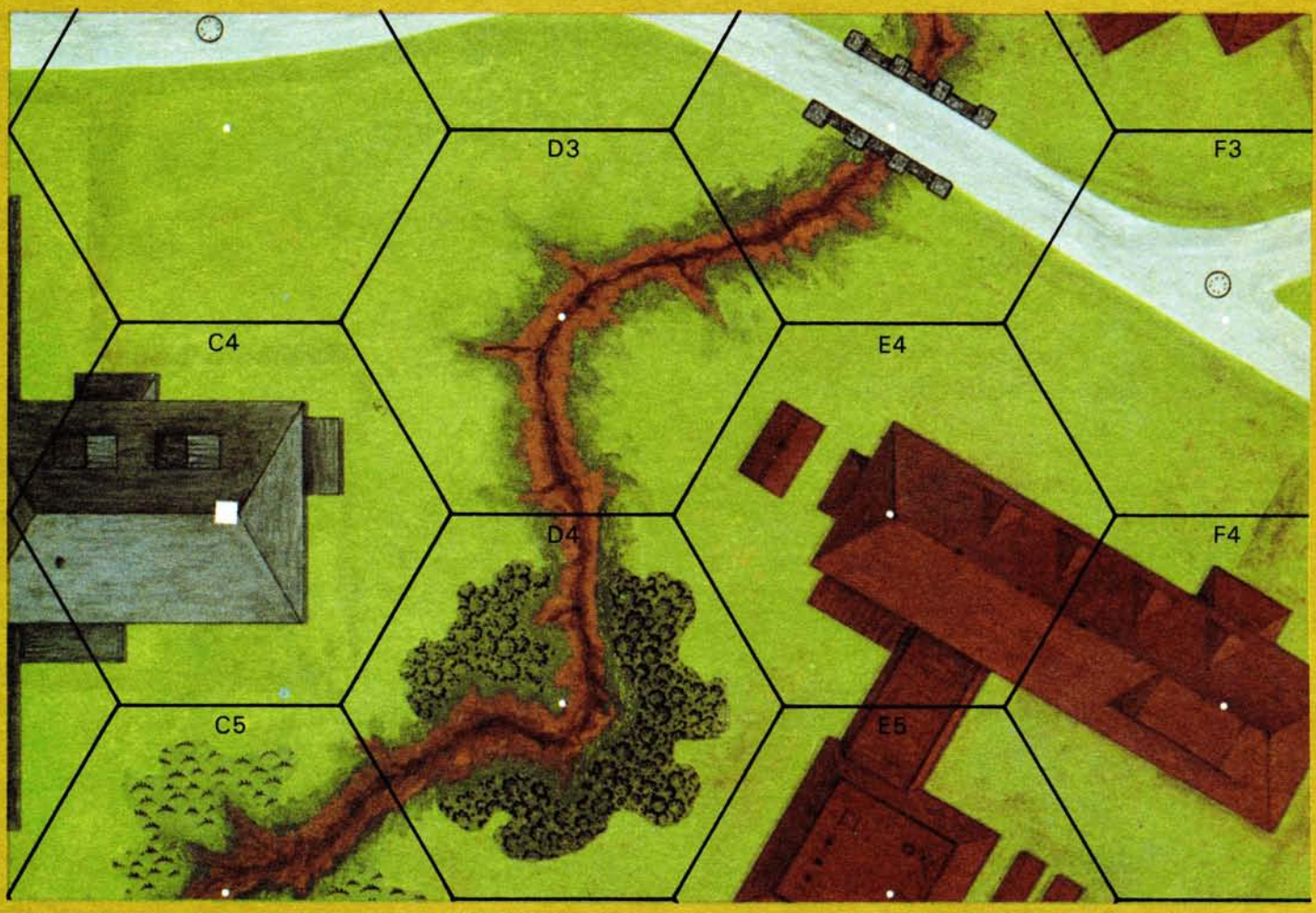
STREETS OF FIRE

STREETS OF FIRE is the first boxed module of **DELUXE ASL**; an enlarged 2.2″ hex scale for playing **ASL**. The greatest thing about **Deluxe ASL** may be that once you know how to play **ASL**, you also know how to play **Deluxe ASL**. The rules, for all practical purposes, are identical; the only changes deal with the physical stacking or positioning of counters within the enlarged hexes. In short, **Deluxe ASL** is no more difficult than **ASL**; in fact, it is much more playable, due to the many conveniences proffered by the enlarged hex size. In essence, **Deluxe ASL** is simply **ASL** without stacking. There is sufficient room in each hex to allow over a dozen counters to be placed in each hex without placing one atop another. This makes the game play much faster, because pieces don't have to be constantly shuffled to count FP factors, or moved out of the way to check LOS or the height of buildings. Even systems counters can often be laid aside units, rather than stacked atop them, obscuring their identity. Other informational counters, such as CA markers, are not even needed, because CA is readily determined by placement within the hex. **Deluxe ASL** is so much easier to play that we even recommend the use of 1/285th scale miniatures for those interested in the ultimate panoramic splendor in their gaming. In short, if you enjoy **ASL** or **SQUAD LEADER,** we can't recommend this scale highly enough. It magnifies the playability and enjoyment of the game even more than it increases the size of the hexes themselves.

In **STREETS OF FIRE** you'll receive four full-color, geomorphic, mounted 11″×26″ mapboards depicting typical urban terrain, and ten specially-designed scenarios for use on those boards depicting the bitter street fighting of the Eastern Front. No special counters or rules are provided; these being contained in the **ASL** rulebook and **BEYOND VALOR** module. Those wishing to use basic **SQUAD LEADER** rules may also use these mapboards; possession of **ASL** is not necessary, but is recommended for play of the specific scenarios enclosed herein.

STREETS OF FIRE contains no rules or counters; ownership of SQUAD LEADER or ASL is required.

STREETS OF FIRE is available for $28.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% to cover shipping and handling (20% for Canadian orders; 30% overseas). Maryland residents please add 5% state sales tax.



FIRST IMPRESSIONS

ADVANCED SQUAD LEADER: Infantry Training

An Introduction to ~~SQUAD LEADER Plus Four~~

By Robert Medrow

The first part of the catchy (?) title of this article is supposed to inform you that this article is yet another part of The *GENERAL*'s traditional coverage of the *SL* game and gamettes series. However, this portion of the title has been crossed out. Why? Because this article, like *ADVANCED SQUAD LEADER* (ASL) itself, is, in many ways, a new beginning. True the gamettes which followed *SL* always seemed to back up a little (or a lot) and change some of the old, as well as introducing something new. With *ASL*, while the evidence of its *SL* heritage is obviously there, we have something significantly different—and just so you'll know where I stand, something significantly better.

WHERE WE'VE BEEN

Each of the previous "First Impressions" articles, like the ones which are to follow, had as its goal to increase the pleasure which you, the player, can derive from the premiere tactical game of our hobby. Before we get to the meat of the article, there is some groundwork that needs to be laid.

Games can be complex in either or both of two ways. If the rules are elaborate, then merely determining the scope of what is possible in the game can be a major task. But, even if the rules are simple, play need not be; chess, with rules that fit on a single sheet of paper, is perhaps the classic example. If you know anything at all about *ASL*, you know that it is complex in both of these ways. As one of the primary *SL* playtesters, the reality of the complexity of play was clear in connection with Scenario 1, which needs but six pages of rules to play.

Consider the question of what to do at the very beginning of that scenario with those dozen 6-2-8s and their superlative 10-2 leader. One of the earliest pieces of tactical wisdom a person learns (usually long before he or she discovers wargames) is that it's generally best to really bash something, rather than to merely poke it. Unfortunately, for those who like things simple, in *ASL* as in *SL*, that piece of combat lore is hampered by—if nothing else—the movement restrictions placed upon units which fire in their owner's portion of the game turn. Like it or not, we are confronted with the idea of what military theorists call "Economy of Force". While it is often profitable to hit the other party with everything you have, if doing so utilizes resources to little probable gain, which could have been used elsewhere with greater probability of success, you are playing against the odds. Being militarily efficient certainly sounds like a good idea, and it is. The problem is to determine what one has to do in order to get there.

In this example, the problem has two aspects. The Russian assets in this locality consist of those squads and the leader. Of those units, how many, given a particular German setup, should fire and how many should move? With regard to firing, if the enemy is visibility from two adjacent hexes in the Russian building and within normal range, should Russian units in both hexes fire as a single fire group or take a pair of attacks? A look at the IFT does not provide an answer in the same way that, for example, a look at the *STALINGRAD* CRT does. Within normal range, it's one attack of 36 FPs versus two at 16 FP. While it's clear enough that one attack of 36 FP is a lot better than one at 16, a second attack at 16 might be one made upon an already broken enemy. But, if he's broken, maybe the second attack wouldn't be necessary, thereby freeing the second stack for either an alternative attack or movement. And, while we're at it, what does the leader do? That −2 modifier looks awfully good in an attack against a stone building, but he can only help a stack, not a fire group. Of course, used that way means that he's not available to aid movement. Come to think of it, if he's where he has an LOS to an enemy (since these things work both ways), a bad roll just might result in some nasty return fire. Then, while leaders like that are a real help to a squad trying to pass a Morale Check, there is the problem that the leader, going first, might break, leaving everyone in that hex with an additional Morale Check. On a less immediate level, in light of the common Russian leader shortage, does the fire/movement advantage offered by such a leader justify whatever risk there is in losing him because of that activity?

This brief discussion serves to demonstrate the sort of thing involved when one seeks to use the available forces efficiently. Something similar arises whenever we have to consider exposing our forces to danger. A reading of the rules lets us know that moving a tank down a village street past a building in which an enemy squad lurks can only be done at some risk. How much risk depends upon how well that squad is supplied with such things as leaders, demolition charges, flamethrowers, etc. The operative question for the player is the extent of that risk in comparison to the benefit to be derived from the movement.

If you want to become a better player than you now are, you will have to improve upon your ability to make reasonably good decisions in connection

with just these types of questions. Make no mistake about it; scenario designers are not interested in giving you situations in which you can expect to win without making intelligent choices and taking calculated risks.

That last statement is hardly a profound one, since such an objective is dear to the hearts of all good game designers. In general, the serious player copes with this challenge with some combination of study and play experience. Unfortunately for the *ASL* system player, obtaining a high level of skill largely from experience is extremely hard to do. The weapons systems used, the time at which the scenario takes place, the characters of the opponents, the nature of the terrain and the weather are all variables, and are likely to change significantly from scenario to scenario. After all, it is this very variety which is central to much of the appeal the game has for many of us. In addition, the ranges of possible outcomes are sometimes quite large. What that means is that a particular situation might arise a dozen times with outcomes, by chance, confined to only a portion of that which is possible.

Even in the—comparatively—simple *SL* days, all this became painfully clear to me. To the best of my ability, I have dealt with these kinds of things with a two-part process. The first consisted of exploring the mathematical probabilities associated with the different types of die- and dice-rolling routines to be found throughout the system, modifying the calculations as the evolving system changed things. The second part consisted of using this information to establish doctrines. These embody a collection of rules-of-thumb covering use of the forces and weapons systems represented.

In the world of real soldiers and real weapons, this is what an army attempts to do in preparing soldiers to command companies and battalions during times of peace. A recent book, *First Clash: Combat Close-Up in World War Three* by Kenneth Macksey, is a fictitious account of the first few hours in action of a Canadian Mechanized Brigade Group. Written, originally, as an official manual intended to provide a feel for how things might go in actual combat, it provides a number of examples drawn from both sides of the front of the application of these doctrines. True, the weapons systems are more modern than those found among our pieces of cardboard; but the precept of use of what is available, based upon both what it can be expected to do and how vulnerable it is in the terrain at hand, comes through most clearly. I felt particular sympathy for one Russian commander whose superior placed upon him demands of the same sort which I've often felt scenario designers had placed upon me.

My first article, way back in Vol. 14, No. 5 of The *GENERAL*, explored the mechanics of the *SL* "Infantry Fire Table" (IFT) and sought to apply some of this information to the play of the first few scenarios. As the gamettes appeared, so too did the articles: *COI* in Vol. 15, No. 6; *COD* in Vol. 17, No. 2; and *GI* in Vol. 20, No. 1. Each article attempted to give more insight into how the system, at whatever level it then existed, worked. In order to help those who, like myself, had already gained some familiarity with what had gone before, the later articles also offered comparisons between how things used to work and how they then worked.

Apparently a lot of you readers found these articles of value, and that response is one of the reasons why you're reading this one.

WHERE WE'RE GOING

This article, like the ones to follow in the "Training" series, is directed toward an audience ranging from (I hope) those who just think that they might be interested in a tactical game set in WWII to the hardcore *G.I.: ANVIL OF VICTORY* vets. How the basic systems really work will be the major component of these articles. As appropriate, the old (*SL*) and the not-so-old (*GI*) versions of things will be compared with what *ASL* has to offer.

Why is all this stuff going to appear? To be honest, ego plays a part. A number of kind folks—in letters, at conventions and in phone calls—have said nice things to me. That's certainly a source of motivation. However, doing this is hard work, seeing my name in print is not a novel thing, and many other activities pull at me just as they do at you. The ultimate reason has to do with *ASL* itself. The *ASL* system is one which I expect to play for the rest of my life. It is a dynamic thing of enormous scope and vitality. As I'm finishing this article, *STREETS OF FIRE* has just been published and the playtest of *PARATROOPER* is concluding. By the time you read this, *PARATROOPER* should be out and I expect to be well into the work on Chapter E for *ASL*. In part then, I'm doing this for myself. But it's also done in the hopes that you, the reader, will be encouraged to work toward mastery of this fascinating and unique gaming situation. Few games would justify this level of effort; *ASL*, by virtue of what it is, does. Finally, I hope that some of this information will prove useful to scenario designers. The more they know about how the system really works, the better off we'll all be.

This first installment will cover some of the basic probability itself as it relates to the sorts of things to be found in *ASL*. Subsequent pieces will take a look at, among other things, how the armor system works, the intriguing topic of combat interaction between armor and infantry, and the mechanics and usefulness of off-board artillery. Stripped of the material-making comparisons with older versions and, quite possibly modified, the things you will see here will ultimately bacome the "Analysis Chapter" in the rulebook. In being given the opportunity to go back over some things, I'll have the chance to insert the results of my own expanded experience with the system into these articles. In addition to what I've already gained from some of you out there, I expect to have help from many more of you who share, or will share, my enthusiasm. As you read these articles, if you have ideas for extensions, additions, corrections, or anything else relevant to this sort of approach, please let me know. [*Mr. Medrow's address is 1322 Highland Drive, Rolla, MO 65401—and he expects to hear from you.*]

As a result of both my trade as an engineer and my many years in the wargaming hobby, numbers of all sorts, including those associated with probabilities, have been a large part of my life. If you wish to be any good at playing *ASL*, you're going to have to be comfortable with certain facts concerning probability. Fortunately, since *ASL* gives us enough to do without any added headaches, the amount of material required is manageable. If you look ahead at the following pages, you'll note a lot of tables with hordes of numbers in them. What makes the material manageable is that, much of the time, only a few of these values are needed. Why then include all the others? It's not just to fill up space. This way, if you wish, you can explore further on your own,—which is certainly one good reason. However, the best one is that it will help readers understand from where came these observations about *ASL* and the suggestions for what I think of as good play. Certain less general uses of the material will be mentioned as is appropriate.

WHITE DIE \ COLORED DIE	⚀	⚁	⚂	⚃	⚄	⚅
⚀	2	3	4	5	6	7
⚁	3	4	5	6	7	8
⚂	4	5	6	7	8	9
⚃	5	6	7	8	9	10
⚄	6	7	8	9	10	11
⚅	7	8	9	10	11	12

Figure 1—Results possible from two dice

PROBABILITY

Most of the rolls made in the *ASL* system are made with two dice. Because the numbers used in the system are the sums of the spots showing, the probabilities of the various outcomes are sometimes hard to recognize. Figure 1 shows the 36 possible results associated with the roll of two dice. The numbers in the boxes represent the total number of spots showing. For example, if the white die ends up with three spots showing, the colored die can show any value from one to six. Thus, reading across the values in the row after the "3", we see possible totals of "4" through "9". Those boxes for which the value on the colored die is less than that on the white one have been shaded. This has been done because there are some very important cases in which what, if anything, happens depends upon not just the total number of spots showing, but also upon the colored die value in relationship to that of the white one.

Since there are six possible outcomes for each die, there are 6 times 6 (or 36) possible outcomes when two dice are rolled. If, for the moment, we only worry about the total showing by both dice, the entries in Figure 1 show that only eleven different, of distinct, outcomes are possible; the totals can only vary from "2" through "12". In addition, we see that some totals appear more often than do others. While "2" is to be found only once, "6" appears five times. Thus, the chances of rolling a "2" is

Sum of spots	Ways to get this sum	Probability of each sum	Total of ways	Cumulative probability	Times CD < WD	Total of ways	Cumulative probability
2	1	2.8	1	2.8	0	0	0.0
3	2	5.6	3	8.3	1	1	2.8
4	3	8.3	6	16.7	1	2	5.6
5	4	11.1	10	27.8	2	4	11.1
6	5	13.9	15	41.7	2	6	16.7
7	6	16.7	21	58.3	3	9	25.0
8	5	13.9	26	72.2	2	11	30.6
9	4	11.1	30	83.3	2	13	36.1
10	3	8.3	33	91.7	1	14	38.9
11	2	5.6	35	97.2	1	15	41.7
12	1	2.8	36	100.0	0	15	41.7

Table 1—Tabulated two-dice results

one in 36 attempts, while that of rolling a "6" is five in 36. Before going on, let me stress one very important fact: this does not mean that a pair of honest dice will yield "2" just once and "6" just fives times in 36 casts. The dice do not remember. If you've just rolled three straight "2's", you can still have one chance in 36 of doing it again the next time you throw the dice.

The probability of something is equal to the ratio of the number of ways this something has of appearing to the total number of outcomes. Thus, the probability of rolling a "6" is equal to the ratio of 5-to-36. To three decimal places, the value of this ratio is 0.139. Alternatively, probabilities can be expressed as percentages, so that this last probability could also be said to be 13.9%. This latter form is used in most of the tabulated results.

Table 1 summarizes the basic information needed about the roll of two dice. The first column shows the possible sums, while the second contains the number of ways in which each particular total can be obtained. Values in this second column are equal to the number of times each of the totals appears in the boxes in Figure 1. Found by the type of calculation just done, the third column values give the percentage probabilities of each spot total.

In many cases, we'll be interested in the probability of rolling at or below a particular value. Probably the most common such case is when we must roll a "Morale Check" (MC). Rolling at or below a particular value is then required in order that the unit remain fully functional. If, for example, the value is "6", we are concerned with the probability of rolling any total from "2" through "6", inclusive. From the information in the first two columns of Table 1, 15 of the 36 possible rolls will yield a total of "6" or less. These cumulative totals are shown in the fourth column; their associated probabilities appear in the fifth column. Since, to illustrate, a value of "6" or less can be obtained 15 different ways, the probability of such a roll is $(15/36)\times100\%$, or 41.7%.

The remaining three columns provide information needed whenever the value of the colored die versus that of the white one is important. One common example of such a case is in connection with the determination of hit location on an AFV. If the dice total is low enough so that a hit has been obtained, the shell lands on the turret or upper body of the vehicle if the colored die roll is lower than that of the white one. Since the armor values of the upper body may well be considerably different from those of the lower body, which die roll is higher may determine the question of survival. Staying with the case of a roll of "6" or less, the information in Figure 1 shows us that just two of the five possible ways of rolling a "6" involve colored die rolls lower than the white ones, and "2" is the value to be found in the "6" row in the sixth column. Practically, it is the totals given in column seven which will concern us the most. From Figure 1, if we have to roll a "6" or less with two dice, we can see that there are six situations in which the colored die is less than the white one. Thus, the probability of rolling "6" or less with the colored die showing a value less than the white one, is $(6/36)\times100\%$. Results of such calculations are shown in the last column.

These values can also be used to demonstrate one of the important facts about probabilities. Many of the game's mechanics require more than one dice roll. For example, there are the separate TO HIT and TO KILL rolls involved when onboard ordnance fires at an AFV. The probability of making both the required values is then equal to the product of the probabilities (expressed as fractions) of each of the outcomes. To show that this is so, let's look again at the probability of rolling "6" or less, with the colored die having the lower value. As already discussed, the fractional probability of rolling "6" or less, without regard to the values on either die, is 15/36. From Figure 1, the probability of having the colored die show a smaller value when the total is six or less is 6/15. The product of these two probabilties is the value which we've already found directly.

Lest anyone suppose that this means that probabilities are always multiplied together, we'll close this section on probability by looking at the question of rolling a "6" or less without regard to the color of the dice. The probability of doing so can be thought of as the sum of the probabilities of rolling "2", "3" "4" "5" or "6". Thus, all of the numbers in column five could have been found by adding the appropriate values in column three.

Many of the situations encountered in ASL lend themselves to direct probability calculations. An example of such a situation is the previously-mentioned TO HIT/TO KILL pair of dice rolls. Where practical, all probability values have have been obtained exactly using computer programs written for such purposes. However, there are quite a few situations in which the things of interest are dependent upon a large number of events. Probably the best example of this type of situation is presented by the artillery mechanics. The real measure of the usefulness of offboard artillery is involved with such things as the average number of shots you can expect to get off, and how quickly you can expect to drop those first rounds on target given the various dice rolls and chit picks involved. In cases such as these, the calculations required in order to determine probabilities precisely would be more trouble than they would ever be worth. Rather, the (comparatively) simple thing to do is to write a program which, in effect "plays" the situation through a few thousand times, all the while keeping track of how many times each of the possible outcomes appears.

THE INFANTRY GAME

One of the new pieces of ground broken by *SL* in the area of WWII gaming at the tactical level had to do with its emphasis on the infantry. It's safe to say that, prior to *SL*, this aspect of wargaming was dominated by the miniatures players and, whatever the rule books might have contained, their games involved a heavy emphasis on armor. After all, model tanks just look neater to many people than little model soldiers. For those who like to think that things move in cycles, it is to be noted that GHQ is now marketing collections of minatures for use with the large-hex module of *ASL—STREETS OF FIRE*. *ASL* continues in the *SL* tradition in this respect, but a study of how the infantry aspects of the game played before and how they now play shows a number of changes—some of great significance in connection with how the how the game plays.

The Cast of Characters

In the beginning we had but three types of infantry units: leaders, squads and crews. Representing just a single individual, the leader was, in *SL*, the sole example of what we now call SMCs, the single man counters. Each of the gamettes added one to this category of unit. Snipers made their appearance in *COI*, while Scouts showed up in *COD*; heroes made it to the scene in *GI*. The total has, in *ASL*, fallen back to three, even with the addition of a new one. Scouts were disposed of for the very good reason that they were misused in play, and the volume of rules required in order to keep them in line far exceeded their contribution to the game. Then too, most of their useful functions could be assumed by half-squads without any great burden of rules.

Snipers are still around, but they function more now as random events, as opposed to being units under the control of a player. Currently, during certain phases of the game, whenever one player rolls the other's "Sniper Activation Number" (SAN), there is a one-third chance that the Sniper counter will bound randomly across the board and inflict some type of damage upon one or more enemy units. having one of them deliver a fatal wound to your only 9-2 leader is a truly nasty bolt from the blue. Rarely, however, will you as a player have much influence over their activity.

This change will, I suspect, not sit well with some players. A bit more of the system has slipped from their control. While the mechanics are noticeably simpler than they were in the past, most of us want to be in charge of our games. The design intent, going all the way back to *SL*, has always been to limit the extent of a player's control. To do anything else would be grossly ahistorical, since tactical combat is filled with a vast range of events over which no one has any control. But that which is historically correct is not always agreeable. My advice for such individuals is to ignore this small loss and concentrate upon improving your grasp of the larger realities. And, while you're at it, don't leave your tank commanders out in the open when there's no good reason for so doing; you never know where the other guy's sniper will strike next.

The new guy on the block is the Commissar. The rules allow the Russian player to trade in an 8-0 leader for a 9-0 Commissar, or an 8-1 leader for a 10-0 Commissar. Persuasive fellow that he is, he automatically raises the morale of any non-berserk units in his hex by one. More importantly, he grants broken units immunity to the normal effects of Desperation Morale. Unfortunately, if a unit enjoying the benefits of frontline political action fails to rally, it is reduced in quality. A number of years ago I heard John Hill, *SL*'s designer, propose a Commissar rule which would have a squad eliminated if it failed to rally. This one's for you, John.

Turning now to the multi-man counters, the MMCs, nothing has changed, except that crews now come in two flavors thereby making a distinction between weapon crews and vehicular crews. Squads can still, in some cases, voluntarily break down into into a pair of half-squads, an idea first introduced in *COD* where they could break down into crews. Squads now come in considerably more than the original pair of types seen in *SL* . How they enter and leave play is one of the major changes in *ASL*, and will be considered in detail later.

The Infantry Fire Table

Figure 2 shows both the *GI* IFT and the *ASL* IFT. Players who haven't gone beyond *SL* will see that very little has changed in this area until *ASL* appeared. What happened then is that warfare got less decisive in the short term. Since the net result of the changes in the IFT and what happens as a result of certain other changes forms the core of a considerably-revised infantry system, we need to look carefully at a number of points.

Where before we had only the simple KIA (as a result of which everything in the hex died), we now have the #KIA. The number eliminated is equal to the "#"; anything left over is broken. The K/# result is a new thing, replacing what used to be the highest dice roll KIA. When this one turns up, one unit in the hex undergoes "Casualty Reduction". If it's a squad, it becomes a half-squad; a half-squad or crew is eliminated; and a SMC is wounded, perhaps fatally. Everyone left then takes a MC of the severity indicated by "#". MCs remain as they have gradually become. The Gounding and Pinning results introduced in *COD* have been combined into a single rule, such that a unit passing a MC with the highest possible roll is "Pinned". This halts any movement underway and prevents any additional movement during that Player Turn; any fire attacks made during the rest of that Player Turn by such a unit are halved, as is its strength in Close Com-

Figure 2—The old and the new Infantry Fire Tables

(a) The GI: ANVIL OF VICTORY Infantry Fire Table

INFANTRY FIRE TABLE 10.3

DICE	1/20	2/30	4/40	6/50	8/60	12/70	16/85	20/100	24/120	30/150	AT Mines (136.76) Hidden Demolition 36+/200+
1	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA
2	1	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA
3	1	1	2	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA
4	M	1	1	2	2	3	KIA	KIA	KIA	KIA	KIA
5	—	M	1	1	2	2	3	4	KIA	KIA	KIA
6	—	—	M	1	1	2	2	3	4	KIA	KIA
7	—	—	—	M	1	1	2	2	3	4	KIA
8	—	—	—	—	M	1	1	2	2	3	4
9	—	—	—	—	—	M	1	1	2	2	3
10	—	—	—	—	—	—	M	1	1	2	2
11	—	—	—	—	—	—	—	M	1	1	2
12	—	—	—	—	—	—	—	—	M	1	1
13	—	—	—	—	—	—	—	—	—	M	1
14	—	—	—	—	—	—	—	—	—	—	M
15+	—	—	—	—	—	—	—	—	—	—	—

FIREPOWER FACTOR MODIFIERS:

POINT BLANK FIRE: into adjacent hex unless 2 levels higher 2X
LONG RANGE FIRE: up to double normal range ..... ½X
MOVING FIRER: moved & fired in same player turn ..... ½X
AREA FIRE: target is concealed, hidden, or suspected (154.4) .... ½X
Charging Cavalry (92.87) ..... 2X & -2
HE fire vs fording infantry (126.58) ..... ½X
Captured SWs (90.13; EXC: DCs & FTs) ..... ½X
Fording infantry (126.57) ..... ½X
Overruns vs soft vehicles (in motion: -3) ..... -5
Firer is pinned (142.6) ..... ½X
Infantry fire from boat (128.7) .. ½X
Infantry fire from marsh (75.4) .. ½X
HE fire into marsh (75.5) ..... ½X
Guarding Units (89.62) CC also . ½X
Mounted Firer (92.6) CC also ... ½X

(b) The ADVANCED SQUAD LEADER Infantry Fire Table

DR/FP	Backblast dr ATR 1/20	2/30	MOL 4/37	[A-P Minefields 6/50	8/60	12/70]	sN 16/80	20/100	24/120	DC 30/150	A-T Mine Set DC 36+/200+
★ Vehicle	3	4	5	6	7	8	9	10	11	12	13
≤ 0	1KIA	2KIA	2KIA	3KIA	3KIA	3KIA	4KIA	4KIA	5KIA	6KIA	7KIA
1	K/1	1KIA	1KIA	2KIA	2KIA	2KIA	3KIA	3KIA	4KIA	5KIA	6KIA
2	1MC	K/1	K/2	1KIA	1KIA	1KIA	2KIA	2KIA	3KIA	4KIA	5KIA
3	1MC	1MC	2MC	K/2	K/2	K/3	1KIA	1KIA	2KIA	3KIA	4KIA
4	NMC	1MC	1MC	2MC	2MC	3MC	K/3	K/4	1K1A	2KIA	3KIA
5	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	2KIA
6	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA
7	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4*
8	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC*
9	—	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC*
10	—	—	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC*
11	—	—	—	—	—	—	PTC	NMC	1MC	1MC	2MC*
12	—	—	—	—	—	—	—	PTC	NMC	1MC	1MC*
13	—	—	—	—	—	—	—	—	PTC	NMC	1MC*
14	—	—	—	—	—	—	—	—	—	PTC	NMC*
≥ 15	—	—	—	—	—	—	—	—	—	—	PTC*

- Original FT DR causes P. Flame creation (B25.12); DR + EC ≥ Kindling # = Flame.
- Original HE/HEAT Effects DR causes P. Flame creation (B25.13); DR + EC ≥ Kindling # = Flame.
- Original HE Effects DR ≥ 70mm causes P. wooden rubble creation (B24.11); dr ≤ Original KIA #.
- Original HE Effects DR ≥ 70mm causes P. rubble creation (B24.11); dr [+1 if stone] ≤ Original KIA #.
- Original Concentrated HE FFE/Aerial Bomb Effects DR removes A-P/A-T minefield (B28.62) and/or Wire (B26.52).
- Original Concentrated HE FFE/Aerial Bomb Effects DR reduces minefield strength (B28.62) by one column (A-P) or one factor (A-T).
- Original Concentrated HE FFE/Aerial Bomb Effects DR creates shellhole in OG, orchard, brush, grain (B2.1).
- A-T Mine Attack DR eliminates AFV* or burns ★ vehicle† (B28.52)
- A-T Mine Attack DR immobilizes AFV*, or eliminates ★ vehicle† (B28.52)

*Aerial AF of lowest hull AF is + DRM
†AFV with any 0 hull AF is ★ vehicle

FP or DR MODIFIERS:

By overstacked unit; per vehicle/squad (A5.12) ..... +1
vs overstacked units; per squad (A5.131) ..... -1
PBF vs adjacent hex ≤ 1 level higher (A7.21) ×2
Heavy Payload (C.7) per 50mm or 8 FP excess -1
Area Fire (concealed target; A7.23) ..... ×½
Motion (D2.42)/Bounding (First) Fire (D3.31) ..... ×½
From IN Deep or Shallow Stream (B20.6) ..... ×½
HE vs Fording Infantry or Marsh (C3.53) ..... ×½
Cowering (A7.9) [Inexperienced: 2] ..one column to left
Set DC (A23.71) ..... -3
From Encirclement (A7.7) ..... +1
TPBF vs same Location (A7.21) ..... ×3
By Fording Infantry (B21.42) ..... ×½
By unit on Wire (B26.31) ..... +1
OVR vs Motion vehicle (D7.12) ..... +2
By CX unit (A4.51) ..... +1
Mounted Fire [EXC: ht & Charge] (D6.22, 6.72) ... ×½
Critical Hit (C3.71) ..... ×2
vs Personnel unit with FT (A22.4) ..... -1
Defender's TEM†/LOS Hindrance ..... +x
Firer is pinned (A7.8) ..... ×½
FFMO/FFNAM (A4.6) each ..... -1
From marsh (B16.32) ..... ×½
vs Cavalry (A13.5) ..... -2
vs Motorcyclist (D15.5) ..... -1
AFPh Fire (A7.24) ..... ×½
OVR vs Infantry in OG (D7.15) ..... -1
Hazardous Movement (A4.62) ..... -2
Long Range Fire (A7.22) ..... ×½

† EXC: FT NA

FIREPOWER

DRM	1	2	4	6	8	12	16	20	24	30	36
−4	17/11/44/11	28/14/42/ 8	28/14/50/ 6	42/17/39/ 3	42/17/42/ 0	42/17/42/ 0	58/14/28/ 0	58/14/28/ 0	72/11/17/ 0	83/ 8/ 8/ 0	92/ 6/ 3/ 0
−3	8/ 8/42/14	17/11/44/11	17/11/56/ 8	28/14/50/ 6	28/14/56/ 3	28/14/58/ 0	42/17/42/ 0	42/17/42/ 0	58/14/28/ 0	72/11/17/ 0	83/ 8/ 8/ 0
−2	3/ 6/33/17	8/ 8/42/14	8/ 8/56/11	17/11/56/ 8	17/11/64/ 6	17/11/69/ 3	28/14/58/ 0	28/14/58/ 0	42/17/42/ 0	58/14/28/ 0	72/11/17/ 0
−1	0/ 3/25/14	3/ 6/33/17	3/ 6/50/17	8/ 8/56/11	8/ 8/67/ 8	8/ 8/75/ 6	17/11/69/ 3	17/11/72/ 0	28/14/58/ 0	42/17/42/ 0	58/14/28/ 0
+0	0/ 0/17/11	0/ 3/25/14	0/ 3/39/17	3/ 6/50/14	3/ 6/64/11	3/ 6/75/ 8	8/ 8/75/ 6	8/ 8/81/ 3	17/11/72/ 0	28/14/58/ 0	42/17/42/ 0
+1	0/ 0/ 8/ 8	0/ 0/17/11	0/ 0/28/14	0/ 3/39/17	0/ 3/56/14	0/ 3/69/11	3/ 6/75/ 8	3/ 6/83/ 6	8/ 8/81/ 3	17/11/72/ 0	28/14/58/ 0
+2	0/ 0/ 3/ 6	0/ 0/ 8/ 8	0/ 0/17/11	0/ 0/28/14	0/ 0/42/17	0/ 0/58/14	0/ 3/69/11	0/ 3/81/ 8	3/ 6/83/ 6	8/ 8/81/ 3	17/11/72/ 0
+3	0/ 0/ 0/ 3	0/ 0/ 3/ 6	0/ 0/ 8/ 8	0/ 0/17/11	0/ 0/28/14	0/ 0/42/17	0/ 0/58/14	0/ 0/72/11	0/ 3/81/ 8	3/ 6/83/ 6	8/ 8/81/ 3
+4	0/ 0/ 0/ 0	0/ 0/ 0/ 3	0/ 0/ 3/ 6	0/ 0/ 8/ 8	0/ 0/17/11	0/ 0/28/14	0/ 0/42/17	0/ 0/58/14	0/ 0/72/11	0/ 3/81/ 8	3/ 6/83/ 8
+5	0/ 0/ 0/ 0	0/ 0/ 0/ 0	0/ 0/ 0/ 3	0/ 0/ 3/ 6	0/ 0/ 8/ 8	0/ 0/17/11	0/ 0/28/14	0/ 0/42/17	0/ 0/58/14	0/ 0/72/11	0/ 3/81/17

Table 2—Probabilities of the various types of results on the ASL IFT

bat. The PTC result means a "Pin Task Check". It works like a normal MC, except that failure merely results in a Pin.

The probabilities of these four different types of results are tabulated in Table 2 as a function of firepower and the net DRM. For each combination of attack strength and DRM the four values are, respectively: the #KIA, the K/#, the #MC, and the PTC probabilities. Thus, for a 16 FP attack with a DRM of −1, there is a 17% probability of some sort of #KIA, an 11% chance of a K/# result, a 69% probability of some sort of MC result and a 3% probability of a PTC result.

As soon as the type of result to be inflicted is not the same for all units in the hex, it becomes necessary to determine which unit or units will be afflicted with the more severe damage. Both the #KIA and the K/# results produce such situations whenever the target stack contains more than one unit. A specific Random Selection procedure is used for such cases. Suppose that the result is a "K/2" and that there are three units in the hex. A single die is rolled for each unit (best accomplished by rolling, at the same time, three dice of different colors, where the colors have some predetermined connection to position in the stack). High roll gets the "K". Of course, the dice could come up "4", "4" and "2", meaning a tie for high die. In such a case, there would then be *two* unhappy winners. If you can get two dice the same, you can get three—which would mean a "K" for everyone.

Because of the equivalences among units, it is now possible to place quite a few more than four units in the same hex if you wish to do so. Table 3 shows the probabilities of more than one unit being affected when a K/# (or a 1KIA, for that matter) result is rolled for a hex containing anything up to six units. For the three units in the example above, such a result will inflict maximum damage upon just one unit 76.4% of the time. Worded differently, on the average, one should expect that such a result will claim an extra victim just about one time in four, with just a 2.8% probability that all three will be unlucky. As you can see, the chances of picking up more than one extra unit are fairly small. Practically, more than four units is uncommon, for which strength the total probability of either three or four units being afflicted is only one-fifth that of the two-unit probability.

Turning to Table 4, for two units in a hex and one to be selected, the average loss is 1.17 units, a value which increases by just about 0.1 for each additional unit in the hex. The remaining values in the Table show the average number lost for various numbers of units and various values of "#" (as in #KIA). As you can see from reading across any of the rows, the likelihood of an extra loss goes down as the number to be selected goes up. The reason for this can be seen by looking at the case of a 2KIA result. Supposing that there are four units in the hex, four dice are rolled. If the numbers rolled are "2", "2", "5" and "6", only the unit associated with the "6" is affected; Random Selection only takes the high number (or ties for high numbers) even if that does not yield enough victims. Here, the dice (three this time) must be rolled for those who survived the first round. However, it is possible that two pieces would have tied for high roll on the first toss, so that no second throw would have been needed. In general, whenever more than one unit must be selected, there is the possibility that the total required will be selected in less than "#" throws. On the other hand, when only one is to be chosen, that one throw has to be made.

The information on Table 2 does not, of course, tell us directly the outcome of an attack involving some particular combination of firepower and DRM. The amount of damage a particular combination of these is likely to do depends upon the Morale Level(s) of the unit(s) in the hex, the number of units in that hex and, if there is a leader present, his leadership modifier and his Morale Level versus that of the units stacked with him. The possible number of combinations of factors is staggering. Computers, however, are not bothered by that sort of thing. One of the things they do very well indeed is to generate huge masses of numbers. Because of this, part of the art of using computers intelligently is to limit the amount of output to a level at which a poor human being can cope.

With that by way of introduction, Table 5 contains a massive collection of numbers. For each attack strength and DRM, two numbers are given. The first is the probability that a unit, in a hex by itself, will survive that attack without being either Broken or Pinned in the process. After this, in parentheses, is the probability that the unit will survive without breaking, but will end up pinned. The sum of these two values is then the probability that that particular attack, by itself, will produce no effect from which the unit cannot automatically recover. For example, if a unit with a Morale Level of "8" is attacked by eight firepower factors (FPFs) with a DRM of 0, there is a 51% probability that the unit will be fully-functional and a 13% probability that the worst damage suffered is a "Pin". As you can see, considering only firepower, DRM and morale leads to a great many numbers. However, this collection of values plays an important part in defining just how things really work in connection with the IFT, and various of them will be used throughout much of this article.

From the look of the IFT it's clear that a column shift of one to the right would lead to just about the same collection of IFT entries as would an additional DRM of −1 to the actual attack. The size of "just about" can be readily determined from the results in Table 5. Why such information is of value is a consequence of the possibility of forming fire groups using stacks of adjacent units. If all units in a particular elevation within some hex are going to fire at a single target, they are required to do so as in a single attack. Adjacent units, however, may, at their option, join the first group, or if so desired, attack on their own. We shall consider two aspects of this option because intelligent use of this part of the rules is essential to effective play.

While, other things being equal, a stronger attack is superior to a weaker one—other things are rarely equal. The most common "other thing" which enters in has to do with the DRM of the final attack. If the first stack has an 8-1 leader in it, he will contribute a −1 DRM to whatever other modifiers are involved. If the adjacent stack is without at least as good a leader, this −1 will be lost in a combined, fire group attack. One of the simplest rules of good play to be extracted from the numbers in this article is that one should never add strength to an attack

Number in hex	Number suffering Casualty Reduction due to a K/# result: 1	2	3	4	5	6
1	100.0	0	0	0	0	0
2	83.3	16.7	0	0	0	0
3	76.4	20.8	2.8	0	0	0
4	69.4	25.5	4.6	0.5	0	0
5	63.0	28.9	7.1	1.0	0.1	0
6	56.9	31.5	9.6	1.8	0.2	0

Table 3—Probabilities of various numbers of units being affected by a K/# result

Number in hex	Number in #KIA: 1	2	3	4	5	6
1						
2	1.17	ALL				
3	1.26	2.16				
4	1.36	2.24	3.15			
5	1.46	2.32	3.24	4.15		
6	1.57	2.40	3.32	4.24	5.15	

Table 4—Average number lost due to a #KIA result

FIREPOWER

DRM	1	2	4	6	8	12	16	20	24	30	36
−4	30(12)	20(10)	13(9)	7(6)	5(4)	3(3)	2(2)	1(1)	0(1)	0(0)	0(0)
−3	42(13)	30(12)	21(11)	13(9)	8(7)	6(5)	3(3)	2(2)	1(1)	0(1)	0(0)
−2	56(14)	42(13)	31(13)	21(11)	14(10)	9(8)	6(5)	3(4)	2(2)	1(1)	0(1)
−1	70(11)	56(14)	43(14)	31(13)	22(12)	14(10)	9(8)	6(5)	3(4)	2(2)	1(1)
+0	81(9)	70(11)	56(14)	43(14)	32(13)	22(12)	14(10)	9(8)	6(5)	3(4)	2(2)
+1	89(6)	81(9)	70(11)	56(14)	44(14)	32(14)	22(12)	14(11)	9(8)	6(5)	3(4)
+2	95(4)	89(6)	81(9)	70(11)	56(15)	44(15)	32(14)	22(13)	14(11)	9(8)	6(5)
+3	98(2)	95(4)	89(6)	81(9)	70(11)	56(15)	44(15)	32(14)	22(13)	14(11)	9(8)
+4	100(0)	98(2)	95(4)	89(6)	81(9)	70(11)	56(15)	44(15)	32(14)	22(13)	14(11)
+5	100(0)	100(0)	98(2)	95(4)	89(6)	81(9)	70(11)	56(15)	44(15)	32(14)	22(13)

(a) Morale level 6

FIREPOWER

DRM	1	2	4	6	8	12	16	20	24	30	36
−4	37(11)	26(10)	19(9)	12(6)	9(5)	7(4)	4(3)	2(2)	1(1)	0(1)	0(0)
−3	50(12)	37(11)	29(11)	19(9)	14(8)	11(7)	7(4)	4(4)	2(2)	1(1)	0(1)
−2	63(12)	50(12)	39(12)	29(11)	22(11)	16(9)	11(7)	7(5)	4(4)	2(2)	1(1)
−1	75(10)	63(12)	51(13)	39(12)	30(12)	22(11)	16(9)	11(7)	7(5)	4(4)	2(2)
+0	84(7)	75(10)	64(13)	51(13)	41(13)	31(13)	22(11)	16(10)	11(7)	7(5)	4(4)
+1	91(5)	84(7)	75(10)	64(13)	52(14)	41(14)	31(13)	23(12)	16(10)	11(7)	7(5)
+2	96(3)	91(5)	84(7)	75(10)	64(13)	52(14)	41(14)	31(13)	23(12)	16(10)	11(7)
+3	99(1)	96(3)	91(5)	84(7)	75(10)	64(13)	52(14)	41(14)	31(13)	23(12)	16(10)
+4	100(0)	99(1)	96(3)	91(5)	84(7)	75(10)	64(13)	52(14)	41(14)	31(13)	23(12)
+5	100(0)	100(0)	99(1)	96(3)	91(5)	84(7)	75(10)	64(13)	52(14)	41(14)	31(13)

(b) Morale level 7

FIREPOWER

DRM	1	2	4	6	8	12	16	20	24	30	36
−4	46(10)	34(9)	27(9)	17(7)	14(6)	11(6)	7(4)	5(3)	2(2)	1(1)	0(0)
−3	58(10)	46(10)	37(11)	27(9)	22(9)	17(8)	11(6)	8(5)	5(3)	2(2)	1(1)
−2	70(10)	58(10)	49(12)	37(11)	31(11)	24(11)	17(8)	13(7)	8(5)	5(3)	2(2)
−1	81(8)	70(10)	60(11)	49(12)	41(12)	32(12)	24(11)	18(9)	13(7)	8(5)	5(3)
+0	89(6)	81(8)	71(11)	60(11)	51(13)	42(13)	32(12)	25(11)	18(9)	13(7)	8(5)
+1	94(4)	89(6)	81(8)	71(11)	62(12)	52(13)	42(13)	33(13)	25(11)	18(9)	13(7)
+2	97(2)	94(4)	89(6)	81(8)	72(11)	62(13)	52(13)	42(14)	33(13)	25(11)	18(9)
+3	99(1)	97(2)	94(4)	89(6)	81(8)	72(11)	62(13)	52(14)	42(14)	33(13)	25(11)
+4	100(0)	99(1)	97(2)	94(4)	89(6)	81(8)	72(11)	62(13)	52(14)	42(14)	33(13)
+5	100(0)	100(0)	99(1)	97(2)	94(4)	89(6)	81(8)	72(11)	62(13)	52(14)	52(14)

(c) Morale level 8

FIREPOWER

DRM	1	2	4	6	8	12	16	20	24	30	36
−4	54(8)	41(7)	35(8)	23(6)	21(6)	17(6)	10(4)	8(4)	4(2)	2(1)	0(1)
−3	66(8)	54(8)	47(9)	35(8)	30(9)	25(9)	17(6)	13(6)	8(4)	4(2)	2(1)
−2	77(7)	66(8)	58(9)	47(9)	41(10)	34(11)	25(9)	20(8)	13(6)	8(4)	4(2)
−1	86(5)	77(7)	69(9)	58(9)	52(11)	44(12)	34(11)	27(10)	20(8)	13(6)	8(4)
+0	92(4)	86(5)	79(8)	69(9)	62(11)	54(12)	44(12)	36(12)	27(10)	20(8)	13(6)
+1	96(2)	92(4)	87(6)	79(8)	72(10)	63(12)	54(12)	45(13)	36(12)	27(10)	20(8)
+2	98(1)	96(2)	92(4)	87(6)	80(8)	73(10)	63(12)	55(13)	45(13)	36(12)	27(10)
+3	100(0)	98(1)	96(2)	92(4)	87(6)	80(8)	73(10)	64(12)	55(13)	45(13)	36(12)
+4	100(0)	100(0)	98(1)	96(2)	92(4)	87(6)	80(8)	73(10)	64(12)	55(13)	45(13)
+5	100(0)	100(0)	100(2)	98(1)	96(2)	92(4)	87(6)	80(8)	73(10)	64(12)	55(13)

(d) Morale level 9

FIREPOWER

DRM	1	2	4	6	8	12	16	20	24	30	36
−4	60(5)	47(5)	43(6)	29(5)	27(5)	23(6)	15(4)	11(4)	6(2)	3(1)	1(0)
−3	72(5)	60(5)	55(7)	43(6)	39(7)	34(8)	23(6)	19(6)	11(4)	6(2)	3(1)
−2	83(5)	72(5)	67(7)	55(7)	51(8)	45(9)	34(8)	28(8)	19(6)	11(4)	6(2)
−1	90(4)	83(5)	77(6)	67(7)	62(8)	55(10)	45(9)	38(10)	28(8)	19(6)	11(4)
+0	95(3)	90(4)	86(5)	77(6)	72(8)	65(10)	55(10)	48(11)	38(10)	28(8)	19(6)
+1	98(1)	95(3)	92(4)	86(5)	81(7)	74(9)	65(10)	58(11)	48(11)	38(10)	28(8)
+2	99(1)	98(1)	95(3)	92(4)	87(6)	82(8)	74(9)	67(11)	58(11)	48(11)	38(10)
+3	100(0)	99(1)	98(1)	95(3)	92(4)	87(6)	82(8)	75(9)	67(11)	58(11)	48(11)
+4	100(0)	100(0)	99(1)	98(1)	95(3)	92(4)	87(6)	82(8)	75(9)	67(11)	58(11)
+5	100(0)	100(0)	100(0)	99(1)	98(1)	95(3)	92(4)	87(6)	82(8)	75(9)	67(11)

(e) Morale level 10

Table 5—Probability that a single unit will survive and attack either unharmed and unpinned or (unharmed and pinned)

unless the number of column shifts to the right due to this addition is, at a minimum, at least one greater than the total of the favorable DRMs lost. For example, if an enemy unit with a morale of "6" occupies a wooden building, a stack of three 4-6-7s stacked with an 8-1 leader would attack with a firepower of 12 and a net DRM of +1. If the adjacent hex contained another 4-6-7, adding its strength would produce a 16 FPF attack at +2. From section (a) of Table 5, the probability that the target will survive the first attack unharmed in any way (52%) is the same as the probability associated with the second attack. The Pin probabilities are also the same. Thus, in this case, adding an additional squad offers no advantage.

Before going on, let me point out that, most of the time, I will present results as if the only thing of importance is whether or not a unit is untouched. Now, we might expect (and, sometimes, be correct) that, in general, what is here a 35% probability of some harmful result would contain a varying mix of Broken and KIA results. My experience suggests that the "no permanent harm" probabilities are the *most* useful ones, so that's what we can expect to see most of the time.

To continue, the general validity of this simple rule can be seen by reading diagonally downward through the values in any of the five parts of Table 5. For example, for a morale of "7", attacks at 12 (DRM of −4), 16 (DRM of −3), 20 (DRM of −2), 24 (DRM of −1), 30 (DRM of 0), and 36 (DRM of +1) show either "7(4)" or "7(5)" as the survival probabilities. This rule is not influenced by the morale of the unit being attacked. There is a change to be noted as higher and higher Morale Levels are considered, but the effect merely strengthens the rule. For the same attacks just listed, the survival probabilities rise from "23(6)" to "28(8)" for a target with a morale level of "10". All this means that a one column shift to the right, if it's accompanied by an increase of one in the net DRM, leads to a less harmful attack.

One of the general observations drawn from this type of material back when *SL* was first published was that units with a Morale Level of "7" were closer in survival performance to those with a morale of "6" than they were to those with a morale of "8". With the revised IFT this is still more true than false, but the differences are too small to be of concern. Averaged out over the typical DRM ranges, the increase in outright survival percentages, for a particular attack, will increase by about the same amount between morale "6" and morale "7" units as they will between morale "9" and morale "10" units.

On the other hand, another early conclusion has made it through the transition to *ASL*. Table 6 illustrates the second simple rule: an improvement of one in the Morale Level is equivalent to getting a +1 DRM on all attacks made against the unit. Unfortunately, morale usually falls, meaning a DRM of −1. All of the survival probabilities in this table are taken directly from Table 5. They are merely re-arranged in order to demonstrate the rule. In the center column (i.e., the one for a morale of "8"), the percentages, 11 through 89, are exactly the ones to be found in Part (c) of Table 5 for an attack strength of 12. Note that the positive and negative numbers on the left of the table are not just DRMs. Rather, they are DRMs to which has been added the difference between the unit's morale and "8". Thus, the eight values given for a morale of "6" correspond to those to be found in Table 5(a) for DRMs of −2 through +5.

Reading horizontally across any of the rows of values in Table 6 reveals the extent to which an increase of one in the morale level is capable of offsetting a change in the net DRM. To illustrate, the +2 row shows that a morale level "6" unit attacked with a DRM of +4 will surivive 70% of the time, while a morale "7" unit makes it 64% of the time

when the DRM is +3, a value very little different from the 62% rate for a morale level "8" unit attacked at +2. The remaining values of 63% and 65% are, respectively, those for a morale level "9" unit attacked at a DRM of +1 and a morale level "10" unit attacked at a DRM of zero.

While I don't know the extent to which this information will be of value to you, I have found this connection between morale and DRM to be of benefit to me in organizing my play experience. Practically, most of the squads we need to make use of are at a level of "7". With regard to those happy occasions when there are "8's" at hand, I have found it helps to think of them as "7's" with an extra +1 protection factor. Those unfortunate "6's", however, are burdened with a permanent −1. Attempting to organize my experience around the "7" level unit has made it easier for me to shift among these three difference squad morales.

Size Versus Number

One of the early difficulties I had with determining what the "smart move" was has already been mentioned in connection with the very first *SL* scenario. However, let's first explore one of the most useful types of information to be obtained from Table 5 using a more recent example. In developing the first simple rule, I referred to a case in which three 4-6-7 squads, plus an 8-1 leader, were stacked next to other friendly unit(s). Suppose now that the adjacent hex contains a pair of 4-6-7s. From Table 5 we can see that an attack with 20 FPFs and a DRM of +2 is a decided improvement over one at 12 and a +1. The practical question, of course, is should we combine the 12 FPF and the 8 FPF attacks into one attack, or use them separately in two attacks? While the answer to this question cannot be found directly in the table, a simple calculation will do the job. Recalling that the fractional probability of two sequential events taking place is equal to the product of the fractional probabilities of each of the events is the key.

The fractional probability that the target unit will survive a 12 FPF attack at +1 is 0.52. The probability that it will survive one at 8 FPF and +2 is 0.72. The product of these two, equal to 0.37, or 37% is the probability that the pair of attacks will inflict no harm. The corresponding value for a single attack at 20 FPFs and +2 is 42%. Thus, the combined attack is more likely to inflict harm. Because of the nature of the system, whenever the probablities are essentially the same for single and for multiple attacks with the same total firepower, the multiple attack route is the one to follow. If the first attack is successful, the second stack has at least two options: it can fire at an alternative target; or, if the first target is merely broken, it can be used against the original target in the hope of inflicting more permanent damage.

It's also possible to determine the probability that, while otherwise unharmed, the target will be Pinned. To do this we have to consider the number of ways in which the target could end up Pinned. There are three: it could be Pinned by the first attack, with nothing happening as a result of the second; the reverse situation, in which only the second attack results in a Pin; and the Pinning of the unit by both attacks. The probability of a Pin is then equal to the sum of these three different sequential events, or

$$0.13\times0.72 + 0.52\times0.08 + 0.13\times0.08$$

which has a value of 0.15. Thus, the two-attack procedure is also more likely to result in a Pin.

Both you and I would end up playing an awful lot of games solitaire if we had to look up these sorts of numbers and do these sorts of calculations before we could make up our minds about how to proceed with our Prep Fire. The purpose of this exercise is to, whenever possible, produce relatively simple doctrines which will, by and large, work well for us. *He who would win must remember to play the odds. Yet, he who looks up the odds before each dice roll plays alone.*

This particular example suggests a very simple rule: never throw away a favorable modifier or inflict an unfavorable one upon an attack merely for the sake of making a single, stronger fire group attack. The neat thing about this rule is that it works

DRM + (Morale—8)	Morale Level 6	7	8	9	10
−4	9	11	11		
−3	14	16	17	17	
−2	22	22	24	25	23
−1	32	31	32	34	34
0	44	41	42	44	45
+1	56	52	52	54	55
+2	70	64	62	63	65
+3	81	75	72	73	74
+4		84	81	80	82
+5			89	87	87

Table 6—Survival probabilities for a 12 FPF attack

Table 7—A comparison of individual versus combined firepower attacks

(a) Morale level 6

DRM	Total firepower	8		12		16			24				
	No. of attacks	1	2	1	2	1	2	4	1	2	3	4	6
−4		5	2	3	1	2	0	0	0	0	0	0	0
−3		8	4	6	2	3	1	0	1	0	0	0	0
−2		14	10	9	4	6	2	1	2	1	0	0	0
−1		22	19	14	10	9	5	3	3	2	1	1	1
+0		32	32	22	19	14	10	10	6	5	3	3	3
+1		44	49	32	32	22	19	24	9	10	8	10	12
+2		56	65	44	49	32	32	42	14	19	18	24	27
+3		70	79	56	65	44	49	62	22	32	34	42	49
+4		81	90	70	79	56	65	81	32	49	52	62	72
+5		89	97	81	90	70	79	94	44	65	70	81	91

(b) Morale level 7

DRM	Total firepower	8		12		16			24				
	No. of attacks	1	2	1	2	1	2	4	1	2	3	4	6
−4		9	4	7	1	4	1	0	1	0	0	0	0
−3		14	8	11	4	7	2	1	2	1	0	0	0
−2		22	15	16	8	11	5	2	4	2	1	1	0
−1		30	26	22	15	16	9	7	7	5	3	2	2
+0		41	40	31	26	22	17	16	11	10	7	7	7
+1		52	57	41	40	31	27	32	16	17	14	16	18
+2		64	71	52	57	41	41	51	23	27	26	32	36
+3		75	83	64	71	52	57	69	31	41	43	51	58
+4		84	92	75	83	64	71	85	41	57	60	69	79
+5		91	98	84	92	75	83	95	52	71	76	85	93

(c) Morale level 8

DRM	Total firepower	8		12		16			24				
	No. of attacks	1	2	1	2	1	2	4	1	2	3	4	6
−4		14	7	11	3	7	2	1	2	1	0	0	0
−3		22	14	17	7	11	5	2	5	3	1	1	0
−2		31	24	24	14	17	9	6	8	6	3	2	1
−1		41	36	32	24	24	16	13	13	11	7	6	5
+0		51	51	42	36	32	26	26	18	18	13	13	13
+1		62	66	52	51	42	38	44	25	27	24	26	29
+2		72	78	62	66	52	52	62	33	39	38	44	48
+3		81	88	72	78	62	66	77	42	52	54	62	68
+4		89	95	81	88	72	78	90	52	66	70	77	85
+5		94	98	89	95	81	88	97	62	78	82	90	95

(d) Morale level 9

DRM	Total firepower	8		12		16			24				
	No. of attacks	1	2	1	2	1	2	4	1	2	3	4	6
−4		21	12	17	6	10	4	1	4	3	1	0	0
−3		30	22	25	12	17	9	5	8	6	3	1	1
−2		41	34	34	22	25	17	12	13	12	7	5	4
−1		52	48	44	34	34	27	23	20	19	14	12	11
+0		62	63	54	48	44	38	39	27	29	24	23	25
+1		72	76	63	63	54	51	58	36	40	37	39	44
+2		80	85	73	76	63	65	73	45	53	52	58	62
+3		87	92	80	85	73	76	85	55	65	66	73	78
+4		92	97	87	92	80	85	93	64	76	79	85	90
+5		96	99	92	97	87	92	98	73	85	88	93	97

(e) Morale level 10

DRM	Total firepower	8		12		16			24				
	No. of attacks	1	2	1	2	1	2	4	1	2	3	4	6
−4		27	18	23	9	15	7	3	6	5	2	1	1
−3		39	31	34	18	23	15	9	11	11	6	3	3
−2		51	45	45	31	34	26	20	19	20	13	9	9
−1		62	60	55	45	45	38	36	28	31	24	20	21
+0		72	74	65	60	55	52	54	38	43	37	36	40
+1		81	85	74	74	65	65	72	48	55	52	54	61
+2		87	91	82	85	74	76	83	58	67	67	72	75
+3		92	95	87	91	82	85	91	67	76	78	83	86
+4		95	98	92	95	87	91	96	75	85	87	91	95
+5		98	100	95	98	92	95	99	82	91	93	96	99

DRM	Firepower factors 4	8	16	24
−4	3 (9)	3(11)	3 (8)	6 (8)
−3	9(12)	8(11)	11(11)	8 (8)
−2	3(10)	3(11)	6(11)	6(11)
−1	8(15)	9(12)	14(14)	11(11)
0	5(14)	3(13)	6(11)	8(14)
+1	20(20)	12(15)	15(15)	14(14)
+2	10(20)	5(14)	7(13)	9(14)
+3	33(33)	20(20)	15(15)	15(15)
+4	33(33)	10(20)	5(14)	7(13)

Table 8—Percentage of otherwise successful attacks reduced in severity by cowering

so much of the time that trying to find a better one is pretty much a waste of effort that could be more wisely spent upon other things. However, for the advanced student, there is one general area in which this rule doesn't work quite as well.

Going back to that first scenario example of *SL*, an attack with the 10-2 leader and three 6-2-8 squads, followed by a second attack with just three 6-2-8 squads means a pair of attacks on the 16 FPF column, one with a DRM of +1, and one with a DRM of +3. The probability that a target with a morale of "7" will survive both of these is 0.31×0.52, or 0.16. Expressed as a percent, this is the same as the value found in the 36 FPF column for a +3 DRM attack, so the rule works. However, if the leader could only provide a −1, the probability of survival rises to 21% for two attacks. In general, the situations to be wary of are the ones in which the number of columns between the individual attacks and the combined attack is large, as it is in this case, and the defender is in good cover. Both aspects of this observation will again appear in the next item to be considered.

Table 7 sheds more light on the problem posed by the possibility of attacking a target more than once. This time it is supposed that there will be no change in net DRM. Four different total firepowers are considered. Looking in the row below these four firepower values we find the numbers of attacks to be made. For example, for 16 FPFs, results are shown for one, two or four attacks. Since only 16 FPFs are available, if two attacks are to be made, then each is at the level of 8 FPFs. Similarly, if four attacks are to be made, only 4 FPFs are available for each one. Because of the way in which the IFT is constructed one can at least envision 24 FPFs being divided into one attack at 24, two attacks at 12, three attacks at 8, four attacks at 6, or six attacks at 4. While such a thing is hardly practical, the results do serve to demonstrate some interesting things.

The first thing to do in each of the sections of the table is to, for each of the total firepowers available, determine the "break even" point—the DRM at which the target's chance of survival is the same for either one attack or two. For a target with a morale of "6", this point occurs at a DRM of zero if the attack strength is 8 FPF. For attacks of 12 and 16 the corresponding DRMs are, respectively, +1 and +2. Thus, if 16 FPFs are available for an attack, and the strengths and positions of the units are such that two separate attacks can be made, making two attacks is the better choice if the DRM is +1, zero, or any negative value.

If you look at the first two columns under a total attack strength of 24 FPFs, you'll find that the trend established for the first three attack strengths doesn't continue; the break even point is around a DRM of zero or +1. The "why" of this particular result can be determined without much trouble. The source is the number of columns between "12" and "24". Two columns lie between these two values. If we look at the IFT for the other cases considered, we see that only one column lies between either the "4" and the "8" columns, or the "6" and the "12" columns, or the "8" and the "16" columns.

So much for the bad news. The good news is that all of the things said for a target with a morale of "6" could just as easily be said for any of the other values. Thus, any rules formulated about when to divide fires in this type of situation will not have to consider the factor of morale. My rule is quite simple: if the net DRM is zero or negative, divide your fire; otherwise, combine. This rule doesn't alter the earlier one concerning the use of favorable DRMs.

If you're going to divide fires, there will sometimes be the possibility of dividing them into more than two. It is for this reason that the additional situations have been included for attack strength into more than two parts doesn't seem to be particularly worthwhile.

Taken together, this pair of rules will not always give you the very best attack odds. However, they will work most of the time and have the great virtue of simplicity. For those of you who wish to try fine tuning this sort of thing, you should have enough in the way of numbers to work with. If you come across something clever, especially if it's also simple, don't keep it to yourself, let me know so that we can get it into the Analysis Chapter for everyone.

Cowering

This particular effect was introduced into the system in *COD*, and has made it into *ASL*. The rule requires that, whenever infantry fires on the IFT, a roll of "doubles" will cause a one-column shift to the left on the IFT unless the units are stacked with some kind of a leader. In the case of really poor infantry, there's a two-column shift. Such things are certainly not good. But, a lot of things in the game present undesireable choices; it is for the players to decide which ones they will attempt to do something about.

Table 8 was my first look at this facet of the game, in that, for various attacks and net DRMs, it shows the percentage of otherwise successful attacks which will be reduced in severity as a result of this rule. The first value is associated with a one-column shift; the one in parentheses goes with a two-column shift. When I first looked at these numbers, I couldn't make up my mind whether or not the threat of Cowering should be a factor in determining leader usage. To find out, I wrote another program which took Cowering into account and ran it out.

Because of the nature of the results obtained, only those for a morale of "7" are shown in Table 9. Beneath each firepower the first number is the same as that which is to be found in the corresponding column in Table 5(b): the probability that a unit will survive, unbroken and unpinned, the attack at the DRM specified. In Table 9, the second number is the *increase* in this survival probability if the Cowering rule is used and there will be a one-column shift whenever doubles are rolled. The third, and last, number in each entry is the increase in the basic survival probability if Cowering produces a two column shift. Once you get past attacks of either one or two FPFs, the largest increase due to Cowering of either variety is 3%. Given the many uses to which leaders can be put, this effect is too small to be worth considering.

Experience Level Rating

Well folks, it didn't go away, even after so many of you got upset about the way (mostly) American squads and half-squads could break-to-green if they failed a MC by an amount greater than their ELR, a value specific in each *GI* scenario. The rule was never intended for application solely to US forces, although most of the *GI* scenario would encourage this belief.

While the concept did survive, it has done so in a much-altered form. Seeing how this part of the *ASL* system interacts with the rest is essential both to an understanding of how *ASL* differs from the system through *GI* and to intelligent play.

The *GI* rule required that, for any Elite, First Line or Second Line MMC subject to the rule (crews were, and are, exempt), failing a MC by an amount in excess of its ELR would cause its immediate replacement by a broke "Green" squad, the lowest category of MMC available to the US player. Inexperienced Infantry were to be used for other nationalities when their forces were subject to this rule. While Green units did not share all of the weaknesses of Inexperienced Infantry, they had most of them, so that the replacment of an Elite squad with a Broken Green one was always a traumatic experience.

In a modified form, the concept of reduction in quality is, in my opinion, at the heart of *ASL* infantry changes. Figure 3 illustrates, for both the Germans and the Russians, one of their squad (and associated half-squad) sequences. While each also has a second sequence, these will suffice to illustrate the key points. Any given scenario will supply the initial quality or qualities of each side's forces, along with their ELRs. Once play begins, any MMC *or* leader failing a MC by more than that force's ELR is immediately replaced by a broken unit of the next lowest quality. Thus, for the German player, a 4-6-7 failing a MC by too much would be replaced by a broken 4-4-7. Applying this same sort of thing to leader is straight-forward; an 8-1 failing a MC by more than its ELR would be replaced by a broken 8-0. If the unit is already at the bottom of its particular scale (e.g., a Conscript half-squad), an ELR failure results in its being "Disrupted". This is a status akin to, and somewhat worse than, that of being "Broken". Particularly troublesome is the fact that, generally, the unit cannot Rout . . . which means it is seldom long for the battlefield.

FIREPOWER

DRM	1	2	4	6	8	12	16	20	24	30	36
−4	37 9 9	26 2 11	19 0 3	12 2 2	9 0 2	7 1 1	4 0 1	2 1 1	1 0 1	0 0 0	0 0 0
−3	50 9 9	37 0	9 29 2 2	19 1 3	14 2 3	11 0 2	7 1 1	4 0 1	2 1 1	1 0 1	0 0 0
−2	63 6 6	50 2	9 39 0 3	29 2 2	22 0 2	16 2 3	11 1 3	7 1 2	4 0 1	2 1 1	1 0 1
−1	75 6 6	63 0	6 51 2 2	39 1 3	30 2 3	22 0 2	16 2 3	11 1 3	7 1 2	4 0 1	2 1 1
+0	84 4 4	75 2	6 64 0 3	51 2 2	41 0 2	31 2 3	22 1 3	16 2 3	11 1 3	7 1 2	4 0 1
+1	91 3 3	84 0	4 75 2 2	64 1 3	52 2 3	41 0 2	31 2 3	23 1 3	16 2 3	11 1 3	7 1 2
+2	96 2 2	91 2	3 84 0 2	75 2 2	64 0 2	52 2 3	41 1 3	31 2 3	23 1 3	16 2 3	11 1 3
+3	99 1 1	96 0	2 91 2 2	84 0 2	75 2 2	64 0 2	52 2 3	41 1 3	31 2 3	23 1 3	16 2 3
+4	100 0 0	99 1	1 96 0 2	91 2 2	84 0 2	75 2 2	64 0 2	52 2 3	41 1 3	31 2 3	23 1 3
+5	100 0 0	100 0	0 99 1 1	96 0 2	91 2 2	84 0 2	75 2 2	64 0 2	52 2 3	41 1 3	31 −0 0

Table 9—Effect of Cowering on the probability that a single unit with a Morale Level of 7 will survive an attack unharmed and unpinned

FP	DRM	Probability that squad breaks	Percentage of broken results leading to replacement by poorer quality unit — ELR 1	2	3	4	5
4	−2	46	81	60	41	25	13
	0	29	80	58	38	23	12
	+2	11	77	53	34	19	9
8	−2	60	84	64	45	29	16
	0	51	82	61	42	26	14
	+2	29	80	58	38	23	12
16	−2	60	87	71	54	37	23
	0	66	85	67	49	32	19
	+2	54	83	63	44	28	16
24	−2	53	91	80	66	50	34
	0	72	89	75	59	43	28
	+2	72	86	70	52	36	23

(a) Morale=6

FP	DRM	Probability that squad breaks	Percentage of broken results leading to replacement by poorer quality unit — ELR 1	2	3	4	5
4	−2	38	74	50	31	16	7
	0	23	73	48	29	15	5
	+2	8	69	44	25	11	3
8	−2	48	77	53	34	19	9
	0	42	75	51	32	17	7
	+2	23	73	48	29	15	5
16	−2	53	82	62	42	26	14
	0	56	79	58	38	23	12
	+2	45	76	53	34	19	9
24	−2	49	87	72	55	38	24
	0	64	84	66	48	32	19
	+2	62	81	61	42	26	14

(b) Morale=7

FP	DRM	Probability that squad breaks	Percentage of broken results leading to replacement by poorer quality unit — ELR 1	2	3	4	5
4	−2	28	68	42	22	9	2
	0	17	67	40	20	7	1
	+2	6	64	36	16	4	0
8	−2	37	69	44	25	11	3
	0	31	68	42	23	9	2
	+2	17	67	40	20	7	1
16	−2	43	75	51	32	18	8
	0	45	73	48	29	15	6
	+2	34	70	45	25	11	4
24	−2	43	82	63	43	27	15
	0	54	79	57	38	23	12
	+2	50	75	52	32	18	8

(c) Morale=8

FP	DRM	Probability that squad breaks	Percentage of broken results leading to replacement by poorer quality unit — ELR 1	2	3	4	5
4	−2	19	62	33	13	3	0
	0	11	60	30	11	2	0
	+2	4	56	25	6	0	0
8	−2	26	64	36	16	4	0
	0	21	62	33	14	3	0
	+2	11	60	30	11	2	0
16	−2	33	68	43	23	10	2
	0	32	66	40	20	8	2
	+2	24	64	36	16	5	1
24	−2	35	76	52	33	18	8
	0	43	73	48	29	15	6
	+2	38	69	43	24	11	4

(d) Morale=9

FP	DRM	Probability that squad breaks	Percentage of broken results leading to replacement by poorer quality unit — ELR 1	2	3	4	5
4	−2	12	53	21	5	0	0
	0	7	51	18	3	0	0
	+2	2	44	11	0	0	0
8	−2	16	56	25	7	0	0
	0	13	54	22	5	0	0
	+2	7	51	18	3	0	0
16	−2	22	62	34	15	4	0
	0	21	60	30	12	3	0
	+2	15	56	26	8	2	0
24	−2	27	69	43	24	11	3
	0	31	66	39	20	8	2
	+2	26	62	34	16	6	1

(e) Morale=10

Table 10—Probabilities that a unit will break and relative probabilities that breaking will cause a reduction in unit quality

As Figure 3 shows, the lengths of the MMC sequences are not the same for all nationalities. Thus, in light of this new rule, a Germany 4-6-8 is a less fragile thing than is a Russian 4-5-8. Experience indicates that this factor is rather more important than the one-hex difference in range. It is by such choices that the *ASL* designers have shaped the characters of the forces we are to command. This has also been accomplished in a second way. Certain units, such as the American 7-4-7s, have their Morale Level value, in this example a "7", underscored. Such units have an ELR of 5 (the maximum possible), and will not be replaced, when this value is exceeded, by a squad of lesser quality. Instead, such units are replaced with a pair of Broken half-squads. There is a vulnerability in being a half-squad which does not exist for a squad. However, the more important observation is that with such units one can, if the half-squads survive, reverse the effects of this rule by Rallying and recombining. For other units, barring the low probability of a certain type of Battlefield Hardening result, these effects cannot be reversed.

When we combine these observations with the new IFT, we can see that the net effect is to make some units less vulnerable in the short term and more vulnerable in the long term. The gradual reduction in quality has a snowball effect which is not likely to be apparent in the first few turns of a scenario. As a result it's quite likely that there will be many times when a player will abandon a scenario when, in fact, his long-term prospects were not all that bad. As a player, you need to be cautious about quick judgements concerning scenario play balance.

Before taking a look at how likely all of these bad things are, there is one more long-term effect to be considered. "Battlefield Integrity", first introduced in *COI*, is not an idea loved by all because it does require a certain amount of record keeping. The placement of the appropriate values on the backs of individual counters has eliminated a portion of this problem, however. Conceptually, the idea of Battlefield Integrity as it now stands is a simple one: as the value of a force shrinks due to elimination or capture of its MMCs, there will ultimately come a time when that side's forces will have to face the possibility of a general reduction in its ELR. Without having to look at any new numbers, it should be clear that such a loss would only accelerate further declines in quality, which could, once again, trigger the provisions of the Battlefield Integrity rule, which could . . . well you get the picture.

The results in Table 10 are much the same as the ones in the *GI* article. However, because leaders are no longer exempt, Morale Levels of "9" and "10" have also been considered. For each of the firepowers, DRMs and Morale Levels, the number immediately following the DRM is the probability that, for this particular combination of firepower, DRM and morale, the unit will break. The five subsequent values, for ELRs of 1 through 5, are the probabilities that a unit which breaks will do so

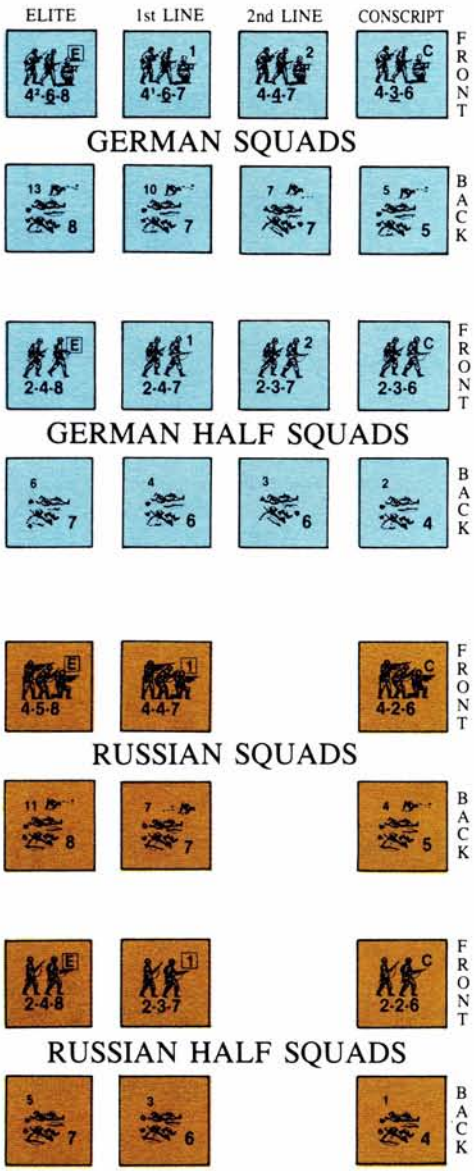


Figure 3—Squad sequences, German and Russian

badly enough so as to exceed the ELR limit. For example, for a 16 FPF attack at +2 on a unit with a morale of "8", there is a 24% chance that the unit will break. If it Breaks, and the ELR is "1", 70% of those MCs will have been failed by enough so that the unit will undergo a reduction in quality. If, on the other hand, the unit's ELR is "4", it will become a poorer unit only 11% of the time. Since ELRs of "3" are common, a look in that column for each of three basic infantry MMC Morale Levels suggests that the effects of this area of the rules will be felt quite often.

If you kind of squint your eyes and look at the numbers quickly, it isn't too difficult to suppose that, for given morale and ELR values, the number of FPFs and the DRMs don't make all that much difference. It is this notion that gave rise to the approximate values given in Table 11. I have two hopes for this material. One is that players will recognize the extent to which the process being considered can be expected to erode the quality of their troops. For a morale level of "7" and an ELR of "3", both quite common for squads, something around one-third (35% in the Table) of the Broken results will lead to a reduction in quality. Suppose that a Russian 4-4-7 has now become a 4-2-6. For any given attack the probability that the unit will break has now increased because of the morale reduction. For the same reason, the probability that the unit will once again fail a MC by too much has also gone up. From Table 11 the relative probability of the latter event has gone up by 10%. To pick a particular example, an 8 FPF attack, with a DRM of 0, on a unit with a morale of "7" and an ELR of "3", would see that unit fail some sort of MC by too much $0.45 \times 0.32 \times 100\%$, or 13%, of the time. With everything the same except that the Morale Level is "6", the numbers are $0.51 \times 0.42 \times 100$, or 21%. Now, let's suppose that the cumulative effect of losses has finally led to a reduction in the ELR level from "3" to "2". In that case, the numbers are now $0.51 \times 0.61 \times 100$, or 31%. Since the 4-2-6 is at the end of the line, that amounts to a 31% probability of Disruption, added to (from Table 2) a 9% chance of something nasty in the way of either a KIA or K result.

My second hope is that scenario designers will weight carefully the probable impact of quality reduction, particularly with regard to the expected performance of units in longer scenarios. As the numbers in Table 13 suggest, a change of one in an ELR level can be most significant.

Leaders and Followers

One last table remains to be considered, and it exemplifies much of what makes this such an interesting system. Throughout play, *ASL* continuously offers us situations in which we must balance risk against gain. Time after time we find that a potentially useful activity carries with it some increased risk. I think that this is nowhere more evident than in connection with the use of leaders.

To be stacked with a leader is to enjoy, at a minimum, greater movement capacity and an increased opportunity to Rally if broken. With negative leadership modifiers, offensive capacity can be significantly increased. But there is a risk. No matter how powerful it is, any attack can come up empty, leaving the miraculously-spared enemy in a nasty mood. Then that leader can be a threat to the health and well-being of those stacked with it. The extent of this threat has, in one way, been reduced in *ASL*, since the loss or breaking of a leader in a Location with other units will not automatically subject them to a MC. Now a leader will cause another unit in its Location to take a MC only if the leader is slain and has a Morale Level *higher* than that of the other unit. Mere breaking of the leader produces only a Pin Check. Thus, the 7-0 and the 6+1 are no longer the hazards they once were. On the other hand, if the morales of the units in question are such as to require some sort of check, what would otherwise be a favorable leadership DRM is now reversed. If, terrible thought, that 9-2 leader should die, any units in the hex with it having Morale Levels of eight or less will take a 2MC.

In Table 11 we find, for all leaders and a number of different attacks, the probabilities that single units stacked with them will survive, unharmed and unpinned. Unlike those in all of the other tables, the entries in this one were not calculated directly. Instead, they were determined by the second method mentioned earlier, the one whereby a computer rolls and rolls those dice, keeping track all the while of how things turned out. Each entry here is the result of 30,000 trials. For those who are interested in such things, that many trials takes about 15 seconds on an IBM PC using a compiled program. Getting all those numbers did take awhile, but the program written did all of the cases, one after the other, while I was out mowing the lawn. From direct calculation it is easy to find the survival probabilities when no leader is involved. Those values agree to within 1% with the results given here.

Morale	ELR value 1	2	3	4	5
6	80	65	45	30	15
7	75	55	35	20	20
8	70	45	25	10	5
9	65	35	15	5	0
10	55	25	5	0	0

Table 11—The approximate probabilities that any fire attack will cause a breaking unit to undergo a reduction in quality

To illustrate how the rules make things work, let's look at the results of a 16 FPF attack made, with a +2 DRM, against a hex containing a squad having a Morale Level of "8". With no leader present, the survival probability is 52%. Placement of a 6+1 leader into the hex reduces this value to 50% as a result of those situations in which the leader survives that attack unhampered in any way and, as a result, applies its +1 leadership modifier to any squad MCs. In those cases in which damage to the leader results in an application of the negative of the leadership modifier, this leader is now helpful!

The 7-0 causes the value to rise back to 52%. In truth, the squad is actually a tiny bit safer with this leader, as it is with the 8-0, because of the K/#- result. With two targets, 15 times out of 36 it's the leader alone who gets the 'K'. However, accounting for the differences in the 7-0 and the 8-0 values, a wounded leader who does not break will now have a leadership modifier of +1. Things improve, to 57%, with the 8-1 leader, who offers a favorable leadership modifier, but, because of the Morale Levels, offers no threat should it die or break. It is precisely because the 9-1 leader does pose such

Continued on Page 16, Column 3

LEADER		NONE	6+1	7−0	8−0	8−1	9−1	9−2	10−2	10−3
	DRM	-2 0 +2	-2 0 +2	-2 0 +2	-2 0 +2	-2 0 +2	-2 0 +2	-2 0 +2	-2 0 +2	-2 0 +2
FP	Squad Morale									
4	6	31 56 81	30 54 80	28 54 80	29 55 80	33 59 82	35 60 83	41 66 86	44 68 87	51 74 90
	7	39 63 84	38 61 83	39 63 85	37 61 84	41 65 86	43 68 87	49 72 89	53 75 91	59 80 93
	8	49 71 89	48 70 87	48 72 89	50 72 88	54 75 91	53 75 91	57 79 92	61 81 93	65 85 95
8	6	14 32 56	13 30 55	12 29 54	12 30 55	15 34 59	17 36 60	22 41 66	25 45 68	32 53 78
	7	22 41 64	21 39 62	22 41 64	19 38 62	22 41 66	24 45 68	30 50 73	33 55 75	40 61 81
	8	31 50 72	30 50 70	32 51 73	32 52 72	36 56 76	34 55 75	39 60 79	42 64 83	48 69 86
16	6	6 15 32	6 14 30	4 11 29	4 12 29	5 15 34	7 17 35	10 22 42	12 26 45	17 32 53
	7	11 22 41	11 22 39	11 22 41	9 20 38	10 22 42	12 25 45	15 30 50	18 35 54	23 42 63
	8	17 32 52	17 32 50	18 33 52	18 33 53	21 38 57	19 35 56	22 40 60	26 44 65	30 50 71
24	6	2 6 14	2 5 13	1 3 11	1 4 12	2 5 15	2 7 17	4 9 22	4 12 26	7 17 33
	7	4 11 23	4 11 21	5 11 23	3 9 19	4 10 22	4 12 25	6 15 30	7 18 35	10 23 42
	8	8 18 33	9 18 32	9 19 33	9 19 34	9 21 38	9 19 35	10 22 40	12 26 45	14 30 51

Table 12—The probabilities that a single squad will survive unharmed and unpinned when attacked while stacked with various leaders

Squad Leader Clinic

"I MET MY OLD LOVER . . ."

By Jon Mishcon

I've been waiting years to write this article. Wanting to go back to those great old classic scenarios. Planning to bring them back into the mainstream of *SL* play so that we could re-live those golden games.

Perhaps the greatest advantage that *ASL* confers on its proud owners is that, given time, ALL the great old scenarios will be revivified. Our intent, as play-oriented testers, is to try to recreate the feel of those "oldies but goodies" while improving the play-balance. Let this article serve notice that we concentrated on retaining the original Victory Conditions and game length. That means that in most cases, you'll note substantial changes in the forces and/or set up. Nonetheless, we found that we could bring back much of that sensation of popping open the tops of those first edition purple boxes. What a feeling!

First, we'll review our perceptions of the first three original *SL* scenarios. Afterwards, how they played—unmodified—under *ASL* rules. Lastly, some thoughts about current play in the modified versions.

Now, let's "talk about some old times and drink ourselves some beer."

Scenario 1

We found the original Scenario 1 played under the original rules to be strongly pro-Russian in play-balance. The original "feel": for the Russians, lightly Prep Fire onto J4 and then sweep across from building G4 into buildings F5 and G6. If units in J4 and K4 broken, then push units from J2 into J3; otherwise, retreat into K2. gang the rear troops together in hexes M5 and N5. When building F5 falls and K5 is surrounded, keep the troops in I7 and L6 busy by fire while assaulting building K5 from any advantageous direction. Win by taking buildings F5 and K5. For the German player, build big firegroups and shoot like crazy; pray for KIAs.

Now, if Scenario 1 is played under *ASL* rules without modifications of any kind, play-balance is very strongly pro-German. The differences begin with the altered strength of German MGs. Suddenly the defenders, using two MGs together, were often a column stronger. This difference was compounded by the ability of the defending units to fire repeatedly. Finally, the changes in the building rules forced the German to defend above the stairwells. This left the Russians with the problem of attacking up the stairwell. You try to move through doubled First Fire in the ground floor, then Residual Fire, and lastly Final Fire. Any attempt to advance in just meant the German would shoot and then advance up another floor if they didn't break all the Russians below.

Suffice to say that the Germans began to think of how they could use their firepower advantages to take building J2 away from the Russians instead of just holding on to what they had.

So we altered the scenario. We rate our version mildly pro-Russian when played under *ASL* rules with the SSR. The reductions in the number of German MGs and putting units trapped in the upper floors of buildings under the onus of encirclement means that the Germans are once more tied to building big firegroups and praying for KIAs. It is still hard for the Russians to root the defenders of building F6 out of the upper floors as the German player tends to concentrate lots of fire on the ground floor of F6. However, building K5 has two stairwells for the Russian to advance up, and building I7 is very vulnerable to a Human Wave assault from the ground floor of hexes F6, G6 and H5.

Some random thoughts for both sides while playing:

German should consider using their ability to set up HS to put one HS in either F5 or G6 in order to draw some of the Prep Fire. I like putting some strength initially into hex M7 to try to force the Russian MMG group to pull back to J1. When the time comes to retreat or counterattack, don't forget that you have smoke, albeit the chances of getting it are small.

Russians should always use a Commissar in building N4. Try to keep your forces set up for Human Wave assaults, both in building N4/M4 and building G6 (when taken). The threat alone will force the German to reserve some shots he might otherwise take. Always take your sniper shots. The Germans can't afford to be TI.

Both players should be aware that our experience suggests that a majority of games will evoke significant unit changes. By this I mean berserk, battle-hardened, and hero units make frequent appearances—not to mention the expected crop of conscripts. We even had one game where the Russian leader became a 10-3. Plan for this kind of game drift.

Scenario 2

Scenario 2 is mildly pro-German when played under the original *SL* rules. The Russians use a "hammer and shield" defense of building X4. (The hammer is the big groups in X3 and X4, with the shield being a screen of concealed units along the

outer edge.) They must attack into and through building U3 as quickly as possible in order to reinforce the factory defenders.

Meanwhile, the Germans will smoke the street, burn the outer defenders and advance into the street. On Turn 2 they move into Y3-Y5 and throw Demo Charges. Figure to get lots of broken German units who can retreat across the street to a leader, hope to get lots of broken Russians in the center of the factory with no place to go. Once in, the Germans can hold onto a major chunk of the factory using Engineers to defend the gains.

We didn't even attempt to play Scenario 2 without modifications and with the *ASL* rules, for two reasons: there are not enough pieces in the counter mix to allow play, and our experience with the first scenario seemed to prove that the upgraded German MGs are just too potent.

Once we had altered the scenario, it remains mildly pro-German in feel. Very, very similar to the original. Flamethrowers are not as potent, but once the Germans are in the factory there is literally no place for the Russians to hide. The absence of an upper floor for the factory means that the stairwell defense won't work. (By the way, unless you change the occupation rules, an SSR for rooftops is meaningless.) Naturally, the Russian is likely to concentrate all of his relief forces in buildings R1 and Q3. Look for another Human Wave here very earlier on. Nonetheless, much of this scenario will turn upon the outcome of a few key die rolls. The presence of a few Russian 5-2-7s within the factory really boosts the chances for a Russian victory.

Comment should be made here on the use of Sewer Movement. Historically, there is no question that the Russians used it to great advantage. Players who use this rule should be aware that the ability it gives the properly guided Russian to quickly reinforce the factory can swing the game. Of course, getting lost can really be a major pain in the rump.

Scenario 3

Played under the original rules, it was most frequently a draw—rarely a Russian victory. But the feel of urban combat it evoked is still for many players their strongest memory of *SL*. Given the extra time, the Russians made mincemeat of the Germans defending in buildings K5 and F6. The German AFVs were just too vulnerable to close assault from the 6-2-8s to be able to stave off the fall of two buildings. Naturally, this meant the German AFV tended to support the factory attack, and on that flank the Russian AFVs were susceptible to the German Engineers and their SW. Thus, the game tended to devolve heavily into drawn games with the Russians winning when they moved first and got hot dice that allowed the T-34s to come in before a substantial proportion of the factory had fallen.

Despite our enthusiasm, for the same reasons noted above under Scenario 2, we didn't even try to play this one under *ASL* rules without modifications of any kind.

We didn't play the altered scenario with *ASL* rules and our own SSR enough to be sure, but it seems to be usually a draw, very rarely a German victory and occasionally a Russian victory. If played with SSR, it seems to be pro-German.

Russian set-up of the 295th Infantry will tend to decide the direction the game will take. If the Russian player makes a real commitment to buildings P5 and P8, then look for a pincer attack into buildings L6 and M9 and a probable tie game as the Russians win on one flank and the Germans win on the other. If the Russians put their Commissar into hex R1 and set up heavily in buildings R1 and Q3, then the Germans have a real chnace to win by drawing the factory and using their armor to support the defenders of building I7 and K5. Nonetheless, sigh, lots of drawn games.

If you decide to invoke SSR 7, then the pressure is really on the Russians. Don't plan on getting the 3:1 ratio. You'll have to be rather hot with the dice. If the Russian player is going to win, he'll have to force a victory in F6 and either I7 or K5 plus holding at least four hexes. Russian players should consider sacrificing one radioless T-34 by entering it into hex X3. It will surely die, but causes a major redirection of German attacks.

For those readers who have not already found them, our updated versions of the first scenarios are found on the insert of this issue. Overall, these three scenarios are probably not the best reflection of *ASL*. Yet who can resist replaying them at least once. "Still crazy after all these years."

☆

First Impressions . . . *Cont'd from Page 14*

a threat that the survival probability dips back to 56% with such a leader. For the remaining three leaders, with either a higher leadership modifier, or that and a higher morale, the trend is steadily upward through values of 60%, 65% and 71%.

The most useful thing I've found from these numbers is that anything below a 9-2 value has very little effect upon the survival probabilities of other units. Such leaders are only, in combat, of use offensively. Position and use them accordingly.

SUMMARY

To summarize, we now have a system in which results are less immediate and in which flexibility in the area of how forces are modelled has been increased. While, as players, the amount of information with which we must work has been increased in some areas, in others concepts and mechanics have been streamlined without any significant loss.

Finally, remember that I expect to hear from you.

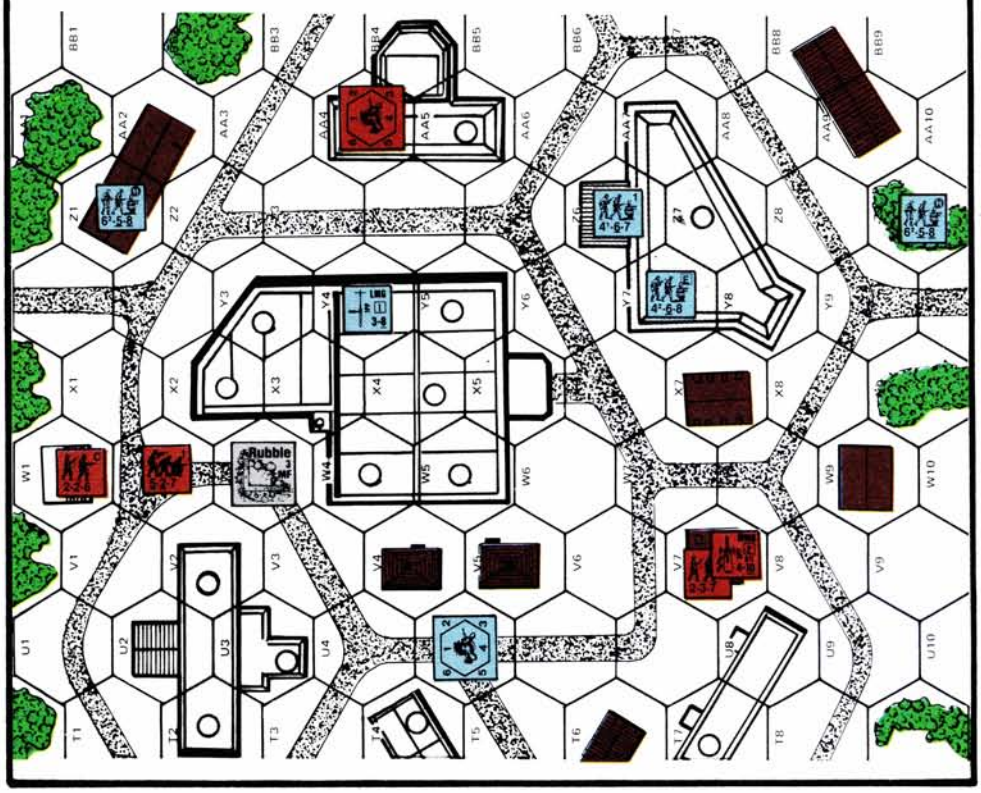
☆

CONTEST #130

It is the last Player Turn (Russian) in an *ASL* DYO scenario in which the victor is the player that can exert the most hypothetical FP into intersection hexes 1Z5 and/or 1W7 at the end of the game. DRM and Multiple ROF are irrelevant in calculating this FP. Battlefield Integrity is *not* in effect and the units pictured are the only ones remaining. Stone rubble exists in hex 1W3. You are the Russian player.

Can you win? Can you guarantee a draw? Fill in the entry form for the actions taken by your three units (and fire for the machinegun) which consititute your *best* possible move (i.e., that which presents the opposing player with the *least* chance to win); indicate whether your move is most likely to result in a Russian win, a German win, or a draw. If you fire any of your units, indicate target. If you move units, record each Location entered and the MF expended in actions in that Location. If you move more than one units, indicate the order in which they will move (by placing a numeral 1, 2 or 3 as appropriate beside each unit).

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive merchandise credits from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgement of the contestant. The solution to Contest 130 will appear in Vol. 23, No. 1 and the list of ten winners in Vol. 23, No. 2 of The *GENERAL*.



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 our readership such as tournaments or events utilizing The Avalon Hill Game Company's games is solicited and will be printed if made available.

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

MAY 30-31, JUNE 1

DIPCON '86, Fredericksburg, Virginia
Contact: Pete Gaugan, 3121 East Park Row, #171A, Arlington, TX 67010.
NOTE: An exclusively *DIPLOMACY* event featuring the national championship.

JUNE 19-22

ATLANTICON '86, Trenton, New Jersey
Contact: Atlanticon '86, P.O. Box 15405, Baltimore, MD 21220. (301) 298-3135.
Note: The largest of the East Coast gaming conventions, with events for all tastes.

JUNE 20-22

SEAGA '86, East Point, Georgia
Contact: Southeastern Adventure Gaming Alliance, P.O. Box 16564, Atlanta, GA 30321.
Note: In addition to many others, tournaments in *BULGE '81, PANZERGRUPPE GUDERIAN, GUNS OF AUGUST, SQUAD LEADER* and the AH "Classics" are offered.

JULY 3-4-5-6

ORIGINS '86, Los Angeles, California
Contact: Strategicon, P.O. Box 8399, Long Beach, CA 90808. (213) 420-3675.
Note: The National Adventure Gaming Convention, featuring the latest game releases and hundreds of events. Tournaments, seminars, demonstrations, and more for all aspects of the hobby.

JULY 25-27

SECON '86, Knoxville, Tennessee
Contact: SECON, P.O. Box 15405, Baltimore, MD 21220. (301) 298-3135.

JULY 31, AUGUST 1-3

PEERICON VI, San Diego, California
Contact: Larry Peery, P.O. Box 8416, San Diego, CA 92102. (619) 295-6248.
NOTE: An exclusively *DIPLOMACY* event.

AUGUST 2

CAPITOL-CON II, Springfield, Illinois
Contact: Bill Wilson, 3320 Gaines Mill Road, Apt. 4, Springfield, IL 62704. (217) 522-5803.

AUGUST 9-10

MADNESS '86, Middletown, New York
Contact: Steve Skutell, 9 Sheffield Drive, Middletown, NY 10940.
NOTE: Science-fiction emphasis.

AUGUST 16-17

BAYCON '86, Traverse City, Michigan
Contact: Tom Ockert, P.O. Box 219, Lake Ann, MI 49650.

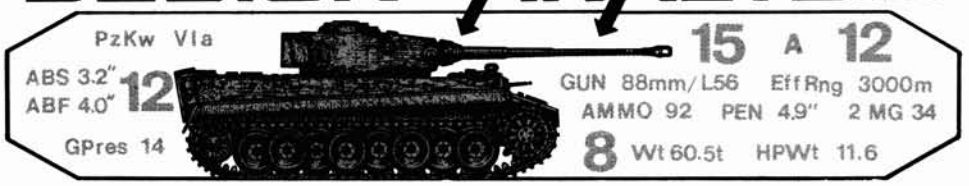
AUGUST 23-24

5th ANNUAL SQUAD LEADER OPEN, Knoxville, Tennessee
Contact: Tim Deane, P.O. box 9237, Knoxville, TN 37940. (615) 970-4435.
NOTE: This premiere *SL* event will honor the late D.R. Munsell.

AUGUST 23-24

SL RALLY OF '86, Harrison, Arkansas
Contact: On All Fronts, P.O. Box 265, Marshall, AR 72650. (501) 448-3066.
NOTE: Tournaments in *SL* system through *ASL*.

DESIGN ANALYSIS



ASL NOTES

By Don Greenwood

Some common questions on the format and intent of ASL have been voiced in letters to our offices recently. While not questions on the game system, we felt that the readers might be interested in the answers Don Greenwood has been giving to these inquiries. Should you have any questions of a like nature, we can't promise a personal answer but we'd enjoy hearing them.

Q. Where is the divider for the Armory section?
A. There is none—nor will there be one for the Training Manual chapter until such time as those chapters are completed. At that point we will issue a more useful divider for the completed chapters, one which will contain updated information for the complete system (perhaps with updated Playing Aids).

Q. Can I purchase extra binders? Mine is not big enough!
A. Yes. The latest Parts List will carry *ASL* binders for separate sale. However, they should not be necessary unless you have glued ring supports to both sides of every page—which triples the width of each page. Actually, I've found that ring supports are necessary only on the exterior pages—and certainly not on both sides.

Q. Where is the registration coupon referred to on Page *i* of the Introduction?
A. The "Registration" coupon is actually the Errata coupon printed on Page B31.

Q. Can I send in a photocopy of the Errata coupon? I don't want to cut up my rulebook.
A. No, you must send the coupon itself—no photocopies will be honored. The coupons have been placed outside of a blank page for just this purpose and eventually Page B31 will be re-issued as Errata without the coupons and any need to "cut up" your rulebook.

Q. How come my dividers don't include the "Table of Contents" referred to on Page *ii* of the Introduction?
A. The separate Table of Contents for the chapters was moved to the first page of each chapter instead. The Introduction is erroneous in listing them as being on the dividers.

Q. Do I have to order chapters E-M separately or will I get them free with my Errata coupons?
A. The remaining chapters must be purchased either separately by mail or as part of the future modules that will contain them. It is important to realize, however, that the *ASL Rulebook* is functionally complete as far as playing the game is concerned. The remaining chapters include only optional rules, information about specific theaters and nationalities, and other assorted extras. It is doubtful, for example, whether some people will want to play the "Campaign Game" or whether experienced players will be very interested in the "Training Manual". That being the case, it would not have been very wise to delay publication of *ASL* further while awaiting the completion of those chapters and increasing the price still further to players who don't even want them. This way, players can pick and choose how many extras they want for their system.

Q. What about all my old scenarios? Will you revise them for *ASL*?
A. No—we certainly cannot afford to re-issue them for free, and if you have to pay for them the vast majority of players would rather have new scenarios. We will be revising some of the old scenarios for *ASL*, but these will appear in The *GENERAL* (see the insert of this issue for example). Besides, they are still perfectly usable for the game you bought them with; and once you've gained some experience with *ASL* you can easily convert them for use yourself. The only real problem in such conversion is the effect on play balance—and we have found that this varies greatly depending on the styles of the different players.

Q. Will there be errata available before the 1987 Errata coupons are honored?
A. Only what you read in these pages. While *ASL* is hardly perfect, we have not found any major problems to date. Some 95% of the questions we've received have either been answered in the rules or are logical extensions of existing rules. Most of the questions we've received fall into a category of such bizarre happenstance that it is doubtful whether they would ever occur to 99% of the players in an average game. Answering such questions in the body of the rules would cause more harm than help for the extra verbiage involved would only add to the problems of learning the system by invoking the "can't see the forest for the trees" syndrome. Consequently, the first errata issued will consist mainly of clarifications in the form of "Q&As" to append to each chapter rather than actual errata. Only the most serious errors will be corrected with the issuance of revised rules pages at first. In the meantime, we will be constantly using the information from the questions we receive to revise the rules in such a way which will clarify those rules not really needing changes so that when we do re-issue a page—not only the errata will be incorporated but any other rewording of material on that page which will improve comprehension or answer even the rarest of questions. Naturally, the longer we wait before we re-issue those pages, the more comprehensive the house-cleaning can be. It is a quest for the perfect game system using a technique never seen before in this hobby. We hope its adherents find it as exciting as we do.

Q. Why should I spend all that money to buy *ASL* when it amounts to buying *SL* and its gamettes all over again?
A. If you have to ask that question, then I doubt whether my answer will change your mind. The best advice I can give you is to seek out someone who has bought it and ask him whether he thought he made a good purchase. I am obviously biased, but I will say this—counter for counter, board for board, art for art, and rule for rule, I think *ASL/BEYOND VALOR* is a better buy on a dollar per component basis than any game I've seen. *ASL* is not for the casual player—it demands too much of a player's

time to gain mastery of the system. But for those who play a lot of *SL* (and most *SL* players I've met play it almost exclusively), it represents a tremendous value. On a per-hour-of-enjoyment basis, the game is exceedingly cheap entertainment because it is not just a game but an endless series of games using a tremendously detailed system. If you are someone who plays a game a few times before retiring it to the shelf—don't buy *ASL* (although it will certainly look at least as impressive as the other games on your shelf). If you enjoy your *SL* and gamettes, then by all means keep playing it. No one is saying you *have* to buy *ASL*.

But then, if you are still enjoying *SL et al*, it seems to me you've already got your money's worth out of that purchase. How many other games have you bought that you enjoyed more? Does the availablility of *ASL* mean you enjoy *SL* any less? Let me impose an analogy here. I bought one of the first video recorders available, which was obsolete within a year. I then found myself envious of my neighbors who were buying better models—but I still had the enjoyment provided by my machine, and earlier than they had theirs. I had bought a product and enjoyed it. The availability of a better system did not make my recorder any less functional. Instead of complaining to the dealer/manufacturer who surely knew that improved models were in the offing, I accepted it as the normal way of progress. I have since moved up in class and purchased a new video recorder with all the wonderful new options they include today. I don't hold it against *Panasonic* that they sold me an outdated machine; instead I applaud them for continuing to improve the product to the point where they enticed me to buy another one. Anybody who is foolish enough to hold a grudge against a company for bringing out an improved product is just plain silly. Try to tell *Firestone* that they should give you a new radial tire to replace the old model you bought years ago. *SL* is unique in the wargame hobby for the maintained following it has attracted. Any game that commands that kind of devotion deserves the deluxe treatment we've given it in *ASL*. While I've heard from many who say they won't buy *ASL* because of its price, I've yet to hear from anyone who has bought it that hasn't praised it. If you like *SL*, the odds are that you'll love *ASL*. The choice is yours.

Q. Will I have to buy all the *ASL* modules as was the case with the *SL* gamettes?

A. No. The only mandatory purchases to enjoy the system will be the *ASL Rulebook* and *BEYOND VALOR*, which includes the complete German OB and all the systems counters. If you want to play with the Americans and not the British, you can skip the latter module (or vice versa). And to help you make up your mind, we are even putting out an introductory module called *PARATROOPER* which will include one new board (#24) and just enough counters to allow you to play the eight scenarios therein. You won't even have to purchase *BV*, although you will need the four basic mapboards found in *SL*. The idea is to give you just enough components to play the small scenarios included and let you decide for yourself whether you like *ASL* before you sink $40.00 into *BEYOND VALOR*. The counters will be designed in such a way as to supplement—rather than duplicate—the counters in *BV* (which can run a little short of certain types of markers in large scenarios). This module will also be the release vehicle for Chapter K—the "ASL Training Manual" which should help new *SL* players by presenting basic rules in more common language. It is *not* a replacement for the "legalese" of *ASL*, only an interpretation, Learning to play *SQUAD LEADER* is still the best way to learn *ASL*.

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STRUGGLE FOR EL SALVADOR

The FMLN and FIREPOWER

By James P. Werbaneth

There are few current conflicts more controversial to observers in the United States than the continuing revolution in El Salvador. To some, the *Farabundo Marti National Liberation Front* (FMLN, in the Spanish acronym) and its political auxiliary, the *Revolutionary Democratic Front* (FDR), are the agents or dupes of the USSR and its allies. To others, they are nationalistic liberators determined to rid their country of long standing economical, social, and political iniquities. The truth lies somewhere in between. But regardless of one's political orientation or views on El Salvador, the Salvadoran revolution is a fine subject for simulation in *FIREPOWER*.

The FMLN is not a monolithic organization. It is a front consisting of five Leninist polticial parties, each controlling military assets of its own. Four groups, though structurally modelled after the Communist Party of the Soviet Union, were founded in reaction to or independent of the Soviet-led, orthodox Communist movement. These are the Popular Forces of Liberation *Farabundo Marti* (FPL), the *People's Liberation Army* (ERP), *National Resistance* (RN), and the *Central American Revolutionary Workers Party* (PRTC). The fifth member of the FMLN is the Communist Party of El Salvador, a tiny organization long noted for its complete subservience to the Soviet ideological line and the demands of Soviet foreign policy.

On the Salvadoran political left, the political military organizations of the FMLN has a total monopoly of all meaningful power, including military power. The FDR is formally the equal of the FMLN, but is dominated by mass organizations that are themselves virtual satellites of the FPL, ERP, RN and PRTC. In addition, the FDR has no military formations worthy of the name under its banner. The FMLN is thus both the focus and the primary practitioner of revolution in El Salvador.

The current Salvadoran revolution was officially begun in 1970 by Salvador Cayetano Carpio. Although he studied for the priesthood, Carpio dedicated his life to trade unionism and Marxism-Leninism. He joined the Communist Party of El Salvador in 1947, and was a member of its Central Committee in 1948. Carpio was detained from 1952 to 1954. Upon leaving prison, he was exiled in the Soviet Union until 1957, studying at the Superior School of the Communist Party of the Soviet Union. He became Secretary General of the Cummunist Party of El Salvador in 1964 and assumed leadership of the Union Federation of El Salvador in 1965. Carpio was one of the leaders of the national general strike in April 1967.

Despite his long affiliation with the Communist Party of El Salvador, Salvador Cayetano Carpio was deeply dissatisfied with the methods of operation adopted by the party. It closely followed the Soviet ideological line, stressing labor organization, agitation and propaganda, and other non-violent means of struggle. By contrast, Carpio advocated a more violent approach to revolution. He embraced the theory of "prolonged popular war," a theory inspired by the Vietnam War and stressing the use of many small militia units to defeat the government, then the theoretically inevitable United States intervention, before the establishment of a stridently Marxist-Leninist state.

As was the case in many other Latin American Communist parties, a rift developed between the Soviet-line traditionalists and those who wanted to take the violent route. In El Salvador, the climax to the dispute came in 1970. Carpio and a group of his supporters left the party to pursue "prolonged popular war." Carpio later claimed that he had resigned his Communist Party membership. The Communists continue to claim that he had been expelled.

At first, the new organization had no name. In 1972, Carpio named it the Popular Forces of Liberation "Farabundo Marti", in honor of the leader of the disastrous 1932 Communist uprising in El Salvador.

The seventies were a decade of organization and consolidation for the FPL, with little or no militiary action. The organization conducted spectacular terrorist acts throughout the decade, with the three most notable occurring in 1977. In April, the FPL kidnapped and murdered Salvadoran Foreign Minister Mauricio Borgonovo Pohl. Ex-President Osmin Aguirre Salinas was killed in June. In September the FPL assassinated three men, among them Carlos Alfarro Castillo, the conservative rector of the University of El Salvador.

The war in El Salvador escalated markedly in the late 1970s. Coinciding with this was the alliance of the Salvadoran revolutionary groups. In December 1979 the FPL, RN and Communist Party formed the *Political-Military Coordinator*, an event later called an important preliminary to the formation of the FMLN. The same three groups then formed the *Unified Revolutionary Directorate-Political Military* (DRU-PM). On 11 October 1980 the DRU-PM announced the foundation of the FMLN, originally including the FPL, ERP, RN and Communist Party of El Salvador. At the beginning of 1981 the FMLN was joined by its fifth and final member, the PRTC.

By this time the Salvadoran revolutionaries had graduated from a heavy reliance on terrorism to guerrilla warfare. Because of their seniority and military superiority, the FPL and Salvador Cayetano Carpio were the most important members of the FMLN.

In sense, their leadership of the FMLN was self-destructive. Carpio was extraordinarily rigid in his adherence to "prolonged popular war", and held both his erst-while allies and the concept of debate in very low regard. One important consequence of this was that by the early 1980s, the FPL had refused to coordinate its military operations with those of its allies.

By 1983, opposition to Carpio was coming from within the FPL itself. A former school teacher and union organizer named Melida Anaya Montes, who also used the *nomme de guerre* "Ana Maria", was Carpio's second in command and the leader of the faction that demanded greater flexibility. This faction gained much strength from disgruntled FPL field commanders who wanted greater coordination with other groups.

Carpio suffered a severe blow in January 1983, when a meeting of over twenty-five FMLN commanders repudiated every doctrine that he embraced. His defeat was so severe that he lost almost all of his authority in the FPL. Although he remained its titular leader, the real power was now held by Melida Anaya Montes.

She was murdered at her Managua residence on 6 April 1983, having been stabbed repeatedly with an awl. Although the act was condemned by the Sandinista Interior Minister, Tomas Borge, as one of the Central Intelligence Agency, the Nicaraguan police discovered that it was actually the result of a plot within the FPL.

They arrested Rogelio A. Bazzaglia, the head of the FPL's "external" military relations and a fervent admirer of Carpio. Carpio returned to Nicaragua from a visit to Libya and attended Montes' funeral. At first, he did not believe that Bazzaglia and other arrested FPL conspirators could have been responsible. Other FPL leaders agreed that if Carpio had not actually ordered the murder of his chief lieutenant, his policies were to blame. His career and doctrine in ruins, Salvador Cayetano Carpio shot himself to death in Managua on 12 April 1983.

At the time, some FMLN claimed that the FPL would be less radical and rigid without its founder. But in May 1983, the FPL assassinated Lieutenant Commander Alfred A. Schaufelberger, a United States Navy advisor, an act that did nothing to foster a favorable image of the FMLN in the United States. On the same day the FPL massacred as many as thirty captured government soldiers, seriously undermining a carefully developed rebel strategy of encouraging the surrender of government troops.

Posterity has not been kind to Carpio. Rebel literature and radio broadcasts have said little about him, while frequently lauding "Ana Maria". More vivid are the words of one moderate revolutionary leader: "My personal conclusion is that the Salvadoran revolution has been liberated from Stalin before he could get to power, and that is wonderful."

The center of the FPL's operations has been in the north of the Chalatenango department, on the Honduran border. Although it was the largest political military organization in the FMLN in 1983, its political power has drastically deteriorated since then. Militarily, it appears to have been eclipsed by the ERP.

Like the FPL, the People's Liberation Army was founded sometime in the early 1970s. Some Salvadoran rebel sources claim that it was indeed formed in 1970. Joaquin Villalobos, the ERP's current leader, holds that it was founded in 1971. Unlike the FPL, the ERP was not founded with an overriding, rigid vision of revolutionary strategy. According to the United States Department of State, it was founded by "young Maoists and Castroites" who called for "attacks on public officials to spark an immediate uprising", thus implicitly rejecting Carpio's "prolonged popular war." The ERP immediately began to seek publicity through a series of kidnappings and other acts.

Like the FPL, the ERP has suffered from violent internal turmoil, in its own case during the mid-seventies. Its leader at the time, Sebastian Urquilla, was later blamed by Villalobos for opening the way for violence through his "hegemonic ambitions" and stifling of dissent. This supposedly made way for "adventurism" and an overemphasis on the military side of revolution at the expense of political action.

Roque Dalton Garcia was the leader of the ERP faction that objected to "militarism." Born in 1945, Dalton was a poet whose works were dominated by social themes. He was also an historian and a pro-Cuba Marxist. His faction included some of the most highly regarded members of the ERP. In 1975, Dalton and his supporters founded a new organization, the National Resistance (RN).

Originally, the RN was an independent organization within the ERP. Its formation was nonetheless greeted with rage on the part of its opponents in the parent group. Roque Dalton was tried, convicted and executed by the ERP in 1975, possibly at the order of Joaquin Villalobos. Other founders of the RN followed him to the grave. The survivors led the RN out of the ERP and established it as a separate entity.

Since then, the ERP has done much to assure itself the status of most important organization in the FMLN. Joaquin Villalobos, perhaps its most valuable asset, enjoys a wealth of charisma and an outstanding reputation among the rebels as a military strategist. In 1983 the ERP was also the most militarily potent group in the FMLN, with 1500 to 2000 combatants under its flag. Its troops are organized into highly mobile units, including the elite *Rafael Arce Zambala Brigade* and specialized units. The ERP's center of operations is in the northern Morazan department, though it also operates in the Usalatan and San Miguel departments. Since the FPL's political tributations in 1983, the ERP has emerged as the pre-eminent organization in the FMLN.

The RN has stayed true to its ERP heritage by maintaining a relatively flexible strategic doctrine, one based on the writings of Mao Zedong and Ernesto "Che" Guevara, the Argentine physician and theorist of the Cuban revolution. It is seen by many outside observers as flexible—by FMLN standards. Its current leader, Ferman Cienfuegos, accepts power sharing with the present Salvadoran regime as a fundamental goal of the FMLN and FDR.

Militarily, the RN is much weaker than the FPL or ERP. But its penchant for very profitable kidnappings has made it the wealthiest group in the FMLN. Furthermore, by 1982 Ferman Cienfuegos had gained control of the front's foreign relations. The National Resistance maintains militia, guerrilla and "army" units, the latter formed for conventional, mobile warfare. According to Ferman Cienfuegos, the basic RN military unit is the "Guerrilla." Each "guerrilla" consists of about twenty-five combatants and operates in a designated area. These units can be combined to carry out urban operations, including the occupation of small cities, with forces of 150 to 200 soldiers.

The PRTC is the smallest and most obscure organization in the FMLN. Its military strength appears to be minimal, as the PRTC has limited its battlefield activities to a primarily supportive role.

After a four-year organization effort, the Central American Revolutionary Workers Party was formed in 1975 by the *General Association of Salvadoran Students* (AGEUS). The AGEUS Vice President who directed the PRTC's formation, Roberto Roca, became its leader. He also collaborated in the organization of the *Popular Liberation Movement* (MPL), a FDR mass organization that is a subsidiary of the PRTC.

The PRTC was responsible for the most spectacular act of FMLN terrorism against the United States. In June 1985, a branch of the PRTC calling itself the *Mardoque Cruz Urban Guerrilla Commandos* raided an outdoor cafe in the fashionable Zona Rosa district of San Salvador, killing thirteen people. Six of the dead were United States citizens, including four Marines. Following the attack, the Mardoque Cruze Urban Guerrilla Commandos issued a statement reflecting the deep hostility toward the United States endemic to Central America: "The Marines killed in the Zona Rosa were not innocent; no Yankee invader is free of guilt."

Like the PRTC, the Communist Party of El Salvador is extremely small and of very questionable military significance. But unlike the PRTC, it has a long and well-documented history.

The Communist Party of El Salvador was founded in 1930 with the assistance of the Communist Party of Mexico. It quickly grew into a powerful force, especially among the enlisted soldiers and non-commissioned officers of the Salvadoran Army. Augustin Farabundo Marti, a stonemason and a former guerrilla under Cesar Sandino in Nicaragua, became its leader. By 1932, the Communist Party felt itself ready to seize power.

The President of El Salvador at the time was a ruthless but canny military dictator named Maxiniliano Hernandez Martinez, also known as *El Brujo* ("The Witch") for his fascination with magic potions. Originally an ally of the Communists, he became their nemesis. The Communist Party's Central Committee formed a Revolutionary Military Committee and set 22 January 1932 as the date for its uprising. Detailed orders were sent to "commanders" throughout the heavily infiltrated Salvadoran military. The plan was short circuited when President Jorge Ubico of Guatemala gave *El Brujo* advanced warning of the imminent revolt. Martinez declared a state of siege and arrested many Communist leaders, including Marti.

Other Communist leaders tried to stop the revolt, but not everyone received countermanding orders. Isolated rebellions broke out. The threat was serious, but ultimately doomed from the start due to a lack of coordination from the center. The Communist Party was nearly destroyed. Martial law was imposed in eight departments and the revolutionaries were reduced to a few hotly pursued bands. *Time* magazine reported at the time of one of Martinez' anti-revolutionary measures that presaged the later death squads: "In San Salvador 300 young blades roamed the streets with *carte blanche* from the government to shoot every Communist on sight." The suppression of the Communist revolt was extremely brutal, and many non-Marxists were caught in the firestorm. The FMLN and FDR later claimed that up to 30000 peasants were killed in *La Matanza* ("The Massacre"), as it is simply remembered, though the death toll was undoubtedly less.

The Communist Party of El Salvador has yet to recover from *La Matanza*. Its membership has seldom exceeded a thousand people since 1932, and it is the weakest organization in the FMLN.

Despite its early attempt at violent revolution, the Communist Party condemned the Salvadoran insurgent organizations throughout the 1970s. Much of its aversion to insurgency was probably due to its very unhappy memories of *La Matanza*. But the deciding factor appears to be that its sponsor, the USSR, frequently condemned the Maoist, Vietnamese and Cuban doctrines adopted by the insurgents.

The rapid change of Communist policy from strident condemnation to alliance with the FPL, ERP, RN and PRTC was couched in the party's customary Marxist jargon. But like the original commitment of nonviolent opposition, the new doctrine was almost undoubtedly due to orders from Moscow, this time with Cuba acting as a mediator between the Communist Party and the original insurgents.

The vast majority of military actions in the current conflict have taken place in the countryside. The strategic doctrines that once made the FPL, ERP, RN and PRTC anethema to the Communist Party hold that the key to successful revolution lies among the peasantry, not among the urban workers, as claimed by the Soviet Union and its client Communist parties. Furthermore, the efforts of the Salvadoran security apparatus and death squads have made the cities very dangerous places for the FMLN and FDR to operate within.

But the FMLN has not totally ignored the cities and towns, sometimes seizing small cities, including departmental capitals. Nonetheless, the focus of its efforts has been in the more comfortable environment of the countryside.

One notable episode of urban warfare occurred in October 1979. In that month, a *coup d'etat* by centrist army officers toppled the military's own hand-picked President of El Salvador, General Carlos Humberto Romero. Salvador Cayetano Carpio, Joaquin Villalobos and Ferman Cienfuegos condemned the reformist coup in the harshest possible language, calling it an attempt by the United States and the Salvadoran right to perpetuate a military dictatorship with a face less repugnant to world opinion.

Villalobos' ERP did not stop with angry words. According to the Cuban newspaper *Granma*, the

ERP and its satellite mass organization, the Popular Leagues of 28 of February (LP-28), initiated urban warfare in San Salvador itself.

Despite their doctrinal pluralism, the political military organizations of the FMLN agree on a three-stage strategy of revolution. In the first stage, the revolutionaries are on the strategic defensive and concentrate on building their organizations. If they fight, it is most likely to be though terrorism. This stage lasted from 1970 until 1978 or 1979.

The second state is one of strategic equilibrium. Both sides build up their military forces in anticipation of the third phase. The insurgents rely on guerrilla warfare while gradually concentrating their guerrilla units into formations more capable of prosecuting a mobile, conventional war. The Salvadoran revolution has stayed in this stage for almost the entire time since the 1979 coup.

FMLN strategic doctrines divurge somewhat in regard to the third phase. According to the Vietnamese and Maoist views of revolution, the war is one of maneuver, waged by conventional military units. To the followers of Che Guevara, the revolution is fought by guerrillas, as in the second stage. At any rate, both schools of thought agree that the revolutionaries must seize and hold the strategic intiative, forcing the enemy onto the defensive. The insurgents surge out of the countryside to take cities and towns, bringing the government down.

The most frantic combat has taken place when the FMLN has tried to move to the third phase of revolution. In January 1981, it mounted a "final offensive" according to an ERP strategy in order to prompt a popular uprising in the urban areas. The offensive was a major failure, and the expected uprising did not occur. The FMLN's urban organizations were rendered vulnerable, forcing many of their members to flee from the cities to the rural strongholds. Possibly worse for the FMLN, an already fragile rebel unity was strained.

Since then, the FMLN has not launched a similarly ambitious offensive. Instead, its major efforts have been either to inflict sharp, local defeats on the government, or to disrupt elections. It appears that the FMLN decided to gradually build momentum toward the third stage of revolution.

In 1984 and 1985, it appeared that the FMLN was in fact unable to advance to the third, offensive stage, but was actually being forced back into the first phase of the strategic defensive. Its military situation deteriorated dramatically, and its military operations were confined largely to the eastern part of El Salvador. Napoleon Romero Garcia, an FPL commander from March 1984 until his surrender thirteen months later, told a veritable tale of woe, claiming that FMLN troop strength and supplies were diminishing at a rapid pace.

The campaigns of terrorism conducted by the FMLN in 1984 and 1985 indicated that it has been forced onto the defensive. The front kidnapped many village and town mayors, then engaged in two of its most dramatic acts of terrorism. The first was the June 1985 attack in the Zona Rosa. The second was the kidnapping of Ines Guadalupe Duarte Duran, the daughter of President Jose Napoleon Duarte, in September. It appeared that the FMLN was making a new commitment to terrorism.

But it has not completely lost its ability to conduct damaging attacks against military targets. On 10 October 1985, a large FMLN force attacked the Salvadoran Army training center at La Union under the cover of darkness. It was the most serious rebel assault in two years, resulting in the deaths of forty-two soldiers at the expense of only ten FMLN lives. But this must be regarded as a most extraordinary incident, one that cannot hide the considerable erosion of the FMLN's strategic position.

The strategies embraced by the organizations of the FMLN are not atypical of Third World revolutionary movements. What is atypical is the FMLN's apparent reliance upon United States and Western European weaponry, with Soviet equipment fulfilling a secondary role. This is not due to a lack of generosity on the part of the USSR or its allies. Actually, the FMLN recieves a great deal of military aid from the Communist world.

Cuba has long been an important benefactor to the Salvadoran revolutionaries. Jose Luis Llovio Menendez was once chief advisor in the Cuban Finance Ministry prior to his defection to the United States in 1981. According to Llovio, Fidel Castro has been too shrewd to openly challenge the United States through excessively overt aid to the FMLN. Instead, he claims that the Cuban Interior Ministry was using money from its "exterior expenses" budget to aid the FMLN and FDR. The funds were then used to purchase weapons on the black market, indicating that at least some of the FMLN's weapons of United States and Western European manufacture were actually procured through Cuban aid. In addition, the former FPL commander Napoleon Romero Garcia claimed that FMLN members received training in plastic explosives in Cuba.

Miguel Bolanos Hunter is a defector from the Nicaraguan Intelligence Service who holds that Nicaragua likewise plays an important role in aiding the FMLN. Bolanos claims that Nicaragua has given sanctuary and training to the FMLN, a contention supported by the conspicuous presence of Salvador Cayetano Carpio and Malida Anaya Montes in Managua in 1983. Furthermore, he has asserted that the USSR gave Nicaragua two AK47s for every rifle sent from Nicaragua to El Salvador, including United States weapons that Cuba had obtained from Vietnam.

Material captured entering El Salvador or after encounters between government troops and rebels in 1982 indicated that the FMLN had a surprising wealth of arms and equipment. The captured equipment included anti-aircraft weapons and sophisticated radio and communications equipment. There were large stocks of ammunition and arms, including a variety of machineguns, sidearms, rifles, rocket-propelled grenades and M-79 grenade lauchers. The weapons were of mixed Eastern European, Western European, and United States manufacture, including weapons originally sent to South Vietnam.

Today, the FMLN seems to have lost its former abundance of weapons and manpower. According to former FPL leader Romero, both arms and supplies were much more scarce in 1985 than in 1982. He estimated the FMLN's troop stength in 1985 at 6000 to 7000 combatants, far below others' estimates of up to 10000 for the previous year. The victory of the FMLN at La Union appears all the more stunning for the front's difficulties in 1985.

The military arms of the five FMLN organizations were officially integrated before the battle at La Union. But this was apparently something of an illusion, with the miltiary units most probably under the command of the political military organizations, but only formally under a single FMLN banner. The possibility remains that internecine rivalry and even violence could once again erupt in the FMLN, particularly under the strain of a long series of political and military reverses.

Currently, the FMLN is not in an enviable position. But the rural-based revolutionary doctines upon which it bases its strategies counsel patience and optimism. The rebels are no strangers to adversity, and have risen from a few disgruntled former Communists and leftist revolutionaries to a force to be reckoned with in El Salvador. Perhaps the FMLN can turn the strategic moment to its own advantage; the annals of revolutionary war contain more extraordinary reversals of fortune. But perhaps its member organizations will be defeated as thoroughly as were the Communist revolutionaries of 1932. Neither seems likely in the forseeable future. The war in El Salvador is not quite over.

SCENARIO DESIGN GUIDELINES

It is strongly recommended that Optional Rule 23 (Wounds and Cover) and Optional Rule 24 (Morale) be used in all scenarios. For some scenarios included in "Struggle for El Salvador", victory conditions dictate that Optional Rule 24 *must* be used.

The squad groups listed here should be viewed only as a starting point. Players should feel free to add to these as play balance or their own research dictates. Generally, the quality of FMLN formations peak in 1982 and has declined since.

The workhorses of the regular FMLN appear to have been the LMG5 (MG1, MG2 and MG3), LMG20, RFL5 (FAL), RFL10 (M16A1), PST1, PST2 (HP35), PST3 (TT33) and SMG7 (Uzi). The primary weapons of FMLN militia units seem to be FRL7 (various types), RFL18 (M1 Garand), PST1, PST2 and PST3.

Squad Groups (Points Computed for 5-Turn Game)

FMLN Squad (1978 on): 3/2; 1S; 2×PST1 or PST2, 6×RFL5, 2×SMG7. *(113 points; Group 5)*

FMLN Squad (1978 on): 4/2; 1S; 8×RFL5 or RFL10, 2×SMG7. *(181 points; Group 7)*

FMLN Squad (1979 on): 3/2; 1S; 1×LMG20, 8×RFL5 or RFL10, 1×PST1, PST2 or PST3. *(158 points; Group 6)*

FMLN Squad (1979): 3/2; 1S; 1×LMG5, 8×RFL5, RFL10 or RFL11, 1×SMG7. *(173 points; Group 7)*

FMLN Squad (circa 1982): 3/2; 1S; 1×LMG5, 9×RFL5 or RFL10. *(182 points; Group 7)*

FMLN Squad (circa 1982): 4/2; 1S; 1×LMG5, 9×RFL5 or RFL10. *(241 points: Group 10)*

FMLN Squad (circa 1982): 3/2; 1S; 1×LMG20, 9×RFL5 or RFL10. *(170 points: Group 7)*

FMLN Squad (circa 1982): 4/2; 1S; 1×LMG20, 9×RFL5 or RFL10. *(225 points; Group 9)*

RN Guerrilla Squad (1979 on): 3/2; 1S; 1×LMG20, 7×RFL5 or RFL10. *(140 points; Group 6)*

RN Guerrilla Squad (1979 on): 3/2; 1S; 7×RFL5 or RFL10, 1×SMG7. *(116 points; Group 5)*

RN Guerrilla Squad (1979 on): 4/2; 1C, 1S; 1×LMG5, 7×RFL5 or RFL10, 1×PST1, PST2 or PST3. *(212 Points; Group 8)*

FMLN Militia Squad (1978 on): 3/2; 1S; 9×RFL7, 1×PST1 or PST2. *(89 points; Group 4)*

FMLN Militia Squad (1978 on): 3/2; 1S; 8×RFL18, 1×SMG7, 1×PST1 or PST2. *(110 points; Group 4)*

FMLN Equipment List It is virtually impossible to formulate a truly comprehensive equipment list for the Salvadoran revolutionaries, due to the vagaries of the internationl arms black market and the uncertainties of Soviet-bloc aid. It is further complicated by the FMLN practice of using captured government equipment, a practice that seems to have been much more important in 1980 than it was in 1985. The following list is intended to be a guide, one to be amended similarly to the squad groups list.

FMLN Weapons: GLR2 (few), GLR3 (M203—very few), GMG4 (M60), GMG5 (MG1, MG2, MG3); LMG10, LMG11 (FAL), LMG20; LCW1, LCW2 (B10); LPL3; MPL19, MPL20; MRT1, MRT5, MRT6 (M2, M19), MRT12 (MO-81-61, M29), MRT13 (M1937, M248); PST1, PST2 (HP35), PST3 (TT33); RFL1 (AK47—relatively few), RFL11 (mainly 1978-80), RFL13, RFL18 (M1 Garand); SMG1, SMG2, SMG7 (Uzi).

FMLN Vehicles: TRK1 (Weapon 1, 3), TRK5.

SCENARIOS

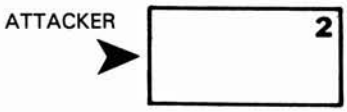
The following scenarios are based on actual battles and campaigns in El Salvador between 1979 and 1985.

To a much greater extent than more conventional conflicts, the war in El Salvador has been waged by ambush. Generally, the strategic offensive has been held by any given side at the sametime that that side has been able to stage more ambushes than its opponent.

"AMBUSH 1981"

In January 1981, the FMLN unsuccessfully attempted to topple the Salvadoran government by staging an offensive. This scenario represents an action in the hinterland of Morazan staged by the People's Liberation Army.

A. MAPBOARD TERRAIN: Only mapboard panel 2 is used.



All dark green hexes, as well as tree hexes, are considered tree hexes. Brown hexes are mud in Mud weather, but are otherwise clear hexes. Ignore all fences and hedges. Hills are height "4".

B. SPECIAL RULES: Game length is 3 Turns. Attackers exit off either or both short sides. Defenders exit off either or both long sides of the mapboard. Players decide on which side the attacker enters by agreement or competitive die roll. Defender sets up secretly as per "AMBUSH" special rules (on page 45 of *FIREPOWER* Battle Manual). Attacker enters in accordance with the same set of special rules.

WEATHER: Roll the die: "1-7"—Normal; "8-10"—Mud.

VISIBILITY: Roll the die. "1-7"—Observation Condition 1; "8-9"—Observation Condition 2; "10"—Observation Condition 3. If Observation Conditions 2 or 3, roll the die again "1-2"—Night; "3-7"—Fog; "8+"—Raining.

FIRES (OP): Wet if Mud or Raining—otherwise Normal.

C. OPPOSING FORCES:

a. Defenders: ERP Guerrilla Squad: 3/2; 1S; 1×LMG20, 9×RFL10; 1×BNC, 17×HGN3 and/or HGN5 (G only) (120-102-18 points).

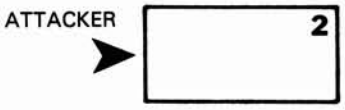
b. Attackers: Salvadoran Infantry Squad (+): 4/2; 1C, 1S; 1×LMG4, 10×RFL10, 2×SMG7; 1×BPD, 2×NST, 1×SCP, 13×BDA, 6×RGN2, 22×HGN3 and/or HGN5 (240-180-60 points).

D. VICTORY CONDITIONS: Each side gets two victory points for each surviving soldier that exits the mapboard during Turn 3. Defending soldiers must exit off the long sides of the mapboard and attacking soldiers must exit off the short sides of the mapboard to receive these points.

"AMBUSH 1984"

In 1984, the Salvadoran army took the initiative against the FMLN, pressuring the insurgents over the entire theatre of operations. The following scenario depicts an ambush of FPL guerrillas and militia units by Salvadoran infantry in an agricultural area of Chalatenango department during the summer.

A. MAPBOARD TERRAIN: Only mapboard panel 2 is used.



Use all standard terrain values. Hills are height "3", depressions are height "−2".

B. SPECIAL RULES: Game Length is 3 Turns. Defender's set up and attacker's entrance are per the special rules of the Ambush 1981 scenario.

WEATHER: Roll the die: "1-7"—Normal; "8-10"—Mud.

VISIBILITY: Roll the die: "1-5"—Observation Condition 1; "6"—Observation Condition 2; "7-10"—Observation Condition 3. If Observation Conditions 2 or 3, roll the die again: "1-6"—Night; "7-8"—Fog; "9-10"—Raining.

FIRES (OP): Wet if Mud or Raining—otherwise Normal.

C. OPPOSING FORCES:

a. Defenders: Salvadoran Infantry Squad: 4/2; 1S; 1×LMG4, 8×RFL10, 1×SMG7; 1×PMN2, 15×HGN3 and/or HGN5, 1×NST, 1×BNC, 1×BPD, 1×SF× (167-137-30 points).

b. Attackers: FPL (334-295-39 points).

FPL Guerrilla Squad: 4/2; 1C, 1S; 1×LMG5, 8×RFL5, 1×SMG7.

1st FPL Militia Squad: 3/2; 1S; 9×RFL18, 1×SMG7, 1×PST1; 1×SCP.

2nd FPL Militia Squad: 3/2; 1S; 8×RFL7, 1×SMG7, 1×PST3; 2×SCP.

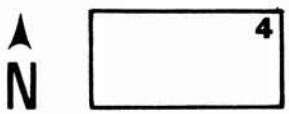
Extra Equipment: 1×LPL, 2×BNC, 18×HGN3 and/or HGN5 (G only), 13×HGN8, 2×SHG.

D. VICTORY CONDITIONS: Each side gets two victory points for each surviving soldier that exits the mapboard during Turn 3. Defending soldiers must exit off the long sides of the mapboard and attacking soldiers must exit off the short sides to receive these points.

"URBAN COMBAT 1979"

When reform-minded army officers deposed the military government of El Salvador in October 1979, the Salvaldoran left was not impressed. The FMLN perceived the new government, which included civilians who later rose to the highest ranks of the FMLN and FDR, were just as wedded to "reactionary" domestic elements and "Yankee imperialism" as that of General Romero. Following the coup, the ERP took to the streets of San Salvador.

A. MAPBOARD TERRAIN: Only mapboard panel 4 is used.



All buildings are constructed of wood planks, except Building L, which is built of concrete. Ignore all hills. No building is more than two storys in height.

B. SPECIAL RULES: Game Length is 5 turns. Units may exit off any side or portion of a side encompassed by their setup hexes.

WEATHER: Normal

VISIBILITY: Condition 1.

FIRES (OP): Normal.

C. OPPOSING FORCES:

a. ERP (Defenders): Set up the defenders anywhere north of the two-hex-wide east-west road and east of Hex Row G, inclusive. Roadblocks may be set up anywhere in the east-west two-hex-wide road or north of it. (350-302-48 points).

ERP Urban Guerrilla Squad (+): 3/2; 1C, 1S; 1×LMG5, 8×RFL5, 3×SMG7.

ERP Neighborhood Militia Squad: 3/2; 1S; 2×RFL7, 3×RLF13 (M2), 4×RFL18, 1×SMG7, 2×PST2.

Extra Equipment: 2×BNC, 13×HGN3 (G only), 25×HGN8, 4×RBL.

b. Salvadoran Army (Attackers): Set up attackers anywhere south of the east-west two-hex-wide road and west of Hex Row 7 inclusive. Attacker may also set up in any hex of Buildings A and B. (438-388-50 points).

1st Salvadoran Infantry Squad (+): 3/2; 1C, 1S; 1×LMG19, 8×RFL11, 1×SMG7, 1×PST1.

2nd Salvadoran Infantry Squad: 4/2; 1S; 1×MMG1, 7×RFL11, 2×SMG7.

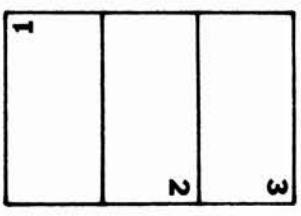
Extra Equipment: 2×BNC, 40×HGN3 and/or HGN5, 3×BDA, 2×PST2 (for LMG and MMG)

D. VICTORY CONDITIONS: Each floor of Building M and N are worth five victory points to either side. If both ERP squads are panicked at the end of Turn 5, the attacking player automatically wins, regardless of victory points.

"ATTACK ON RADIO VENCEREMOS 1984"

Located somewhere in Morazan department, the ERP-controlled Radio Venceremos has long broadcast to the rest of El Salvador. In November 1984, the Salvadoran Army launched airmobile operations in Morazan intended to find Radio Venceremos and put it out of the air permanently. At least one transmitter was found and captured, as were many audio tapes of future broadcasts. But Radio Venceremos continues to operate.

A. MAPBOARD TERRAIN: All buildings are constructed of wood plank. All dark green as well as all tree hexes are considered tree hexes. Hills on panel 2 are height "2". Hills on panel 1 are height "3". Ignore all hills on mapboard panel "3". All depressions are height "−2".



B. SPECIAL RULES: Game length is 6 Turns. The Salvadoran Army may exit off any outer mapboard

side that is part of panel 1. The ERP player may exit off any outer hexside that is part of panel 3. The Salvadoran Army player gets one "bonus" Impulse Phase after setup is completed. Any desired action may be performed during this Impulse Phase, and the sequence units are drawn normally after its completion.

WEATHER: Normal.

VISIBILITY: Visibility Condition 1.

FIRES (OP): Normal.

C. OPPOSING FORCES:

a. ERP (Defenders): Set up in any whole hex on panel 3. (452-377-75 points)

ERP Guerrilla Squad: 4/2; 1C, 1S; 1×MMG5, 8×RFL10, 2×SMG7.

ERP Militia Squad (−): 3/2; 1S, 3×RFL7, 3×RFL18, 1×PST1.

Extra Equipment and Defensive Units: 1×BNC, 40×HGN3 and/or HGN5, 1×LPL3, 2×DF×, 3×SF×, 4×PNM1.

b. Salvadoran Army—Antonal Brigade (Attackers): Set up on any whole hex on mapboard panel 1. (949-891-58 points)

1st Atonal Squad: 4/3; 1C, 1S, 1A; 1×GLR2, 1×LMG4, 7×RFL10, 2×SMG7, 1×BPD.

2nd Atonal Squad (+): 4/3; 1S, 1A; 1×MRT6, 1×LMG4, 7×RFL10, 1×SMG7, 1×BPD.

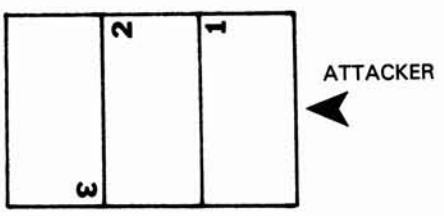
Extra Equipment and Ammunition: 2×BNC, 8×BDA, 5×GLR2AMO, 5×MTR6AMO, 25 HGN3 and/or HGN5.

D. VICTORY CONDITIONS: Both players receive 2 victory points for each enemy soldier killed, wounded or driven from the mapboard by panic. In addition, the ERP chooses one building on panel 3 to contain the Radio Venceremos transmitter, *secretly* noting it on a sheet of scrap paper. Control of this building is worth 10 victory points to either player at the end of the game.

"BATTLE AT LA UNION 1985"

1985 was a very bad year for the FMLN. It was unable to carry the war to the enemy. In fact, the strategic offensive was firmly in the grasp of the government. On October 10, the formally unified FMLN struck the Salvadoran Army training center at La Union. The rebels apparently aimed to kill some of the United States advisers training Salvadoran recruits at the base. They did not succeed, but did manage to kill forty-two Salvadoran soldiers. Ten insurgents died, all of them when paratroopers counterattacked and relieved the base. The government forces suffered a stiff defeat.

A. MAPBOARD TERRAIN: All tree hexes and all dark green hexes are considered stumps. Ignore all hills, fences, and hedges on mapboard panel 2. All other hills are height "2" and all depressions are height "−1". All buildings and fences are of wooden plank construction.



B. SPECIAL RULES: Game length is 5 turns. Salvadoran Army soldiers may exit off any outer side that is part of panel 3, and FMLN soldiers may exit off any outer hexside that is part of panel 1. At the start of the game all attackers must make a "bonus" Impulse Phase. No combat actions may be taken, and the sequence units are drawn normally after its completion.

WEATHER: Normal.

VISIBILITY: Visibility Condition 3, Night.

FIRES (OP): Normal

C. OPPOSING FORCES:

a. Salvadoran Army (Defenders): Set up on any whole hex of panel 3. Wire, abattis, double wire, and ditch counters and mines may be set up on any whole hex of panel 2. (681-469-212 points)

1st Salvadoran Infantry Squad: 4/2, 1C, 1S; 1×MMG4, 8×RFL10, 1×SMG7, 1×BPD.

2nd Salvadoran Infantry Squad: 4/2, 1S, 1×LMG4, 8×RFL10, 1×SMG7, 1×BPD.

Extra Equipment and Defensive Units: 6×BDA, 3×BNC, 49×HGN3 and/or HGN5, 6×RGN4, 2×PST2 (for MMG and LMG), 3×NST, 5×PMN1, 2×PMN2, 2×LPL3, 5×ABS, 3×DCH, 4×DF×, 2×SF×, 13×DWR, 5×WIR

b. FMLN (Attackers): Enter mapboard on "bonus" Impulse Phase onto the long edge of panel 1. (890-776-118 points)

1st FMLN Guerrilla Squad (+): 4/3; 1C, 1S, 1×LMG4, 1×GLR2, 8×RFL10, 1×SMG2.

2nd FMLN Guerrilla Squad: 4/2; 1S; 1×LMG4, 1×MPL20, 2×RFL1, 6×RFL5.

3rd FMLN Guerrilla Squad: 4/2; 1S; 1×GLR2, 1×MPL20, 6×RFL10, 1×RFL13 (M2), 1×SMG7.

Extra Equipment and Ammunition: 4×BNC, 45×HGN3 and/or HGN5, 2×RGN2, 1×RGN4, 2×DMC, 16×MPL20AMO, 4×PST1 (for LMG, GLR, and MPL).

D. VICTORY CONDITIONS: Each player receives 2 victory points for each enemy soldier killed or wounded. The FMLN receives 5 victory points for each building on panel 3 under his control at the end of the game, and 5 victory points for each Salvadoran Army squad panicked at the end of the game. The Salvadoran Army player gets 7 points for each FMLN squad panicked at the end of the game.

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Playtester's Note

Much of the excitement of FIREPOWER lies in the ability to simulate yesterday's newpaper headlines. "Struggle for El Salvador" arose out of Mr. Werbaneth's master's dissertation, an intensive study of the issues in that troubled land. When the article arrived, I asked Craig Taylor and Michael Craighead to devote some time to playtesting it. Mr. Craighead was most helpful, and the following are some suggestions from his notes to me for those who might play the accompanying scenarios.

A certain atmospheric difference should exist when playing the following scenarios and those dealing with, say, the Russians and West Germans. This difference should go beyond the mere designation of various kinds of terrain or weaponry—although these are obviously important. An irregular force will generally not perform over time as well as regulars, as Mr. Werbaneth's fine article shows. While the reasons for this are many, most gamers will not experience it on the game board because they usually play the scenarios in isolation with no connecting framework. Therefore, I would recommend two ways to derive the best experience from these scenarios.

The best method is to incorporate them in a campaign game as set forth in the *FIREPOWER* issue of The *GENERAL* (Vol. 21, No. 6). The second method is through the use of Optional Rules which add distinction to each scenario. Since I know that most gamers will shy away from a campaign involvement, I think the use of the following rules would be the best choice:

16.2—Assorted Optional Firing Modifiers
16.4—Suppression by Non-Automatic Weapons
16.5—Written Combat Orders
16.6—Pinned and Inactive Status
16.7.2—Optional Nightsight Rules
16.8—Extra Major Personal Weapons
16.9—Standing Behind "2" Height Cover
21.—Fires
23.—Wounds and Cover
24.—Morale

If you play these scenarios, you will agree with Mr. Werbaneth that the use of Rules 23 and 24 are very important. So, if you don't try anything else from the above list, please try those.

Play balance is an elusive thing in a system like *FIREPOWER*. Sometimes one side will positively cream the other, while some games come right down to the wire. However, if you find that balance is a problem, gradually adjust the weaker side. Do not just add 30 more grenades and think that this will help—it generally doesn't. These scenarios have been tested and reviewed several times and are good as is. But if you really think a little help is needed, try adjusting squad ratings—add a spare sequence chit or impulse. Try an additional leader ("A" level). If a guerilla squad is perceived as weak, try exchanging older weapons for better ones—always within the framework of the equipment lists. Nevertheless, the five scenarios have been checked for balance and should give no trouble.

A word is needed about housekeeping. You will need to make many more locations arrows, posture chits and status chits—especially for the larger scenarios. The number of speed chits in the original game should be sufficient. Finally, don't overlook the value of multi-player usage in these scenarios. Suggest referring to the rules in the Battle Manual (17.)

"Iron Mike" Craighead ☆

MAKING THE BEST OF A SHOT IN THE DARK

Invading the First District

By Felix D'Alban

FORTRESS EUROPA is, or should be, ranked among the classics of our hobby; it uses the successful game system born in its cousin *THE RUSSIAN CAMPAIGN* but adds many intricate options for the players without complicating play greatly. The contest moves smoothly and offers both players the opportunity to make many crucial decisions. Yet, for all this, not much has been written on the strategy of the game. David Perlman's article in Vol. 17, No. 4 is excellent, but was of more help to the German player than the Allied. Mr. Devine's piece (Vol. 20, No. 6) concentrated on just one district—the "bloody 15th". And Mr. Meyler posits a sacrifice initial invasion of the Lowlands (Vol. 21, No. 2). In this article, I wish to put forth what I feel is a more viable invasion strategy for the Allied player.

Before we proceed, let me make the disclaimer of being an all-knowing expert on *FORTRESS EUROPA*. I doubt if a *FE* "expert" exists. It is the nature of our hobby that self-proclaimed experts are forced to eat a large dish of crow when they lose to mere mortals—which happens with some frequency. However, I have played a large number of full campaign games—many by mail against opponents who specialize in playing the German side exclusively. With this article I am presenting only one option, one tested by many of my opponents and I.

OPENING OPTIONS

After the German player has handed you his opening setup (*his* most important decision), the Allied player is faced with a momentous decision of his own—his invasion site. With the location of the German hidden units unknown, it has been likened to "a shot in the dark". The Allies have five areas to choose from and each has certain advantages and disadvantages. The novice player usually looks for a place to get ashore without being thrown back into the sea. The veteran looks for a site that will fit best with his overall plan, and will take risks if he feels the rewards to come later to be sufficiently large. There is, however, a site that can fit the needs of all Allied players. But first, let's look at each district and see how they compare.

The Netherlands District lies in closest proximity to Germany, has a weak defending force, has ample port capacity, is in TAC range, and puts a great deal of pressure on the German early in the game. It also has flooded terrain and dykes to slow the Allied advance to a crawl; invasion there releases all frozen German units; and it puts you right in the lap of the invasion reaction force. Any invasion here makes for a real nailbiter—only real "blood-and-guts" types will land here.

The 15th District is also close to Germany, has plenty of port capacity, is completely within TAC range. In addition it gives the Allies a real shot at splitting the German forces defending. But it has the largest number of fortresses and the strongest defending force. While the Allies might split the German, conversely the crafty German has a chance at catching the invasion forces in a "squeeze play". Players who land here, like Mr. Devine, *like* to take chances and enjoy a bloody good fight.

The 7th District has the largest number of hexes open to landings, very good port capacity, some rough terrain to hinder the German armor, and most of the district lies in TAC range. It also has a strong defending army, usually including the most hidden units, and offers a strong possibility of being bottled up on one of the peninsulas. It is probably the most used invasion area, as most wargamers tend to be "middle-of-the-road" types. And of course, it worked for Ike.

The 19th District has no fortresses, and understrength army, and is difficult for the German player to reinforce quickly because of the superior Allied airpower. It also has that mountain pass to checkmate any advance, and the Allies will be forced to shift units from England to Africa before projecting them into the beachhead. Any such buildup will take what seems like forever. It is not often used except as a second invasion site.

And then there is the 1st District. Usually overlooked, but the best of the lot considering the problem of the hidden German units and the danger of landing on top of them. I can hear the would-be "Pattons" now: "this guy must be looney; why that sector is a million miles from the objective". Yet the 1st District has some unique characteristics that make it the best choice against *most* German setups. Notice that I carefully use the term "most". The German can stop a 1st District invasion; in fact, he could crush it. But to do so he will have weakened other areas to such an extent that the danger is unlikely. Think back to the German defenses you've seen in past games; I'm willing to bet the 1st District was left to the lowly 1st Army to defend while the hidden units were distributed among the 7th, 15th and Netherlands commands.

OBJECTIVES

The 1st District has only two ports—La Rochelle (3) and Bordeaux (10). However, since the Allies have a limited sea transport capacity to the invasion site each turn (10 units during the second turn and five thereafter until the fall of the U-boat bases), a large port capacity is not especially important in the early game. It is of little relevance to have a SC of 30 if you can land only five units. With the 12-unit Mulberry in place and both ports in hand, the Allied player has enough capacity for some four turns and 25 units. While this may not seem like an overwhelming force, it is more than adequate to achieve Allied objectives—especially when coupled with the natural characteristics of the district.

The Allied objectives of this first invasion: to establish a secure beachhead; to destroy as many German units as possible with as little loss as possible; and to lay the groundwork for the advance to Germany. By landing in the 1st District, an Allied commander has avoided the strongest defenses yet is still within range of the heavy port capacity of the 7th District. With the exception of a few hidden units, they have outflanked the bulk of the German army, which remains frozen in place. Now he knows where all the Axis units are, yet the German still has to ponder the threat of a second invasion in all his planning.

The 1st District is almost completely surrounded by rivers. By using two air units to destroy the bridges from the coast at Nantes all the way to Hex I20, the district can be isolated. In most cases this tactic is enough to protect the invasion area from outside pressure, as usually only a few hidden armor units near St. Malo or the mountain hexes D3 and E4 can reach the river line on the first German turn. It is rare that a player will risk his armor units crossing a bridgeless river unless the situation is truly desperate and late in the game. The enemy could use one of his paratroop drops or an air lift to reinforce the ports, but this would only delay the inevitable and waste a valuable asset that may be needed later. The Allied player is not interested in breaking out of the sector until the fourth turn or later, so any delay of one turn will hardly matter.

(But so long as the German player has his paratroopers available, the Allies will be forced to garrison the ports and Mulberries or risk his SC being reduced by the loss of a supply base. Held in reserve, the parachute units can tie up a large number of Allied units in relation to their actual two-drop capacity. It would make me—as the Allied player—very pleased to see the German paratroops used in such a fruitless role as reinforcing the 1st District.)

Should the Allied player feel naked with so few units on the board and only water protecting his invasion, or if the German player has infantry in place near the river (a rare occurrence), he could himself make a paratroop drop to the east of La Rochelle. Those units could then be used to aid in liberating the port of La Rochelle (if not already done) and spread along the river line to bolster the Allied positions.

When using the 1st District as an invasion site it is best, though not always necessary, to commit enough air power to rail attacks to reduce German reaction to nil. This is rarely a problem, as the German player will often allocate his own aircraft to protecting his forces against ground support missions; and there are no replacements to protect or attack on Turn 1. With no rail movement and only unfrozen armor able to reach the river, any meaningful counterattack is just about impossible.

On Turn 2 the Allies will land ten fresh units, including their own armor. With these extra units it is extremely difficult, maybe impossible, for the German to reach the Mulberry or mount an effective attack against it. This is especially true if the Allied air forces continue to pound the rivers, and the Partisans block the rail line to Bordeaux from the south of France.

A smart German player will remove his panzers and HQ from the district is they are not engaged on the first turn. They can only delay the inevitable fall of Bordeaux for a single turn (and this is as easily accomplished by placing expendable training divisions spaced along the peninsula). He will want to save his armor for an attempt to contain the incursion or for the race across the open French countryside to come. The weak 1st Army is rarely around after the third turn, and the Allies can now safely build up his forces to the 25-unit maximum behind the protection of those rivers. I usually use the British when invading the 1st District, saving the Americans and their 8-4 infantry units for the knockout second invasion. (The minors cannot be replaced, so they make excellent units to garrison the ports while remaining out of harm's way.)

BREAKOUT

At this point. the Allies are still a long way from the victory cities in Germany. That's true—but the game has just started and the Allies are in excellent position to apply a great deal of positional pressure on the Wehrmacht.

The German player is faced with some heart-stopping decisions. What can he do to contain the breakout to come? Where to form a defense line? Should he strive to hold the ports in the 7th District? And—most crucial—where will the second invasion come and what is the possibility of his forces being cut off from retreat to the borders. He is caught between the "rock" of the first invasion and the "hard place" of the potential second.

Can he prevent a breakout, or at least limit it? After some twenty games using this strategy, I must doubt his ability to do so. Even with the entire invasion reaction force, he just doesn't have enough units to hold the line—it's too long. Yet the Allies can consolidate behind the river and break out either to the north or east along the line of least resistance. If he goes north, Allied infantry will take the ports of St. Nazaire, Lorient and Brest (which so happen to be spaced such that infantry can just reach each from the other to attack in the first impulse under the cover of air support and naval gunfire). After taking each port, the infantry move into it during the second impulse where they are doubled against counterattacks. On the next turn, these veteran units move on to the next objective while fresh units land at the now liberated port. A slow and stately advance up the coast.

Should the German elect to defend the northern route, the Allies could break out to the east with armor. By destroying the bridges along the River Loire the Allies can safely advance along it to within four hexes of Paris. The enemy finds his defenders outflanked and in danger of being isolated.

The 7th District has now become untenable. If the German doesn't pull out, the second invasion should come somewhere around the Seine; when added to the breakout from the 1st District, the entire 7th Army is completely trapped. Yet who wants to abandon those nice ports to the protection of one-step coastal units. Worse yet for the German, the second invasion *could* come closer to Germany if the district is left so weak that a second invasion is unwarranted (i.e., the initial Allied forces can handle the cleanup).

If the German player does decide to continue defending the 7th District, he will not have the units to protect Paris or prevent the initial invasion forces from overrunning most of France. Should he abandon the 7th District and pull back to a line somewhere along the middle of France and anchored in the 15th District, the Allies have gained a great amount of valuable ground at almost no cost with their strongest units yet to land. The Americans could then land in the Netherlands with the second invasion, no matter how well defended. With the enemy having to shut the back door, he will be hard pressed to delay the rapid advance of the initial invasion spearheads (now somewhere around Paris). As yet, the German must still defend the ports (at least with token forces) to prevent the Allies from staging a ranger or commando raid.

OVERALL

The German player cannot win the game by falling back to the West Wall early in the game. The Allies will have too much time and firepower to hold out of the Fatherland. His best defense is to delay them as long as possible by slowly trading off chunks of France. But by invading in the 1st District, I believe the enemy can be maneuvered into giving up a goodly portion of France or risk encirclement and loss of much of his fine army. It also makes the second invasion and commando raids even bigger threats than an invasion in any other area.

The same effect cannot be duplicated by an invasion in the 15th or Netherlands districts because it releases all the German units. There is little chance to cut off any of the German army as most move back to the border fortifications. And with the bulk of the Allied army (if not all) fighting for its life in the beachhead, there will be no units free to hinder this retreat.

Nor can such results be gained by invading in the 7th District, since the breach in *Festung Europa* can be bottled up efficiently; without rivers for protection, the Allies will have to continuously defend the landing against serious counterattack. A second invasion will be necessary simply to aid the breakout (rather than the breakout aiding the second invasion getting ashore to stay). While remotely possible to trap some significant German forces with an initial invasion of the 7th District, it is much more dangerous and problematical. If you land in the midst or hidden units, you're going to wind up with an unwanted bath for your trouble and lots of time spent waiting for a second chance. The only true advantage here lies in the larger buildup while enemy units in the other districts remain frozen.

Finally, such a plan cannot be accomplished with an invasion in the 19th District. It is just too isolated from all others to permit coordination of attack with a second landing. And, of course, buildup here is agonizingly slow.

All of this is not to say that an invasion in any of the other districts cannot succeed. Nor does an invasion of the 1st *guarantee* victory—there is still the battles on the borders ahead. What such an invasion does do is provide you with the broadest number of alternatives with the least amount of risk. And it gives the German opponent the biggest headaches and forces him to the toughest decisions. With so many options available to the Allies, he must play his defenses with great care, down to the least and last unit. A minor blunder on his part and the Allies can exploit it, bringing a major breakthrough and a scattering of German units. The longer the Allies can prevent the German from forming a doubled solid position, the better the chances of victory. If the German risks containment of the initial invasion in the 1st, he gambles a large portion of his strength being cut off by the second. Without a strong united army the West Wall cannot be held no matter when he retreats to it; if the Allies enter Germany before mid-game, VE-Day is just around the corner.

Next time you sit down to enjoy a game of *FORTRESS EUROPA* as the Allies, give the 1st District a thought. It will probably work so well you may well forget about the other districts. As long as you play a different opponent each time, it is possible to utilize only the 1st District initial invasion as a springboard to victory. But, once your opponent(s) discern your intentions . . . well, things could get tougher. Be flexible. The 1st District is the best invasion site, but it cannot and should not become predictable. If the German has set up in the expectation of a 1st District invasion, he has weakened another site. Take advantage of the situation and you will find your winning percentage climbing.

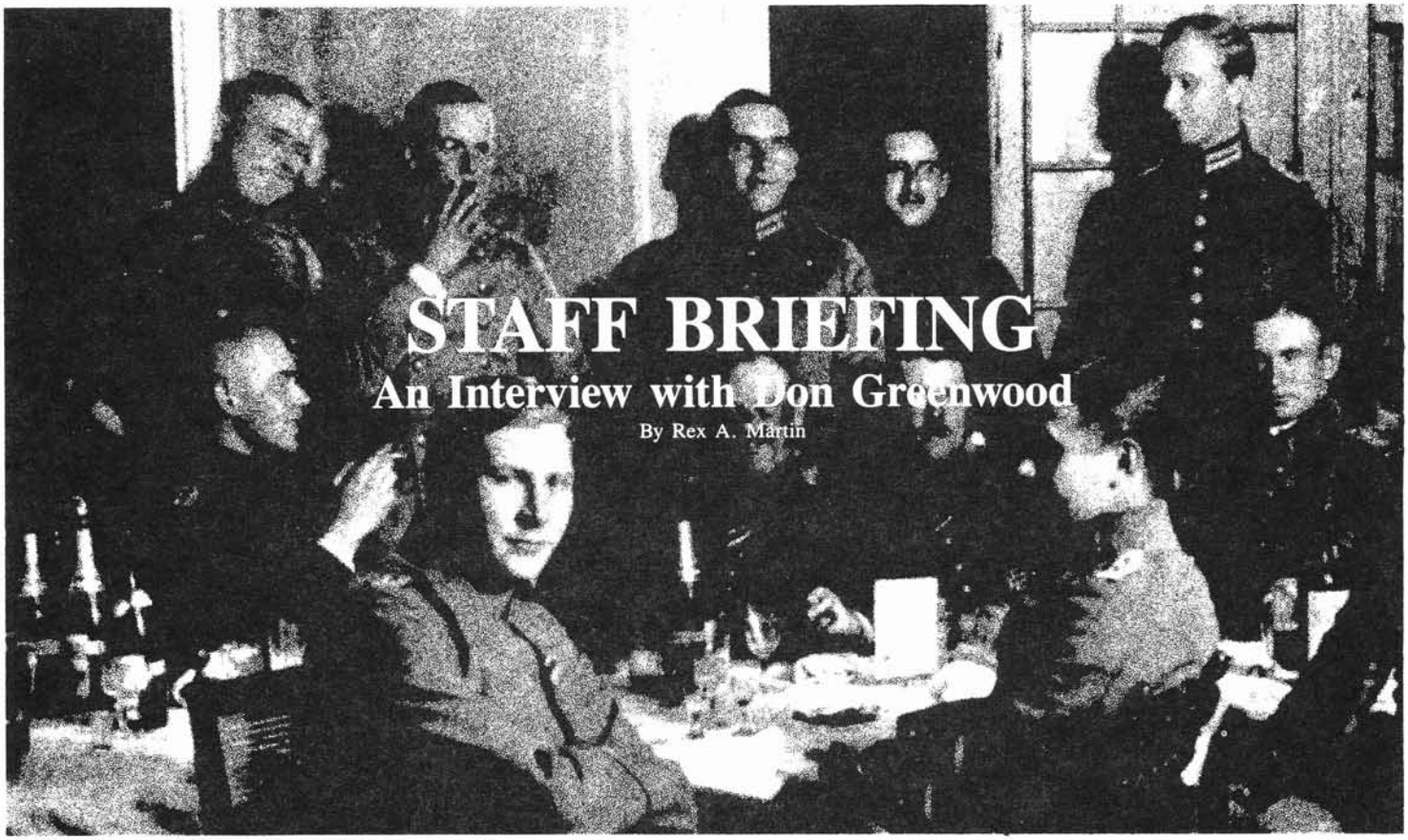
But always look to the 1st first.

MICROCOMPUTER SURVEY

The Microcomputer Division of The Avalon Hill Game Company needs your help. Never fear, all they want is a little information and your suggestions. As many of our readers are aware, recently the Microcomputer Division has undergone a sparkling renaissance. With the recent completion of computer adaptations of *WOODEN SHIPS & IRON MEN, PANZERGRUPPE GUDERIAN, PANZER LEADER, GULF STRIKE* and such exciting new games as *SUPER SUNDAY* and *SPITFIRE 40*, the programmers are now looking for more challenges. Also, they'd like to know which hardware is most used so they can pattern initial release to reach as many players as possible.

If you play computer games, please help. Simply fill out the form below and send it (or a photocopy) to the Microcomputer Division of The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). If extra space is required, please feel free to continue your comments on another page(s).

1. What type of Computer do you own? _____
2. How many Computer Games do you own? _____
3. How many hours per week, on the average, do you spend playing them? _____
4. Your age? _____
5. Your profession? _____
6. What Computer magazines do you subscribe to? _____
   _____
7. What Avalon Hill Microcomputer Games do you play? _____
   _____
8. Do you enjoy them? Comments? _____
   _____
9. What Avalon Hill boardgames would you like to see adapted for a Computer version?
   _____
   _____
10. What subjects would you like to see a Computer game developed for? _____
    _____
11. Would you be willing to playtest these games? _____
12. Your Name? _____
    Your Address? _____
    _____



STAFF BRIEFING

An Interview with Don Greenwood

By Rex A. Martin

Q. For over a dozen years, you've been a highly visible member of the staff. What did you do before you came to The Avalon Hill Game Company?
A. I taught some high school history and was a college student. That's about it.

Q. Do you ever miss those simpler days?
A. All the time. College was very enjoyable compared to working for a living.

Q. Among your many projects for the company, which one has brought you the greatest pleasure upon completion? Is this the one you're proudest of?
A. *UP FRONT* is my perception of the ideal wargame and I enjoyed working on it immensely. The hundreds of playtest games that you and I played rank as probably the most fun I've ever had working on a product. But then, it's so much fun listening to you gripe about your luck!

Of course, I've never finished a game that I was completely happy with afterwards—repeated play always brings ideas on how a game can be improved and if I had it to do over again I would have eliminated the blocking position aspect of the game so that each side could have several groups in the same relative position on the board but at different range chits. Nevertheless, it is still the most enjoyable wargame I've ever played due to the perfect blend of command control and luck which is built into the game system without any complicated rules. It is also my biggest disappointment —that the game did not grab a bigger following. I personally thought that it would be more acclaimed than *SQUAD LEADER* and far more accessible to the public—something that could bridge the gap between hard core wargamers and the game-playing public.

I suppose *ASL* is the product I'm proudest of because it is certainly the most ambitious. It never had the potential of being played by millions (like I thought *UP FRONT* did) due to its complexity, but it certainly represents the fulfillment of the developer's creed—the opportunity to develop a game system over a long evolutionary period and really bring the whole package to fruition. It is truly an incredible product—not for everybody certainly—but as far as I can tell it's as impressive an endeavour as this hobby has ever seen.

Full Name: Donald James Greenwood
Birth: Sayre, Pennsylvania
Started Wargaming: 1960
First Wargame: *TACTICS II*
Favorite Wargame: *UP FRONT*
Favorite Non-Wargame: *FOOTBALL STRATEGY*
Outside Interests: *Sports, Gambling*
Employed by AH: *May 1972*
Designs: *CROSS OF IRON, CRESCENDO OF DOOM, GI, ADVANCED SQUAD LEADER*
Developments: *SQUAD LEADER, UP FRONT, STORM OVER ARNHEM, CAESAR—ALESIA, CAESAR'S LEGIONS, RUSSIAN CAMPAIGN, WAR AT SEA, CIRCUS MAXIMUS, GLADIATOR, NAPOLEON, THIRD REICH, ALEXANDER THE GREAT, BASEBALL STRATEGY,* etc.

Mr. Greenwood is the jolly fellow on the right in this photograph.

Q. How hard is it to develop a game? Any pointers for would-be designers hoping to see us publish their games?
A. I guess that depends on your definition of development and how good a job the designer did. This has always been a pet peeve of mine. Over the years I've done a number of "developments" in which I felt I did far more work than the designer—including correction of sloppy research—which a developer should never have to do. Indeed, I've always felt that a number of my game developments qualified me as more of the designer than the guy who got all the credit. The hardest part of developing a game is the thankless nature of the job. When the game is reviewed the designer takes the bows and the royalties, and the developer is left answering the nutmail. You don't see too many "developers" anymore since the old SPI went down the tubes. Few companies today can take the time to bring a design to its full potential.

I recently wrote an editorial for you aimed at free lance designers trying to sell their games. Let's beg off that question and let the "AH Philosophy" answer it later.

Q. Your name has become synonymous with *SQUAD LEADER* and *THIRD REICH*, two of our most successful games. Do you actually play either these days?
A. I play *ASL* a lot—if you consider playtesting "playing". I especially enjoy *Deluxe ASL* on the big boards—which is saying a lot when you consider I've been working with this system for almost ten years. I haven't played *THIRD REICH* in years.

Q. What did you hope to accomplish with *ADVANCED SQUAD LEADER*?
A. Make it more playable. Fill in all the holes. Provide enough detail in one game system that players who devoted themselves to that game system could speak a common language again. I think that is one of our biggest problems in this hobby. The game glut has so oversaturated the marketplace that nobody is playing the same games any more. Guys come in here with new games under their arm every week but they cannot find anybody to play them with. People have so many games that they can't find the time to learn yet another game unless they are really motivated. With *ASL* you can play literally thousands of games covering all types of situations while still using the same game system. And every game is different—even if you are playing the same scenario over and over again. *SL* players tend to talk the same language—they can socialize over their related experiences on a gameboard but a *BATTLE OF THE BULGE* player and a *STORM OVER ARNHEM* player really can't appreciate the yarns of the other if he's not familiar with the other guy's system. Back in the days when all we had to look forward to was the one new annual release from Avalon Hill, we all spoke the same language. Your buddy instantly understood the need for that 2-1 attack on Tobruk or the placement of Steinmetz on the Quatre Bras Heights. Not any more.

The binder game system gives us a chance to nurture an all-encompassing game system—based on the most popular wargame ever—into something truly unique. The pursuit of the perfect game. We aren't there yet, but we're closer than ever before and if the marketplace accepts it in sufficient numbers—well, who knows what the future holds. But we'd never have landed a man on the moon if we didn't keep upgrading the rockets, would we?

Q. With the completion in a couple years of the *ASL* saga, what is next on your agenda?
A. I am already committed to *ASL* projects for the foreseeable future. When we finish WWII there is a lot of talk of expansion of the system to more contemporary time periods, but I plan to bow out of it long before that. I'd like to relax with a few simple developments and have been talking with Courtney Allen about a sequel to his *STORM OVER ARNHEM* game which I liked a lot.

Q. You've been on the AREA Top Fifty list for years also, and I hear that it was another of your brainchildren to promote recognition of good sportsmanship and good players. How did the AREA come about?
A. Just an idea of mine to promote sportsmanship among postal players. Whatever skills I've gained at these types of games has come primarily from my experiences with postal play. The variety of strategy and tactics encountered when you play different people from different backgrounds is the best teacher you can have in terms of learning to play a game well. That also holds true for the amount of time you can take to study each move before you make it—something that is not often appreciated in face-to-face play. The AREA system was developed mostly to provide some type of governing service or pressure to handle disputes in a mature way. That's the problem with postal play. Human nature being what it is, if you haven't met the individual all too often you're inclined to think the worst of somebody and it tends to degenerate into abandoned games or petty name-calling if the situation isn't handled maturely.

Q. Are you satisfied that it has fulfilled its purpose?
A. To a degree. Unfortunately, too many people get caught up in the competitiveness of the rating points and are more concerned with winning than having a good time—which is ultimately what any game should be about. Winning is just a goal to shoot for that allows the game to be entertaining. It has been successful in that without it there would be no higher body to appeal to which can bring pressure to bear (even if it is limited) on a player for not completing his games. Generally speaking, someone who has been an AREA member for a number of years is more likely to finish a game with you than someone you just pick off the Opponents Wanted advertisements. I just wish more people were like Tom Oleson who will play anybody at any game in a rated match. Unfortunately, the people on the higher end of the ratings tend to be people who only play their favorite games—and probably their favorite sides. They are too concerned about preserving their ratings rather than having a good time.

Q. Do you still play rated games by mail? How do you find the time?
A. I keep two games set up in my game cabinet all the time. That's the beauty of PBM—you play when you feel like it, in a spare hour or two—not when someone else wants you to. Of course, I should point out that I only play with old friends and we don't get bent out of shape if somebody takes forever to make a move. By the way Bruno—it's still your turn.

Q. Inevitably, such play leads to forming some friendships. Any particularly close ones that have arisen from the hobby?
A. Sure, but they know who they are. Why mention one and risk offending someone who was left out.

Q. Have you ever had a hobby idea that didn't work?
A. You probably should ask me if I ever had one that did work. The AREA postal championships were probably the worst idea. People just didn't abide by the strict time limits. Here we are years later and only two of eight tournaments have finished. I won't do it again!

Q. You were also one of the "founding fathers" of ORIGINS, the national wargaming convention. You've since been involved in a number of them. Is the "national" convention accomplishing what you and your compatriots had originally hoped it would?
A. Yes and No. It certainly grew into something more grandiose than we originally conceived back in 1974, but it has gotten too commercially motivated for my tastes. I enjoyed the second and fourth ORIGINS more than any of the recent ones and I think that was because there were less events with more people in each one. I still remember running a 128-player *WAR AT SEA* tournament in Ann Arbor and winning a 64-player *FOOTBALL STRATEGY* tournament at ORIGINS II. They were great fun. Frankly, in recent years I've been left with a bad taste in my mouth from what I perceive to be purely monetary concerns by some of the sponsors involved.

Q. As with all of us, you play few games away from the office in your "spare time". What are they? And how do *you* relax?
A. I still play *UP FRONT* just about every week. And of course I have my ongoing PBM games of *ANZIO* and *STALINGRAD*. But my real love is *FOOTBALL STRATEGY* which is good for about 16-20 games a year during the football season in our local league.

Q. What's your record these days in the long-running AH Football Strategy League?
A. Well, I won my division for the first time since Alan Moon left but got knocked out of the playoffs handily by Bruce Shelley for the second time in as many years. ☆

WANT ADS

Readers are reminded that, as announced in "AH Philosophy Part 113" last issue, The *GENERAL* will no longer be accepting advertisements offering games, magazines or photocopies for sale. Due to difficulties detailed in that column, the decision to limit the "Opponents Wanted" to its original intent has been taken by the editors. Henceforth, such "For Sale" advertisements received will be returned to the sender, along with any payment sent.

It should be stressed that this restriction does not apply to those wishing to advertise wargame clubs, sports game leagues, or amateur publications devoted to the hobby. These will, as in the past, be considered legitimate "Opponents Wanted" material. Club secretaries and editors of such are encouraged to announce their offerings.

COMMANDER'S NOTEBOOK

WAR AT SEA

By Robert D. Harmon

WAR AT SEA represented a new concept in wargaming and was the model for *VICTORY IN THE PACIFIC*, its sophisticated offspring. *VITP* has not eclipsed *WAS*, as might be expected, however. Indeed, the opposite has happened judging by the number of *WAS* variants appearing in past issues of The*GENERAL*. In point of fact, the interest reflected back from *VITP* has brought ever more sophisticated ideas onto the *WAS* board; these into a game that was heretofore, frankly, simplistic.

This study follows that trend. This article will discuss the game as such, not as a simulation. Any discussion of the game in relation to history would fill several *GENERAL*s and be pointless, since the objective and introduction of the *WAS* rules actually pose the game scenario as fantasy (i.e., "What could have happened."). This study will deal with particular events, areas, and issues encountered in the course of the average game of *WAR AT SEA*.

CRITICAL ISSUE #1: Conditions of Victory

The first consideration in *WAS*—or any game—is the object of that game. In *WAS*, "The winner is the player with the most 'Points of Control' . . . after eight game turns." This is, in short, exactly what is needed to win—nothing else will suffice. Grasping this is far short of determining *how* to win, but the aim of a winning player must be to this one end; thus the victory conditions cast a shadow across the entire game.

Take the object of *WAS* as an (obvious) example. POCs are derived from control of certain areas of the board. These are computed each turn, with the POC Chart showing how far one side or the other is ahead as the game proceeds. This means that: a) victory is determined by control of the board (not ship sinkings or battles won or lost), and b) victory through control of the sea *must be consistent* as POCs are computed each turn for eight turns running. Thus the Axis could be swept from the board at game's end and still win, if the Allies had had mediocre results before then. Conversely the Germans could, themselves, wait till the last turn and then annihilate the combined Allied navies but lose anyway. The number of ships sunk or battles won, although helpful, will not in themselves win any game, and should not be viewed by the players as the *final* goal, but rather as a means to that end.

Enough of lurid examples. The point of this discussion is to underline the main object of *WAS*. The successful player will consider long term strategy. More than most other games, which are won at a fixed place in time and location (e.g., control of Moscow or Berlin at game's end), *WAS* must be played with overall results in mind.

Thus, we can look at the board and see the course of the game. Every area on the map, except the Baltic, offers POCs heavily weighted toward the Axis. The implications are obvious:

1. *The Allies are on the defensive; the Axis has nothing to defend.* Loss of any area to the Axis will cause a disproportionate shift in POCs to the Axis and away from the Allies. If the Allies hold the three main areas bordering England and lose the Barents Sea and Mediterranean, the Axis would still gain a 4:3 edge in POCs with little effort.

2. *The Allies must spread their forces thin.* Combat in *WAS* is on an area-by-area basis. With the POC values as they are, the Allies are pressured into defending the entire board, or most of it. This cancels out much of their superiority in numbers since they must defend many areas, and the Axis can selectively attack one or two, or hold off and save their own ships for a better opportunity.

3. *The Allies have difficulty reversing the tide.* Other than the Russian fleet's entry into the Baltic and the convoys to Russia (both of which can be easily thwarted), the Allies gain POCs at the rate of one per area. This means that gaining POCs is difficult. It's easy for the Axis to run up points but hard for the Allies to erase the effect of early misfortunes or even a single bad turn.

In short, the Allies face two opposed risks: loss of ships (which is permanent) or irreparable loss of POCs. There will be many instances in any game where these two choices are posed with no other alternative. Either will lose the game, if great enough.

Thus, the objective of the game. Already the British have some hard decisions to make and a great disadvantage. There are factors in their favor of course, and hopefully these will emerge in the course of this article but players must bear the *object* of the game in mind for it is the foundation of strategy.

CRITICAL ISSUE #2: The Initiative

We have seen how the objective of the game, combined with the printed POC values, put the British on the defensive. Now the full impact of the sequence of play is revealed, for *the Axis moves last.*

This is the deadliest advantage the Axis player has. The Allies must deploy across the board as best they can; then, and only then, does the Axis choose its opportunities. The POC distribution and victory conditions force the British to be spread thin, as we have seen. Moving second means that the Axis can choose any Allied force (preferably in an area weakly-held) and hit it with either of the two Axis navies without the interference of the other Allied units (which will be elsewhere). Result? Certain Axis ships will be able to hit again and again in places and conditions of their choosing but any ships sunk by them will not again fill the gaps in a very large ocean.

There is a problem posed to the Axis player, as this opportunity is not without a price. The Axis forces have to last the game out, and the Axis player must accept the risk to his own ships. Here is where Critical Issue #1 stops being a generality. The Axis can win many victories against British units which can often be outrun and forced to go down fighting—but too many such victories will add up to an Axis defeat. How many victories are too many? That, the Axis player will have to determine (after reading further).

CRITICAL ISSUE #3: Rule 11.5

On the face of it, the German Navy which contests most of the board is potent given the play-sequence and victory conditions, not to mention the German ships' own strengths. Rule 11.5 gives them an added handicap—the +1 on the die roll in combat will boost their broadsides by ½ over the Allies (a German ship's gunnery factor—*each factor*—has a 50-50 chance of disabling or damaging an Allied ship, rather than a 1:3 chance).

In *VITP* terms, for those readers who have played it, the German fleet has circled gunnery factors on *all* ships except the U-boats. When you remember that the Imperial Japanese Navy has that advantage only among its cruisers, you can judge the impact on the game.

To get to the root of the matter, Rule 11.5 means that the British will have to have a 3:2 edge in gunnery factors over the Germans merely to break even, given average luck. The British can risk a battle at less than that—down to 1:1—but the prospects will be chancy at best.

Not to be ignored, however, is an opposite factor: while the German fleet will be more apt to damage or sink opposing Allied units, Allied ships will have equal prospects of disabling German vessels, and this should be planned for. Of the two rolls that could damage the enemy, there's a 50-50 prospect of disabling a German ship. This means that while the Germans' "hit" die rolls are twice as likely, disabling results which will leave some (albeit damadged) Allied units in the fight are no more prevalent. And, a disabled result causes the ship in question to vanish, at least in tactical terms, with no uncertainty about that.

In short, where the *Bismarck* can damage or sink many British ships depending on the die rolls, it could be knocked out of the battleline by a carrier or cruiser. Even a temporary loss of one or two key German units will be damaging, or catastrophic if it's due to a carrier smart enough to be aiming at the biggest units.

CRITICAL ISSUE #4: Axis Numerical Inferiority

There *are* factors that bring *WAS* into balance, believe it or not, more subtle than the three factors discussed in the above. Not as sure, but potent nonetheless.

The British may not be able to obtain the recommended 3:2 edge in gunnery factors in all threatened areas. They can compensate for this with aircraft carriers, which will not only serve to maximize the U-boat threat to capital units but should also cause problems for the Axis battleline. The chances aren't great (Rule 10.2 boils down to one airstrike factor to one ship each) but it only takes two "disabled" results to remove the entire Bismarck class. An added plus is the prospect of actual hits, which won't sink the larger Axis battleships or battlecruisers, but will strip the damaged ships of that +1 die roll (in the case of the Germans). A good rule of thumb for the Royal Navy would be for the carriers to aim at the largest ships present.

Another carrier consideration: the non-airstrike, one-ship rule means that the RN should deploy no *more* than an equal number of airstrike factors against a threatening number of ships. Better to spread the carriers across the Atlantic than to stack them up in one area only to have them bypassed.

Given the presence of carriers, the British can manage to stand with a 1:1 opposition in any threatened area. One last word. Ignore the temptation to overestimate the *Graf Zeppelin*—its two airstrike factors attack once, whereas the capital units escorting it can fire repeatedly, unless interfered with.

Another compensating factor is numerical. Again the general principles of Critical Issue #1 (long-term trends and the time factor) come into focus. There are a total of 35 British ships opposing 23 German and Italian vessels (and that's ignoring the U.S. and Russian navies). While the British ships are somewhat inferior, they can take Axis ships with them if the enemy picks a fight. Given too many battles, it won't take many Axis sinkings to weaken them. If the Axis can't do better than a 1.5-to-1 rate of sinkings over the Allies, the Axis will run out of ships first.

Further, it must be remembered that the two Axis navies are separated, with the Italian fleet largely confined to the Mediterranean. This leaves 11 German ships to contest the rest of the board. German losses become magnified with each one. The loss of even one ship will make later raids difficult and fewer. *Each sunken German ship means a loss of not just a battle—but all the sorties it could have made, for the rest of the game.* There'll be more discussions of this when we consider specific British strategies.

CRITICAL ISSUE #5: British Strategy

By now you may have noted a trend in the Critical Issues—beginning with generalities, the discussion has gradually become specific, with previous comments still applying. Now my suggestions take tangible form. With the turn sequence allowing opportunism on the part of the Axis, the British are required to pursue a deliberate policy, and their strategy must be addressed. A series of options are presented—by no means exclusive of each other and no substitute for any single master plan, which would depend on the opponent and be presumptuous to offer here. However, these options can be major parts of successful Allied play, when the preceding text is not disregarded; none of these are, individually, enough to guarantee victory.

Option 1: Bar the Door. Although the Oiler rule (see Critical Issue #6) makes the entire board untenable on the first three turns, this option can be useful later on. In essence it demands deliberate control of the Barents and North Seas (ignoring France for the moment). Control of these areas will, once the oilers are gone, bar the Germans (those in Germany, anyway) from the North and South Atlantic—allowing the British to post token forces there to guard against U-boats, and whatever Axis forces are available from France or Italy. Control of the North Sea, at least, will split the Axis forces into three elements if France contains Axis units, and minimize Germany's usefulness as a base. Control of the Barents, North Sea and South Atlantic will mean that, although Axis forces in their three bases will still be dangerous, they'll be less flexible. This option may not hold up over several turns, but can be useful in blocking off the two rear areas, particularly the North Atlantic, when the convoys start coming.

Option 2: Guard the 3's. Three areas—the North and South Atlantic, and the North Sea—offer the greatest opportunities for the Axis to roll up points. Further, each area has intrinsic value: the North Sea blocks German access to much of the board, the South Atlantic offers inconvenience for disabled ships (mainly Axis), and the North Atlantic contains the convoys. This option does *not* mean holding these areas exclusively. The British player should, when using this option, give highest priority to these areas when assigning units, and regard this option as a bare minimum when ships are few or otherwise committed (or undergoing repairs).

Option 3: Drop the Mediterranean. In short, ignore the area *altogether*. This will cost the Allies 2 POCs per turn, throughout the game. This can be balanced against the improved defenses for the remaining four areas (ignoring the Baltic, where the British can't go) and the many POCs involved. Also, the balance of forces becomes stronger: eleven German (and four Italian cruisers) must now face the entire British fleet.

Obviously, if this option is followed without deviation, the Italian fleet is pretty much wasted; the larger of the two Axis navies can't sink any British ships that way and the Germans will find they can afford few losses. Considering that the British and German navies must contest the four main areas anyway, this option narrows the strategy to essentials, and puts the squeeze on the Germans.

One more advantage: a "Drop-the-Med" strategy means that the British no longer have the inconveniences posed by basing in Malta, where there are poor repair facilities and greater distance from reinforcements in England. Not having to face Axis land-based air in the Mediterranean is an added plus.

Option 4: Blanket the Atlantic. Simply stated, to attempt to cover all four main (Atlantic Ocean) areas with the minimum: equal opposition to German gunnery factors in each area threatened. This is an alternative to yielding certain areas due to weakness or barring the door, and is best when used with the "Drop-the-Med" policy.

Two aims of the Blanket-Atlantic option are to counter the Oiler rule, and force the Germans to fight whenever they emerge in the Atlantic. An even ratio will mean that the British will probably lose, in a given area. However, the Germans probably won't be able to contest more than one area (barring U-boats), they will have to take some losses, *and the Germans won't get any high value areas for free.* Particularly when the Drop-the-Med policy is used, this option will mean that, if the Germans win too many 1:1 "victories" over equal British gunnery factors (face-value) and carriers, the Germans will run out of ships. The attrition would be too much. With the Italian fleet out of the picture, 35 British ships could trade off with 15 Axis ships quite readily.

Option 5: A Rule of Thumb. We have discussed the 1:1 ratio in gunnery factors as a guideline. It should be noted that this is considered at face value, ignoring the +1 rule, and is considered on an area-by-area basis. Thus, a specific bit of advice on deployment: *A sound practice for the British player to examine each area with the assumption that all available Axis untis that can reach it, will.*

Remember, once Allied units are deployed, the Axis can pick any area it wants to attack, and move there without interference by forces in other areas. Thus the British player should deploy on an area-by-area bases, considering each separately. The 1:1 ratio, thus, should be calculated against all available Axis forces that threaten a given area. Same thing applies when figuring how many airstrike forces should be used without waste.

This underlines the advantages of the "Drop-the-Med" strategy, and explains some of the other options. The British must offer as much resistance in all areas possible, and balance this across the board. Putting half the RN in the North Sea will do no good if the Germans ignore them and pick on some weaker force—that sort of bypass is precisely how "Drop-the-Med" minimizes the other side's forces. *The aim of this and all British strategy should be to limit Axis freedom of choice.* The German player does move second, and can pick on what he likes. The British can offer him, say, a choice of battle at 1:3, 6:1, 6:1, and 6:1 odds in the four Atlantic Ocean areas, or a choice of uniform 1:1s in all areas worth contesting. The second option is less appetizing for the Germans, of course, because the chance to control the game (the initiative) is lost and they have to rely on the dice. Not a very good alternative to staying at home (under air attack) or going on training cruises in the Baltic (not too productive).

A final note on deployment. The area-by-area consideration should consider control markers. The "Bar-the-Door" option, in blocking Axis bases, is an illustration how the British can minimize the threat to certain areas. When the threat to a given area is reduced, the forces saved can go to remaining areas, a factor that should be considered when considering which areas should have priority in deployment.

Option 6: Fast Ships Northward. Until the Russian (Murmansk) base opens, and whenever reinforcements are needed in the Barents, ships leaving Britain have to risk a speed roll to reach the Barents Sea (the Germans don't have to roll). This could leave fatal weaknesses to Allied units in the Barents, where German land-based air and surface units will exploit such bad luck.

Using this option, and minimizing such risk, Barents Sea forces should be drawn from those ships with a speed of 6 or better: carriers, cruisers, King George V class battleships (as many as can be spared), and the three RN battlecruisers—*Hood*, *Renown*, *Repulse*. These have the best chance of getting there, and the best chance of escaping if they fail. Assigning such ships elsewhere, piecemeal among the slower battleships, wouldn't save the slower units from pursuit, nor would one or two BCs be useful pursuing the Axis on their own.

Better that the fast ships be together. The Barents is the one area where they are of more use than the *Warspite*, *Resolution* or *Rodney* classes.

CHART 1
POC COMPUTATION:

Step 1. Add up each side's POCs for that turn.

Step 2. Subtract the larger from the smaller total. The difference—the margin between the two players for that turn—is what goes on the POC chart.

Step 3. Push the POC marker that number of points (i.e., the difference) toward the end of the scale of the player with the larger total for the turn.

EXAMPLE: At the end of a given turn, the Allies have "1" on the POC chart. The POCs on the board as of that turn show German control of the Baltic, North Sea, and Mediterranean Sea areas, or six POCs. The Allies control only the North and South Atlantic, or two POCs. The difference is four in the Axis' favor. The marker is pushed four spaces toward the Axis end of the scale to now read three in the Axis' favor.

NOTE: The POC Chart expresses the difference in POCs, not any overall total. The game can only show a draw (zero) or a lead by one side or the other on the chart.

FORMULA: The calculation can be readily expressed in positive (Allied) and negative (Axis) numbers. Hence, if A=Allied POCs and X=Axis POCs, then:

POC Chart=(A+X)+P

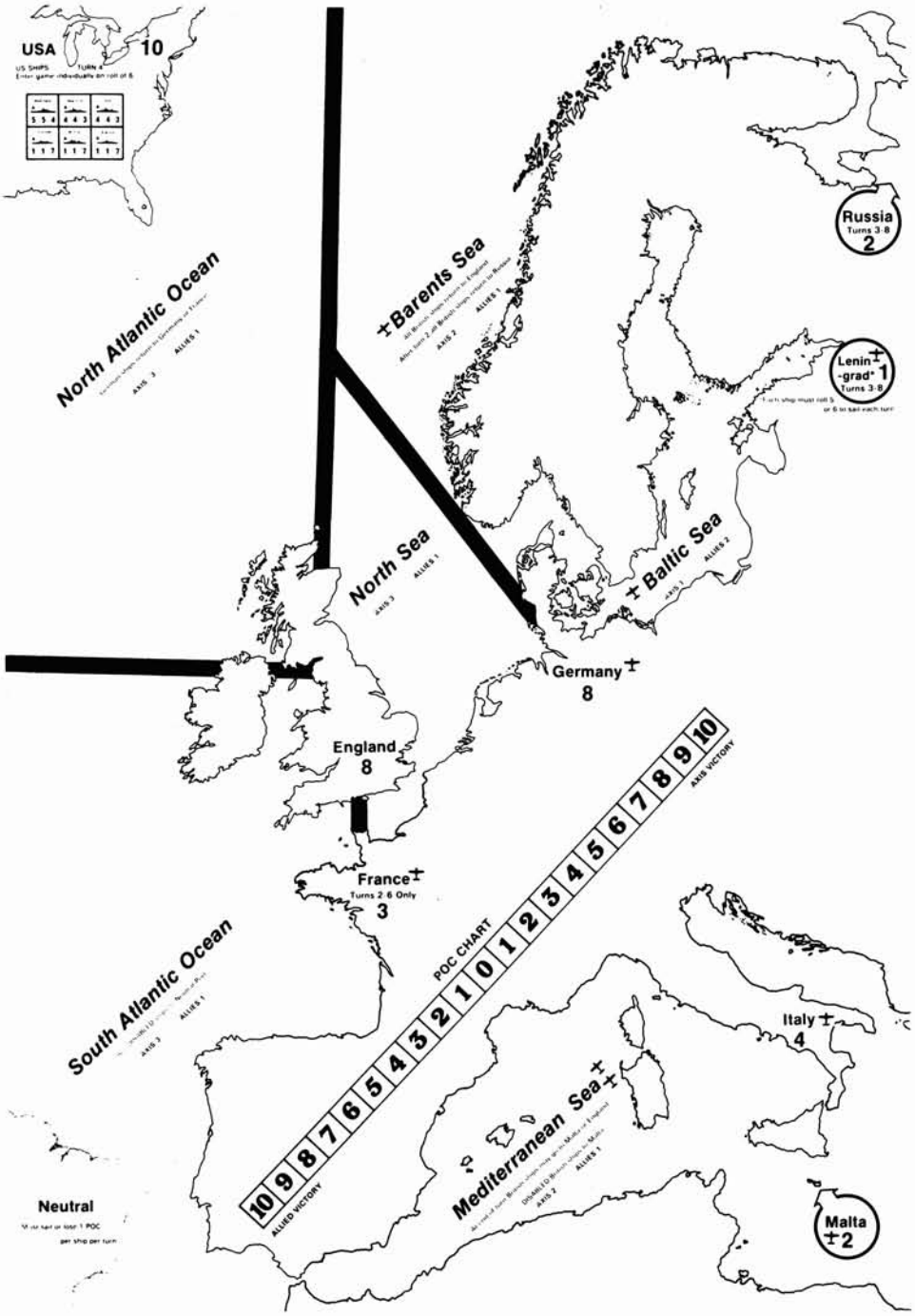
P being the previous POC chart number, and X and the Axis end of the chart always being a negative number. Or, in terms of our example:

POC Chart=(2+−6)+1=3

CRITICAL ISSUE #6: The Oiler Rule

Theoretically, the British can close off the German fleet by controlling the Barents and North Seas (see Rule 6.1). In the first three turns though, the British strategic position is completely unhinged and their rear areas threatened by Rule 16 (Oilers). Combined with the German acquisition of France, this means that German units have tremendous mobility—the key phrase of the rule being, " . . . if successful, they may be placed in *any* area the following turn."

It's possible, then, for the *Bismarck* to refuel in the North Atlantic, and then pop up in the middle of the Italian battleline in the Mediterranean on the next turn. This could embarrass the British player somewhat. The British can't count on blocking German movement by control of key areas in the first turns because of this rule. German units can stay at sea, proceed to any area, and avoid being shut up in Germany as long as this rule holds up. The British player, more than ever, must make defensive dispositions on an area-by-area basis, considering the possible threat to *each* area. The RN should also expect nasty surprises in the Med, especially



as the rules do not prohibit German intervention there.

This rule is a "two-edged sword", however, and the cliche is apt here. The Germans are required to make obvious moves to the North or South Atlantic—they can't refuel anywhere else—which the British are in a better position to guard (and should be borne in mind for early turn deployments). Further, bad luck with this rule can land German units in the Neutral Port—which, given control of the South Atlantic by the RN, will mean that the Germans will find it difficult to avoid the obvious reception committee waiting in the South Atlantic under that control flag.

CRITICAL ISSUE #7: An Analysis Area by Area

The North Atlantic. The three POCs available to the Germans, and the presence of the convoys, make this region of obvious importance. Mitigating factors are the presence of the USN and the distance to Axis ports (although the latter isn't much to rely on given the Oiler rule and the high German speed factors).

Although the Allied player has no effective control over the USN (as each American ship can enter the game only on a roll of six, and even then is restricted to the North Atlantic), the USN can still serve as a means of attritioning the Germans. Since the USN can't go anywhere else, they should be considered expendable in game terms and offered up for combat regardless of the odds in hopes of inflicting *some* damage.

The South Atlantic. Another rich source of German points, and directly threatened by Axis units based in France. A complication here is the possibility of intervention by Italian cruisers—a greater threat than they seem, given Rule 11.6. In fact, these cruisers could help engage the surface forces while the heavy German units avail themselves of the opportunity to eliminate those bothersome carriers.

An important quirk in the South Atlantic area is the port situation there. Axis sanctuaries are poor—France is inactive on the first turn and the last two as well and is subject to air attack in the meantime (Germany as a port, at least, offers the alternative of sanctuary in the Baltic to air attack or battle). The bases available to the Axis simply aren't attractive and the worst prospect is the fate of disabled ships in the South Atlantic—straight to the Neutral Port. We know from the previous Critical Issues that the Allies are apt as not to inflict disabling results given good shooting. Thus, the Axis dare not lose an engagement in this area. Unless the Axis has had the good sense to post sufficient U-boats there, a lost battle in the South Atlantic will see much of the German fleet bottled up in the Neutral Port by Rule 6.2, which presents two unpalatable choices the next turn: stay in the Neutral Port and take the POC loss, or enter the South Atlantic (no further if the British have control) and face a strong waiting reception committee.

A closing note: The dangers inherent in the South Atlantic point up the merits of England as a central position (as important in that position as Truk is in *VITP*). Particularly when the "Drop-the-Med" option is used, England should be the main, if not the only, base for British units.

The North Sea. Third of the three point areas from the Axis standpoint, the North Sea is also crucial in that it offers access from Germany to the South Atlantic, and to France. Loss of control here by the Axis will mean that units moving to/from France will have to run the gauntlet of the Home Fleet, and that cramps much of their strategy. The German player should actively try to control this area, or more realistically, deny control to the British.

The British player should note that, controlled or not, the North Sea adjoins both France and Germany, and a divided German fleet can unite here under any circumstances short of being bottled up in the Neutral Port or the Mediterranean. This should be remembered when assigning defense forces.

The Barents Sea. The POCs involved here are as critical as the first three areas discussed, in terms of control, but the Barents actually sees the greatest struggle over POCs because of the convoys to Russia. Three POCs per convoy means that the British must try for Russia to reverse the tide (i.e., the deficit on the POC Chart) rather than chickening out and routing the convoys to England. One POC per area for Allied control does not suffice to overtake the enemy, given the situation as printed on the map.

Here the geography is all on the German side: The convoys, and the defending surface units, are subject to U-boats, land-based air, and surface attack in succession. This succession is important, as the U-boats can (and must) try for the carriers. Elimination of these will mean no carrier participation in the air combat phase, which means more German ships staying for the main fight. German land-based air can go for the convoy. Of course, if the convoy seems likely to get through, even the U-boats will have to shoot at it, depending on how desperately the Axis wants to stop those supplies to Russia.

Another problem is adjacent bases. Germany (which includes Norway) borders on the area; England does not. Units introduced here from England have to make a speed roll, which in effect knocks out the *Warspite*, *Resolution* and *Rodney* class battleships. (See the Fast Ship option in Critical Issue #5.) Having Russia as a base during the convoy turns helps, but the British should avoid having to make speed rolls for units moving at speeds of five or less.

The presence of Axis land-based air means that additional surface and carrier units will have to be posted to balance the available threat; the British will have to figure on disabled losses or worse and allow for them.

The Baltic Sea. The Russians are on their own against the Germans, and the points for once are in the Allies' favor. If either Soviet ship (or both)

are available on a give turn, they should be sent out. German forces will be diverted and the loss of POCs can't be ignored. Any losses the Russians can inflict will help the Allied cause. True, U-boats will suffice to rob the Russians of the POCs they can gain, but even the diversion of U-boats is a plus. In game turns, given their poor position and their vulnerability to any air attacks not used in the Med or Barents, the Russians should be considered as expendable in game terms. Given the situation, anything the Soviet fleet can do will be a gratuity for the Allied cause in general.

The Mediterranean Sea. Another area far from England, and one in which both the sea and the ports are subject to air attack. The Italian fleet is the larger of the two Axis navies, and capable of standing up to equal numbers of British units and damaging them severely. Further, the defection of the *Regia Marina* occurs so late in the game that it is not a major strategy factor (in other words, don't count on it in your calculations).

Axis land-based air is particularly potent here as it can remove surface units prior to the main battle. (Note: The three priority targets for Axis land-based air are, *in order*, the Barents—especially when convoys are present, the Med, and the Soviet fleet—in or out of port.) Although the Barents is somewhat more crucial, the Italians are the biggest Axis force and should be assisted where possible.

The Med poses severe difficulties to the British in deployment. If the British wish to defend the area, they'd better figure on posting equal numbers to Malta at the start—five battleships at the very least. Some performance considerations: The Italian fleet is faster than its British counterparts (the ten 4-4-3s and 4-4-4s, which with the two Rodney class ships make up most of the RN hitting power). However, the main class of the *Regia Marina*, the 4-3-5s, are vulnerable because of their weak armor factor. The RN would be well-advised to shoot at these ships in the first battles, contrary to tactics against the Germans, as a cheap means of removing much of the Italian fleet.

If the "Drop-the-Med" option is used, and the British have no uses for land-based air in France or Germany, they should aim for the four cruisers first, as these are the only ones that can affect the main battle in the Atlantic.

The Italian fleet, unlike the other "minor" navies (US and Soviet), has no limitations other than confinement to the Mediterraean area. The *Regia Marina* can sail when and if the Axis player pleases, a great change from actual history and a major reason for players to approach the *game* as such and not try to relate it to the history they know. On this board, the Italian navy is quite deadly.

COMMENTARY: An Example of Play

This article was originally planned to include a sample battle to illustrate some of the principles discussed in the text. The Example of Play in the rules, however, serves to illustrate tactics as well as the conduct of play under the rules. Pull it out and glance over the example; then I've some commentary related to the discussion in the text:

ASW/U-BOAT. If the convoy wasn't in this battle (its presence so close to Russia and two Allied POCs make it an imperative target), the next important target would be the *Victorious*. A look ahead at the airstrike phase shows its importance—*Victorious* will go on to damage *Scharnhorst* and knock *Bismarck* out of the battle. *Victorious* thus denies *Bismark's* 15-inchers any chance to fire and, by simply damaging *Scharnhorst*, reduces that ship's gunnery effectiveness by one-third. The obvious lesson: The convoy's presence in battle is the ONLY reason for diverting the U-boats away from carrier targets. The removal of *Bismarck* and *Scharnhorst* will cost the Germans the use of their two best units.

AIR STRIKES. *Victorious* quite properly aims at the two best German units. The remaining German units have only half their gunnery and armor strength, roughly, and the fortunes of battle turn on those two ships. The German air strikes quite properly go for the convoy and the carrier. *Victorious* has done its damage by now, but is important in terms of long-term strategy. Still, in narrow tactical terms, it might have been better to ignore the *Victorious* and aim at another British capital unit. Remember, hits or disabling results during the air strike phase take effect before the main battle.

One final note: Of the three German air strikes left over from the convoy and the carrier, two went for the biggest enemy units—*Hood* and *Duke of York*—in a sound reversal of British tactics. A last airstrike factor was used on *Repulse*—a mistake in that the *Warspite* was a better target (better to have a three-factor unit shooting back later, rather than four factors).

SURFACE COMBAT. The British fire five factors each at *Scharnhorst* and *Hipper*, and four at *Graf Spee* and *Graf Zeppelin* each. *Graf Spee's* undamaged two factors make that ship as dangerous as *Scharnhorst's* damaged three factors; assigning five factors to fire at the German cruiser seems excessive. This distribution of fire is otherwise reasonable given the numerical weakness and rough uniformity of the German units. If *Bismarck* and *Scharnhorst* had survived unscathed, however, fire should have been concentrated on such strongpoints in the battleline. As we can see, looking at the original German line-up, they *are* the German fleet here—or were.

German return fire was correct in aiming at the four biggest British units. As *Scharnhorst* was damaged by the airstrike, it only disabled the *Hood*, rather than damaging or sinking it. The effects of the British air strike become manifest, particularly as the *Bismarck* is no longer present.

In fact, the weakness in the German fleet after the air strike, leaving two (weak) capital units and a cruiser and carrier pitted against four battle units and two cruisers, meant that an early withdrawal might have been in order. The retreat wouldn't have avoided a battle, but at least the fighting would have been over after one round, and the British battleships are usually quite slow (not in this fight, unfortunately). Now a damaged German fleet must withdraw anyway, having had little chance at the convoy.

DISENGAGEMENT. Anticlimactic, as the decision to withdraw—*when*—greatly outweighs *how* the withdrawal is conducted. The *Scharnhorst* is snapped at during the retreat—crippled during the battle, it is easy prey for two cruisers and avoids sinking only because the 'disabled' result ironically worked against the British by whisking it off to port. It would have been sunk otherwise.

The lack of damage to *Graf Spee* now proves decisive. In the exchange of shots between *Graf Spee* and *Hipper* and the pursuing *Duke of York* and *Repulse*—the British get the worst of it with heavy damage and disabling of *Duke of York*. *Repulse* quite wisely decides to call it a day and the battle is over.

RESULTS. Neither side gets POCs for the area, thanks to the U-boats—the one consolation for the Germans. The convoy goes through, and the three POCs resulting from that will aid the Allies cause greatly. The loss of *Scharnhorst's* firepower—it's crippled and will have to undergo repairs, which will put it out of the game for a turn and under likely air attack—is an unpleasant after-effect. The loss of the German carrier removes the one counter to British carrier superiority. Thus the damage to German ships in the battle may equal the damage done by the convoy's voyage, in some overall manner.

CRITICAL ISSUE #8: Carriers, Convoys, and U-boats

Tactically, of course, the battleships predominate. But the auxiliary units of the game (I do not consider them secondary) have strategic importance that far outweighs their small numbers.

The carriers' primary use is tactical—when present in a given area, they can, if fortunate, eliminate valuable units from the enemy battleline before the surface engagement even begins. The 'disabled' result, as we have seen, is particularly critical, as German hitting power in particular rests on the few ships of the Bismarck and Scharnhorst classes.

Because the airstrike factor can only be applied one-on-one (the 'one ship, one factor' rule previously discussed), it is suggested that the number of airstrike factors not exceed the possible threat. See Critical Issue #4 for discussion of carrier deployment in this regard. Enough has been said on this here, beyond the observation that wasting airstrike factors can be tragic in the long run, when you're faced with a battle involving too many airstrike factors and not enough targets.

A second use for carriers, beyond using them against surface units, is to fatten up a fleet's antisubmarine capability. The *Eagle* in particular is most useful here, as its low airstrike and speed factors make it a liability in a fleet action. Even if surface units are left alone by Axis fleets, the U-boats can wrest control from them if carriers aren't present. The presence of carriers also minimizes the U-boat threat to convoys, greatly increasing the ASW gauntlet they must run to get a shot off.

The convoys represent a major source of Allied POCs. Despite the fact that the Germans can oppose the convoys to Russia with air, surface and submarine units in the Barents, the Murmansk run must be attempted if only to gain points. This policy, of course, will require strong British defenses in the Barents, which can't remove the U-boats and air threat, but will minimize it.

The U-boats' most important function is to deny control of an area to the Allies. This is a twofold advantage—it gives Axis surface units freedom of movement in the absence of area-control markers, and denies POCs to the Allies. Both aspects are worth consideration by the Axis player while looking at the board as a whole for the best area to apply this advantage.

The U-boats also serve as a means of defeating the convoys, the best means available short of surface units (land-based air is too chancy when the convoys are nearing Murmansk). However, the presence of the convoy, with attendant carriers usually means that the U-boats will have to recon with increased losses; more U-boats than normal will have to be assigned.

Tactically, U-boats can, of course, attempt to disable or sink Allied warships. Besides the obvious advantage here, U-boats have another advantage in that they can affect British units *before any other combat phase*. This means that U-boats can knock Allied surface units out of the battleline prior to the main battle, or can cancel out the threat posed by British carriers to the Germans' own ships. Any sinking or disabling of carriers will remove them from the air *and* surface combat phases which follow *before* they can participate. This makes carriers priority targets for U-boats.

U-boats can be especially potent in the Mediterranean. They can assist the Italian fleet tactically, and, even if the Italians are swept from the sea in a particular battle, the presence of U-boats can negate any control the RN was attempting. As it takes a large slice of the RN to achieve any results against the Italians, use of the U-boats in this matter can be especially frustrating.

One final note on auxiliary units: The British should bear Rule 11.6 firmly in mind, and assign sufficient surface units (cruisers are especially useful) to ensure that the carriers aren't needlessly shot at.

CRITICAL ISSUE #9: Land-based Air

Land-based air units have obvious uses and limitations, as a look at the rules and board will show. However, land-based air can only shoot one-on-one ("one factor, one ship" again), and have only a one-third chance of injuring a given ship. And the odds decrease to one-sixth against ships in port; what good is a 'disabled' result there? Thus, land-based air should not be regarded as a panacea, especially when used against Allied convoys or Axis ships in port. The luck factor makes these units something of a nuisance, and that's about all they can be relied on to be.

Because of the uselessness of 'disabled' results in port, land-based air units should be used against units at sea whenever possible, for obvious reasons. Enough has already been said about the turn sequence.

CRITICAL ISSUE #10: Sermonette

I know I promised, at the start, to avoid any discussion of *WAS* as history. I cannot resist one particular comment, however.

It is easy to dismiss *WAS* at first glance, as some sort of Germanic fantasy. It must be obvious to even the most unsophisticated among the wargame audience that the Axis forces have been inflated far beyond their historical capabilities while Allied units are badly hobbled. (The limitations on the U.S. Navy are particularly galling from an American standpoint. A "minor" navy, indeed!)

We must bear in mind, however, that *WAS* is intended as a highly playable game and that it expressly takes liberties with the historical scenario. What we see on the board is a distortion of enemy capability. In actual fact the Axis fleets in Europe were so badly limited by poor doctrine, leadership, industrial capacity and politics that no balanced simulation of surface combat in the Atlantic would be possible in strict historical terms. Other than under water, the Axis inferiority in numbers of initiative was too great.

The main lesson to be drawn is that the actual naval limitations were self-imposed. The wargamer's attention is often drawn to examples of excellence in engineering and leadership on the other side—but for each *Bismarck* there were many ships of the quality of *Washington* or *Duke of York*; for every Doenitz there were many Allied admirals like King, Cunningham, Vian, et al. There were quite a few mediocrities on the other side, as well—up to and including all heads of state.

CRITICAL ISSUE #11: Bibliography

There have been many variants on *WAR AT SEA*, far more than such a simple game would suggest. A look at some recent examples from the pages of The *GENERAL* is in order, for those wishing more historical flavor or more complexity (which, mind you, is not always synonymous with realism):

Vol. 17, No. 6: "*WAR AT SEA* '81" by Jim Davis. This article incorporates much of the historical criticism that has been leveled at the classic game in a series of brief, and simple to implement, variant rules. A must for any *WAS* aficionado.

Vol. 16, No. 3: "The Ships of *WAR AT SEA*" by Kevin Duke. An in-depth look at the units of the game. Not really a variant, but certainly of worth. Some tactical notes on the use of individual ships as well as historical commentary; makes for a fascinating study.

Vol 15, No. 5: "Tournament Level *WAS*" by Richard Bauer. A thoughtful conciliation of simulation versus playability, expanding on the basic framework. Basically a rules rewrite (as the title suggests) with a minimum of added units. This is actually more an enhancement of the game rather than a variant as we've come to expect.

Vol 15, No. 3: "*WAS* and the Russian Navy" by Sean Caufield. A variant introducing two new areas—the Black Sea and the Eastern Mediterranean. The Russian Black Sea Fleet is introduced, and new units are added to the Russian Baltic Fleet and the Italian Navy (including the carrier *Aquila* which, unlike the *Graf Zeppelin*, was actually completed).

Vol. 14, No. 4: "Victory at Sea" by Richard Hamblen. All this and World War II: a variant linking *WAS* and *VITP*. New areas introduced: the Caribbean Sea, which links US ports to both games, and Cape of Good Hope, a direct link between the South Atlantic and the Bay of Bengal. New British and US units are introduced (including light carriers like *Ranger* and *Argus*); French units are included; German merchant raiders and Italian frogmen put in appearances. Common time-frames and joint victory conditions are included; Allied transfer between theaters given decided advantages (the USN can concentrate on *VITP*, the RN on *WAS*), but the Axis can combine in interesting ways, as well. As concise a game of global naval strategy as you'll find.

Vol. 14, No. 3: "*WAS* & The French Navy" by Dr. Joseph Conolly. *L'Armee de la Mer* appears in full here—on both sides, with interesting rules for changes in French loyalty (similar to the Italian "Takeover" rule). Some changes in the POCs and disposition rules will balance out the appearance of many survivin French ships on the Allied side. Two German pre-dreadnoughts (Schleswig-Holstein class) also appear.

Vol. 13, No. 6: "Tirpitz & The Die-Roller" by Craig Ransom. A straightforward analysis, rather than a variant, featuring a mathematical analysis of die rolling, tables of luck distribution, and the "binomial depth charge."

Vol. 13, No. 4: "*WAS* Series Replay" Mick Uhl versus Richard Hamblen, with Don Greenwood as commentator. A close game with a good display of *WAS* under field conditions. Commentary by all three was detailed and provided many insights into conduct of *WAS* as it should be played.

Vol. 13, No. 3: "Basic Probability for *WAS*" by Richard Hamblen. Two-faceted article. The celebrated "Fuzzy-Wuzzy Formula" was first aired, a detailed mathematical analysis of ships' hitting-power (which inspired the article in Vol. 13, No. 6). Also featured was a variant introducing the port of Gibraltar (bordering on the Med and South Atlantic), Italian frogmen, an abbreviated French fleet, new convoys, and changes in the POCs. ☆

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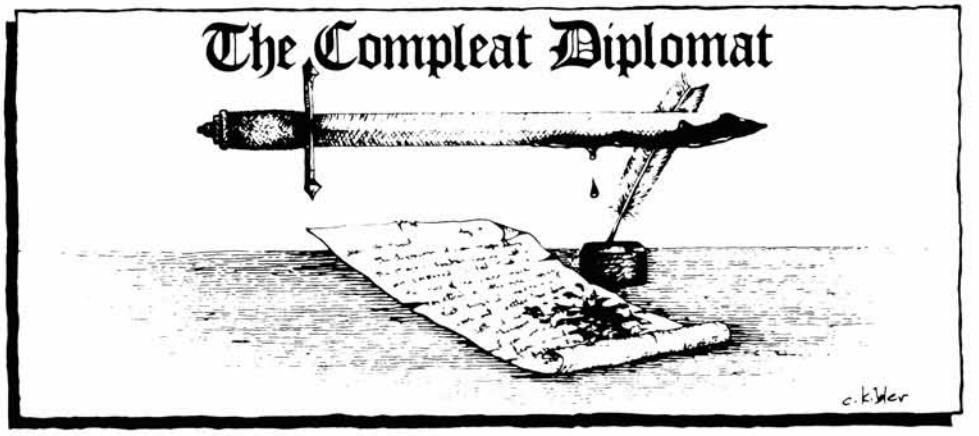
SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 119 **Total Responses: 623**

Rank:	Title	Pub	Rank Times Last Time	On List	Freq. Ratio
1.	Russian Front	AH	—	1	3.7
2.	Third Reich	AH	1	31	2.6
3.	Squad Leader	AH	5	31	2.4
4.	Up Front	AH	2	13	2.2
5.	Panzer Leader	AH	3	2	2.0
6.	Russian Campaign	AH	4	31	1.9
7.	Advanced SL	AH	13	2	1.8
8.	Cross of Iron	AH	10	6	1.6
9.	Panzerblitz	AH	11	2	1.5
10.	Bulge '81	AH	7	2	1.4
11.	Diplomacy	AH	12	3	1.3
12.	Ambush	VG	14	3	1.2
13.	Firepower	AH	17	5	1.2
14.	VITP	AH	9	4	1.2
15.	B-17	AH	8	14	1.1
16.	WS&IM	AH	—	1	1.1
17.	Air Force	AH	15	2	1.0
18.	Civilization	AH	—	1	1.0
19.	Fortress Europa	AH	—	1	1.0
20.	War & Peace	AH	—	1	1.0

Along with dominating every other poll in this issue, *RUSSIAN FRONT* surges to the top in this latest survey of playing preferences. *ADVANCED SL*, featured this time, continues to climb through the standings as more players become familiar with the system. (Note, many players have listed *ASL* and *BEYOND VALOR* together on their respones; I have considered all such as votes for *ASL*.) As always, there is a shuffling among the lower ranks, as *FLAT TOP, CRESCENDO OF DOOM, G.I., SUBMARINE* and *GUNS OF AUGUST* slip off the list and are replaced by *WAR & PEACE, CIVILIZATION, FORTRESS EUROPA, WS&IM* as well as *RUSSIAN FRONT*. Of some note is the fact that our sole solitaire offering, *B-17*, has now been on the list fourteen consecutive, times—displaying an unheralded and unexpected staying power.



The Rulebook Says That???

By Rod Walker

A corollary of Murphy's Law declares that if you write a sentence, no matter how simple, there is somebody, somewhere, who will misunderstand it. This obviously means that if you create a set of game rules, there will be people who come across game situations which are clearly covered in the rules but resolve them incorrectly anyway. Well, after all, we gamers are only human, right? Now this failure to find the rule applicable to a given situation is understandable in a game which, say, recreates the Battle of Chancellorsville with the entire original cast—right down to irate roosters and panic-stricken pigs. However, it's a little hard to believe this would happen in a game like *DIPLOMACY*, whose rules consist of barely more than nine small pages.

Wrong! It's hard to believe, but it nonetheless happens. Over the years I've been told things or asked questions by (mostly novice) *DIPLOMACY* players which reveal that they've misread or overlooked some statement or the other in the rules. I'm going to ignore some of the arcane brouhahas of the 1960's, and some of the really oddball views that cross my path now and then, and discuss briefly some seemingly very common misapplications of the *DIPLOMACY* Rulebook.

1. Support in Place.

When you order one of your (non-moving) units to support another unit, you can support its movement—or you can support it holding *if* it remains in place, but not if it moves. The order to support in this example is illegal:

FRANCE: A Bur-Mun, *A Par S A Bur*

I've been told quite seriously that the rationale behind this order is that if Army Burgandy fails to move, but is attacked with support (say GERMANY: A Ruh-Bur, A Bel S A Ruh-Bur, for instance), Army Paris can support it in place. No way! Rule IX.6 clearly prohibits it. Only a unit *not* ordered to move can be supported in holding its present position.

2. Movement Behind an Attack.

A successful attack clears the way for a following unit, despite the rule which would otherwise require a stand-off. This is clearly shown in Rule IX.7 and Examples 5 and 6. But here's another example:

FRANCE: *A Bur-Mun*
GERMANY: A Mun-Bur, A Ruh S A Mun-Bur, A Kie-Mun

The italicized order is unsuccessful, of course. Note that the orders Army Burgandy to Munich and Army Kiel to Munich would normally result in a stand-off. However, the Army Burgandy is dislodged by an attack coming *from* Munich, so it can't prevent the move from Kiel from succeeding. On the other hand:

FRANCE: *A Bur-Mun*
GERMANY: A Ruh-Bur, A Bel S A Ruh-Bur, A Mun-Tyrolia, *A Kie-Mun*

Here the French unit is still defeated and dislodged, but not by an attack from Munich. Its ordered move therefore still results in a stand-off in Munich. Some players who've written to me find this a strange result—but it is the correct one under the rules.

3. Cutting Support.

An attack *always* cuts support, no matter what happens to the attacking unit (with the exception noted in Rule X and Example 8). This fact sometimes yields results which may seem odd to the novice at first. For instance:

ITALY: *A Bur-Mun, A Ven-Tyrolia*
ENGLAND: A Pic-Bur, A Par S A Pic-Bur
GERMANY: *A Boh-Tyrolia, A Mun S A Boh-Tyrolia*

Even though Italy's Army Burgandy is dislodged, its attack cuts the support being given elsewhere by Germany's unit in Munich. In fact, single armies can sometimes really gum up the works:

AUSTRIA: *A Ser-Bud*
ITALY: *A Tri-Ser*, A Alb S A Tri-Ser
RUSSIA: *A Ukr-Rum, A Bud S A Ukr-Rum, A Mos-Ukr*, A War S A Mos Ukr
TURKEY: *A Rum-Ser*, A Bul S A Rum-Ser

Had it not been for that Austrian army, all of Russia's orders would have succeeded. The result looks even odder, since the Austrian also survives the combined (but not coordinated) attack of four hostile armies. For that situation, note Rule IX.5, the "Beleaguered Garrison".

4. Retreats

It has been known to happen that some players assume that a dislodged unit can't retreat to a supply center not already owned by that player. But Rule XI makes no such exception. So, in the instance below, with France owning Marseilles:

FRANCE: A Pic-Bur, A Par S A Pic-Bur
GERMANY: *A Bur-Par*

The German is dislodged. If Marseilles is vacant (but not vacant due to a stand-off that season), then the German army may retreat to it. If this is a Fall season, Germany gains Marseilles and France loses the center (see Rule XIII.1, in which it is specified that ownership of supply centers is calculated not merely after the Fall moves, but the *retreats* as well).

Continued on Page 44, Column 2

HOLDING THE RIDGE

An Analysis of Scenario 5

By Martin Shaw

With the impending release of *ADVANCED SQUAD LEADER*, I fear that some players may lose sight of the genesis—the original game and its superb scenarios that became one of the greatest sellers in the Avalon Hill line. To return to our roots, I offer here a general plan for the novice German player and firm guidelines for the maneuvering of his forces designed, in accordance with the Victory Conditions, to defeat the Soviet player by retaining control of at least three of the "level 3 elevation hexes that constitute the high crest line of Hill 621". Whilst it is true that "no plan of campaign survives the first engagement" (and this is perhaps more the case with *SQUAD LEADER* than any other wargame), the tactics and principles that I outline will hold true in all but the most exceptional circumstances. Only rules 1—63 (Fourth Edition) are considered; this is classic *SL*.

Play commences with the Russian player setting up first—a fact which might suggest that German tactics must depend solely on the particular configuration of any one Russian deployment, and that no battle-plan should be formulated until that deployment has been seen. But this is not the case. The Soviet set-up is not difficult to visualize and worthwhile variations are few.

THE RUSSIAN SET-UP: (Board 3)

Soviet "Left Wing"—C1: 3 squads. E1: 3 squads. G1: 8-0, 3 squads, LMG. I1: 3 squads. K1: 2 squads.

Soviet "Centre"—M1: 3 squads. N1: 1 squad; N1 (2nd level): 1 squad, 2 MMGs. N2 (2nd level): 2 squads. O1: 9-1, 3 squads, 2 LMGs. P1: 3 squads. R1: 3 squads. S1: 1 squad. T1: 1 squad.

Soviet "Right Wing"—U1: 3 squads. W1: 3 squads. X1: 2 squads. Y1: 8-0, 3 squads. Z1: 3 squads, LMG. EE1: 1 squad. FF1: 1 squad.

There are three points to take note of in this set-up. Firstly, the positioning of the MMGs—it is surprising how many players neglect to place their mediums in their proper position in the second level of the stone building, from where—by dint of long-range fire (giving them an effective range of 20 hexes)—they can shoot into almost every hex of Board 4 and onto the eastern slopes of Hill 621. If the machine guns don't appear there, then the German player can use his 9-2 leader (Stahler) to haul the HMG back to 2O8 on the first turn, entrench there on the second turn (on a die roll of seven or less, leader modifier applying), and therafter—in conjunction with the 8-1 leader (Hamblen) and the MMG at 2F7—dominate and frustrate the Russian advance. As it is, setting up the MMGs in 3N1 presents the German player with two potential problems. Any squads which break during the special "At Start Morale Check" and receive fire from the MMGs during the first turn, will only rally in the first Russian Rally Phase under the provisions of Desperation Morale. Secondly, whilst moving across the open (such as an immediate run back to Hill 621), with the −2 die roll modifier (DRM) such offers the Russian player in his Defensive Fire Phase (DFPh), it becomes an unacceptable gamble. Some players favor placing the 9-1 leader with the MMGs, using his −1 DRM to give the guns more bite. I think this is a mistake; the Russian leader's true role is to move his men up as quickly as possible (imparting his movement bonus—5.44), hoping to storm the ridge before the German defense has time to crystallize.

Secondly, the German player should look to see where the Russian LMGs have been placed as these may indicate the Soviet axis/axes of advance. In this case two have been stacked with the 9-1 leader to benefit from his firepower modifier, and their concentration at 3O1 suggests correctly that the main Soviet thrust will come down the center of Board 4. The other two have been placed on the flanks for possible long-range sniping shots.

Finally, observe carefully where the three leaders have been placed, bearing in mind that they can bring squads forward seven hexes (more if they use roads) on the first turn. Thus, the 8-0 at 3G1 threatens to rush his squads up to 4G4; the 9-1 at 3O1 to 4O5 (using the road bonus); the 8-0 at 3Y1 to 4GG4 (to threaten the entry of the Mark IVs).

THE GERMAN SET-UP (Board 4)

V2: 9-2, 3 squads, radio, 2 LMGs, 2 Panzerfausts (PFs).

T3: 1 squad, HMG

G2: 8-1, 3 squads, 2 LMGs.

H0: 1 squad, MMG, 1 PF.

The maximum number of squads are placed with leaders, to benefit from the leader modifier during the special "At Start Morale Check" (Special Rule 5.1). Squads breaking at V2 and G2 will be sheltered from any fire from building 3N1 during the first turn, and will not therefore suffer from Desperation Morale when they attempt to rally at the beginning of the Russian turn. Note that wooden building 4T3 is just out of normal range of the Russian MMGs—the basic idea behind setting up so far back on Board 4 is to enable the Germans to strike at the Russians with their longer-range weapons and inflict casualties before the Russians can close in and retaliate. Unless more than one squad breaks at 4V2, Stahler intends to move up to hex 4T3 on his first turn, and will be in position to rally the squad already there should it have broken before-hand.

At the outset of any *SQUAD LEADER* scenario it is vital to have a plan of campaign, and—unless events take a wholly unexpected turn, or an opportunity arises which must be seized—*to stick to it*. You can always tell a player who has a plan in his head from the one who doesn't (he's the one who's winning).

In this scenario the German player enjoys the advantage of knowing exactly what the Russian objectives are, and the routes he must follow to obtain them. The shortest distance to Hill 621 is down the center of Board 4, through and around the wooden building at 06. Consequently this approach must be the most heavily defended; Stahler, the artillery and the heavy machine gun will shortly be backed up by the Mark IVs and the anti-tank gun (ATG). The second best inroad lies in front of the Soviet "left wing", through the forests of 4I6, 4F4, 4H2,—apart from the fact that the HMG at 4T3 has a line of fire that cuts directly across this route, infantry forces and an MMG under the direction of Hamblen are deployed on this side to slow down the enemy thrust. Lastly, the line of attack which involves covering the most ground would require a wheeling movement from the Soviet "right wing", infiltrating down the road 4Y3-2Y8 and through the woods to the south of it. Trading space for time, this flank need only to be lightly covered—principally by a squad, an LMG and two PFs ensconced in the stone building at 4X1.

The overall aim of the German player is to slow down the onslaught of the Russian infantry to such an extent that the attack becomes uncoordinated or disintegrates altogether before the level three hexes can be reached, whereupon the Soviet player is obligated to send in his armored fighting vehicles (AFVs) alone to seize the crest line, making them vulnerable, once they are deprived of their infantry support, to panzerfaust and Close Combat assaults (the German reserves, the 8-3-8s, are especially deadly in this role, needing only to roll an "8" to eliminate the heaviest Assault Gun).

The initial perimeter defended by the Letornovski garrison will be centered on hexes 4X1, 4T3, 2I10, 4G1 and 4F2. Of course it will be a shrinking, retiring perimeter. Bearing in mind his dearth of leaders, the German player would like to bring back alive to the slopes of Hill 621 both Stahler and Hamblen. Realizing, however, that during the first three or four turns he will need tenaciously to hold his ground and where possible bring the Russian attack to a bloody halt, he will need to judge very finely the right moment of surviving in place by the end of the next move, and withdrawing when the odds have turned against him.

GERMAN TURN ONE

In the Rally Phase, establish radio contact for the artillery module (be grateful if you get anything better than two missions of 80mm!). From the given set-up one can expect on average two squads to break. Assume then that one squad at 4V2 and one at 4G2 fails the initial morale check.

In the Preparation Fire Phase the HMG can fire into 3O1 or, if that hex is vacant, into the second level of 3N1.

The Letornovski garrison begins to move; from out of 4V2 one squad, carrying a LMG and two PFs slips onto 4W2 (a blind hex to 3N1). Meanwhile Stahler, along with the one remaining unbroken squad, a LMG and the radio, shifts into 4T3 through 4U3. From out of 4G2, on the other side of the board, a squad runs to 2G10 through 4G1. The squad with the MMG and PF at 4H0 retires onto 2H9.

The 75mm anti-tank gun (ATG) loaded onto a halftrack makes its entrance at 2Q1. It aims to deploy at 2Q7, from where it will be able to look straight down the center of the boards as far as 3Q5, dominating those vital stretches of roadway2Q8 to 4Q2, and 4Q8 to 3Q3, and after German Turn 3 denying their use of the T-34's. By splitting the center of the playing area along the line of sight (LOS), not only will the ATG discourage a Soviet tank charge down the middle but it will make it hazardous for the Russian player to switch his tank forces from one side of the playing area to the other. The halftrack carrying the ATG moves round to 2R7 (13 Movement Points), facing 2Q7/Q8.

In his DFPh a novice Russian player will combine his MMGs into one fire-group, giving them a total firepower factor at long-range of "4", risking a die roll of 11+ that breaks down *both* MMGs at once and deprives him of a vital tactical weapon.

All firing finished, the routing takes place. From 4G2 Hamblen, carrying a LMG, elects to fall back on 4G1 with the single broken squad (15.8). Note that a broken squad remains at 4V2; Stahler cannot afford to delay a game turn rallying this squad—his modifier is needed behind the HMG, and he must call in the artillery as quickly as possible. By the end of the next turn the broken squad will have

grown a concealment counter, increasing its chances of survival so that Stahler may be able to return to it later, and in the meantime it denies the enemy passage through 4V2.

During the Advance Phase the squad at 4W2 enters the stone building at 4X1. Out of 2H9 the squad, carrying *only* the MMG, moves onto 2I10 (where it is hoped to entrench on subsequent turns); the squad at 2G10 moving onto 2H9 to pick up the PF. The squad with the LMG at 4G2 advances onto 4F2—a blind hex to building 3N1 and a good position from which to cover hexes 4G4, G5, G6 and snipe at the Russian "left wing".

Finally, a word of caution. You should resist moving any squads into the woods at 4T4—the hex is just within normal range of the MMGs at 3N1, who will probably penalize you for sticking your head out in this manner. The only time the German player should consider such a move in the Advance Phase is if a large number of leaders/squads have been stacked around hexes 3R1, S1, T1, U1 and there is an evident intention to rush up hexrow T on Board 4 (in which case 4U3 is a safer hex than 4T4 from which to frustrate that particular attack).

RUSSIAN TURN ONE

During the Rally Phase establish/maintain radio contact. Place the German artillery request at 4T4; you don't intend to bring down the FFE there (hexes 4V5, V4, or U5 are the real selection, covering the blind spot at 4T4 and discouraging a charge through the wheatfield) but should you fail to roll a "1" or a "2" placing your spotting round, you will have a better chance to keep track of it as it goes astray from 4T4. Meanwhile, the squad at 4G1 rallies.

Now the Russians begin their onslaught . . . Note how the German HMG and MMG hinder an advance through the center—the HMG preventing the full use of the road by covering 4Q8 and the MMG able, by firing along the wall hexside, to shoot into 4N7 and catch out the unwary.

For the sake of coherence I shall divide the Russian front into three groups- left wing, centre and right wing. The following moves can be expected, or a variation thereon:

Left wing: 3C1: 2 squads to 4D7; squad to 4C9. 3E1: 3 squads to 4E7. 3G1: 8-0, 3 squads, LMG to 4J6 (alternative—4F5). 3I1: 3 squads to 4I8 3K1: 2 squads to 4J8.

Centre: 3M1: 3 squads to 4O8. 3N1: squad to 4M9. 3O1: 9-1, 3 squads, 2 LMGs to 4O7. 3P1: 3 squads to 4P8 (using road 3Q1/4Q9). 3R1: 3 squads to 4R8. 3S1: squad to 4S7. 3T1: squad to 4S9.

Right wing: 3U1: 3 squads to 4T7. 3W1: 3 squads to 4W7. 3X1: squad to 4W9; squad to 4Y9. 3Y1: 8-0, 3 squads to 4X5. 3Z1: 3 squads, LMG to 4CC7 (accepting Defensive Fire from 4X1 into BB7 with a net modifier of 0: −2 for moving in open, +2 for hedges at Y2/X2 and BB7, which threat was enough to discourage the 8-0 leader from trying the same route). Squads at 3EE1 and 3FF1 to 4FF7.

And then the Advance Phase:

Left wing: Squad at 4C9 to 4B8. 4D7: squad to 4D6; squad to 4E7. 4E7: 2 squads to 4E6, squad to 4F6. 4I8: 3 squads to 4I7. 4J8: 2 squads to 4J7. 4J6: squad, LMG to 4J5; 8-0, 2 squads to 4I6.

Centre: Squad at 4M9 to 4M8. 4O7: 9-1, 3 squads, 2 LMGs to 4O6. 4O8: 3 squads to 4O7. 4P8: 3 squads to 4P7. 4R8: 3 squads to 4R7. Squad at 4S7 to 4S6. Squad at 4S9 to 4S8.

Right wing: 4T7: 2 squads to 4T6; squad to 4U7. 4W7: squad to 4W6; squad to 4X6; squad holds. Squad from 4W9 to 4W8. 4X5: squad to 4W5; squad to 4X4; squad holds; 8-0 to 4W6. 4CC7: 3 squads, LMG to 4CC6. 4FF7: 2 squads to 4GG7. Squad at 4Y9 remains in place.

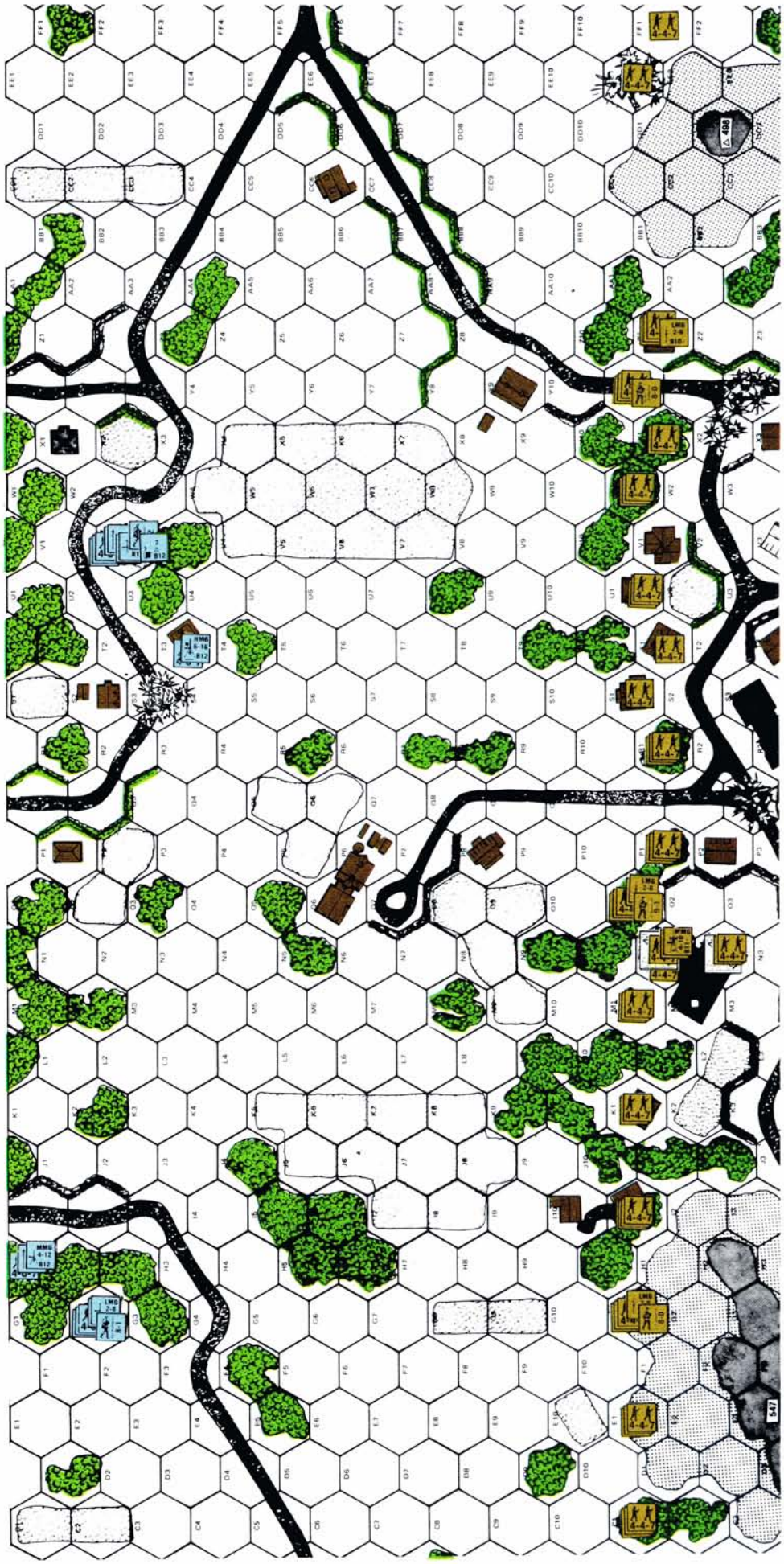


Figure 1: Initial Placement, German and Soviet.

GERMAN TURN TWO

In the Rally Phase, assuming your spotting round landed satisfactorily the previous turn, maintain a red spotting round at 4T4. Do so especially if you have only one or two fire missions available; they are best used up during the second and third Russian turns two (falling in your DFPh) coming down at 4V4 or 4U4 to protect and prolong the lives of the group in 4T3.

Generally speaking, if you have three or four fire missions at your disposal, use them up quickly—the chances are you will lose contact on the radio or your leader will be broken before they can all be accounted for. If you are given only one fire mission, husband it carefully. Often it pays to hold back until the last possible moment, the mere presence of a red spotting round being sufficient to cause an opponent to hesitate.

Try for entrenchment at 2I10 (not using the leader modifier, as Hamblen moves back now to 2I10 to get behind the MMG). Do not attempt entrenchment at 2H9 in case the squad at 2I10 subsequently breaks and you need to send in that at 2H9 in the Advance Phase to take charge of the MMG.

In the Movement Phase, the Halftrack carrying the ATG unloads in 2Q7 (10 MPs), facing 2R6/R7. Hamblen moves as described above, whilst the squad and LMG that became vulnerable at 4F2 step back to 4G2.

Correct use of the tanks is essential if the German player is to win this scenario. It is important to realize they have a dual role to play: to knock out the T-34s and to hold the enemy infantry by selecting effective fire-lanes for their MGs. At this juncture it is as well to remember that it is a reasonable risk to expose the tank commander and make constant use of the 360-degree arc of the machine-gun, since rules (34.8) require a KIA result to produce a morale check from the tank.

Although the Mark IVs have the choice of debouching onto Board 4 from the southern or northern roads, in practice I never used the southern edge (though I don't let my opponent know as much). Only by coming on at 4GG5 (and so avoiding the Russians waiting in ambush at 4GG7) can the tanks reach the center of the board. The first tank drives by road as far as 4Q2 (detouring into the wheatfield at 4X4 to crush the squad there)—11 MPs—facing 4Q3/P2. The second AFV makes for hex 4R2, facing 4R3/Q3; the third for 4S3, facing 4S4/R3; the fourth for 4Y2, facing 4Y3/X2.

The rationale for these moves lies in keeping the Mark IVs together so that they protect one another (the longer they survive in this scenario the deadlier they become) and to bring them in just behind the infantry so as to guarantee close infantry/tank cooperation (always the hallmark of good armored play). Note that it is inadvisable to drive the tanks onto hexes 4Q3, Q4, R3, R4 or S5 as a favorite slot for one of the incoming T-34s is 4Y10—a well-protected hull-down position from which it can with impunity shoot it out with the now stranded Mark IVs.

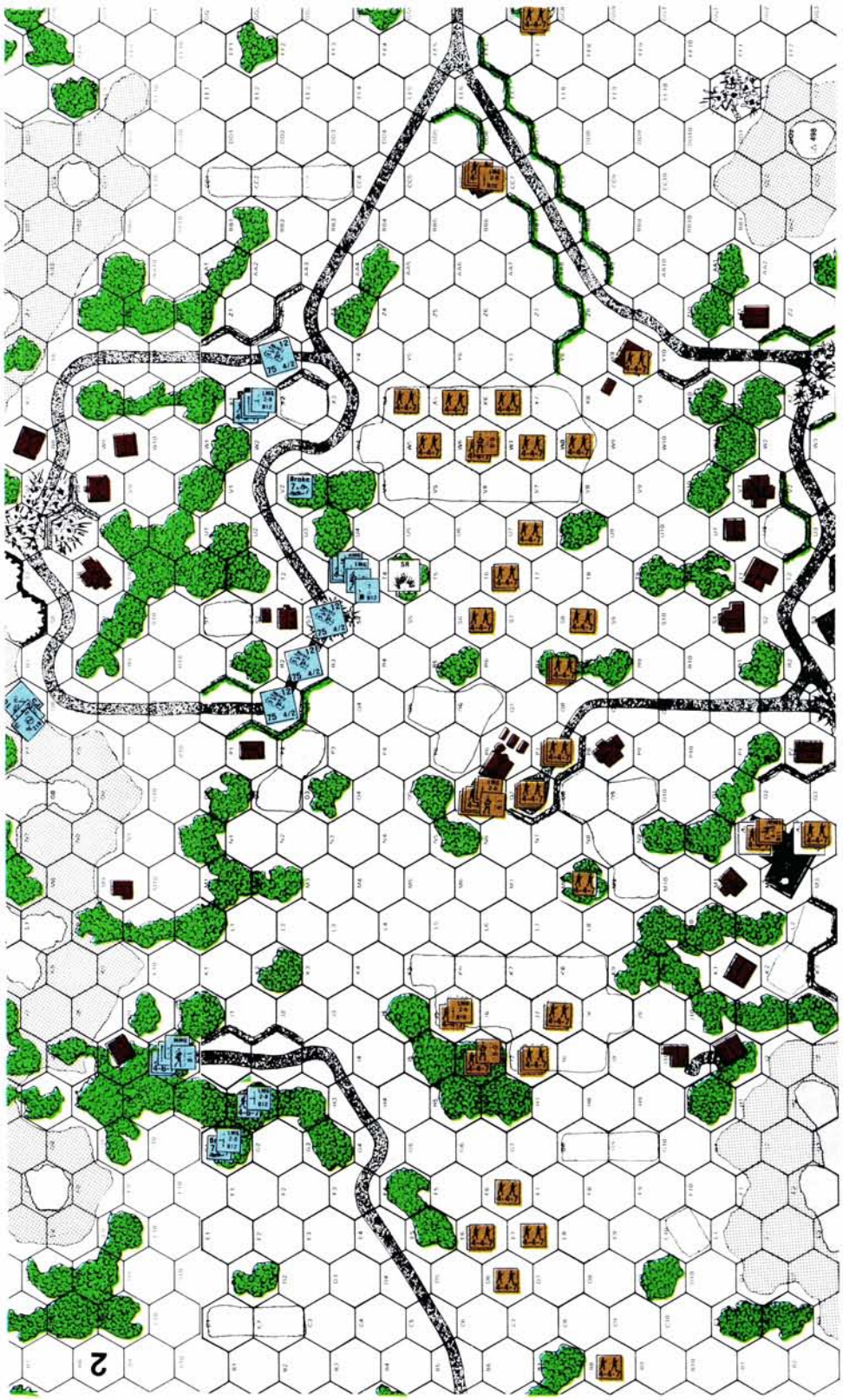
In the Advance Phase the squad and LMG at 4G2 steps into 4H1. The squad and PF at 2H9 join the squad and leader at 2I10 to add their spade-work to the next entrenchment attempt.

RUSSIAN TURN TWO

I am, as the German player, concerned here with the entry of the six T-34s and methods to deal with them. Assume the first tank enters at 3Q10. Do not open fire at it as soon as it appears in your line of sight at 3Q3—even though, from 4Q2, you only require a "7" or less for a hit—nor as it advances up to 4Q10. Always let the first tank go by. If you open fire, even if you score a kill, you are committing youself too early and run the risk of leaving the tank which has fired vulnerable to subsequent T-34s closing for a shot in the Advancing Fire Phase. Watch where the first T-34s end up: it will give you a vital clue to the direction of the assault and to its aggressiveness. For example, if the first tank ends up in the building hex 4P6, 4P8, or 3S1, your opponent is a highly aggressive player prepared to take chances, who is about to make an all-out attempt to force your Mark IVs away from the center. It will pay you therefore to withhold your fire until his deployment is complete and you can try and pick off just those tanks which cover potential lines of retreat. Keep in mind that you want to avoid slugging it out on your next turn, but where possible shift back to defendable positions and enjoy another volley of shots in your DFPh against the T-34s as they come on to seek you out.

Once three or four T-34s have appeared, the direction of the attack will be clear and now one can think about hitting out at the remaining three or so tanks as they come on. You hope to kill a T-34 or two (and if the German player does get the upper hand in the tank-to-tank fighting, his chances of victory increase enormously) but don't be surprised if you don't kill any—once the shell has struck home, a

Figure 2: Anticipated Situation at end of Movement Phase, German Turn 2.



"6" or less is required to finish the job, and that can prove remarkably elusive.

GERMAN TURN THREE

If all is going according to plan, on the right wing you are consolidating around and behind the entrenchment at 2I10 (dig in this turn if you haven't achieved it so far). On the left flank the squad at 4X1 should be beginning to make the usual stubborn stand inside the stone building (probably fighting to the death) with its LMG and the tank's machine guns to fend off the Soviet infantry. In the center Stahler hopes to hang on for another two turns at 4T3. Eventually it might prove possible to evacuate him via 4T2 (with one of the reserve halftracks parked there to provide cover) into 4S2. The second fire mission from the artillery is reserved again for the Defensive Fire Phase.

The anti-tank gun unlimbers at 2Q7 (hoping that the enemy machine guns at 3N1 don't penetrate past the gun shield and break the crew). Note that besides warding off the T-35s, the 75mm gun has the option of firing smoke shells into 3N1 to blind the machine guns, or HE shells into the Soviet infantry as they scamper into such places as 4P1 and 4O3.

The halftrack which releases the Pak 75 this turn, and has still 8 MPs left to expend, has a number of possible uses. Unless it is required at 2T2, to block the Soviet armored advance, I usually send it up to 2Q5 and onto the crest line at 2Q6 next turn. At 2Q6 it will provide cover (+1 DRM) against incoming fire directed at the 10-3 leader and squad who will arrive there in the Advance Phase of Turn 4. Don't despise that +1 die roll modifier; it can make the difference between a KIA and a severe morale check, when losing Oberst Greup and a quarter of his forces to a freak burst of fire would be an unmitigated disaster for the German player. Even if the halftrack is subsequently hit and destroyed at 2Q6, the wreck continues to provide the +1 modifier, and the 10-3 and his squad should be able to pass the mandatory morale check (32.5) attendant on the destruction of the vehicle.

GERMAN TURN FOUR

This is the turn of the entry of the rear area reserves. These are the men whose job it will be to link up with the survivors from Stahler's and Hamblen's *kampfgruppen* and hold the crest line of the ridge. However, don't overestimate the ability of these 8-3-8s to withstand morale checks. Of course you will want to put them and their machine guns on the third level hexes of Hill 621, where they will have excellent fields of fire; but by now the ridge is being bombarded by the guns of the T-34s, as well as raked by the machine guns firing at long-range from 3N1 and the inherent firepower of encroaching Soviet infantry. Should a squad break and run, Greup will have to abandon his radio, call off the artillery, and hasten down the western slope of the hill to rally his men at 2Q4 or 2M4. Especially if you have a powerful artillery module available to Greup, you should think very carefully about setting out your squads on exposed positions along the ridge.

To some extent the deployment of the reserves will depend on the state of the battlefield at the time they arrive. For example, if Stahler has received plenty of artillery support and is still holding out at 4T3, it may be worthwhile sending a halftrack to 4S1, disgorging into the wooden building at 4S2 a squad equipped with panzerfausts to drive off marauding T-34s (remember that until the entry of the SU-152s the panzerfaust with a frontal TO KILL number of "7" is the most effective anti-tank weapon on the board) and cover Stahler's evacuation towards the ridge. Even under these circumstances however, the machine guns will still be put down along the crest line of Hill 621.

Assume however that the surviving Mark IVs from the center have been driven back around the Pak 75 (where they will prove especially difficult to winkle out), the Mark IV from 4Y2 has had the good sense to retreat in time to 2X7, and the T-34s are helping to crush the outposts at 4X1 and 4T3, then the reserves will effect a standard deployment, entering at hex 2Q1.

The leading halftrack, carrying the 10-3 leader, a squad, a radio and six panzerfausts, runs up to 2P4 (12 MPs), putting down the squad and the 6 PFs at 2O4, the leader and the radio at 2Q5. The second halftrack reaches 2P3 (12 MPs), unloading into hex 2P4 a squad and the HMG. The penultimate halftrack, squad and MMG aboard, drives up to 2R4 (10 MPs) and sets down its passengers at 2Q5. The last vehicle, transporting a squad, MMG and two panzerfausts, moves up to 2K3 (10 MPs) and deposits its load onto 2K4.

During the Advanced Phase, Greup, the radio a squad and the MMG slip under the halftrack at 2Q6; note that only five portage points can be placed under an AFV, unfortunately excluding the possiblity of putting Greup there with the radio *and* the heavy machine gun. The squad with the heavy machine gun at 2P4 can move onto either P5 or O5, depending on the proximity of the Russian infantry, whether the machine guns are still firing from 3N1 and the size of the threat posed by the T-34s. Bear in mind that hex 2O5, within the "shoulders" of the LOS-blocking level three hexes at P5, N5 and N6, is the safer hex. The squad with the half dozen panzerfausts at 2O4 shifts to N4 on its way to 2M4 where it hopes to entrench. This squad constitutes the reserve, whilst from 2M4 it will be in a fine position to fire off its PFs at any tanks/assault guns which eventually top the rise. The squad with the MMG and two PFs at 2K4 will lurk there or advance up to 2K5 depending on the situation to the east of it.

There is one other consideration which will forestall a standard deployment, if a T-34 has by now worked its way round to 2U3. This is in fact only a minor nuisance, prohibiting as it does the use of 2Q1 as the reserves entry hex; and it carries with it the consolation that the Russian tanks will have come on at 3Y10, which limits the attacking options for the other five T-34s as opposed to an entry at 3Q10. And, of course, the T-34 at 2U3 has missed the ensuing tank battle (where, with the odds at only 5-4 against them, the Mark IVs have an fair chance of getting the better of the Russian tanks).

In this case the entry hex is switched to 2I1 and the leading halftrack, this time bearing Greup, a squad, the radio and an MMG, drives to 2P3 (14 MPs) unloading everyone onto 2P4. The following vehicle moves to 2O3 (9½ MPs), letting out at 2O4 a squad with the HMG. The third halftrack, squad, MMG and 2 PFs aboard, reaches 2L4 (13½ MPs) and deposits its passengers at 2K4; whilst the last transport moves up to 2N2 (9½ MPs) setting onto 2N3 a squad with six panzerfausts. On this occasion the halftrack released from the Pak 75 goes to 2P5 to provide cover for Greup and his group after the Advance Phase.

A final word about the reserves and their halftracks. Forget any idea of not unloading the halftracks on their turn of entry and setting up a mobile reserve. A loaded halftrack makes an easy target for a T-34 (whose movement factor of "16" makes them fast indeed) racing up adjacent to the halftrack in its Movement Phase and firing off a shot with a TO HIT number of "7" or less (cases F and J applying) in its Advancing Fire Phase.

GERMAN TURN FIVE

Now you must commit the Turn 5 reserves, a pleasant enough task. The entry hex will usually be 2Q1 or 2I1, but note that 2A5 is also available.

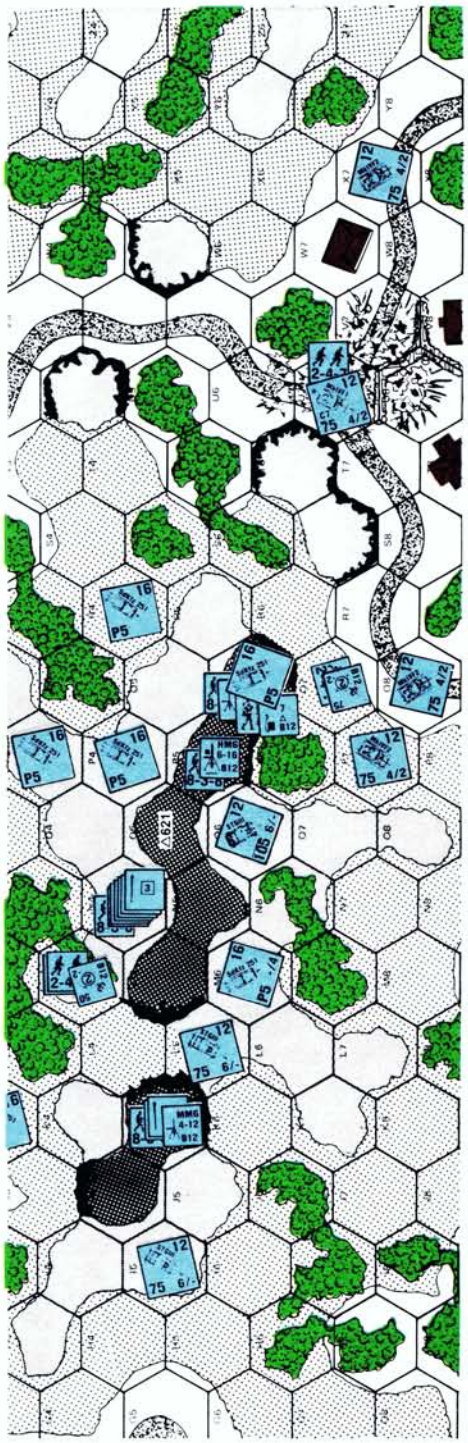


Figure 3: A view of Hill 621 showing the standard deployment—to the rear are reserves, the anti-tank gun and the halftrack.

The fifth turn reserves are a very disparate group, and in order to use them effectively you must define clearly in your own mind the role of each has to play. The assault guns (STG IIIs) are tank-killers, with a +1 armour modifier that enables them to stand up well in a duel with anything smaller than an SU-152. Notice that they also have an excellent machine gun factor for discouraging infantry. Keep these guns moving towards always better firing positions, shooting up infantry with the machine guns in the Advancing Fire Phase. Don't hunt down the T-34s (unless you have brewed up so many with the Mark IVs and Pak 75 that the assault guns come on to complete their rout) or Soviet assault guns, but rather settle into defensible positions and wait for them to come to you. Typical good positions are 2I5 (screened off from fire from the plain by

the woods at 2J6, 2I7 and 2H6) and 2L5 (screened this time by the second level hexes 2M6, 2L6, 2K7 and the woods at 2L8).

The Mark IVF1, carrying HE ammunition, also cannister (34.9), is clearly designed as an anti-personnel weapon. I usually send it round the left-hand side of the hill mass 621 (often with one of the extra crews that you are given as a replacement crew for the Pak 75) frequently ending up at 2U7 and firing into the surrounding buildings and woods.

The 50mm anti-tank gun is likely to be more useful against infantry than tanks, but it could be dropped off at hexes such as 2V2 or 2W4, threatening to strike in the rear T-34s that should by chance slip round to the back of Hill 621 with the intention of shooting up your squads attempting to rally on the western slopes. More often than not however, I send the halftrack loaded with Pak 50 and two crews up to 2N4, which it can reach by the end of turn six, pushing the anti-tank gun into 2M4 to shoot off any infantry or AFVs that show themselves along the crest line. Note that the halftrack is armed with an MMG and provides another small element of mobile firepower, to be pushed into any gap appearing in the defenses. A good site for the halftrack is a hex such as 2M6.

A word here about the STG III rolling onto the board on Turn 8. Think of this as a anti-personnel weapon and, if possible, try to push it onto the eastern slopes of Hill 621 as a last-ditch measure (hopefully unnecessary) to drive back enemy infantry.

Finally, what employment are you going to find for those halftracks which, having unloaded the fourth turn reserves, are now standing empty and idle? Your use of these depends on the type of player you are. One who regards *SQUAD LEADER* as a strictly historical simulation will want to use the halftracks to block off roads around Hill 621. He might just possibly use them, as I have used one halftrack already, to provide extra cover for the troops on the ridge.

The historical restraints inherent in the game are usually tugging at my sleeve too. But what if: against the odds, you have fought hard up until Game Turn 5, turning every element in your defense into a deathtrap for the all too numerous enemy, raking through your memory of paragraph after paragraph of rules for the ones that will favor you, and Stahler and Hamblen are withdrawing in good order with their surviving men, the last Mark IV or two is still standing up alongside the Pak 75, whilst the Russians, if not stopped in their tracks, have been bloodied enough to make them suddenly hesitant. What if, in other words, the game hangs finely in the balance and a stroke of good fortune now, a clever maneuver from one side or the other could prove decisive. Can you resist ordering your halftracks in neat convoy to drive onto the road at 2Q8, proceed along it as far as 4Q2, and roll on down the Q row of Board 4 in the direction of Board 3?

This tactic is almost worth employing simply for the look of incredulity, puzzlement, intense suspicion, and dawning realization it will paint successively across your opponent's face. What dreadful strategem is this you have found? What sudden bolt from the blue? . . . Of course you are intending to park the halftracks at 3Q3, Q2 and Q1, obliging the slow-moving assault guns to pay the extra terrain costs (2 MP/Vehicle + COT) merely to squeeze past them. The SU-152s in particular, with a movement factor of "8", could be delayed as much as an entire game turn! There can be other bonuses too: the first time I employed this maneuver, my bewildered opponent fired off his two T-34s at the oncoming halftracks—the first missed, the second jammed its main gun!

Nor need you feel too shame-faced about resorting to this tactic. I offer two guidelines for deciding whether or not to call on its services. If you have a personal dislike of your opponent, do it! On the other hand, if you consider luck has been on your side so far in the game, then limit yourself to sending down just one halftrack to 3Q1 to annoy the opposition. If luck has been against you, then send down the lot and redress the balance!

Dealing with The Soviet Assault Brigade

Although the assault guns are at first sight extremely formidable, they have a number of significant weaknesses of which you should take careful note. They are *slow*; their guns cannot fire in the Advancing Fire Phase if they have moved in the same turn; and when they do fire, they have a poor range (case B and C applying); they have no machine guns with which to protect themselves against assaulting infantry.

Your best defense against the Assault Brigade is your original plan. You must hope that you have so badly disrupted the infantry onslaught that the Russian player will have to rely chiefly or entirely on his tanks/assault guns to claim the ridge. This is where it pays to scrutinize carefully the "Victory Conditions". Observe that the Russian player must be in occupation of five of those level 3 elevation hexes at the end of the game (in other words it is not enough simply to pass through them). As far as the Russian soldiery is concerned, it is enough for them to clear of Germans the eastern slopes and the crest line of Hill 621, reaching the second level hexes on their Movement Phase of Game Turn 10, during their Advance Phase—since the Russian player has the last move in the game—lifting themselves up onto five of the seven level three hexes when it is too late for the Germans to stop them. Soviet AFVs on the other hand, having no Advance Phase, allowing whatever STG IIIs, anti-tank guns and panzerfausts you have left on the western slope a chance to score a kill and win back a hex or two.

If your Pak 75 at 2Q7 is still firing, it will be in exactly the right place to hit the assault guns as they advance down the Q hexrow of Board 4. You are unlikely to achieve a kill, but at least hitting the monsters will force the riding infantry to dismount (31.7). In the meantime, I would advise you to concentrate your infantry firepower on stopping the ordinary 4-4-7 squads, as their better rifle range makes them, until late in the game, deadlier than the 6-2-8s.

CONCLUSION

There is something about "Hill 621" that brings me back to it despite all the changes and scenarios there have been in our favorite game system since it appeared. Is it because like no other scenario it gives me the *feel* of the Germans in Russia 1944: the overwhelming odds, the desperate race (knowing in the back of your mind that so little will be achieved by it, but that this much *must* be done)? Or is it because this scenario throws down such a formidable challenge to the German player—the old excitement of winning against the odds. Or does the satisfaction lie in the fact that it requires of the German player real finesse, calm judgement, an exact sense of timing, and an ability to smoothly coordinate disparate elements—men, machine guns, tanks, anti-tank guns, panzerfausts, assault guns and artillery in a solid, interlocking defence?

Whatever the reason, "Hill 621" is a great scenario. It is hoped that a study of this article will equip the novice to give a good account of himself as the German player. No need to feel too dismayed if you lose. Congratulate yourself if the issue was still in the balance on the ninth and tenth turns of the game. And you can be justifiably proud of yourself when you win, and know that you are well prepared for the challenges that lie ahead in *ADVANCED SQUAD LEADER*. You're ready for graduation to the ultimate.

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	49	2559XOV	1
2.	D. Burdick	48	2203GGO	2
3.	J. Noel	2	2199DDI	5
4.	B. Sinigaglio	34	2150GHT	3
5.	P. Siragusa	43	2150EHK	4
6.	E. Mineman	19	2119DFG	6
7.	D. Garbutt	47	2114GIO	9
8.	J. Kreuz	43	2112GGM	7
9.	F. Preissle	46	2104LNX	8
10.	J. Beard	38	2068HIQ	10
11.	H. Newby	14	2060OLJ	11
12.	P. Gartman	14	2052HGJ	12
13.	B. Remsburg	32	2014HIP	16
14.	S. Sutton	16	2012FHM	13
15.	P. Flory	25	1999EHK	17
16.	M. Sincavage	38	1988EFK	15
17.	P. Landry	23	1967HIN	18
18.	F. Freeman	23	1964EFG	20
19.	T. Oleson	58	1952XZZ	40
20.	R. Beyma	24	1944DDF	23
21.	W. Scott	46	1940MJV	19
22.	G. Charbonneau	12	1937HGJ	21
23.	F. Reese	29	1935HDH	22
24.	R. Leach	50	1906ILS	24
25.	L. Kelly	42	1889WWZ	25
26.	M. Simonitch	19	1874DEH	26
27.	B. Schoose	14	1871GIM	27
28.	T. Deane	1	1856DDB	—
29.	M. Rogers	9	1855CEH	28
30.	G. Smith	3	1846FGM	34
31.	E. O'Connor	7	1841FGM	32
32.	N. Cromartie	34	1838GHO	29
33.	R. Berger	10	1833CDE	30
34.	P. DeVolpe	15	1828DED	31
35.	D. Greenwood	49	1821GFJ	33
36.	F. Ornstein	32	1813GHM	36
37.	J. Anderson	6	1809DDF	37
38.	J. Martin	7	1807DFI	38
39.	R. Phelps	30	1806HJQ	39
40.	D. Kopp	8	1799GIN	41
41.	M. Miller	35	1795GHO	42
42.	S. Johns	2	1794HFH	49
43.	M. Frisk	3	1793CDH	43
44.	B. Salvatore	16	1789HKO	35
45.	E. Miller	3	1783HJQ	44
46.	K. McCarthy	3	1782CEH	45
47.	B. Laboon	1	1779FEI	—
48.	R. Shurdut	15	1763DEK	46
49.	R. Hoffman	2	1753EGM	47
50.	M. Dultz	2	1740ORZ	50

MEET THE 50 . . .

Mr. John Kreuz is 35, married and father of two, holds a BA in Psychology and works as an insurance broker in Glenview, Illinois.

Favorite Game: BULGE '81
AREA Rated Games: BB, TRC, AAOC, DD, STAL
AREA W-L Record: 30-9 **% Time PBM:** 90%
Gaming Time/Week: 6 hrs. **Play Preference:** Either
Hobbies: Long Distance Running, Sports Games
Pet Peeve: Those who habitually complain about their opponent's "good luck".

Mr. Kreuz shares a few observations,

"I respect most those gamers who "take a licking and keep on ticking." They may lose a game, but they bounce back and immediately challenge you to another game. In the course of it, they use what they've learned to better or perfect their own play. This is the mark of a real competitor—someone who can learn from his mistakes, and who is not afraid to continue to challenge the best until he too is among their ranks. Too many of the newer gamers in our hobby simply slink away after a sound thrashing; they will never improve their game and will soon pass on to something else. In closing, let me add that I find "playing" war via a board-game infinitely more enjoyable than via the field. I was in 'Nam."

THEY'RE COMING!

German Concerns for the First Turn

By Dan Thompson

OPPOSING VIEW

By Steve Piotrowski

This is the second article offering the opposing approaches of two master players of our monster game. In their previous article ("Getting Ashore and Staying Ashore" in Vol. 21, No. 3), Messers. Piotrowski and Thompson considered the difficulties the Allies faced during that crucial first turn, and methods of overcoming these. Here they look at the German response. Readers should note that Mr. Thompson's comments are in black; Mr. Piotrowski's opposing views in red.

Daring! Throughout history that one word has been synonymous with both military success, and disaster. *THE LONGEST DAY*, true to its nature, allows for this. The player who can blend cunning and daring and luck successfully will dramatically increase his chances of victory. Indeed, it may be that this is the *only* way the German player can win.

During the Allied portion of June 6 it is extremely important that the Allied player hit the Normandy beaches as hard as deep and as fast as possible, trying to throw the enemy off-balance, for their June 6 turn at least. The Allied army is at its most critically weak state on this turn and the Germans must not be allowed to exploit this weakness. The only way to insure continued penetrations inland on June 7th and 8th is to firmly seize the initiative this day and maintain it. *That's* what my earlier article was all about. To my mind, a somewhat less-than-cautious Allied landing and the inherent risk of heavy casualties is necessary for the fulfillment of this prime objective. At all costs the German player must not be allowed to gain the initiative anywhere on the battlefield during this opening portion of the game.

Of course, what gives the German player any reason for continuing the game after the Allied landing is the fact that he is quite capable of doing so *if* certain conditions are right *and* he has the daring to attempt it. It takes intelligence and experience to recognize the conditions which can be exploited. That only comes with many playings of the invasion (even "abbreviated" ones). And the daring to attempt to seize the initiative will come only from a German commander who knows that anything less will mean certain Allied victory.

Foolishness! Time after time this word has been associated with commanders who try to change circumstances to fit the plan, instead of formulating a plan given an immutable set of circumstances. The full implications of this statement will be revealed to the reader as he progresses through Dan's detailed plans for the June 6 German player turn. Dan represents fully one opinion about how the German should deal with the Allied invasion—and it doesn't happen to agree with mine. Dan believes in gaining the initiative early and fighting to maintain it. Although the Allied army is indeed weaker than it ever will be again on June 6, the Germans are weaker still. The number-one priority for the Allies is getting beachheads and the destruction of German coastal guns in order to secure those beach landings. A over-zealous attack is not going to gain the German the initiative, since the Allies already have an overwhelming superiority in infantry units, supply, artillery and armor. Given any offensive situation in *THE LONGEST DAY*, the three things needed to attack are armor, artillery and supply. Quite simply, on June 6th the Allies have it; the Germans do not. Granted that supply is ignored here, the German forces are still in no shape to attack—and will be hard pressed to defend. I agree that the German player must try to gain the initiative at certain points in the game, but this is not one of them.

I believe that the body of the German army must be allowed to mature like a fine wine. Playing the Germans in *THE LONGEST DAY* is more than just playing a game; it is a way of life. Each and every time counters are moved, they must be positioned in such a way as to anticipate any possible disastrous consequences of the following defensive fire and enemy combat phases. Unlike Dan, I believe the game to be one where divisions of one side can be maneuvered in expert and precise ways to defeat the enemy. The movement and positioning of divisions defensively as a group is the key to victory. Although this fact doesn't help the German on June 6, it represents a philosophy of play that must begin on the first turn and will lead to eventual victory (unless the Allies play a flawless game). "Initiative" means nothing in the first days—since it is only later on in the game that the Allies can be defeated by a skillful and tenacious German player.

GERMAN REACTION

Just how the German commander reacts to the invasion depends upon the initial penetrations made by the Allied armies. For this reason, the basis for the German reaction consists of two distinct approaches—one assuming a solid Allied landing and the necessity of forming a defensive line at all costs (i.e., the Allies firmly have the initiative); and the second assuming that the Allied landing offers the opportunity for the German seizing the initiative. Further, the German commander must divide the battlefield into three distinct sectors and handle each individually: a) the British sector running from the Ranville area west to Bayeux; b) the OMAHA Beach area from Bayeux to Isigny; and c) the UTAH Beach area from Carentan to Montebourg and the coast.

It is vital for the German player to fully appreciate the extent of the Allied landings in each sector and be aware of his own capabilities in reaction. The German is quite capable of a fluid response on June 6, able to either form his defensive line back away from Allied units (most particularly the British) so as to escape the June 6 defensive fire and June 7 naval fire or to form an aggressive line right on top of the Allied positions. Given this, the German *must* be familiar with his possibilities and his limitations. He must be conscious that these will change from turn to turn (and even from phase to phase) during the early part of the game. He must continually adapt of else be defeated.

Limitations are rather obvious. The Allies will have stormed ashore in strength, particularly at OMAHA and SWORD, and the German player will find himself critically short of units of any type to hold a defensive line until reinforcements can arrive. If the British sector and the Americans on OMAHA are both healthy, there is little chance of the German stealing the initiative. Any attempt to counterattack will most likely result in the loss of even more precious units and rapid advances by the Allies off the beaches. Containment becomes the only real answer. UTAH should prove easily checked, but once again heavy counterattacks will probably not bring much unless the two separated American lodgements are delayed in linking up. An aggressive defense line using the flak from Cherbourg will be your best course.

The possibilities offered, however, may not be so obvious. Should the American assault on OMAHA go poorly (or disastrously) and, more importantly, should the British landing at SWORD be bloodied by coastal artillery fire, the German may have a golden opportunity beckoning him. Should it prove possible to contain (or at least slow down) the Americans around OMAHA, the German player should give his entire effort and energy over to a massive assault upon the left flank of the British army. German June 6 movement becomes the opening salvo of the counterattack with the objective of anchoring the German line in the south hex of Oustreham. The target of this massive assault is not the destruction of the beachheads but the destruction of as much British armor as possible. The British army is extremely fragile during the early part of June (and no more so than on June 6 when there is no Mechanized Movement Phase with which to move tanks to support lone infantry units), especially since it has little artillery support as yet. Losses cannot be replaced rapidly or abundantly. The early loss of major armor assets could spell heavy casualties for the infantry later, which would take some time to replace. The overall objective of the German counterattack then is to stall any British development. We shall look at how this can be done.

Before we see how this supposedly can be done, let's review what the German reaction on June 6 *should be*. I agree with Dan that there are two defense lines possible; but I have different reasons for using the two plans with many factors affecting the decision. Of course, the successes and penetrations of the Allied landings are a major factor; but other things, like the experience of the opposing player and the amount of "luck" affecting each player thus far, are also important in front line allocations. (If, for instance, you have a gut feeling that the enemy player is "due" a run of good luck, then change your set-up accordingly.)

I do agree with Dan's sector arrangement, and I'll discuss each sector individually in the same format. First though, the importance of UTAH Beach should not be underestimated as I believe Dan has done. He states that it should prove to be easily checked. It is critical that the German positions his units perfectly—especially at Carentan where, if the German is not careful, the Cotentin peninsula can be cut off from France on June 8th. This will be discussed in detail later.

I don't approve of putting a big push towards SWORD because I feel that it just isn't very im-

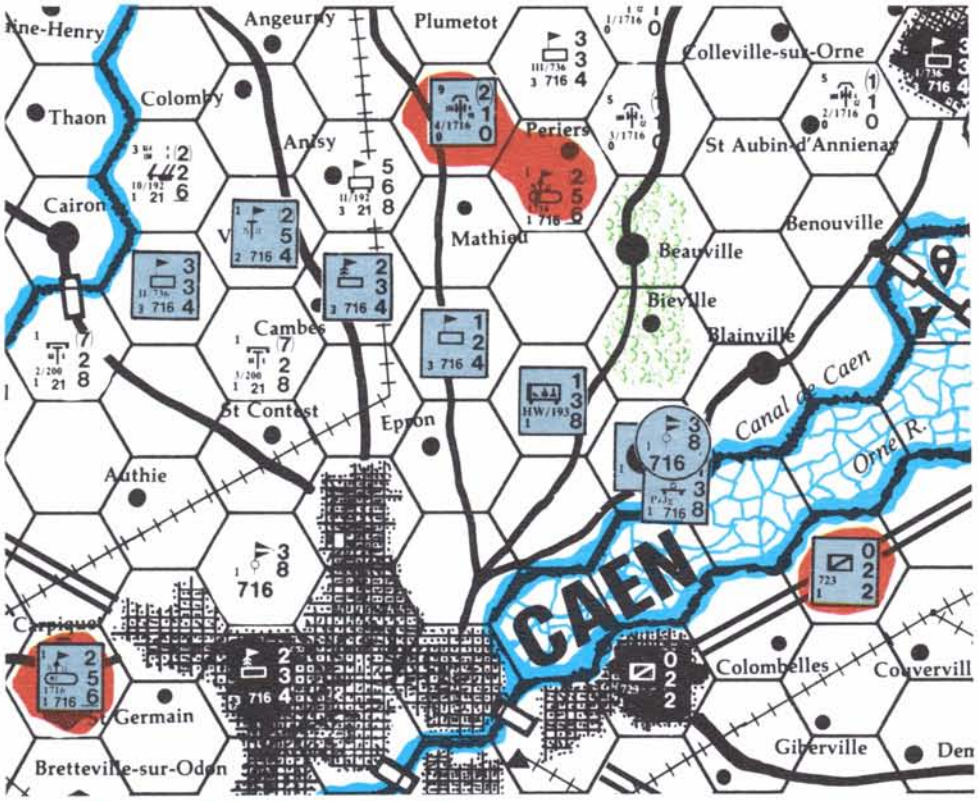


Illustration 1: Units of the 716th Division after first-turn German movement, positioned north of Caen.

portant. There are no build-up forces and most likely large stacks of British units will land in the follow-up phase. The German player shouldn't attack here on June 6 because there will be no undisrupted units to form a healthy line on June 7th if he does. Always think ahead. It will be virtually impossible to advance counterattacking units from June 6th, so the important ones will end up behind the front line! Since the entire front will be disrupted daily, there is the danger of potent British defensive fire and counter-counterattacks against disrupted units. This situation is not only unpleasant, but also an unnecessary depletion of the 21st Panzer Division. Any semi-competent Allied player will have armor on the front lines after combat on June 6th, which will result in a combined arms modifier of −2 to attacks against them. Dan fully realizes all these facts; the problem is that he will not modify an appealing plan to fit the circumstances. The modification to his plan here is to call off the big attack until the time is right.

GERMAN DEFENSIVE OPTION: BRITISH SECTOR

First then, the "passive" German defense in the British sector. With the 6th Airborne HQ out of the way for ten turns, the only real obstacle to setting up a German line of defense in the Caen region will be Allied air interdiction. Heavy interdiction can all but derail the proper placement of the 21 Panzer HQ, thus effectively rendering the division susceptible to damage on 7 June if on the front line north of the city. For that reason, I here introduce my "patented" defense of Caen, which excludes the 21st Panzer.

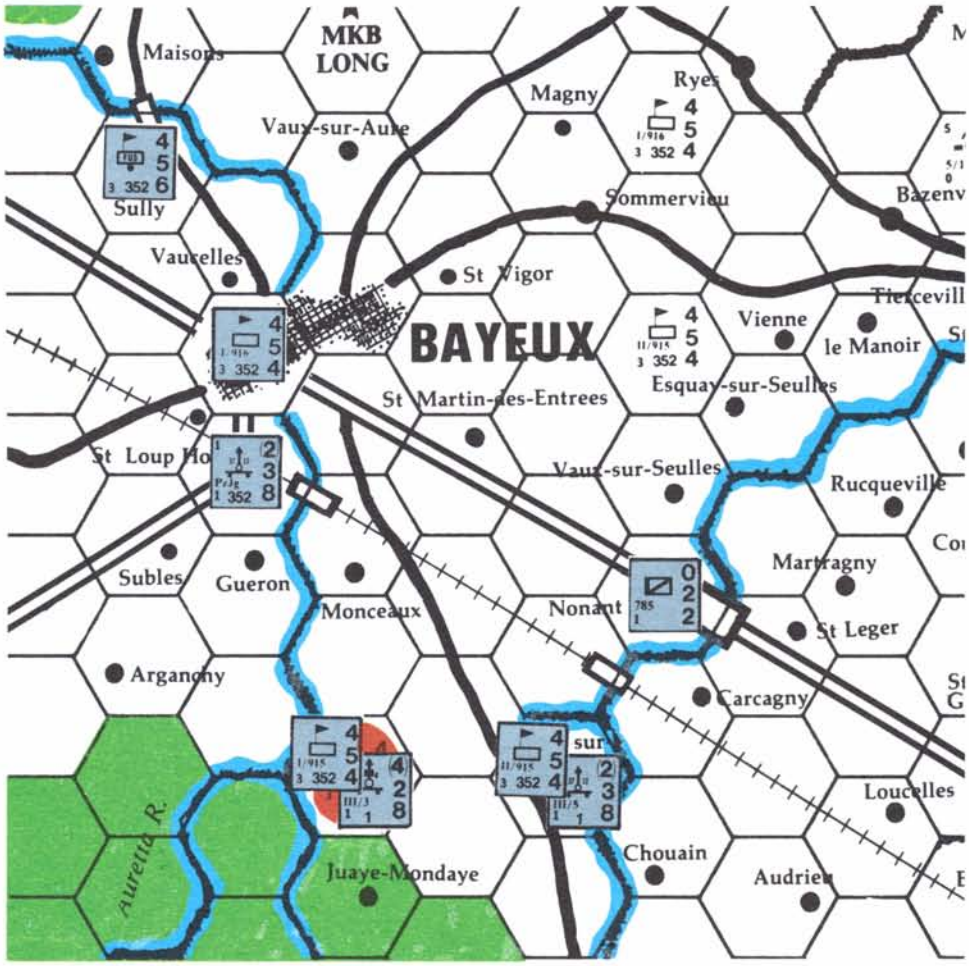
711 INFANTERIE DIVISION. It will take at least three days for the division to concentrate in the area of the remnants of the British paratroopers. Its main concern at first should be blocking the expansion eastward by British units from SWORD. Destruction of the paratroopers is secondary until the division can be supported by flak and independent armor. Permanent disruption by British naval guns is all but a fact of life.

716 INFANTERIE DIVISION. There is a definite psychological trap the German commander can fall into when he prepares to defend Caen. All basic rational feelings say to defend along the line running from the hill west of Fort Douvre through the fort and city down to the Periers hills and woods to the canal. The double defense offered, the controlling ZOC and the realization of no air or naval bombardment in the woods—all seem too good to pass up. One problem is that the line is in range of most of the guns of the Royal Navy and that a defensive line here will suffer from massive naval disruption on June 7, besides the possible losses to British defensive fire on June 6. A second problem results from the first when the disrupted units find themselve unable to fall back in the direction of Caen fast enough. Thirdly, such a line is simply too long for the German to hold unless units of the 21st Panzer are put into the front line; if so done, they will suffer horribly on June 7 should the divisional HQ not be able to supply them.

The point to remember when considering the "passive" defense of Caen is that there is no Allied Mechanized Movement Phase on 6 June. If you don't think that this saves the German line from total collapse on June 7th, try giving the Allies that mechanized phase sometime. No Allied mechanized movement means no defensive fire and no naval disruption. The German line should therefore be formed north of Caen but not adjacent to British units. It must, however, be formed as far north of the city as possible to allow the 12 SS Division to use strategic road movement on June 7 to reach positions at Epron, St. Contest and adjacent points.

With an average landing at SWORD, the German can expect to have the I/736 infantry battalion in Oustreham trapped behind enemy lines. At best, if not disrupted, the battalion may reach Amfreville on the east side of the Orne. The remaining units of the division should be available (infantry in Fort Douvre and north of the Periers hills may be reduced).

Illustration 2: Defense of Bayeaux in my "passive defense".



My first illustration shows the locations of the units of 716th Division after German movement on June 6. There are several points to note. First, 716 HQ is positioned on the front line at the east end in order to be out of range of as much British artillery as possible. It is still in range of the division's only mechanized unit despite any possible Allied interdiction. The Pzjg 716 is stacked with the HQ to lend anti-tank support in case 1716 cannot reach Carp-2 and is disrupted by Allied air bombardment. In an attempt to preserve infantry units, infantry battalion II/736 is set so that it can be attacked only from one hex. There should be a secondary line of defense to prevent Allied penetrations in the event of attacks, and this should be formed by the anti-tank units of 21st Panzer and necessary nebelwerfer units. The anti-tank units should keep to the roads wherever practical in order to maximize June 7th movement.

21 PANZER DIVISION. As far as 21 Panzer is concerned, the HQ moves as far as possible with its supply ending with it (a nice place to stop is in the woods east of Bourguebus to avoid possible air attack). The mechanized elements of the division then move to be in supply range of the HQ so to be able to mech move on June 7. During British combat the next day, the units of the division should be used sparingly to shore up the defenses of 716. There are two reasons for this: destruction of 716 is acceptable so long as the 12th SS can reach the region north of Caen to establish a defensive line during the German 7 June turn, and as many units of 21 Panzer as possible must be free to move west on June 7th using strategic road movement to form a line from Carpiquet west to Tilly-sur-Suelles.

352 INFANTERIE DIVISION. In the British sector we are concerned with those units of the 352nd which are east of Bayeux. The defense of this area is minimal so as to allow as much of the division as possible to move against the Americans. Anti-tank support, a definite must to prevent all but certain destruction, is supplied by 1 Flak. (See Illustration 2.)

My "defensive option" for the British sector is much the same as Dan's, except that it is more realistic and safer to use than the "patented" defense of Caen. My strategy assumes the following type of British landing—SWORD alive but not strong (that is, one stack of follow-up units gets hit); JUNO and GOLD are both quite healthy; MKB LONG is disrupted or destroyed so that British units will land unscathed in the Build-up Phase on GOLD and JUNO. This means that the 7th Armoured and the 51st (Highland) divisions are ashore and will be active on the 7th.

711 INFANTERIE DIVISION. Take the hill at Robehomme if there isn't at least a double interdiction counter north of D.Z. "V". If there is heavy interdiction there, congratulations (for the Allied player could have put those FBs to much greater use somewhere else). As soon as the HQ appears, start attacking and/or defensive firing those unsupplied paratroopers. The objective of this division is the Pegasus bridge at Ranville.

716 INFANTERIE DIVISION and 21 PANZER DIVISION. It is tempting to try to hold the hill at Basly, the DUVR fort and Douvre itself—but don't for you will regret it later. The British naval guns are just too painful to ignore whether SWORD is "bloodied" or not. The positioning of my line lies just outside of CA range but still north of Caen. The bridge at Cairon is the key to the defense line and should be held quite strongly. One advantage of this line is that it is really only six hexes long. These hexes can be manned mostly by units of the 716th, with a couple of units from the 21st mixed in for support. (See Illustration A for my setup here.) The remaining units of the 21st are used to flail some paratrooopers east of the canal and assure the 12th SS a smooth ride through the area on June 7.

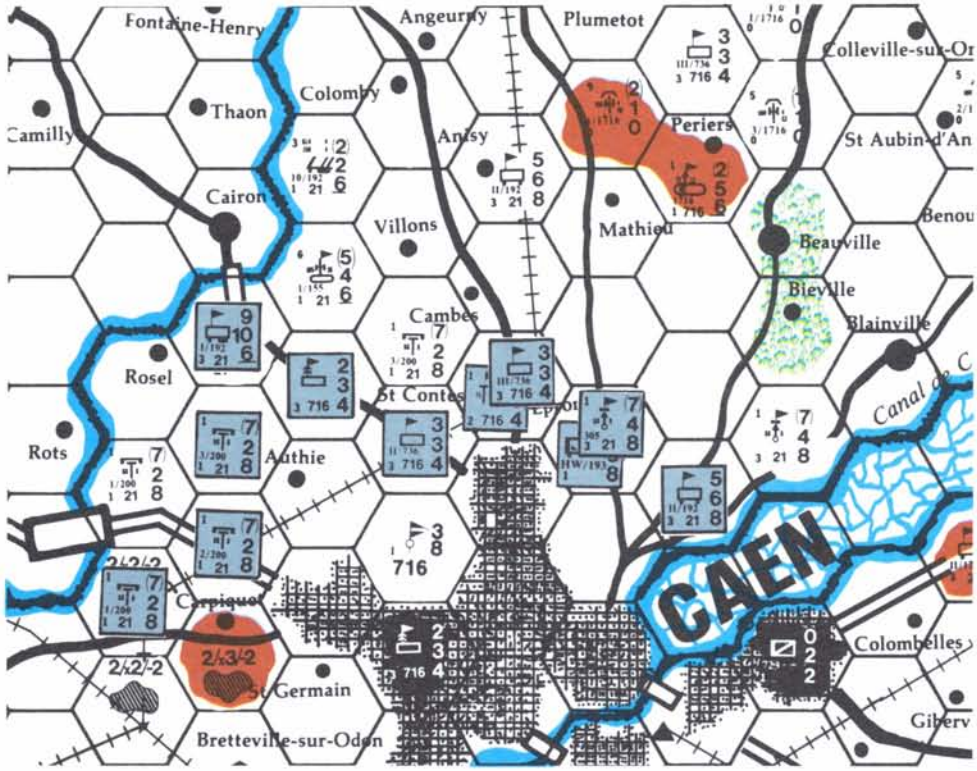


Illustration A: Front line allocations for June 6 assuming a good Allied landing.

Dan's "patented" defense line is pretty, but can it fight? Probably not, given that if the weather on June 7th is fair heavy interdiction will prevent mechanized units of the 21st Panzer from reinforcing the 716th—which could result in a total collapse of the line in front of Caen.

Moving west from the bridge at Cairon, the II/726 infantry battalion should be sacrificed at the bridge one hex north of La Fresne Camilly to stop the entire British army from attacking the left flank of the Caen defenses. It may be possible to retreat II/726 westward to Tierceville; if the British player isn't careful, the road heading south from Asnelles-sur-Mer can be blocked in order to at least partially inhibit the immediate landing of the 7th Armoured. If the battalion is used in this manner, or if it is obliterated in the Allied Combat Phase of the 6th June turn, there is nothing to worry about because the left flank is being held securely (for at least a day) and the British cannot do anything damaging to the German line.

352 INFANTERIE DIVISION. Moving west to Bayeux, a worse case scenario must be considered. That is that *no* flak units are available to support infantry units of the 352nd east of Bayeux. This should occur about 56% of the time assuming a competent OMAHA Beach attack allocation. (See Illustration B for my suggested June 6th setup in this area.) A few things can be done about the lack of flak to support the infantry. The two mechanized units of the 352nd should be moved in the Mechanized and Movement Phases to a position on the road just west of Tilly-sur-Seulles to support defensive positions on the hill and at Conde-sur-Seulles. If the 785 Security Company survives the 6 June Allied combat, it should move southwest. The I/916/352 infantry battalion goes to Nonant; which is a waste, but something has to go there and that is as far as it can move. As an option, if this unit is attacked and retreats, put it on the hill, the security company at Nonant and the I/915 west of the river for added defense. As far as I'm concerned, anything stationed at Nonant has a limited life span because it will be surrounded and destroyed on June 7 by tanks from the 7th Armoured Division. However, blocking this road squeezes the main British advance through the corridor of the Seulles and its eastern tributary. This wide-open roadless space is slow going for the motorized infantry and gives the German a day or two of breathing space.

GERMAN OFFENSIVE OPTION: BRITISH SECTOR

In order to launch a major attack upon the British left flank, certain realities must be understood by the German player. First he must not be intimidated by the units of the British 6th Airborne Division. With the HQ dead, these units can be eliminated with ease by elements of the 21st Panzer. Those which remain after German combat on June 6 can be isolated and contained by the 711th Infanterie Division until supporting flak arrives from Pas de Calais. Second, the British are not without fire support, but it is limited (especially if some is hit by coastal artillery fire while landing). In order to have large amounts of defensive fire, the British player will have to postpone any large-scale attacks which require artillery support. This is just one more way of keeping the British from attacking, by maintaining the threat of possible German counterattacks and forcing them to reserve their artillery fire. Third, the June 6 attacks have definite physical objectives (i.e., hexes) while the later attacks, from 7 June through 10 June, will concentrate on *one* hex per day in order to strike with maximum power; your objective is the massing at least 84 combat factors (including artillery) onto British units in that target hex. Combat odds of 6-1 are a minimum and the most defense the British will be able to put into a hex is 14 factors.

What happens north of Caen should be as follows. Instead of falling back to a defensive line just above Caen, units of the 716th Infanterie Division maintain their forward positions. Some alterations are, of course, necessary. The II/736 infantry battalion tranfers to Douvre since it will be doubled in defensive strength there and the Pzjg moves into the fort. The high ground around Periers is also held by units of 716 Division. While this may seem like a weak line—which it is—the British should find it difficult

to make any sort of progress against it since they will have to deal with the push of 21 Panzer towards Oustreham. Defensive fire support should also be able to help this line hold. With the left half of the German line thus anchored, the 21st Panzer Division concentrates in the narrow area between the Periers hills and the Ranville bridge. Objectives are: capture of the bridge across the Orne and Caen Canal, destruction of British units at Benouville, and establishment of a firm line running from the south hex of Oustreham to Benouville and west to the Periers hills. Depending upon the landings at SWORD, the line may possibly form up one hex north of the Periers hills and Benouville woods. Most likely the panzers will be unable to cross through the city of Caen and reach the fighting to the north. It should instead be used against the glider company holding the Ranville bridge and then advance after combat so as not adjacent to British units if possible.

The British glider company on the Ranville bridge is no problem to remove. Armor and infantry assault from the east bank and are supported from the other by 88s of the division. Low combat odds are not acceptable; the unit *must* be destroyed. There is the possibility that the British player will elect to drop his remaining units of the airborne division during the Allied Build-up Phase, but none will be able to support the bridge except for a small portion of British defensive fire. The only threat the airborne artillery really poses is against the 1/200, 2/200 and 3/200 units. That risk must be taken if the German player is ever to have a chance at destroying the British offensive capabilities.

Comment has been made above about the airborne battalion which drops at Zone "K". This unit has to be the most irritating to the German player. It is obviously a waste of time and effort to attack the paratroopers during the German Combat Phase of June 6. The units which would be used for this attack are much more profitably employed further north. Yet the British unit cannot be ignored; if it were allowed to move adjacent to (or, even worse, onto) the main highway to Caen, the strategic movement of 12 SS Panzer Division would be effectively stopped. The easiest solution is to detail three nebelwerfer units from 21 Panzer to move adjacent to the unit in such a manner as to prevent the British paratroopers from reaching any critical hex in their 7 June movement. The nebelwerfer units should, of course, be the weaker ones of the division if possible.

Another benefit accruing from this first-turn counterattack, should it prove successful, is that units of the 711th Infanterie Division will eventually be shuttled over the Ranville bridge to strengthen the defenses north of Caen. Not having to hold a line from east of Ranville down to Caen, and then west, effectively frees one German division. This is why it is so important to firmly anchor the German line in Oustreham. Sure, whatever German units hold that city are going to be permanently disrupted; but the British should find it difficult to attack the hex without armor support. Indeed, the adjacent flooded hex can be a death-trap for any British infantry in it since they will not be receiving armor support if needed.

Another change in the German defensive posture concerns Bayeux. Units of the 352nd Infanterie no longer fall back in face of the British flood. Instead they form up and stop it cold. (See Illustration 3.) Once again anti-tank support from 1 Flak is imperative and, should it prove impossible to supply (for example, if American follow-up units land at FOX GREEN and succeed in cutting the main highway from Isigny to Bayeux), then the German defense should follow the pattern described above.

I can hear many now saying that it is folly to commit the 21st Panzer to the hopeless task of beating down the British at SWORD Beach, if for no other reason than that the entire division will be disrupted by British naval fire on June 7. True . . . except that the German player will take extreme care with his June 6 combat, the target hexes, order of execution and advance after combat so that as much of the division as possible ends up behind the front line. Even so, given that most of the division suffers from disruption, the effects should be primarily against the motorized infantry battalions, and possibly against the 305 flak unit. The three 88mm companies, the armor and the panzergrenadiers should all be undisrupted, and are the units which will execute the attack on 7 June, supported by divisional artillery and possibly even by the artillery from 12 SS Panzer which will be forming up in Caen and westwards (since the job of holding the Carpiquet to Tilly-sur-Suelles line now becomes the responsibility of the 12th SS). Since I am dealing primarily with the German June 6th response in this article, I shall leave discussion of the later stages of this offensive option against the British until a more appropriate moment.

My "offensive option" is more a plan for defense when considering a poor Allied landing than a plan of attack. I do not commit the 21st Panzer to an impossible task. Dan uses the 21st not only to counterattack the British at SWORD and "anchor" the German line in the south hex of Oustreham, but also "to eliminate with ease" units from the 6th British Airborne *and* "to be free on June 7th to form a line from Carpiquet west to Tilly-sur-Suelles". What follows is my reasonable approach to the German "offensive option".

Elements of the 21st Panzer should be used to attack the British 8th (Midlands Counties) Paratroop Battalion that lands at DZ "K". If it is possible to get armor into that attack, then by all means use it. Elimination of the enemy is preferred, if possible. The rest of the 21st Panzer should form up north of Caen with the 716th (as per Illustration C). Again, the bridge at Cairon is strongly held.

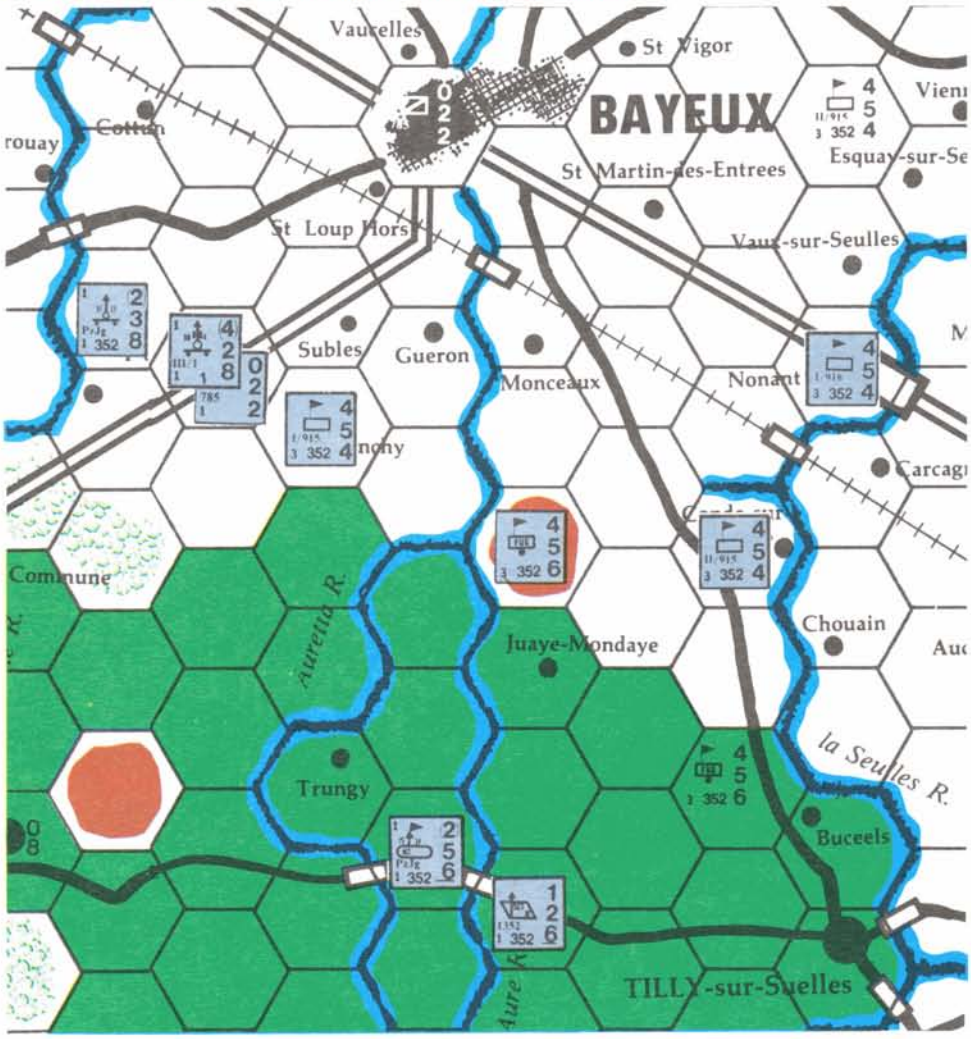
By Bayeux, my strategy is much like that shown in Dan's illustration, but with the following changes: at Sully is MAR (it should survive) and the flak unit from the 352nd; east hex of Bayeux is home for the fusilier battalion with the 785th Security at Nonant. Otherwise, I can't fault Dan's positions. Sully is not held strongly because there won't be an attack there. It is between the British and American sectors and neither side will want to stretch their lines just to attack there. Remember, this option assumes a poor Allied landing.

OMAHA BEACH SECTOR

Normally the Germans behind OMAHA Beach have a very difficult time holding the American 1st and 29th divisions at bay. There is an acute shortage of infantry; and what infantry is available will be for a large part out of supply on June 7th for the simple reason that the 352nd HQ is trying to supply units from well west of Bayeux right across to Isigny. If it wasn't for the presence of flak in this region, the entire German center would most assuredly collapse.

Defense of this sector is split into two parts, one on each end of the flooded terrain between Isigny and Bayeux. In the eastern portion, the German has enough infantry with good flak support and is well within supply range for the divisional HQ. This is

Illustration B: Allocations for June 6 near Bayeaux assuming a good Allied landing.



also the sector which will most quickly receive reinforcements as either the the 21st Panzer of 12th SS panzer move into place around Tilly-sur-Suelles. The only problem is the sheer mass of enemy units that hit this area from three directions (from west across the bridge near Formigny, from the north across the bridge at Sully, and from the east through the streets of Bayeux). At the other end, there is generally less enemy opposition (unless forces from UTAH break out in the direction of Isigny), but there is very little ground which can be given up once the line reaches the outskirts of Isigny.

So, in the east around Bayeux you give up ground in order to preserve units while waiting for reinforcements. There is not much else possible. Competent use of the many terrain defensive positions is demanded—holding behind rivers, in trees, on hills (which will hold three hexes by their ZOC), and so forth. Units from one of the panzer divisions will eventually hold the hill near Juaye-Mondaye. First turn placement consists mainly of holding behind the river with flak units (not adjacent to the river but one hex behind) while infantry and flak hold the east side of the bridge near Formigny. In the direction of Isigny the roads are held by flak in an effort to delay the Americans until useful infantry arrives at the town (most likely AOK 7). If the US forces have not succeeded in cutting the main highway at Formigny, then the flak should draw a defensive line from Grandcamp southeast along the river to Formigny and the bridge. This move should cramp the American forces for at least a day—maybe even two.

Essentially, I agree with what Dan has said here about unit positioning. I feel that a few points should be added though.

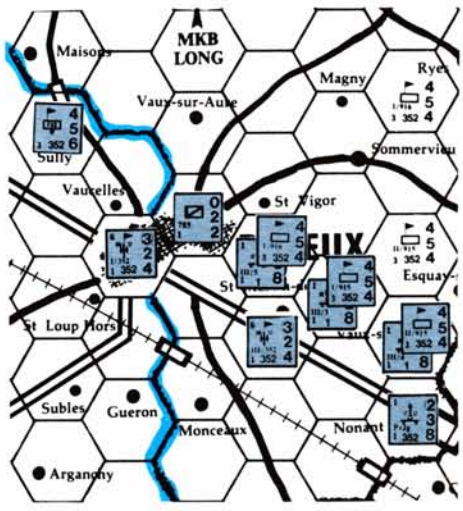
Between Formigny and Bayeux, the 1st Flak holds on to the road so that, if an American infantry battalion comes across the river, this enemy is heavily fired upon and hopefully retreated to its destruction. The infantry available should hold behind bridges and other likely river crossing areas.

Between Formigny and Isigny, the same holds true. The flak sits one hex behind the river to try and force the Americans to be cautious. Thank goodness for those rivers! the 32nd Flak should take up positions in the Grandcamp-la Cambe area.

UTAH BEACH SECTOR

Unless German coastal artillery fire against UTAH Beach is extremely lucky and hits both follow-up wave stacks, the German commander will

Illustration 3: If MAR is available to reach the east hex of Bayeaux, then 785 Security holds the bridge at Nonant and Pzjg 352 joins the fusilier battalion at Sully.



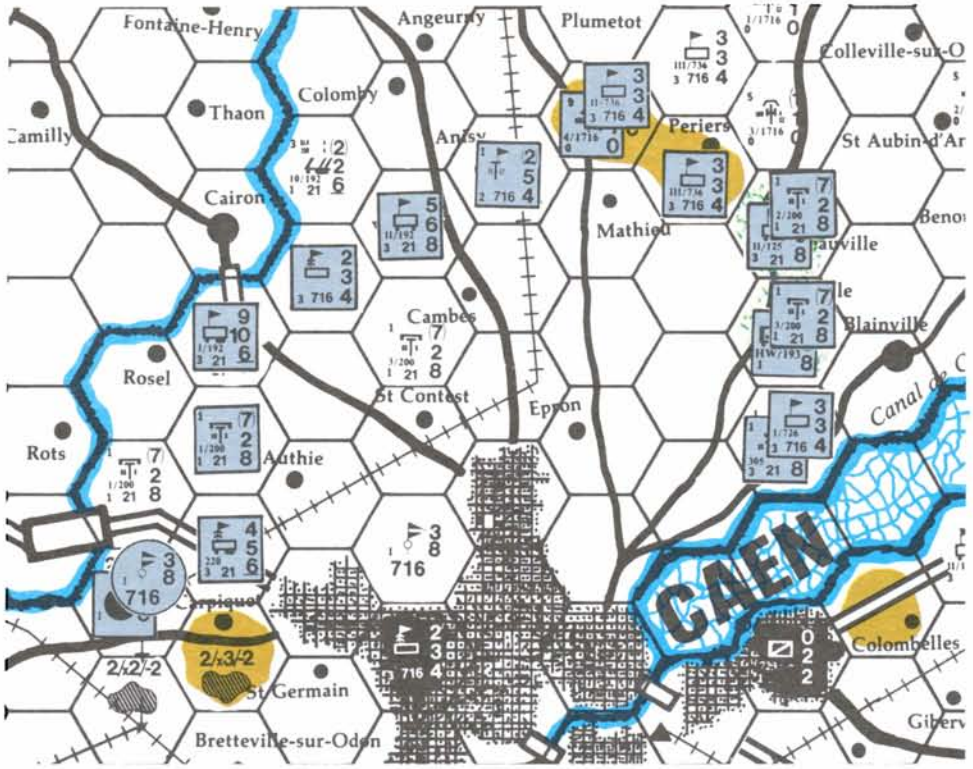


Illustration C: Front line allocations on June 6 assuming a poor Allied landing.

be faced with the problem of dealing with American units in Carentan. There is no dealing with it. If the German player attempts a June 6 counterattack against the city, he risks the destruction of his only piece of armor in this sector (and any attack without armor is impossible). The German player can only form up as a defensive line as close to the city as possible, in as short a line as possible, and keep the armor unit well back in reserve. Until further reinforcements arrive there is little the German army can do to stop or slow down the Americans from driving towards Isigny.

Around the area of the 82nd Airborne drop zones, there are few definite moves which can be made. The primary objective, of course, is to secure the road running from Orglandes south to St. Jores but this may prove difficult if the roads in the immediate vicinity are heavily strafed.

In the region of the 709th Infanterie Division, it is important to move units south of MKB MARC if possible in an attempt to shield the coastal gun for as long as possible to permit shots on the UTAH beachheads. This will depend upon Allied air interdiction in the area as well as the extent of the advance of American units and availability of 795 OST battalion. Basically the German is safe if he can eventually hold a line running along the river from Fresville up to MKB MARC and to the coast. The real strength of this line will appear on June 8 with the arrival of the flak from Cherbourg.

Around Carentan, the German is forced to defend with the following units on June 6th: III/6FS/91, 100 tank, 13/6FS/91, Morser, II/914/352, KG 895, KG 955 and 435 OST. The 32nd Flak is used east of Isigny unless OMAHA is dead or dying. There are two possible setups here depending on the health of UTAH Beach.

My definition of a healthy Allied landing at UTAH is that both hexes of Carentan are occupied and neither stack gets hit in the follow-up phase. In this case, the available units should be allocated in the following manner: III/6FS at St. Eny (southwest of Carentan); 13/6FS goes one hex southwest of III/6FS; I/6FS goes one hex northwest of Baupte; the 100th tank hides in the swamp south of St. Jores; and the 91st HQ is at Lilhaire with the supply unit. This HQ placement assumes fairly heavy interdiction in this area. If the strafing is heavier than usual here, III/6FS will probably be unsupplied on June 7th, but it is in a fairly good defensive position anyway.

If the Allied lnading at UTAH is hurting, (that is, none or one hex of Carentan occupied), then utilize the following allocations: III/1058/91 goes two hexes south of St. Come-du-Mont, III/6FS in the west hex of Carentan, 13/6FS in the III/6FS setup hex and the 100th tank in the vicinity of Baupte. In either case (good or bad), the 435 OST moves to St. Hilaire and KG 895 goes one hex south on the rail line. KG 955 probably goes with the 435th OST. If no American units make it into Carentan at all, then the allocations are obvious.

The II/914/352 battalion heads south and then east to join up with the rest of the division. It probably shouldn't be used in the Carentan-Isigny area unless the circumstances are very grave indeed. The pioneer unit from the 352nd should also move east as soon as possible.

In the 82nd Airborne area, the 88s from the 91st should be placed three hexes north of St. Jores with the III/191/91 artillery unit one hex to the southwest for support. The pioneers from the 91st should be moved to one hex southeast of the (12)-5-8 setup hex to block the road to St. Sauveur.

In the 709th zone, no matter how much interdiction there is, enough units will arrive at the line from Village-du-Nord to Fresville to hold sufficiently. Arriving on June 6th should be I/919/709, Pzjg 709, PAK 709, II/919/709, 1709 mechanized, and the I/1058/91 and II/191/91 if the situation looks serious. Don't forget the possibilities for IV/1709, 795 OST and III/1058 if not disrupted or destroyed. They can be used to move to the intended drop zone of an HQ or to block the causeways to prevent some units of the 90th US Infantry from landing in the build-up phase. Another sneaky possibility is for IV/1709 to defensive fire a disrupted unit adjacent to the 795 OST, retreat the unit, and then advance the 791 OST to the beaches gloriously in the following movement phase. Also, don't forget to move the 722nd Railway Coastal Artillery unit if there isn't a cut beside it.

CONCLUSIONS

It should be evident that my primary concern as the German commander in Normandy on 6 June is to deal effectively, determinedly and crushingly, with the British army—in particular their extreme left flank. It is the weakest sector of the entire Allied invasion force. It is the closest point to the invasion beaches. It is the sector most easily reinforced by the German player and it is the sector containing the most powerful German units on June 6th. Finally, it is also the sector which threatens the German line the most (a British expansion on the east side of the Orne River by June 7 or June 8 can be disastrous). The German commander must insure that no possibility of this exists.

While it might be more beneficial to the German cause to mount an early attack upon a sector of the American line, it should prove all but impossible to marshal the necessary forces for the task. If pressure is taken off the British line (or if never exerted) too early, then the British will begin to make rapid advances to the west of Caen around Tilly-sur-Suelles. The German player can afford to trade ground for time in the American sectors; he cannot in the British.

A lot depends on the tempo of the Allied landing, granted. But I believe much more depends upon the nature of the German commander. If he is intimidated by the extent of the Allied landing (especially that of the British), he will most assuredly fall into a defensive stance immediately. That means defeat unless the Allies are stuck with bad weather almost immediately. If he is willing to take a chance—as big a chance as the Allied command is taking in landing on a hostile shore—then the German may have a chance to pull out a victory. Don't give the British player an opportunity to get an offensive launched. Hit them on 6 June, anchor the German line in Oustreham and then begin to kill their armor. If you are lucky enough to gain the upper hand on June 6th, or even as late as June 7th, then the British army will be in trouble.

I can just hear Steve now shouting that there is no way the Allies can be thrown into the sea. I agree. However, it seems quite possible to hold down the American forces while you mangle the British. Panzer divisions should have only one function in *THE LONGEST DAY*—offensive action. That may be out of step with the nature of the game design. But it is possible if the German player racks his brains to figure out how, and if he has that prerequisite amount of daring in his own nature.

Being on the "defensive" is just what the German player must do on 6th June to survive. The sooner he realizes this, the better off he will be. Get rid of those dangerous ideas of glory and counterattacks.

Don't be misled. SWORD will not be the weakest area of the Allied line. The British should be able to hold his own against the Germans given even the closeness of the board edge. For the German, a British expansion over the Orne is unpleasant—but definitely not disastrous. In fact, I welcome it.

To be defensive in the first few turns is necessary for the German in *THE LONGEST DAY*, simply to preserve units for the coming weeks of attrition. It is important also to let the Allied player feel that he is in control for a while so that when he is counterattacked later, he will doubt his own strength and ability. If the German player makes a foolish counterattack on June 6th that is successfully repulsed by the British player, the latter will be just that much more confident about his situation. He will know that a German counterattack can be repulsed with ease. The German player should never permit this thought to take root. He should save his "daring" until the time is right to use it. Discretion *is* the better part of valor.

Compleat Diplomat . . . *Cont'd from Page 33*

Many readers may find all these situations quite routine, but they are all examples of *ad hoc* rulings, contrary to the rules, which players make in the course of their games. You may chuckle at these and say "how simple", but it's possible you may be making a rules error equally simple. Virtually every situation which can arise in *DIPLOMACY* (except some knotty and extremely rare convoy-related circumstances) can be resolved by specific statements found in the rules. Check them out.

And ponder for a moment the thought that if such misapplications can occur in a game like *DIPLOMACY*, what must be the situation of the poor answer-man for *ASL*!

WARGAMER'S GUIDE TO THIRD REICH

It was inevitable that The Avalon Hill Game Company produce a "wargamer's guide" to the most popular grand strategic game of all time—*THIRD REICH*. After two years of effort, two master players (Marcus Watney and Larry Bucher) have produced the finest guide yet published.

More than simply a reprint of articles from the files of The *GENERAL*, this 48-page, full-color guide to the game contains many articles on strategy for the individual countries never before published. The best of earlier articles have been updated for the latest edition of *THIRD REICH* and reprinted. A four-page "Question Box" clarifies and expands upon the rules, while Don Greenwood shares with the readers a bit of the history of the development of this classic game. Tucked among the text are sidebars to add spice, covering such esoteric considerations as a Russian invasion of Turkey, calculating probabilities in combat, and a classic *3R* contest. Drafted by the best players of this grand game around, every page is filled with informative hints and tactics. If you consider yourself a *THIRD REICH* expert, you'll be impressed with the scope of this guide; if you'd like to be, you'd best get hold of a copy.

Released to acclaim at ORIGINS '85, the *WARGAMER'S GUIDE TO THIRD REICH* is now available for order by mail direct from The Avalon Hill Game company (4517 Harford Road, Baltimore, MD 21214). Cost is $5.00. Please add usual 10% for shipping and handling—20% for Canadian orders and 30% for overseas. Maryland residents please add 5% state sales tax.

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

Lybian-American brouhaha, the game follows the popular format of Craig's *FIREPOWER*. A simple introductory rulebook leads one into playing within minutes; later, ever greater complexity can be added with the Advanced and Optional rules. And, of course, game stats for every modern fighter aircraft are included, along with a comprehensive listing of the composition of the air forces of each nation of the world. Craig will be running a *FLIGHT LEADER* Demo, as well as a tournament for *RUSSIAN FRONT*.

For those *ASL* fans, the latest module—*PARATROOPER*—will make its unheralded appearance. The module, intended to serve as an introduction to this extensive simulation system, will be a small investment for those who've not yet decided to take the plunge. Designed to serve as an appetizer, the module has one new board, counters covering only a fraction of the American and German OBs, system counters enough to play the eight new scenarios (all dealing with American paratrooper actions from WW2), and the "Training Manual" installment for the *ASL* binder. So, if you're tired of fighting the Soviets and Germans through those same old streets, look for a copy at ORIGINS. But, stocks may be limited.

Don Greenwood will be on the spot during his planned *ASL* Question & Answer Seminar, where you can get your more troubling puzzles solved. Too, there will be a tournament and a demo for *STREETS OF FIRE*, the first of the expected *Deluxe ASL* modules that was well received when unveiled at Pointcon (the West Point convention reported on in this issue's "Infiltrator's Report"). The staff of *On All Fronts* will be hosting a series of tournaments dealing with all levels of *SL* expertise, so fans of the system should not lack something to do during those hots days in Los Angeles.

Our booth will warrant a glance by any dedicated gamer this year. A number of promotions will be offered. Not least among these, as announced, besides qualifyng for "The *GENERAL* Subscriber's Sweepstakes", any new or renewing subscriber will be given a copy of the latest *GENERAL Index* (detailing our coverage of twenty years of gaming —1964-1984). And, of course, the drawing itself will be held at our booth on the last day of the convention—the winner being awarded FREE GAMES FOR LIFE from The Avalon Hill Game Company.

For those who prefer the cold logic of machines, the ORIGINS '86 convention should see the premiere of several games from the software division of The Avalon Hill Game Company of interest for readers of The *GENERAL*. Players of *UNDER FIRE*, the WWII tactical game on the Apple II, will be delighted to learn that the "Campaign" disk will be available. This supplementary game expands the scope of the original game, allowing for the formation of companies and battalions of not only the US, German and Soviet armies, but—if the first Extended Capability disk is used—of Japanese, British and Italian forces as well. Units can be captured, surrender or retreat as a result of combat. The Campaign Game also speeds up the basic game by resolving movement faster by (if you're using a IIc or the Apple Extended 80-column card) using the extra 64K of memory.

Also available will be two conversions of popular Avalon Hill boardgames. *WOODEN SHIPS & IRON MEN* (Commodore 64) features the Basic and Advanced rules, a true hex map, all the original scenarios and the ability to create new maps, ships, fleets and games. Although the program lacks a solitaire version, we believe that owners of the original boardgame will be very pleased with the ease of play and faithfulness to Craig Taylor's design. Appearing on the Atari 130XE, Apple II and Commodore 64 is *GUDERIAN*—based on the challenging *PANZERGRUPPE GUDERIAN*. Borrowing the joystick-driven system that made *GULF STRIKE* so easy to play, this game features a solitaire system that allows the player to command either side.

To a large extent, gamer reaction to these conversions will decide whether or not we continue developing programs based on our popular boardgames. Right now, *PANZER LEADER* is being designed on the Commodore for Christmas release, and we have been in contact with experienced programmers about other conversions as well.

So, *ORIGINS '86* looks to be the place to be on the Fourth. Stop by our booth and greet Craig or Don. For those of you who will not be present, perhaps one of the many other exciting get-togethers of the summer gives you the chance for meeting one or more of the designers; look for them at ATLANTICON and DIPCON among others.

Letters to the Editor ...

Dear Editor:

It was with considerable amusement that I read "Notes on Organizing a Wargame Club" by Mr. Robinette in the Vol. 22, No. 4 issue of The *GENERAL*. Whereas I agree with most of what he said, I would like to point out two minor errors he makes:

First, it isn't really necessary to become an obsessive-compulsive neurotic to successfully organize a wargaming club. I organized the Springfield Gamer's Association (Illinois) five years ago with very little initial help. We are still around and doing quite well—and I've yet to neglect my wife or kids . . .

Second, although it's nice to have regularly scheduled game sessions, it certainly isn't vital. Our club has had them on and off during our existence with no demonstrable difference in club success.

What Mr. Robinette fails to mention (and I believe is necessary for a successful wargaming club) is a regular publication. A newsletter put out four-five times per year creates a soapbox, instills a feeling of community, and, most importantly, keeps less active members "in touch" until such time as they become more active again.

If anyone would like to discuss the "hows and whys" of wargame club formation, just call or write me (511 West Maple North, Springfield, IL 62702).

Paul Pigulski
Springfield, Illinois

I do heartily applaud Mr. Pigulski's views on the worth of a newsletter, having been involved in producing one at a early point in my wargaming life. They are vital to the growth and legitimacy of a club, bringing it a sense of comradeship and some much needed exposure. It is well worth levying a small membership fee for financing. In St. Andrews, we made it common practice to send copies to the local newspapers, post it in the local libraries (public and school), mail copies to other clubs in Great Britain, and have extra copies on hand to pass out when putting on miniatures displays at local fairs and such. It brought us quite a few casual members, some of whom developed into fine players. It is an excellent tool for any club, albeit a great deal of effort if you wish to take pride in it.

★★★★★

Dear Sir:

Issue 22, #4 brings to mind two concerns.

Firstly, your comments regarding the state of FTF wargaming (in the AH Philosophy) appear quite discouraging. If I understand you correctly, FTF gaming is seriously threatened by the lack of public gaming organizations. I believe that this gloomy prediction is not substantiated by the data you have set before us. The lack of response to your request for gaming organizations does not mean that more do not exist nor does it mean that these types of organizations are the bulwark of FTF gaming. While I agree that these groups are an excellent method in which to stimulate more gamers, I do not think they are our only hope (I certainly hope my two sons will attest to that). I think other hypotheses can be made for a possible decreased interest in these groups. For instance, only a fraction of all current wargames can be played in one night's time. To play longer games, more time is required which then, in turn, requires more constancy in one's gaming group. New gamers cannot often be incorporated into ongoing long-playing games. Lengthy games are often kept set up over long periods of time, which can not be done when meeting in a public place.

Social pressures (spouses and children) also dictate the type of FTF gaming being done. I believe that the wargaming groups that frequent many university, college and high school campuses are the primary incubators for new wargamers. With graduation, relocation and developing families, participation in such groups becomes impractical. It is, under such circumstances, that a group such as ours has developed. We call ourselves RAC (Raleigh Area Gamers). We are not and cannot be an open invitation public wargaming group such as you describe. We play once every two weeks at a member's house on a rotating basis. Because of a set membership, it is possible to plan the activity of the next meeting with relative assurance of attendance (depending upon who's wife is expecting a baby the next week). If the next game planned is a complex one, this allows people to read up on rules and published strategies or command responsibilities to be determined and set ups thought out ahead. These are advantages that public gaming clubs do not have to the same degree. While not discriminating against anyone in particular (except that smoking is very definitely frowned upon), we realize that consistency of attendance is the only way it can function as well as it does. We also realize that we cannot have more than seven players in the group. This number allows for an occasional absence without disruption of the planned game as well as allowing a wide range of games to be played. More players than this would require either very complex multi-commander games or two games per night, which we do not wish to do.

This is just an example of the many types of gaming groups that, I expect, are meeting all over the country. These include groups of two players who particularly game well together and have no need for new blood. If all of us "old grognards" can have developed this habit at a time when few games were available and advertising was almost non-existent, I expect new wargamers are just as likely to become members of the hobby at a time when advertising has become wide-spread aand games are like the leaves on a tree. I believe that wargaming has passed the fad status and has truly become a hobby—a growing one at that. I do not believe the problem you mention is as serious as you make it.

My second area concerns The *GENERAL* itself, and here I would like to place a vote for the varied topical approach versus the one topic *GENERAL* we now see. Paraphrasing one member of our group, "The *GENERAL* only comes but once every two months. If the issue you have been waiting for doesn't contain an article on any game you've ever seen or played, it becomes four months between readable *GENERALs*." And this from someone who owns many of your titles. To addicts like us, this can cause serious withdrawal symptoms. Since you mentioned your disappointment with reader response to Vol. 22, #1 (your experimental broad topic issue), we as a group are taking renewed interest in rating the quality of the issues such as to increase our influence (such as it is) in the *GENERAL*'s format. We do realize that we must work within the system to have influence upon the type of wargaming journal we want; one letter won't do the job. But it is a start.

Michael Metcalf
Raleigh, North Carolina

As is usual in writing any editorial intended to stimulate some response and thought, I have deliberately painted a "gloomy" picture of the state of FTF play in our hobby. I well realize that many small groups of "private" gamers exist, being myself a member of such an "exclusive" group that gets together every week to play miniatures. And I too have a couple of cronies who I get together with to play games of interest without the desire for "new blood" novices intruding. There has always been such, and always will I hope, in our hobby.

However, the fact remains that I've seen many reports, analyses and prognostications of a decline in the number of wargamers in this country. Certainly, recent sales figures for wargames seem to bear this out. The inevitable erosion of the "old grognards" among hobbyists is not being offset by an influx of novices. It strikes me that there may be several concurrent reasons for this. And one of them I believe to be the state of the once-flourishing club scene. If the hobby devolves entirely to "closed-door cliques", what becomes of the novices—or even worse thought, of the potential novices? Unlike Mr. Metcalf, I don't think they will spring from among our children; in the process of raising two myself, I've found them an independent and contrary lot, not given to any abiding drive to adopt my tastes and interests. When my life-long opponent across town vanishes, I don't want to be left playing computer games. While I agree that there are many things that can be done to expand and popularize our hobby, I do believe open game clubs to be one of the more crucial.

Turning to your second point of concern, your letter prompted me to make a quick survey of the issues of the past two years. I was looking to record the number of different games considered in each issue. The results: for Vol. 21, #1—six; #2—ten; #3—ten; #4—eight; #5—nine; #6—five; Vol. 22, #1—eleven; #2—four; #3—ten; #4—seven; #5—seven. Ironically, the two best rated of these issues are Vol. 21, No. 1 (2.89) with only six games covered and Vol. 21, No. 6 (2.74) with but five games represented. The two worst rated by the readership are Vol. 21, No. 5 (4.05) and Vol. 22, No. 1 (3.57). While the subject matter and author's approach for the articles in these relatively poorly rated issues certainly has some bearing on the outcome, I must wonder if the majority of readers do not prefer an in-depth consideration (meaning lengthy in terms of space) of a few games rather than a light touching upon many games in these pages. We really do try to provide coverage for as many of our broad line of games each volume year as possible, given space and article submission (i.e., there are some games I simply don't get any articles on) limitations. Weighing the overall readership's ratings of each issue and the number of games covered in each—the only objective imput I have available at the moment—it would appear that coverage of seven or eight games in each is a fair compromise. By extension, assuming little duplication of titles from issue to issue, this means that we can provide coverage of only 35 to 45 games each year, a mere third of the Avalon Hill strategy line.

I am truly sorry that this will mean "serious withdrawal symptoms" for some. As the games continue to become complex in design and numerous in our catalogue, perhaps this is inevitable. But, your opinions on format and content are crucial in guiding my decisions. The best way to display them lies in rating the quality of each issue, regardless of whether you enter the contest or not. Mr. Metcalf and his friends have found a "renewed" interest in doing so; it remains the sole criterion by which I can judge whether my plans and efforts are making The GENERAL what the readership wants it to be.

★★★★★

Dear Mr. Martin:

It has been some time since I have been active in this hobby. I grew up on some of the "classics", but lack of time and moving frequently combined with the growing complexity of most games turned me off.

However, a chance encounter with your magazine has renewed my interest. Occasionally, business takes me to Orlando, where I could buy copies of recent *GENERALs*. One—Vol. 22, No. 2—did the trick. I had once owned the Battleline version of *FLAT TOP*, but rarely played it. Then I read Friedrich Helfferich's article "Pacific Dreams" and his comments on playing *FLAT TOP* with a game-master were intriguing. I also noticed an ad for a multi-player, PBM game in the same issue. However, I did not have the game!

This has since been remedied as I purchased your version of the game and was able to answer an ad in #3 to get into postal play. The anticipation of not knowing what is going on and what new bit of intelligence you may find out keeps things interesting.

I see some of the same possibilities in the *PANZERBLITZ* article in #3 also. Although *FLAT TOP* is more to my liking in the reality of one's position and command control, land games could be worked out along these lines, perhaps a new step in "state of the art" for pbm.

Thanks for renewing my interest. I have also subscribed.

Gene Gesner
Melbourne, Florida

★★★★★

Dear Rex:

As an Eastern Front afficianado, I have thoroughly enjoyed reading Vol. 22, No. 4 of The *GENERAL*. The feature game, *RUSSIAN FRONT*, has become the first choice among myself and cohorts even when there is not enough time to finish the game.

In Mr. Taylor's article, I eagerly read the long-awaited design and development description. His dissertation on game and play elements of the game, however, was marred by the violation of Rules 11.7.2.2 ("Blitz Pursuit and Movement) and 4.64 ("Effects of Being Out of Supply"). Unless I am mistaken, out-of-supply units cannot initiate battle, and blitzing armored units can only attack units that they are pursuing or that reaction move against them. I admit that there have been times when, as the German player, I have had blitzing armored units weeping for "Russkies" to conquer. It seems that all the playtesting reported in Mr. Taylor's article should have included reading the rules.

Mr. Meldrum's variants are intriguing, and yet not essential for balancing an already well-balanced game. In Mr. Thompson's tour through the first three turns of *RUSSIAN FRONT*, I found significant weaknesses in his initial set-up for the Kiev and Odessa Military Districts. Further, the depiction of the German first turn did not exploit these weaknesses to breakout in the south. I have found through several playings of the game that, for either side, surrounding enemy units can be more effective in destroying them than regular ground combat. Even when using Optional Rule 18.0 ("Out of Supply") that is so. So why bludgeon away in the south?

All the articles on *RUSSIAN CAMPAIGN* were noteworthy; but alas, that well-worn version seems to be obsolescent compared to *RUSSIAN FRONT*. And I shall always welcome any article concerning *THIRD REICH* in The *GENERAL*, and I am usually disappointed if at least one small article does not appear. In conclusion, this was an excellent issue. Keep up the good work and thanks for letting me spout off about your authors.

Eugene Harvey
St. Petersburg, Florida

★★★★★

Dear Rex,

Although I've only had a subscription to this publication for just under two years, I feel obligated to tell you my feelings on Vol. 22, No. 4.

That this magazine was advertised as a publication that offers a vast many articles on the different game titles of this hobby, and that there were often variants and strategies published in it, became the reason that I drew interest and subscribed in it. The last issue (mentioned above) dedicated over half the article pages to a relatively—if not brand—new game. I currently have not purchased either *THE RUSSIAN CAMPAIGN* nor *RUSSIAN FRONT* (although I was planning on *TRC* being added to my growing collection).

The contest was also dedicated to this same game. Being as I'm in North Dakota, and have a very limited access to your vast quantity of games, it is very difficult to obtain a copy of the game in time (if it interests me), learn the rules, try it out, and have an understanding of the game in time for it to be useful to me for entering your contests. (Personally, contests, I feel, should be limited to games that have been in circulation for eighteen months . . . or at least a year).

I found Mr. Taylor's article, "The Russian Front Dissected", interesting at first; then becoming long-winded. This article was given seven and a half to eight pages. It could've been cut down quite a bit.

It seemed to me that this past issue was devoted to advertising your game *RUSSIAN FRONT*, more than what I have come to expect from your past issues of The *GENERAL*. By the way, this is the first issue that I have not been pleased with, so keep up the good work.

(P.S.—The last issue in the "Letters" section, you could've unleashed on us a little more. I truly enjoy your comments. Maybe this letter will help to get back to your old self!)

Nick Minford
Grand Forks, North Dakota

There is no doubt that our concentration on a feature game seeks to promote its play; and being the featured game inevitably means several in-depth articles. Looking back over the past couple of years of your subscription, I think you'll find the coverage of RUSSIAN FRONT not out of line with the norm for coverage of a new game. There is, of course, a limit on how much I can pack into an issue (see Mr. Metcalf's letter above for more on this aspect of the editing); once I have placed the feature material in these pages, some tough questions of what else to print must be faced. I try to provide a balanced coverage over the course of a year, getting articles on as many of our games shoehorned in as possible. As for the "timeliness" of our coverage, our articles are hardly dated; those on a game you've not yet purchased will still be full of fresh ideas when you do get around to picking up a copy of RUSSIAN FRONT.

The Question Box

ADVANCED SQUAD LEADER

A1.32 & A10.8 If a Fanatic HS Recombines with a HS that's not fanatic, is the resultant squad Fanatic?
A. No.

A4.134 Suppose a Russian 4-4-7 squad is carrying six PP, leaving it with one MF, and it uses a Minimum Move to move into an adjacent building hex. For Defensive First Fire purposes, is it considered to have spent only one MF in that building hex—or two MF.
A. Two MF.

A4.2 If a stack of units are moving together, and a unit in the stack expends MF to place a SMOKE grenade/DC or to Recover a SW, then must other units in the stack also expend the same MF if they are to continue to move together as a stack?
A. Yes.

A4.33 Can an Infantry unit that is using Bypass expend MF to place a SMOKE grenade (A24.1) or DC (A23.3) while still in Bypass (as long as it has sufficient MF to leave the hex)?
A. Yes.

A4.4 If a unit begins its MPh with a SW in its possession but drops it before expending any MF at all, is the portage cost assessed?
A. It is not allowed to drop it without a MF expenditure of some kind—even if only to drop the weapon (A4.43).

A4.4&A4.44 If a unit Recovers the SW at the *end* of its MPh (i.e., it expends no MF after gaining possession of the SW), is the portage cost assessed?
A. No.

A4.43 If an unbroken unit wishes to do nothing during its MPh except drop a SW, can it do so at the cost of one MF?
A. Yes; and if in Open Ground, FFMO would not be applicable.

A4.431 The rule permits SW to be transferred among Riders on the same vehicle while it is in Motion. Can SW really be transferred between Riders on the same motorcycle while it is in Motion?
A. Yes.

A4.44 Can a leader apply his leadership modifier to another unit's Recovery dr?
A. No.

A4.63 & A15.43 Can a berserk unit use a Dash move to enter an enemy occupied hex?
A. Yes—provided it meets all the requirements for both Dask and Berserk movement.

FORTRESS EUROPA

11.4 Is normal Sea Movement blocked into inland ports in the same way as in 12.5?
A. Yes, you cannot use Sea Movement into an inland port if passage is blocked by an enemy ZOC. ZOC extends across the black coastline for this purpose.

12.10 If the Allies invade Bremen, is the invasion of the Netherlands District used?
A. The Allies cannot invade Bremen—12.5.

12.6 About 50% of my opponents read your adjacent beach hexes rule for invasions to skip hexes, so long as the hexes are joined overland (for example, EE3 and EE4 as "adjacent"). Is this correct?
A. No, should have been stated that the adjacent hexes must be part of a *continuous* coastal depiction. Hexes EE3 and EE4 are not adjacent for this purpose.

18.4 & 27.7 May units isolated from a regular land route but located in a city/fortress hex receive replacements if they are not adjacent to an enemy unit?
A. No—add "isolated" to the non-viable conditions of 27.7.

18.7.5 This rule is confusing as to exactly what turn is the Allies' *next turn* when losing steps for units over the SC limit. In the case of German port capture, it appears that German capture on their June II turn would cause Allied losses in their next Allied turn—June III?
A. Yes.

18.7.5 But bad weather damage occurs in the same turn. Is this considered to occur prior to the Allied "Turn" such that lost steps would occur in the same turn?
A. No, next turn means *next turn*. By 4.1 the Weather roll is part of the current turn.

18.7.6 & 18.7.7 If there are two separate beachheads on Europe completely isolated from one another with different port supply capacities, do the restrictions for one apply to the other or are they judged separately?
A. Separately; use spare or blank counters to indicate the status of the different beachheads on the SC.

20.6 Do paratroopers block retreat on the turn dropped in hexes other than the ones they occupy?
A. No.

20.11 May the German player airlift units to a fortress when the adjacent units are commandoes (which have no ZOC)?
A. No—the rule simply specifies "enemy units adjacent" and says nothing about ZOCs.

RUSSIAN FRONT — $23.00
Strategic Simulation of the Great Patriotic War

Something of a stellar achievement for Messers. Zimmer and Taylor, *RUSSIAN FRONT* now heads the RBG Chart—displacing the long-standing *G.I.* But then, this event of note is not that hard to understand. Having a popular historical subject, of the approved scope of simulation, tempered with some innovative systems and wrapped in beautiful graphics is guaranteed to produce a winner. And *RUSSIAN FRONT* is a winner (take a look at the other polls in this issue).

Of the ratings accorded this game by the large number of responding readers, all but two are above average—and those for Overall Value (2.00) and the Mapboard (1.53) are the best to date. In comparison with Charlie Kibler's hand-painted mapboard art, the counters suffer; the rating for the utilitarian playing pieces is below the norm (refer to Vol. 20, No. 1). Ironically, the "Completeness" of the rules is also rated below average; perhaps this reflects the fact that the four-page introductory rules fell short of their intent.

Mastery of this newest "classic" will demand some investment in time. The "Shortest" Game Length (15.54) and "Longest" Game Length (89.64) entries indicate that the game is not for the casual player. Yet, regardless of the scenario chosen, *RUSSIAN FRONT* should prove a boon for those interested in the war in the East, those interested in elegant game systems, or those simply looking for challenging play.

Overall Value: 2.00
Components: 2.78
Map: 1.53
Counters: 2.61
Player's Aids: 2.63
Complexity: 5.11
Completeness of Rules: 4.15
Playability: 2.56
Excitement Level: 2.35
Play Balance: 2.92
Authenticity: 2.36
Game Length
Shortest: 2 hrs., 35 mins.
Longest: 14 hrs., 56 mins.
Year: 1985
Sample Base: 88

The following games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

WARGAME RBG

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Game Length: Shortest	Game Length: Longest	Year	Sample Base
1. RF	2.00	2.78	5	4.15	2.56	2.36	15.54	89.64	1985	88
2. GI	2.02	1.93	10	3.01	3.38	1.88	12.84	35.33	1982	264
3. COI	2.06	1.95	9	3.29	3.13	1.99	11.61	29.27	1978	532
4. 3R	2.21	2.67	10	3.81	3.40	2.73	25.94	69.24	1981	273
5. COD	2.23	1.97	10	3.12	3.08	1.85	12.15	30.20	1980	224
6. TRC	2.29	2.53	4	2.52	2.12	3.11	17.44	37.74	1976	540
7. SL	2.31	2.09	8	3.48	2.87	2.45	10.17	27.90	1977	680
8. UF	2.42	2.26	4	2.57	1.31	2.84	4.84	13.05	1983	58
9. B-17	2.51	2.62	3	2.52	1.86	2.21	3.30	11.50	1983	87
10. WS&IM	2.53	3.04	6	2.93	2.67	2.39	7.01	34.90	1975	464
11. FP	2.57	3.10	4	3.12	2.91	2.87	5.42	16.81	1985	85
12. HW	2.59	3.27	4	3.68	2.13	4.25	8.27	21.73	1984	63
13. W&P	2.61	2.76	5	3.46	2.93	3.04	13.04	57.19	1980	374
14. BB'81	2.67	2.46	4	2.53	2.94	2.91	19.62	35.09	1981	277
15. TLD	2.68	1.95	8	3.72	3.54	2.04	24.44	170.68	1980	119
16. VITP	2.72	2.86	2	2.89	2.22	4.52	16.96	22.36	1977	420
17. CAE	2.85	3.01	4	2.32	2.89	2.52	25.14	32.57	1976	252
18. SON	2.92	3.03	10	3.72	4.09	1.92	29.50	81.78	1981	123
19. SOA	2.97	2.79	3	2.73	2.41	3.88	18.22	22.57	1981	232
20. FE	3.00	2.72	7	3.21	3.21	3.00	21.17	49.05	1980	345
21. FRED	3.00	3.41	4	2.93	2.58	2.75	12.25	24.67	1983	58
22. SUB	3.08	2.64	8	3.13	3.08	2.74	9.41	26.15	1978	281
23. CON	3.12	3.64	7	3.08	2.52	3.52	25.8	49.1	1983	73
24. MD	3.13	3.51	3	2.80	2.21	3.44	14.75	20.74	1964	395
25. AZ	3.17	2.72	7	3.18	3.86	2.68	18.63	63.40	1978	292
26. PL	3.19	2.94	7	3.31	3.13	3.50	9.49	25.80	1974	479
27. 1776	3.21	2.97	7	3.09	3.03	3.10	10.16	45.09	1974	373
28. FT	3.23	3.12	10	3.22	3.67	3.16	24.51	57.39	1981	196
29. PB	3.35	3.08	6	3.73	2.90	3.94	10.35	23.07	1970	448
30. BIS	3.45	2.96	6	3.43	3.25	3.06	12.41	26.35	1979	248
31. AAOC	3.52	2.95	5	3.02	3.26	3.07	15.52	26.53	1978	239
32. FITW	3.53	3.14	4	3.17	2.94	3.72	16.14	30.01	1981	100
33. CL	3.54	3.35	5	3.15	3.33	3.79	12.53	25.53	1975	136
34. DL	3.61	4.02	7	3.85	3.22	3.29	6.66	19.94	1981	120
35. GOA	3.66	3.37	5	3.67	3.79	2.98	18.68	60.06	1981	297
36. WAS	3.71	3.67	1	2.48	2.37	5.98	9.09	12.71	1976	396
37. GE	3.72	3.12	6	4.64	4.41	2.84	13.25	57.13	1977	248
38. AF	3.74	4.16	7	3.98	3.34	3.35	5.61	16.02	1980	192
39. AIW	3.74	3.05	8	2.92	3.52	3.06	8.69	25.36	1977	308
40. LRT	3.75	3.60	4	3.53	3.39	2.96	13.04	17.00	1982	56
41. TR	3.80	3.76	3	3.33	3.60	3.70	9.51	25.79	1980	72
42. WAT	3.83	4.17	2	2.95	2.64	5.00	17.08	23.13	1962	296
43. NP	3.87	3.29	3	3.27	2.56	4.89	9.69	14.40	1978	159
44. AK	3.92	4.38	2	3.30	2.48	5.09	14.49	19.13	1964	492
45. AL	4.03	4.05	5	3.69	3.18	3.57	12.34	17.93	1974	217
46. TB	4.06	3.53	7	3.48	4.47	2.50	11.28	32.50	1975	304
47. RW	4.14	3.14	5	3.32	2.91	3.98	4.22	21.15	1973	311
48. JU	4.17	3.20	6	3.61	3.83	3.22	16.01	36.66	1974	193
49. PAA	4.17	4.24	5	3.79	3.99	3.70	15.51	25.24	1981	144
50. DD	4.22	4.07	2	3.04	2.88	4.64	17.54	26.25	1977	367
51. CH	4.39	3.80	4	3.35	3.52	4.67	14.76	24.96	1961	140
52. STAL	4.39	4.29	2	2.88	2.75	5.83	20.57	28.85	1963	320
53. LW	4.45	3.75	5	3.77	3.79	4.79	13.36	34.14	1971	372
54. FR	4.79	3.49	4	3.47	3.75	4.06	16.27	26.95	1972	244
55. BL	4.73	4.16	7	3.65	3.77	5.27	20.43	41.44	1965	336
56. TAC	5.62	5.25	1	2.79	3.23	6.34	11.70	19.29	1961	285

Infiltrator's Report

Despite some printing problems, our issue devoted to *RUSSIAN FRONT* was well received, with an overall rating of 2.92. Needless-to-say, Craig Taylor's long look at the game dominated the polling of "best" articles among the readership. With the exception of this article, and Mr. Thompson's investigation of the play of the first three months of the game, no other article in this issue emerged as a clear favorite. The ratings for all the articles in Vol. 22, No. 4 are as follows:

RUSSIAN FRONT DISSECTED	430
BEFORE THE SNOW FLIES	258
ON PATROL	84
RUSSIA AND THE U.S.	69
RUSSIAN FRONT PLUS	62
HANDICAPPING IN TRC	56
ACTIVE RETREAT	55
STAFF BRIEFING—KIBLER	54
THE QUAGMIRE DEFENSE	51
COMPLEAT DIPLOMAT	23
LONG TREK EASTWARDS	22
ASK NOT WHAT WARGAMING CAN DO	18
AH PHILOSOPHY	18

The Avalon Hill Postal Championships are truly developing into a matter of survival. Only three have been completed thus far, and the last to be concluded involved a number of forfeitures from competitors who presumably were tiring from the grind of a multi-year commitment. That winner was Patrick Flory, who claimed the throne in *TRC* based on excess time-outs by his last challenger Bill Salvatore. Pat joins Tom Oleson (in *ANZIO*) and Bruce Remsburg (in *PANZERBLITZ*) as reigning postal champions. The latter two are already defending their championships against new challengers; in fact, Bruce Remsburg became the first postal champion to successfully defend his title by beating Tom Oleson. If you are an AREA-rated player with ten or more rated games to your credit and wish to challenge any of the champions, you may do so simply by writing to them care of Don Greenwood (at our offices). Only the highest-rated challenger is granted a match at any one time.

In the continuing championships of the other games, *STALINGRAD* seems to be coming down to the final game between Frank Preissle and David Kopp. The same two players are engaged in a bitter triangular affair with Joseph Beard for the honors in *AFRIKA KORPS*. The final round of *D-DAY* still awaits a first-round winner between Kevin McCarthy and Frank Preissle (this one may last into the next century at the current rate of progress). At least in *WATERLOO* Mr. McCarthy has managed to actually begin the second round against Peter Landry. In *BULGE* the final round has been reduced to four players with the voluntary withdrawal of Alan Dudderar—but that leaves Joe Drummond, Don Burdick, Jeff Power and Frank Peterson still fighting it out with only Don Burdick having gained an initial win.

Spring—season of housecleaning. Not be outdone, we've recently been informed that a further bloc of games are to be phased out by The Avalon Hill Game Company. Stocks of all have been reduced to low levels, and the decision has been made not to reprint them. These comprise the following: *HUNDRED DAYS BATTLES, LITTLE ROUND TOP, BATTLE FOR ITALY, STARSHIP TROOPERS, FORTRESS EUROPA, DRAGONHUNT, FREDERICK THE GREAT, FURY IN THE WEST, ALPHA OMEGA, BASKETBALL STRATEGY* and *SLAPSHOT*. While it may be some time before these disappear from store shelves, the readership is advised that they will become increasingly rare. Further, of the previously reported games to be "retired" (Vol. 22, No. 2), stocks of three of them have fallen to such a point that they have been accorded true "collector's items" status. Our lastest "Game and Parts Price List" carries *FRANCE '40* at $25.00, *SOURCE OF THE NILE* at $50.00 and *TOBRUK* at $30.00 for mail orders.

The software division of The Avalon Hill Game Company is again looking for playtesters familiar with one of our boardgames. This time the game is none other than the venerable *PANZER LEADER* and the computer is the Commodore 64. Playtesters are needed to help "de-bug" the program, give their opinions on the quality of the design, and ensure that the game adheres faithfully to its boardgame counterpart. The playtest list is limited to 20 readers of The *GENERAL*, and we expect openings to be filled rather quickly. Applicants must own and have played the boardgame version extensively. Please, only those willing to put in the many hours of playtesting should volunteer. If interested in playtesting this new computer version, please send a letter describing your gaming background and make of computer you own; address your application to the attention of Mr. Bill Peschel, Microcomputer Games.

Mr. Blumberg's variant for the venerable *AFRIKA KORPS*—"Operation Compass" (Vol. 22, No. 1)—brought a number of new counters into play to re-create the opening salvos of the desert war. Richard Gutenkunst has shown an amazing propensity in the past for crafting excellent sets of counters for variants which appear in these pages; and he couldn't resist the challenge of these. He is offering sets of "Compass" counters to our readership in two forms; readers may order direct from him (Box 3301, Traffic Station, Minneapolis, MN 55403) counter sets in the original blue and yellow as shown in the OB for the variant, or in camouflage colors. One set of either type (please specify) may be had for $4.00 from Mr. Gutenkunst; two sets—one of each style—costs $6.00 when taken together. Once again variant fans can have professional counters to give new life to an old favorite; our thanks to Mr. Gutenkunst for his efforts.

One ballplayer was inadvertently been left out of the *STATIS-PRO BASEBALL* 1985 Player Cards Set—Donnie Hill of the Oakland Athletics. However, the sports buffs need not be unduly upset, the oversight has been corrected and the "Donnie Hill" card is available for those players who send a written request and self-addressed, stamped envelope to The Avalon Hill Game Company.

Rest easy tonight, your country is in good hands; West Point cadets are "training" on Avalon Hill games. Well . . . that's only partially true. The cadets at the military academy do not train on our wargames. However, they are very good at playing them. For the ninth year in a row, the West Point Military Affairs Club held its annual weekend gaming convention. Eisenhower Hall on campus was the scene for this year's *Pointcon* (April 12-13), the best attended thus far—especially by "civilians". Despite the odds (5-1 in favor of the civilians participating), the top three finishers in the *DIPLOMACY* tournament were cadets. And, our congratulations to cadets Bill Ganeros, Nathan Barrick and Jon Crocker for taking honors in three of the other 16 tournaments featuring our games. Still, the civilians had their day too; ORIGINS *VITP* champ, Dave Targonski, proved his victory no fluke by winning the *VITP* tournament at West Point.

Admission to *Pointcon* was free which, of course, helped encourage greater participation by gamers and casual observers alike. We encourage all interested to write for information concerning next year's convention. Contact Cadet Cecil Solomon (P.O. Box 3541, West Point, NY 10997).

Contest 128 brought fourth a flurry of entries, warming everyone's heart except Craig Taylor who had to judge them. While no one's entry matched *exactly* the solution Mr. Taylor had devised, all selected as winners were workable without violating the rules of *RUSSIAN FRONT*. The ten winners, each to receive merchandise credits from The Avalon Hill Game Company, are as follows: John Anderson, Ozark, AR; Dennis Devine, Bloomington, IN; Eugene Harvey, St. Petersburg, FL; Charles Jones, West Jordan, UT; Dennis Long, Kitchner, ONT; Michael Rodgers, Pierrefonds, QUE; Michael Sincavage; Sterling, VA; Dan Thompson, Cambridge, ONT; Byron Wendgeson; Tulsa, OK; Steven Williams, Fairborn, OH.

Contest 129, despite a minor flaw in the set-up listing Lt. Col. Waddell as being in hex 1332 (as opposed to the correct placement in 1232), revolves around the capture of Houck's Ridge. Waddell fullfills his function regardless of his location. The solution:

20th Georgia: Lt. Col. Waddell spends seven Command Points as follows—four CPs to rally the units in 1232 (three CPs to rally unit in enemy ZOC plus one for ineffective unit present) and three CPs for the March order (two CPs for infantry in line and one for ineffective unit present). Note that for this solution, no spontaneous rallies are possible because the contest begins in the Activation Phase. Lt. Col. Waddell must ignore the disordered unit #4 to conserve CPs for movement. Both units in hex 1232 must be rallied according to Rule 15.23.

During the Movement Phase, #1 expends ten Movement Points and moves to 0932 via 1131, and stops facing west. Unit #5 does not move and suffers Opportunity Fire (45.11). Units #2 and #3 withdraw from ZOCs (triggering Opportunity Fire) to move to 1232 and block the 99th PA #2 from firing into the rear of the 15th Georgia troops in 1133.

15th Georgia: Lt. Col. Hershiger spends seven Command Points as follows: three CPs to rally unit #2 (three CPs in enemy ZOC) plus two CPs to order March plus two CPs to order Melee. During the Movement Phase, #1 moves to hex 1034 to block the LOS from the 124th NY #1 at 1033; #2 doesn't move; #3 and Hershiger move to 1133 with #3 going on top of the stack; #4 moves to 1033 facing east; and #5 moves to 1033 going on top of the stack facing east.

Defensive Fire is irrelevant to the contest, but not these points—if the units in both 1033 and 1133 are disordered, the Confederates must fail. The officer in 1133 will strengthen the morale of the units there if the 20th GA fails to occupy 1232 and block fire through it. Finally, the top units in both 1033 and 1133 can take a step loss without becoming ineffective. Offensive Fire is likewise irrelevant, except that the units in 1033, 1133 and 0932 concentrate their fire on 1032 (allowed by 37.1 and 37.2).

Lastly, Melee Phase sees the stronger of the stacks in 1033 and 1133 (after Defensive Fire) plus Hershiger enters 1032 and attempts to force the defenders to retreat. If hex 1032 was vacated during the Offensive Fire Phase, units in either hex could enter 1032 if not disordered.

With the above moves, hex 0932 is captured during the Movement Phase. Hex 1032 will likely fall during the Melee Phase. The Confederate player wins the scenario.

OPPONENTS WANTED

The Military History Society of Huntsville meets the first Saturday of each month. For information contact: Dudley Kidd, 2421 Redmont Rd., Huntsville, AL 35810, (205) 859-1581.

I have found the game! VG's PAX BRIT. Pbm opponents sought. Richard Olson, 96 Oakland St., Apt. 1311, Aurora, CO 80012, (303) 366-8030.

Wanted: Team managers in pbm league using Statis-Pro MLB for the 1907 season. Will use the 1985 player cards. Bill Lindow, 12038 Hornsilver Mtn. Rd., Littleton, CO 80127, (303) 979-5854.

Colorado adult seeks ftf gamers on the western slope! Will play TAHGC Classics plus TRC. Jim Bearss, P.O. Box 2, Meeker, CO 81641, (303) 878-3228.

Help! I'm sick of solitaire! Average player looking for ftf opponents in O.C. favorities include: GE, 3R, FE, OR, KOREAN WAR (newly released from VG)! Paul Koenig, 310 Cabrillo St., Costa Mesa, CA 92627, (714) 645-1154.

Experienced gamer desires pbm for DIP, ftf for CIV, VITP, DIP. All experience levels, all letters answered. Alan Blaine, 15090 ElCapitan Way, Delhi, CA 95315, (209) 632-4075.

Any wargamers at Osan AFB Korea? Contact LT. Tom Addison, PSC Box 713, APO, San Francisco, CA 96366-0006.

Adult gamer seeks ftf opponents for the following games: 3R, CIV, GOA, W&P, DIP and WSIM. Ken Shockley, 2677 Autumnvale Dr., San Jose, CA 95123, (408) 943-1675.

23-year old seeks ftf competition in San Luis Obispo County: RF, UF, SOA, SL & PB. All inquiries answered. Kevin Goodwin, P.O. Box 14626, San Luis Obispo, CA 93406.

AREA rated novice would like enjoyable games of PB, DD or BB pbm. Also have 1914 and BB'65 in fair condition to sell. Paul Wanke, 2540 Warburton Ave., Santa Clara, CA 95051, (408) 985-8987.

Title Bout Newsletter! Send SASE for complimentary copy. Keep punching! Don Cogswell, 624 Kinglet St., Suisun, CA 94585.

Panzer General seeks strong allied pbm opponents for combined Stalingrad/Kursk, TRC scenario, BB, AZ. Honor system. Area Approx 1550. Bart DePalma, 1951 NE 55 CT, Ft. Lauderdale, FL 33308, (305) 491-4098.

21-year old wants to pbm DIP, MA. I am unrated. Willing to play with rated and unrated. George Mann, 2917 La Casa, Margate, FL 33063, (305) 979-8036.

Game Mastered Multi-player pbm FT Southeastern players preferred. $5 fee/deposit special scenario. Eugene Gesner, 1688 Dodge Circle N, Melbourne, FL 32935, (305) 242-2509.

Any WGers in LaGrande, OR? I'm moving there in July '86. My favorite games are SL, COI, MD and HW. Jason Reid, c/o Jeff Nelson HC 62, Box 1450, Council, ID 83612, (208) 254-4883.

Allied commander seeks axis opponents for rated pbm PAA. Will stop Rommel in his tracks! Drew Harris, 624 N. 10th, Pocatello, ID 83201.

AREA member seeks ftf opponents for 1776, 3R, AN, FT, CEA, AL and many more. Steven Reynolds, 3426 W. 82 Pl. Chicago, IL 60652, 476-6171.

Adult gamer seeking ftf opponents for SL, GI, TRC others. Jim Waterhouse, 226 Liberty St., Walnut, IL 61376, (815) 379-2016.

Adult player wants pbm opponents for BL or 3R. All games played to the bitter end. Will answer all letters. Mark Smith, 1550 E. Washington St., Frankfort, IN 46041, (317) 654-8328.

Desire ftf in Lafayette area. Will play any historical game. Carl Schwamberger, 3824 S. Co. Rd., 25. E., Lafayette, IN 47905, (317) 474-6718.

22-year old player seeks opponents, ftf for 3R, SOA, NATO and Gulf Strike. Mark Hall, 9107 Riggs-B, Overland Park, KS 66212, 381-3493.

25-year old new to pbm & AREA seeks pbm for AL, BL, MD, PL & RW. Also ftf local. Other adults only please! Joel D. Spence, 4706 Sw. 17th Terrace, Topeka, KS 66606, (913) 272-8127.

Baton Rouge Wargamers! Where are you? Looking for club in Baton Rouge area. If none available, contact me for possible formation, after 4 p.m. Mark Loyd, 550 St. Tammany St., Baton Rouge, LA 70806, (504) 926-2737.

GM looking for pbm players for DIP. Would also like to GM multi-player 3R. Have pbm rules for team play VG's Pacific War. Roy Fleming, 9 E. Eager St., Baltimore, MD 21202, (301) 837-2671.

1500+ pbm opponent BB'81 (2nd ed.), FE (2nd ed.), FR40, PAA, TRC and AZ. Howard Newby, 2700 Pulaski Hwy., Apt. C, Chase Manor Motel, Edgewood, MD 21040, (301) 676-5200.

Long time DIP gamesmaster looking for new players. Stamp gets a sample, info. Dick Martin, 26 Orchard Way, N., Rockville, MD 20854, (301) 762-4267.

Multi-player gamesters in the Washington-Baltimore area for ftf CIV, DIP, RB, SC, TT and others. Free sample WARTHOG club newsletter. Ken Peel, 8708 First Ave #T-2, Silver Spring, MD 20910, (301) 495-2799.

PBM AF/Daunt have system and optional rules. Experienced AF players only. Jeff Jones, 1760 Sawyer Road, Traverse City, MI 49684, (616) 943-8648.

Eight year vet ready to blast into AREA; will travel 50 miles. Plays 3R, PGG, BB'81 and TRC. James McVay, Rt. #1, Box 303, West Point, MS 39773, (601) 494-8322.

AREA rated-pbm for: SOA, FR, AOC, TRC, LW, VITP, PB, PL, JA! Deutchlord! Tim Pool, 10640 Indiana, Kansas City, MO 64137, (816) 763-2198.

AREA 1574 DFI desires 1400+ rated opponents for AK, BL, CH, MD, STAL, others. Jay B. Unnerstall, 815 Font Lane, St. Louis, MO 63137, (314) 867-7876.

Le Marshalate, New Hampshires's finest historical gaming club, is seeking members in the Manchester/Nashua area. Veterans and novices alike are welcome. For info contact: Mark Hinkle, 9 Faxon St., Nasua, NH 03060, 881-7416.

Average adullt gamer seeks ftf and pbm opponents for most Avalon Hill wargames. Also looking to form group to play regularly. Paul Ledakowich, 94 West 13th Street, Bayonne, NJ 07002, (201) 437-1446.

Mature adult seeks ftf opponents for 3R, TLD, FT, COI, COD, ASL, VITP, TRC or BB. Neil Moran, 19 Honey Lane, Tinton Falls, NJ 07712, (201) 493-2389.

Adult gamer seeks ftf opponents in Frankfurt area. I play GI/ASL, FT, PGG, BB'81 and many more. Willing to learn new games. MSG William Sanders, HHC, V Corps, G4 (MAIT), APO, NE 09079, 069-520301.

AREA 1750+ verified seeks 1500+ pbm opponents for TRC. I prefer adult competition. Also desire to develop a pbm system for the Russian Front. Marc Dultz, 224-01B Kingsbury Ave., Bayside, NY 11364, (718) 465-3792.

Just moved to Binghamton, NY. Desperately seeking mature gamers for ftf and couples for social gaming. Call after 6 p.m. Tom Spirito, 730 Chenango St., Apt. B7, Binghamton, NY 13901, (607) 772-9087. (P.S. Regards SGLI)

Verified AREA 1195 seeks opponents pbm for AIW, PL, COI and COD. Will answer all letters. Kevin Raznoff, 92 Carrolton Ave., Elmira, NY 14905.

Adult wishes ftf Wayne-Monroe County area. Moderate level games VITP, BB, TRC, Nato, Sixth Fleet. Know small group for team play. Jack Morrell, B-8 A-159 Salzburg Village, Palmyra, NY 14522, (315) 597-9560.

Want to play multi-player CIV, TT or DUNE by mail? New 'zine (The Adventurer) wants you! Send stamp for pbm systems and more details. Hurry! Jason Russ, Stonehouse Rd., Somers, NY 10589, (914) 277-8543.

Pbm opponents wanted for BB'81, DD and LW. Entry level player. Will accept any level opponent. Bill Kirby, 102 Washington, West Point, NY 10996.

Adult novice seeks ftf W&P, CAE, AL and TRC. Anthony Kropovitch, 50 Birchwood Ave., #5, West Seneca, NY 14224, 674-8658.

Wanted: opponents for pbm TB, AIW, SL, COI, COD AND GI. Anybody interested in DYO scenarios of TB and SL gamettes? Any game mastered SL matches? Dennis Stamey, P.O. Box 18815, Asheville, NC 28814, (704) 252-0484.

Relocating to Vicenza, Italy in July. Need gamers in Italy to play SL, 3R, PL. Sgt. Michael Cetta, B Co 3/325th Inf (ABN), Fort Bragg, NC 28307, (919) 396-7170.

Adult gamer seeks ftf SL thru GI and ASL. Dale Miles, 500 3rd St., N.W., Minot, ND 58701, (701) 852,1910.

AREA Rated seeks pbm WAS, VITP, AK, LW—(1200 PROV.). Where's everyone? All letters answered. Nick Minford, 1833-C J St., GFAFB, ND 58205, (701) 594-4926.

ASL Octoberfest (3rd, 4th, 5th). Contact: Bill Conner, Box 4114, Austintown, OH 44515, (216) 799-1548.

Avg. gamer desires pbm for PL or TRC. Need your systems. Not rated. Joe Grunkemeyer, 1016 Stratford Ct., Loveland, OH 45140, (513) 677-0555.

College student (1200 Prov.) seeks AREA rated or unrated opponents. Pbm, ftf PGG, SST, TACII, AF, UF, WSIM, Also multi-player GSL, TT, AW. Scott Krutsch, 931 S. Court St., Medina, OH 44256, (216) 725-1131.

OPPONENTS WANTED

Adult oponent wanted for ftf ASL in Cleveland-Akron area. Rick Troha, 4485 Oak Circle, North Olmsted, OH 44070, (216) 734-4530.

The SGS—National Strategy Gaming Society offers monthly newsletter and lots of other services. Send for information. Mr. Ed Edwards, 1410 East Boyd St., Norman, OK 73071, (405) 364-7659.

Quartet of wargamers seeking more players (ftf) for Friday night. Play DIP, CIV, DUNE, CM, RB, Pax Brit. etc. Richard Clodfelter, P.O. Box 41, Gresham, OR 97030, 665-0200.

Looking for adult novice for ftf play, in lower Bucks County. SL, VITP, GSL and others. Jim Vroom, 2290 Galloway Rd., A-23, Bensalem, PA 19020, (215) 245-1580.

Experienced gamer rejoining fold, looking for pbm and ftf for SL thru GI and ASL later. Seriously, but for fun. Will play any game ftf. John Kruczek, 800 Poplar St., Catasauqua, PA 18032, 264-8825.

Student 17, seeks nearby ftf opponents for SL, ASL, 3R, plus VG games. Willing to learn others. Al Caesar, 1110 Ashbridge Rd., Rosemont, PA 19010, (215) 525-8760.

GKP 1424 seeks rated pbm Russian Front. Anyone 900+ accepted. J.C. Lawson, 1515 Grist St., B#1 (50-4), Columbia, SC 29202.

AREA 1400+ seeks rated pbm RUSSIAN FRONT. J.C. Lawson, 1515 Gist St., Bldg. #1, Columbia, SC 29202.

Pbm or in person. BL, TRC, STAL, RF, etc., John Horace, 864 Lombardy, Rock Hill, SC 29730, (803) 329-2646.

Any TB players anywhere, let's fight! Or I'll learn your game. Call days (1-800-442-9920—Texas) or (1-800-527-1631—Other States). Jack Shero, 2607 Betty Lane, #165, Arlington, TX 76006.

Pbm Hell's Highway, Panzer Command, Pacific War, PK, FP, FTW, FT, GOA, FE, TRC, others. Duane Cates, 621 Riverside Dr., Apt. 21, Huntsville, TX 77340, (409) 291-6479.

Wanted wargamer in Katy, Texas area AK, AOC, DD, DIP, FE, FR, GOA, NW, OR. John Beliveau, 20603 Barkston Court, Katy, TX 77450, (713) 578-2746.

Want ftf opponents for BB'81, FE, FRED, Gulf Strike, FT, Russian Front, TRC, 3R, etc. Kenneth Tucker, 1514 40th, Lubbock, TX 74412, 747-8200.

Adult gamer seeks ftf opponents for BB'81, FT, 3R, VITP, FE, others. Gaming room available. Stan Grossman, 2212 5th, Apt. #53, Lubbock, TX 79401, 747-6268.

Reliable adult seeks rated/nonrated pbm BB'81, GOA, WAP, NATO, GE'64. Am Prov. 600. Ricardo Cruzan, 1918 Edgewood, Tyler, TX 75701.

Players near Winchester, VA for ftf needed. Contact John Kiley, 15 S. Greenway Ave., Boyce, VA 22620, (703) 837-1682.

Pbm AK, DD, TRC, STAL. AREA Rated ftf TITAN, WAS, PB, PL AND AZ. Rated or nonrated. Reasonable, friendly opponents preferred. Bill Cott, 2317 Barracks Road, Charlottesville, VA 22901, (804) 293-9265.

OPPONENTS WANTED

Ftf TT, CIV, SC, others in Washington, D.C. area. Do any TT gamemasters need a pbm player. Ed Wrobel, 3032 Forestdale Ave., Dale City, VA 22193, (703) 670-3489.

Adult desires friendly ftf for AZ, BR, CAE, FE, FRED, PK, VITP, WAS. Play weekends within 20 miles driving distance. No RP, SE, SL. Michael Sincavage, 125 Environs Rd., Sterling, VA 22170, 420-4706.

Looking for pbm opponents (rated/nonrated) for BR, FITG, SON, 3R, NAB, W&P, or Victory Games 1809, Vietnam. M. E. Patterson, 612 79 Ave., SE, Everett, WA 98250.

Wanted pbm PL and PB. Will play ftf in Fox Cities area. Kerry Watson, 1625 W. Weiland, Appleton, WI 54914, (414) 731-5579.

Adult (31) seeks ftf opponents in area of Milwaukee, WI for TRC, BB, FE, PGG, FR. Andrew Wintleiff, 4415 So. 46th St., Greenfield, WI 53220, (414) 543-5618.

Russian Front now! Play it! Call me: Dan Thompson, Limerick Rd., Cambridge-P., Ont. Canada N3H 4R6, (519) 653-4802.

Adult opponent for pbm or ftf Montreal Region, SL, TRC, FE, PL, BB'81, AOC, UF, AZ, WSIM. Have most AH games. Carl Paradis, 1409 Blvd., DU Mont-Royal, Qutremont, QUE, Canada H2V 2J5, (514) 272-3219.

There must be some gamers in USAREUR! I play GI, FP, TLD, BIS, ftf only. SGT Dan Reed, A co 1/35 Armor APO, NY, NY 09066, Erlangen, West Germany.

COLLECTOR'S CORNER

Looking for out-of-print games. Check these out: Civil War, 1914, Jutland, U-Boat, Guadalcanal. Send large SASE or call: Jim Hambacher, 4758 E. 26th St., Tucson, AZ 85711, (602) 790-5993.

For Sale: hex GE 1961. Make offer with SASE. Ben Harb, 17052 Leslie #D, Hunt. Beach, CA 92647, (714) 840-3350.

For Sale: 1914, Guadalcanal, LeMans, Management, many AH classics. Send SASE for full list. Doug Richardson, 165 Blossom Hill Rd., Space 345, San Jose, CA 95123, (408) 224-4597.

For Sale: AH Wargame collection and related publications which are out-of-print. For listing please send SASE. Paul H. Vezzetti, 17 Dannell Drive, Stamford, CT 06905.

For Sale: mint GE'58, 1914, Guadalcanal, out-of-print wargames and magazines including *GENERALs*. Send $1.00 (refundable) and SASE for multi-page list to: Wally Williams, Jr., 611 SE 1st Ave., Gainesville, FL 32601, (904) 373-3175.

For Sale: many AH games. Send SASE for complete list. Old *GENERAL* issues available. Allan Pierson, 740 Santa Fe Ave., Ormond Beach, FL 32074, (904) 677-6617.

For Sale: GUAD, many other rare and out-of-print AH wargames and magazines. Many items in mint condition. Send large SASE for list. Robert Bain, 1585 W 350 N, West Lafayette, IN 47906.

For Sale or Trade: 300+ games, magazines and books. Send large SASE for list. Many out-of-print games and collector's items. George McHugh, 7313 Flower Avenue, Takoma Park, MD 20912, (301) 270-2066.

For Trade: 40+ Avalon Hill games. Send large SASE for list. Dale Lambrecht, 739 Hewett, Hastings, NE 68901.

For Sale or Trade: large collection of wargames, AH titles and collector's items. Send SASE for list. Peter Fecurka, 4975 E. Harrison #50, Las Vegas, NV 89120, (702) 458-0119.

Wanted: Avalon Hill *GENERALs* with articles on Jutland. Aime' F. Ramsey, RFD #1 Mast Rd., Durham, NH 03824, (603) 659-9939.

For Sale: collector's items, games, *GENERALs*. Send SASE for list. Mike Stephens, 2 Desmond RNB, Sicklerville, NJ 08081.

Buying/Selling/Trading: the largest selection available anywhere of TAHGC's classics, old *GENERALs* and much more! Master gamer catalog #6 only $1—(SASE please). HM Levy, P.O. Box 197-G, East Meadow, NY 11554.

For Sale: 1914 mint; GUAD, Waterloo orig. Reasonable prices. Write to: M. Dubicki, 87 Thayer Dr., Tinton Falls, NJ 07724, (201) 389-2329.

Wanted: purple Squad Leader box also *GENERAL* Vol. 14, No. 5. Contact ERAS, Box 4114, Austintown, OH 44515.

For Sale: many old games. All 50% off or better. Send SASE for list. Patrick Thornbury, 222 Daniel Dr., N. Kingstown, RI 02852.

Buy—Sell used AH games. Send for complete list. Jaffe's Games, P.O. Box 626, Dunn Loring, VA 22027, (703) 356-1418.

The "Opponents Wanted" advertisements on this page are intended as a service to the readership of this periodical. Please print or type the ad copy. If the ad is not legible, it will not be printed. Too, no ad dealing with products of other manufacturers will be printed and any mention of such will be excised. Ads are accepted for a single printing only. Should the reader desire that a specific ad enjoy a multiple printing, a separate number of copies equal to the number of times the ad is to be run must be submitted—although only one total payment need be included to cover the printings. Due to the pressure of various deadlines, often advertisements submitted weeks before an issue appears will not be printed in that issue. Please be patient; such will be printed in the immediately following issue. Please do not specify a particular issue for an ad to appear; such requests cannot be honored.

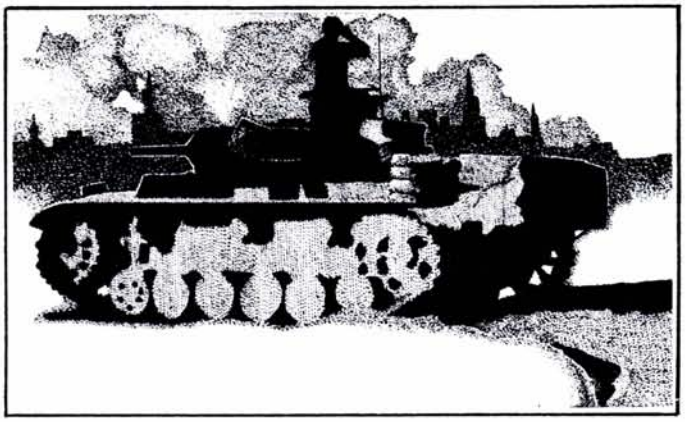
GENERAL BACK ISSUES

Only the following *GENERAL* back issues are still available. Price is $3.00 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) system, Sc-Scenarios, A—Analysis. The largest (feature) articles are always the first ones listed in each issue. Those issue numbers printed in red indicate one-color reprints of previously out-of-print issues.

14-3: *AIW*—H, DN, S, Q; *TRC*—S; *3R*—S; *STAL*—SR; *WAS*—V; *PB*—Sc
14-5: *SL*—H, A, DN, Q; *WS&IM*—A; *TRC*—S; *MD*—S; *SST*—S; *3R*—S
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&IM*—S
16-4: *MR*—A, V, DN, Q; *COI*—S; *3R*—S; *TRC*—SR
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; *WAS*—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; *MD*—V, Q; *COI*—SR; *VITP*—S; *1776*—Sc; *WO*—A; *SST*—V; *NAP*—S
17-5: *CM*—S, V, Q; *RW*—V; *SL*—V; *STAL*—V; *PL*—S; *3R*—S, SR; *CAE*—V; *KM*—S; *MR*—S
17-6: *STAL*—S; *WS&IM*—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; *DD*—S
18-3: *GOA*—S, DN, V, Q; *AOC*—V, Sc; *AK*—S; *VITP*—V; *SL*—S, Sc; *WS&IM*—SR, P; *DIP*—S
18-4: *GL*—H, V, A, Q; *SL*—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*—S, 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; *SOTN*—A, Q; *SUB*—Sc; *BL*—V
19-1: *SOA*—A, V, DN, SR, Q; *TLD*—A, Q; *3R*—S, Q; *DWTK*—DN; *TB*—A
19-2: *BB*—H, Sc, S, DN; *TLD*—A, Q; *SL*—V; *3R*—S; *SOA*—SR
19-3: *GSL*—A, Sc, V, SR, Q; *DIP*—A; *RW*—Sc; *GE*—V; *1776*—Sc; *LRT*—V, Q; *SL*—A
19-4: *CIV*—A, V, DN; *CM*—V; *DIP*—A; *GL*—V; *AL*—V; *TR*—Sc; *WO*—Sc; *SLA*; *3R*—S, Q
19-5: *SON*—A, S, H, Q; *W&P*—S, Q; *DIP*—A; *WAT*—V; *WS&IM*—Sc; *SL*—A
19-6: *VITP*—PBM, SR; *3R*—V,Q; *DIP*—A; *FT*—V; *BIS*—V; *NW*—A; *SL*—A, Sc; *SUB*—V, Sc
20-1: *GI*—S, A, DN, V, Q; *VITP*—SR
20-2: *TT*—A, DN, S, Q; *MR*—V; *LRH*—A; *SL*—Sc; *W&P*—V; *GOA*—S, Q; *DIP*—A; *PL*—V
20-3: *FRED*—S, V, Sc, Q; *PB*—A; *1776*—Sc; *DWTK*—S, V, Q; *DIP*—A; *CON*—V, S
20-4: *FITG*—S, A, Q; *SST*—PBM, V; *AW*—A; *DUNE*—PBM; *DIP*—A; *SL*—DN, A, Q; *BL*—S; *KM*—V
20-5: *BR*—SR, S, H, Q; *LRT*—S; *DIP*—A; *GSL*—Sc; *GE*—A; *WS&IM*—Sc; *SON*—Q
20-6: *B-17*—A, V, SR, Q; *AF*—V; *LW*—S; *DL*—S; *FE*—S; *DIP*—A; *MD*—S; *BR*—SR; *GOA*—Sc; *SL*—A; *PL*—Q
21-1: *UF*—S, A, SR, DN, Q; *SOA*—S; *GI*—H, S; *TRC*—S; *DD*—S
21-2: *NAB*—S, DN; *W&P*—S, A, Q; *NAP*—S, Q; *DIP*—A; *FR*—S; *FE*—S; *3R*—S; *BFI*—S; *1776*—S; *SL*—A
21-3: *BB*—S, SR, Q; *3R*—S; *SL*—A, H; *SOTN*—V; *DIP*—A; *FRED*—S; *FE*—S, Q; *SST*—S; *TLD*—S; *PL*—Sc; *1776*—Q; *SOA*—Q
21-4: *PGG*—S, SR; *PB*—A; *3R*—S; *TRC*—S, V, Q; *DIP*—A; *STAL*—*V, S*; *SL*—Sc; *PK*—Q
21-5: *HW*—S, V, A; *MR*—S, Q; *OR*—A; *DIP*—A; *3R*—A; *RB*—*S*; *CON*—V; *CIV*—S; *SL*—A
21-6: *FP*—H, V, SR; *AIW*—S, Sc; *BL*—V; *TAC*—V, Q; *SL*—A; *PK*—Q
22-1: *PAA*—A, S, Q; *TB*—A, V; *DWTK*—DN; *TR*—V; *GSL*—PBM; *DIP*—A; *AOC*—S; *WAS*—S, Q; *AK*—V; *CIV*—S; *3R*—S, Q
22-2: *BANZ*—A, SR, Q; *FT*—A, S; *SUB*—Sc; *VITP*—S, Q; *AK*—Q
22-3: *PB*—SR; *PL*—Sc, V, Q; *SOA*—S; *3R*—V; *DIP*—A; *CIV*—A; *UF*—Sc, Q; *AIW*—S; *GOA*—A, Q; *TLD*—A
22-4: *RF*—A, V, S; *TRC*—V; *PK*—S, Q; *DIP*—A; *3R*—V; *SUB*—V; *PGG*—S
22-5: *DD*—S, A, Q; *GSL*—Sc; *BRS*; *DIP*—PBM, A; *SC*—V; *FITG*—A; *ASL*—Sc, Q

THE STREETS OF STALINGRAD

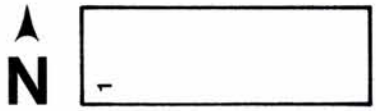
ASL SCENARIO C



STALINGRAD, RUSSIA, October 6, 1944: This scenario joins ASL Scenario A and ASL Scenario B together as one combined game. In addition to the normal two-player game, this scenario makes for an excellent team game for four players.

VICTORY CONDITIONS: Victory is based upon satisfying the Victory Conditions of ASL Scenarios A and B. If each side fulfills one Victory Condition, the game is a draw. If a player fulfills one Victory Condition and draws the other, he wins. A decisive or "double" victory is achieved when a player fulfills both Victory Conditions.

BOARD CONFIGURATION:



BALANCE:

✚ Add one Hero to any German group.

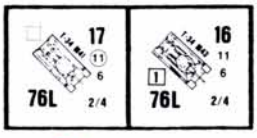
★ Allow Sewer Movement by Russian units.

TURN RECORD CHART

Sequential Set Up ★[473] ✚[356]	1	★2	✚3	4	5	6	7	END
Roll Die to Determine Who Moves First								

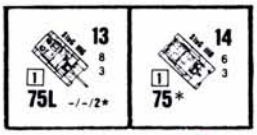
★

Soviet Armor Support enter during the Russian Movement Phase of Turn 2 on Road Hex I1:



3

German Armor Support enter during the German Movement Phase of Turn 3 on Road Hex Y10 and/or GG5-GG6:



3 2

SPECIAL RULES:

1. Environmental Conditions are Moderate with no Wind at start.

2. Use the exact Order of Battle and Set Up restrictions provided in ASL Scenarios A and B. Set up the forces of Scenario A prior to placing the units in Scenario B.

3. Any unit in the upper floor of a building whose path of egress is blocked by Good Order enemy MMC is encircled. Such encirclement occurs the instant the path is blocked and is removed the instant there fails to be a Gc . Order enemy MMC blocking the exit path. If a unit is encircled by fire as well as having its egress path blocked, there are no additional penalties other than the fact that encirclement can only be removed by having both an exit and meeting the conditions of A7.7.

4. In this scenario, units may set up anywhere within the designated buildings. Following set-up, units may move freely on both sides of the board regardless of initial placement.

5. All Russian units in the Tractor Works (building X3) get Fanaticism benefit while in the building, which is a Factory (B23.74).

6. German armor may delay entry one game turn and thereafter enter on any southern or eastern mapboard edge hex.

7. Prior to play, both players may agree that if the game is a draw by the standard victory conditions above, then the Russian loses *unless* he has a favorable 3:1 ratio of unbroken squads at the end of play.

AFTERMATH: Both the German and Soviet attacks jumped off at about the same time, and the entire area erupted in bloody street fighting. Utilizing overwhelming numbers, the Soviets overran the strungout German defenders, but at so high a cost that by the time they reached the Tractor Works their reinforcement value was much abated. The German assault engineers, meanwhile, had done their work and another section of the factory was cleared, but they too had taken heavy casualties and their attack soon fizzled in the face of a die-hard group of Russians still hanging onto a corner of the Works. The overall result was that the Russians had recaptured a few city blocks, but were still being slowly eroded in the factory complex. Neither side, despite desperate efforts with mounting casualties, was able to achieve a decisive result that day. In essence, it was a draw—with both sides pouring fresh troops into those same few blocks where so many more men would die in the days ahead.

THE TRACTOR WORKS

ASL SCENARIO B

STALINGRAD, RUSSIA, October 6, 1942: While pushing into the industrial area of the city, advancing elements of the 389th Infantry Division isolated a contingent of the 308th Rifle Division in the crucial Dzerhezinsky Tractor Works. The German command decided to crush this island of resistance and to help, brought up a crack team of assault engineers. However, the Russians had noted a critical weakness in the ring around the Tractor Works and had decided to launch a major counterattack to relieve their garrison there.

VICTORY CONDITIONS: The player ending the game with undisputed control of at least six hexes of the Tractor Works (building 1X3) wins. A hex containing units of both sides in Close Combat is controlled by neither. If only one player has an unbroken unit in the building at the end of play, that player is the winner. If neither player ends the game in control of six hexes of the Tractor Works or in sole possession of the building, the game is a draw.

BOARD CONFIGURATION:

N

Only hexrows O-GG are playable.

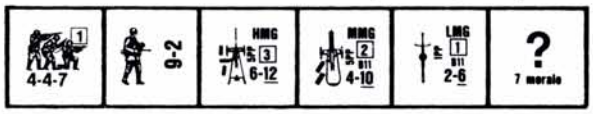
BALANCE:

- Add one Hero to any German group.
- Allow Sewer Movement by Russian units.

TURN RECORD CHART

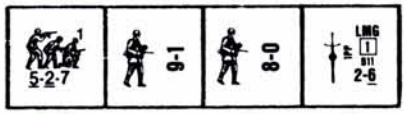
Sequential Set Up ★ [266] ✙ [226]	1	2	3	4	5	6	7	8	END
Roll Die to Determine Who Moves First									

Elements of the 308th Rifle Division [ELR: 3]: set up first in any hex(es) of Building X3: {SAN: 6}



12 2 3 18

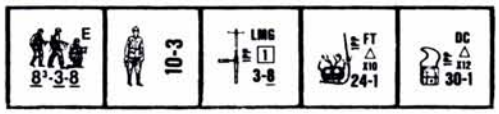
Remnants of two battalions, 295th Infantry Division [ELR: 3] set up last in buildings P8, P5, Q4 and R1:



26 2 4

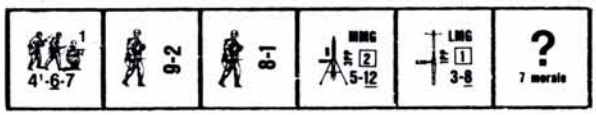
Elements of 389th Infantry Division [ELR: 4] set up second after the Russian 308th Infantry units, as indicated: {SAN: 6}

Company A, Assault Engineer Battalion 50— set up in buildings AA4, CC3 and Y8:



6 2 2 4

Kampfgruppe Stahler— set up in buildings U3, T4, R7 and T7:



7 2 2 12

Kampfgruppe Tienham— set up in buildings Y8, CC7 and AA4:

6

SPECIAL RULES:

1. Environmental Conditions are Moderate with no Wind at start.

2. Any unit in the upper floor of a building whose path of egress is blocked by Good Order enemy MMC is encircled. Such encirclement occurs the instant the path is blocked and is removed the instant there fails to be a Good Order enemy MMC blocking the exit path. If a unit is encircled by fire as well as having its egress path blocked, there are no additional penalties other than the fact that encirclement can only be removed by having both an exit and meeting the conditions of A7.7.

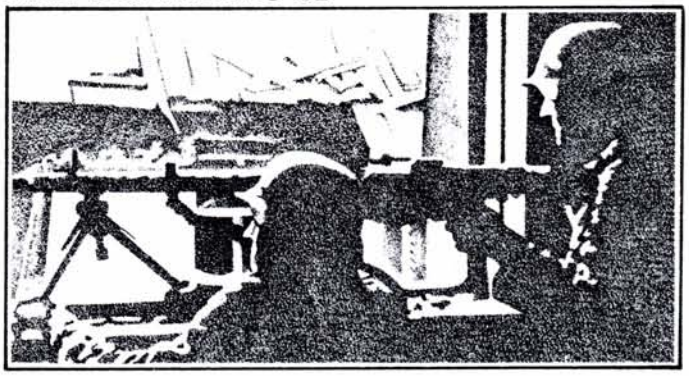
3. In this scenario, units may set up anywhere within the designated buildings.

4. All Russian units in the Tractor Works (building X3) get Fanaticism benefit while in the building.

5. The Tractor Works (building X3) is considered a Factory (B23.74).

THE GUARDS COUNTERATTACK

ASL SCENARIO A



STALINGRAD, RUSSIA, October 6, 1942: After an extremely successful summer campaign, the Germans came upon the Volga fortress of Stalingrad. Here the Red Army had dug in and was determined to make a stand. Sensing total victory, the Germans threw more and ever more troops into the fighting. But for the first time in the war, German infantry found the Russians their equal. Rebuffed by stiff resistance, the Germans committed crack assault engineers. Gradually the Germans cleared one block, then another—only to lose them again to sudden Russian counterattacks. By October 5, the Germans had almost taken the key Dzerhezinsky Tractor Works. However, the fighting had been so heavy that the line troops occupying the surrounding area were exceptionally weak from the previous week's combat. At that point, the Russians counterattacked with their crack 37th Guards to break the ring the Germans had thrown around the factory and reinforce the desperate defenders.

VICTORY CONDITIONS: To win, the Soviet player must *completely occupy* two more of the stone buildings initially occupied by the German player than he loses of his own initially-held stone buildings to German occupation . . . *OR* have a favorable 3:1 ratio (Russian to German) of unbroken squads (or their equivalent) at the conclusion of play. The German player wins by avoiding Soviet victory conditions.

BOARD CONFIGURATION:

N

Only hexrows A-P are playable.

BALANCE:

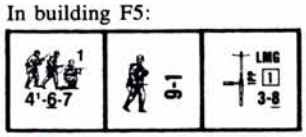
- Add one Hero to any German group.
- ★ Allow Sewer Movement by Russian units.

TURN RECORD CHART

✠ German Sets Up First [130]	1	2	3	4	5	END
★ Russian Moves First [207]						

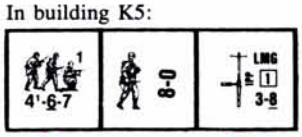
Company H, 389th Infantry Regiment [ELR: 4] sets up as indicated: {SAN: 6}

In building F5:



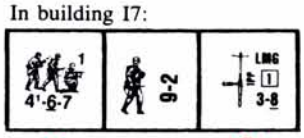
3

In building K5:



3 2

In building I7:

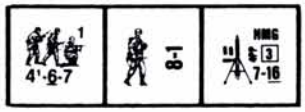


3 2

In building M7:

3

In building M9:



Elements of the 308th Rifle Division [ELR: 3]: set up as indicated: {SAN: 6}

In building N4:

4

In building J2:

In building M2:

3

In building N2:

Elements of 2nd Battalion, 37th Guards Division [ELR: 3] set up in any hex(es) of building F3:

12

SPECIAL RULES:

1. Environmental Conditions are Moderate with no Wind at start.

2. Any unit in the upper floor of a building whose path of egress is blocked by Good Order enemy MMC is encircled. Such encirclement occurs the instant the path is blocked and is removed the instant there fails to be a Good Order enemy MMC blocking the exit path. If a unit is encircled by fire as well as having its egress path blocked, there are no additional penalties other than the fact that encirclement can only be removed by having both an exit and meeting the conditions of A7.7.

3. In this scenario, units may set up anywhere within the designated building.

ASL Rulebook **$40.00**
Tactical Ground Combat of WW2

INSTRUCTIONS:
Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for **Complexity** and **Year of Publishing** have been provided; do not rate these categories.

1.	**Overall Value**	____
2.	**Components**	____
2a.	*Mapboard*	____
2b.	*Counters*	____
2c.	*Player's Aids*	____
3.	**Complexity**	10
3a.	*Complexity*	____
4.	**Completeness of Rules**	____
5.	**Playability**	____
5a.	*Excitement Level*	____
5b.	*Play Balance*	____
6.	**Authenticity**	____
7.	**Game Length**	____
7a.	*Basic/Shortest*	____
7b.	*Advanced/Long*	____
8.	Year of Publication	1985

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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 rooting 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 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 bias to the survey because you all play our 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. _____

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.
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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.

Advanced Squad Leader—ASL, Afrika Korps—AK, Air Force—AF, Alexander—AL, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete—AOC, Banzai—BANZ, Beyond Valor—BV, Bismarck—BIS, Blitzkreig—BL, Battle Of The Bulge—BB, Bull Run—BR, Caesar Alesia—CAE, Caesar's Legions—CL, Circus Maximus—CM, Civilization—CIV, Conquistador—CON, Dauntless—DL, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires in Arms—EIA, Firepower—FP, Flat Top—FT, Fortress Europa—FE, France 40—FR, Frederick the Great—FRED. Freedom in the Galaxy—FITG, Gettysburg—GE, Gladiator—GL, Guns Of August—GOA, Gunslinger—GSL, Hitler's War—HW, Jutland—JU, Kingmaker—KM, Knights of the Air—KA, The Longest Day—TLD, Little Round Top—LRT, Luftwaffe—LW, Magic Realm—MR, Midway—MD, Napoleon—NP, Napoleon at Bay—NAB, Naval War—NW, Origins—OR, PanzerArmee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Streets of Fire—SOF, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Struggle ofNations—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Titan—TT, Tobruk—TB, Trireme—TR, Up Front—UF, 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** _____

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CITY _____ **STATE** ____ **ZIP** _____

CONTEST 130

As detailed in the contest description, indicate the moves and/or fire of all three Russian units surviving. Please also indicate whether your play will most likely result in a Russian or German victory, or in a draw.

☐ **Russian Win** ☐ **German Win** ☐ **Draw**

	Prep Fire	MPh	AFPh	APh	CC
2-2-6					
5-2-7					
2-3-7					
MMG					

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 _____