The streets of our country are in turmoil. The universities are filled with students rebelling and rioting. Communists are seeking to destroy our country. Yes, the republic is in danger from within and without. We need law and order. Without it our nation cannot survive.

If you think that's a typical Spiro Agnew commentary on what's happening today, be prepared for a shock: it's an excerpt from a campaign speech made in 1932 by one A. Hitler, who went on to promise... "elect us and we shall restore law and order. We shall by law and order be respected among the nations of the world."

On the strength of this promise, it is easy to see why the infamous Third Reich came into being with Hitler ascending as the sole master of Germany.

The rise of the Third Reich is the subject of (continued page 3)
they were simple enough for most players to handle. And their simplicity allowed what elements of the campaign that were shown to be explored. An outstanding example of this is the initial force imbalance and later weaker side build up in BATTLE OF THE BULGE and STALIN-

GRAD. D-DAY also has it to a certain extent, except that the attacker was initially weaker. The first “wave” of games (ending with JUTLAND) showed too many people that a much better job could be done. The reasons why Avalon Hill didn't solve the problem and why they did what they did are the subject of a future article. Such matters don't really concern us here. The 1914 “solution” was less a solution than it was a probe in the direction of alternatives. Out of the 1914/ANZIO debacle came the realization that each game must be a unique problem with unique solutions. Thus came the “third” wave, mainly the Test Series and S&T games (including PANZERBLITZ). Each game attempted to treat its own problems with unique solutions. At present this seems to be the “solution.” At least until something better comes down the pike. Which will probably happen.

Taking these games as the current “state of the art” they can be easily understood by simply applying the “uniqueness” principle to whatever game you are doing. This does not mean that every game must be as simple as, say GRUNT, KURSK or TAG 14. A large minority of game players (but still a minority, we KNOW that) desire more complex “muscle” for them.

current example is WAR IN THE EAST. But for all its complexity it still concentrates on those aspects of the campaign that were most important. There is no “dirt” for the sake of “dirt,” except that the campaigntured so that as the more complex versions are played the game merely gains in realism without changing into a “different” game.

All the foregoing was a roundabout way of saying that the point is, for a game to do what it’s supposed to do, it must use unique rules and other design features in order to get its message across. This presupposes, of course, a fairly set idea about what the “ideal” game should be. Stated briefly, my idea of the “ideal” game is one that is fairly easy to play (KURSK and 1940 are about right, I feel) and place major emphasis on the most important aspects of the campaign (at least as far as the designer is concerned). These two games fit the bill, I feel. Even though KURSK and 1940 use essentially the same play mechanics. This, of course, is not as contradictory as it may appear. Both games covered campaigns having both motorized and non-motorized units. The scale was about the same, each hex in 1940 equalled 13 km, in KURSK 16 km (identical to the 1914 scale). Each game used two day moves. There WERE differences, however. The French army had a hard time moving the Russian army had already gotten over. The German army was basically the same. In 1940 the Germans have the edge, in KURSK the Russians do. 1940 emphasizes the German need to destroy the French army as an effective force. In KURSK they must do it with less resources. 40% of the eastern front forces are involved in KURSK (compared to 90% in 1940) an absolute decision is not possible, or at least difficult to obtain. More difficult than in 1940.

The question now arises, how does one isolate the “key” problems in a situation so they may be incorporated into a game. This is where the skills normally listed under the job classification “Historian” come into play. This point has presented itself many times before. It is not a new problem, but it is one that must be solved. KURSK is a game with a “standard” casualty list. A “battle” game, in this respect, will not look bad taken by itself. But compare it to a game on the same subject done with attention to the “realism” or “simulation” of the “ideal” game usually comes out a decidedly second best. A few examples of this exist. BARBAROSSA and STALINGRAD both cover the same situation. Yet few people will insist that STALINGRAD is a better game. Of course, BARBAROSSA has the advantage of better play mechanics. But these were developed BECAUSE of what research of the situation revealed. Another example is BATTLE OF THE BULGE and BARBAROSSA. Both use their own play mechanics (or simpler, at least). Still, BASTogne is clearly superior as an accurate recreation of the campaign.

Learning how to do historical research is another project unto itself. It's not really all that complicated, although it becomes easier to do as you go along. The only thing you certainly does not disqualify amateurs, but you've got to start somewhere. I started late, not getting into military history and “science” (there's quite a lot of the technical stuff to be mastered) until I was 18, and in the army I didn't really get around to DOING anything with all that acquired trivia until I was 22 years old, when I wrote the ARDennes OFFENSIVE monograph (which also got me the job of designing JUTLAND). Still, it took some 800 hours of research to do

JUTLAND. If you are willing to spend the time on it you can research backgrounds for some game, as long as your research is not depending on your previous experience with the subject and material related to it. Once your data is assembled you have to “play” with it. This is what is usually construed as “designing.” This is the point where you put the “points” you wish to emphasize in the game. This is important. I have mentioned before the importance of knowing what you want to say in the game, and then trying to say it. Anyone who tries to create a true “simulation” of an event is chasing after the “Holy Grail.” There are too many limitations inherent in the “board game” format. Take a game which did try to do the impossible, 1914. Very realistic in its way, but how close did it REALLY come to “simulation?” What it gained in “realism” (not necessarily the same as “simulation”) was not equal to what was lost in playability. And even then had been many times before, if a lot of people cannot play it all you have put into it is to lost to a greater number of people. As you see, so shall ye reap.

Therefore, except for games with pretty much identical situations, you will have to develop fairly “ideal” games. But these are not the “ideal” games. Again, KURSK and 1940 are almost as close as you're going to come in the way of “ideal” games. And even then there are many very significant differences. The question, now, is exactly how can these “ideal” games be made? Take one of these “objectives.” Let’s take 1940 and KURSK as examples (this way we examine two games in about the amount of time it takes to do one game). Of course, one of the “unique” features of both 1940 and KURSK was the “man for man” superiority of the Germans over their enemies. Part of this could be seen in the number of weapons each side’s units had. The Germans were simply more heavily armed. This advantage tends to be silly on a small scale. Important, German tactics was often superior. But this was not the chief German advantage. The main German advantage lay in the “advice” that they had. Deciding how large their “advantage” was to be done in conjunction with Combat Results Table etc. We will see that this will show up in practice, what effect the German advantage has. There are two approaches to the CRT problem, both of which are usually combined before you are finished. The first method is to take the “standard” casualty rates for the period (compiled, usually, from official sources, such as staff officer’s manuals for the modern period). This sometimes works the first time around, but not usually. More often you have to go to the second approach. This is the “realistic” approach. The old, tried and true figures for the battle itself. In France 1940 the battle was, compared to KURSK, somewhat less bloody. More units were destroyed due to isolation than to violent combat. In KURSK out and out butchery was more the rule. The CRT’s, of course, had a game that changes considerably from situation to situation. Even within the same game, as was the case with KURSK. All of this, of course, is just scratching the surface. In future columns I will explore this element in more detail. For now, you ought to reflect on what was said this time. Reflection, as much as persistent physical effort, is responsible for bring-

ing a game from one’s mind to reality.
Many fans have written to me asking if Luftwaffe could be played in monthly intervals instead of quarterly. In reply to those letters I would like to say that both of you will be happy to learn that it is possible. But before divulging how this can be done, I'd like to pass on a bit of wisdom learned at my mother's knee, or some other joint! Increased realism does not necessarily increase playability. As a matter of fact, too much realism can make a very interesting historical situation, utterly unplayable.

A close study of the Campaign briefing booklet will show you exactly when each combatting U.S. and German unit becomes available for combat. It also shows when the American units change equipment. I do not recommend playing monthly intervals because it causes the game to last between 20 and 30 hours, but when using Luftwaffe as a tie-in for a re-creation of WWII, time is no longer a consideration since games of this dimension take days or weeks to play out.

If you would like to try monthly attack intervals, here is what must be done. Order two more sets of U.S. counters and one more set of German counters. Each American fighter group will take up both sides of one fighter unit counter. You can do the same for the bomber units if you want to assume that bombers are able to withstand more punishment than fighters.

If each counter is to represent roughly the same number of planes as every other counter, use the notes on unit strengths from the Campaign briefing booklet as your guide.

Each full strengthened German playing piece will represent two gruop of fighters instead of one full Geschwader. The German replacement rate is correspondingly pared down so that 3 aircraft factories make one full strength fighter piece (two gruop) each month.

American replacement factors for bombers and fighters should be calculated from the actual number of each type of aircraft lost during WWII. Since your fighter and bomber count now represent 75 planes instead of the 150 they represented in the regulation game, you can multiply the number of fighter replacement factors by 2. Getting the proper number of bomber replacement factors depends largely upon what strength each bomber counter represents.

When playing monthly attacks, a separate bomber must be sent to knock out each specific target complex within each city. In the regulation game, it is assumed that all the targets within a specific city are destroyed when the bomber passes over it. In the monthly version, a city such as Berlin with four complexes would have to be attacked by 4 separate bomber counters to destroy each of the complexes within it. A-20, A-26, and B-25's will fire like B-26's.

One of the reasons I have become known as a man outstanding in his field is because I designed Luftwaffe. The other reason is, that is where A.H. found me. I was trying to put out a fire in my bathroom at the time. Fortunately, it never reached the house!

AH NOTE: Apparently it did reach his house. Zocchi is currently living in a box... feel free to write to him before he completely flips out at: 2076 Comm. Sq. Box 1585, APO San Francisco 96276.

T/Sgt. Lou Zocchi, a long-time advocate of battle games as a form of adult relaxation, has received more than his share of chides concerning the childishness of playing games, especially for a living (which the royalties of Luftwaffe will certainly provide him with).

For many years his own family called him "immature," due to their lack of understanding. He recalled to our reporter the day the situation came to a head: "I was sitting in my bathtub listening to the usual snide remarks about my immaturity. I made some rebuttal which my wife took such offense at that she came right in and sank all my boats."

Now the good Sarge is on an airplane kick. Won't he be as easy shooting down his planes, eh Lorelhe old dear....

Luftwaffe - A Battle of Wits...

by Dennis Milbert

One of the keys in finding a winning strategy of a particular game, lies in the examination of that game's Combat Results Table (CRT). When an ecstatic wargamer tears the plastic off his newly acquired copy of Luftwaffe, he finds a CRT that covers the entire front of the inside box. Fortunately, due to AH emphasis on playability, the CRT is extremely easy to use. But even so, a wargamer may shy away from a full scale analysis of all those little numbers. I performed the analysis since I was curious to see if a "magic" combat strength existed, where one could employ his FW-190's and obtain a maximum kill rate. The results are presented here for your consideration.

Procedure: Basically this involved computing the kill rate one could expect on the average for each aircraft at each combat level. As you see, this could get quite tedious (indeed it was), but an interesting result was derived. In all cases aircraft effectiveness increases until a certain combat level is reached; thereafter, effectiveness remains fairly constant no matter how high a combat level is reached. This means that 20 factors of fighters will kill on the average twice as many aircraft as 10 factors. While this doesn't seem exactly earth shaking, it allows us to examine the idea of massing monstrous numbers of fighters before attacking. Because no immediate benefit is gained from massing fighters.

However, each aircraft has an Optimum Combat Level (OCL). If aircraft are employed at this level or above, the plane will have a maximum Kill Rate (KR). If your loyal fighters are used below the OCL, they will suffer a deterioration in performance. Lastly, I recomputed the KR for fighters attacking superior types such as a P-47 and a FW-190. This gives KR (-1) and KR (-2) for one or two columns being subtracted on the CRT.

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Discussion: Because of the fact that the KR is constant for a wide range of values, an extremely powerful result can be derived that is not immediately foreseen. Luftwaffe behaves in a manner that mathematicians describe as a differential game. The equations are beyond the scope of this article and, it is interesting to note, Luftwaffe only approximates the situation that the equations describe exactly. The concept can be best illustrated by an example.

Assume 16 factors of FW-190's jump a formation of 24 B-24's. Because the KR of the FW-190 is 0.50, we know it will kill 8 factors on its first turn. The B-24 KR is 0.25 so they will get 6 factors on their first turn. Subtracting we have 10 FW-190's and 16 B-24's for the second turn. The 10 FW-190's get 5 B-24's and the 16 B-24's get 4 FW-190's. Now the new levels are FW-190's and 11 B-24's. If the attack is pressed for another turn, we will have an average one FW-190 factor and eight B-24 factors at the end of 4 turns of attack.

Once this technique is grasped, the outcome for an air battle can be automatically determined. You can tell, before you commit your fighters, the probable outcome and how long it will take. It will be instructive to do another example.

If 26 FW-190's attack 24 B-24's, the new levels will be: 20 fighters and 11 bombers for the second turn, and 17 fighters and one bomber factor for the third turn. Remember, these are average results and statistical deviations will occur.

It can be seen from the examples that when sizable formations are encountered, the German can use every fighter he can get. Not because larger numbers increase combat effectiveness, but to insure enough fighters will survive bomber defensive fire. As was demonstrated, a difference of 10 factors means a quick victory or a bad defeat. German players, ALWAYS break off combat if you are below the OCL and the formation consists of more than a few factors. An examination of Basic Game strategies will illustrate all the concepts shown above.

German Strategy: You should go for close escort fighters if any and bombers as soon as possible. Drop your tanks when you do this, because you must force the Jims to do the same. Then break off combat and refuel. And don't forget to maximize distance from bombers when doing this, air base attacks can get inconvenient. Shortly the enemy fighters must turn back, leaving you free to jump the main formation. If the Americans have a substantial number of secondary and diversionary strikes, assign a roving killer group or two, at OCL or better, to mop up what you can. Needless to say, German strategy is to maximize combat after the "pre-emptive" strike.

American Strategy: This can best be described as exercising "psychological judo." Being where your opponent isn't will insure victory. An intelligent use of delayed strikes at widely separated targets will be an asset. Unfortunately, you have two conflicting means of gaining success. You must either, one, minimize bomber air time, or, two, maximize combat levels of your bombers. The first can be achieved by attacking nearby targets, like Amsterdam. In the more advanced games regions in North Germany hold amazing promise, especially when coupled with Baltic Sea raids. The second idea is achieved by using large bomber formations and close escort fighters to survive fighter attack. As has been shown, a stack of 24 factors can be quite hard to reduce, especially if fighters aren't available. In order for the formation to remain intact for as long as possible, you should attack a high density target area. And none of these are near the coast, at least in the Basic Game. Here the Oschersleben targets hold promise. This demonstrates why the Italian front remains secondary for air battles. While fighter airbases are sparse, so are targets and a few roving killer groups (at OCL + reserve) will sow havoc among the bombers.

In closing, I wish to say that Luftwaffe is the best example of a battle of wits I have ever seen. While German strategy is somewhat mechanistic, he must try to foresee American plans. Conversely, the Ami that can keep the German off balance through raids, minimum bomber air time, and use of formations can insure that the German panzers will not give much opposition to a D-Day invasion.

Tom Smiley
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Tampa, Fla. 33609

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Bologna-Anzio Mini-Game #4

by Tom Smiley

The only problem with Anzio is that nobody ever finishes it. Face-to-face it takes too much time. By mail it takes too much postage. This is sad because one of its main attractions is then missed. Everyone plays the first invasion, and the Diadem offensive, but few people get to the offensive on Bologna, and the Po valley and this part is just as exciting as the drive on Rome.

The Game begins on the September I turn, and goes through April IV.

Victory Conditions: The Allies must pass through all cities except Piacenza and Brescia, and isolate Genova. The German must prevent the Allied player from accomplishing this.

The Germans set up first on or behind the Gothic Line. As shown, it runs a wavy course from E-21 to V-22.

On the Allied Order of Appearance, the 92nd and Brazilian divisions are already on board and are not brought on again. The British 78th division, which was in the Middle East, is brought on Oct. 1, the other units arrive as shown.

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ALLIED UNITS AT START - Sept I

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GERMAN UNITS AT START - Sept I

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ANYWHERE

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Allies have ports at Salerno, Naples, Anzio, and the Rome and Salerno invasion areas. They also have one counter accumulated.

Allies have 10 repl. factors (5 steps) accumulated, the Germans none.

Italian Units may be brought into play. The German may station the MR and SM units in either Genova or LaSpezia. The Allies have the
Afrika Korps Thesis

by Tom Hazlett

Although neglected by many who prefer more complex games, Afrika Korps must rank as one of the finest produced by Avalon Hill. The simplicity of the rules, while not detracting from the complex strategy, eliminates the necessity for constantly leafing through the rule book so common with the more recent games. Thus, the players may concentrate on strategy instead of the rules.

Some rules do need to be cleared up, however. Although the movement from E18 directly to F19 has been stated to be an illegal maneuver many times, some people still try it. Don't let them succeed.

The most controversial rulings deal with the capture of supply units, with the example on page 15 of the Battle Manual leading the way. The basis for disputing this ruling is that the captured supply unit must move through an enemy zone of control. Still, Avalon Hill must have been aware of that problem when they put the rule in. They have further shocked conservative players by stating recently that supplies captured as the result of an automatic victory may be used to sustain that attack. Going one step farther, they say that isolated units may attack at automatic victory odds if the attack allows them to capture a supply to sustain the attack. Also, isolated units may attack if a supply unit can move next to the attacking unit. For example, British units on X12 and V10 isolate all German units to the east if the only Axis supply is at W3. However, the supply may move up to V9 and sustain the attack of "isolated" units on U9 against V10. All of these rulings have been confirmed by A.H.

AXIS FORCES: Though the Axis army does not consist of as many pieces as the Allied Army, it nearly always has more factors on board. The armored units can be concentrated into a very powerful force which can smash any Allied position. Besides being stronger, the German units are much faster than either the Italians or the Allies. Their speed enables them to penetrate deep behind the British lines, forcing them to surrender vast amounts of territory without a fight. Because of their many abilities, German units should be saved when possible, even at the cost of losing Italians.

The Italian units, though slow and weak, are valuable as garrison and soak-off forces. They can add needed factors to a crucial attack. Heavy Italian losses makes formation of a line very difficult, thus exposing the German armor to possible encirclement. Since the Axis Army can't really afford any losses, it should avoid battles at less than 5-1 except where necessary, as at Tobruch.

AXIS ATTACK: To define the German problem is very simple: drive the British into Tobruch and take it or Alexandria by November. Failure to do so will probably result in an Allied break-out since the Germans will be hard-pressed to defend both areas. As the Germans you have neither the men nor the supplies to stop and slug it out with the British for every position, so you must take each line by out-maneuvering the Allies, giving him an option of withdrawing or becoming surrounded. A taken position without a fight should be considered a greater victory than a D Elim at 3–1 against the same place. The following April 1 move is subjected to analysis and suggested with the above in mind:

Trenta — W3 The garrisoning of the homebase is necessary if you want to receive supplies and reinforcements.
21/3 — N19 This unit prevents the British from blocking the O19 pass and is ready to move either north or south with the rest of the division.
21/5 — N17 and 21/104 = N16 These are in position either to strike at the escarpment line or to move to the southern escarpment. They also protect: Supply — O17.

Rommel O15 From here Rommel can easily reach any friendly unit on the G2 which, if successful, tie down three Italian units for two extra turns. If it attacks and gets an AB2, retreat him back through Bengasi to 12. Next move Bologna holds and Savena goes to H3. It's now surrounded by two units instead of 3 and has no hope of escape.

April 1 This move depends somewhat on the British turn. If 2/26 is dead, Savena and Bologna can join the rest of the Italians in advancing down the road as far as possible. If the 21st division can join Ariete in a 4-1 attack, the other Italians will prevent isolation and the escarpment line could fall a turn early. A safer move, which is just as good is to send the Germans to a southern escarpment square such as P22 or T26, while 21/3 moves to U29. Rommel can either go with the 21st Division or wait a turn to assist the 15th. Some people will argue that this move leaves the center open for the Allies to send a unit to menace your supply lines. It is my contention that the British will need every factor they have for defense. At least four factors must be positioned between M21 and P28 to stop the German armor. More units must be placed further to the East to contain the receve unit. Any spare 1-1-6's can't go anywhere anyway. The Italians block the coast road. If the British want to send out a unit, they will have to use a 2-2-6. Not too many Allied commanders are going to do that at this point.

May 1 — The 15th Division should head for Mechili to join the Italians, who this turn move to block the central desert against British raids. The armor should continue eastward; R29 is a good square. The receve unit should also move east as fast as possible. If the British aren't paying attention, it can take Alexandria on June 1.

May 11-June 1 — The May 1 move should have forced the British back to the Tobruch heights. It will probably take you a turn to clean up several delaying units; then you must drive the enemy off the heights and into the fortress. If you can get a good shot at 2/5, take it. Otherwise pick the weakest square and attack. You attack after combat should force the defenders to retreat into Tobruch. If the British defense gives you strong units on the "I" row, look closely. You can probably hit a flank and advance, cutting off part of the Tobruch defense.

If any British units managed to get behind you, they did it by going to the south. It will take them several turns to get in a menacing position. You shouldn't have to worry about them until you have occupied the Tobruch Heights. You can kill them now by forming a line the width of the board for two turns.

During the first few months keep alert for the possibility of sneak attacks into Tobruch. Supposedly competent players will quite often leave an opening. If you have a chance for a 2-1 or 1-1...
against only 2 or 3 factors, take it, especially in PBM where the results are more favorable to the attacker. Such an attack isn’t as costly as a three month siege against British armor and could win the fortress and the game.

Assuming your opponent hasn’t made any mistakes, the situation could be this: The British armor, entrenched in Tobruch, is contained by the Italians. You’ve just eliminated the British units behind your lines by isolation, you’ve got some supplies and you’re ready to move. The question is: where? The answer depends on British losses. If they have an armored force in Tobruch and a couple 2-2-6’s available for reinforcements, losses would be too great in an attempt to take the fortress. For one thing, two Italians or an armored unit would be needed to soak-off for a 3-1. Attacks at less than 3-1 against a large garrison should be reserved for moments of desperation. Under these circumstances head for Alexandria, leaving Italians on H24 and H26 to keep the tough Tobruch garrison where it belongs. Supplies shouldn’t be too much of a problem at this point since you’ve only made two or three attacks. They will become a problem, however, so still avoid combat whenever possible. When you do attack, space the attack a couple of turns apart. It is best to use a supply unit to capture Alexandria. If you’ve isolated Tobruch, move your troops back and move it back towards the action. Keep units on the east-west escarpment to threaten both sides. Recce units in the desert can threaten to cut off the Allies, especially if supported by armor. Automatic victory is our most potent weapon. Using it you may be able to break through a weak spot and isolate the entire Allied Army. You may also let them march your lines behind your lines. If some do, you will have to form a line across the board to isolate them. A good British commander will be able to keep a force intact and form a line anchored on Ruseisat or Alam Halfa that you can’t outflank. Providing you have the supplies, and you should have, a couple of attacks on the mired 1-1-6’s should complete the disintegration of the enemy and you can walk into Alexandria. You then have plenty of time to take Tobruch. The British will run out of men long before you do, unless you roll nothing but 2’s.

If, in July, the Allies have lost 2/3 and a couple of 2-2-6’s you probably want to go after Tobruch. Hit the strongest unit at least 3-1 and soak-off with an Italian. Make sure there are enough Italians in the 3-1 so you can lose them in an exchange. You don’t have so many units that you can afford to lose an extra one through carelessness. Also, make sure that British forces in Egypt can sneak through and capture a supply or isolate your army. After three or four attacks the British will have only 1-1-6’s in Tobruch. If you have 18 factors left, you’re in. If you have less than 18 left, suggest a game of Bismarck. The turn you’re sure to capture Tobruch, move your homebase garrison. If you then think you’re strong enough to take Alexandria, charge! In the far more likely event that your army has been shattered by the siege, relax, build up supplies and reinforcements, attack just often enough to keep the enemy off balance, and, along about February, head for Alexandria. At this point even Mussolini would have a tough time losing.

In their hints on strategy Avalon Hill mentions something about a garrison at Bengazi. This idea is ridiculous! A unit wasted there will be dearly missed at the scene of action.

To summarize, while the threat of isolation is not as strong as it once was, it still exists. Avoid battles whenever possible, especially at less than 5-1. Either Tobruch or Tripoli must fall by November. Pick one and stick with it.

ALLIED FORCES: Like the Germans in D-Day, the Allies have a lot of pieces but few of them are worth much. The 1-1-12’s are useful in disrupting Axis supply lines since they are the only ones that can match the German speed, but usually two of them can’t pose a real threat. The few strong units on the board the first summer usually sit in Tobruch, leaving 1-1-6’s and maybe a few 2-2-6’s to contain the Germans. About all they can do is try to delay the Germans and disrupt their supply lines. Though an expensive tactic, a double row of 1-1-6’s will stop the strongest German drives, since the back row can’t be attacked in strength. The British can’t mass enough forces for an attack until they receive their November reinforcements. Even then they should try to conserve every piece since they have to worry about their next reinforcements. Not until he is permitted to use the substitute counters later in the game can the Allied commander even dream of winning a pitched battle with the Germans.

BRITISH DEFENSE: If through some miracle the Allies can hold on to Alexandria and Tobruch until November, they have practically won the game. The November reinforcements will, at the very least, halt the Axis advance and should be able to retake some territory. Anyhow, they should enable the Allies to hold their ground until March when the 3 to 1 replacement ratio will wear the Axis into the ground. If the Germans do capture one of the objectives, the situation is not hopeless, but it is tougher, especially with the new rule interpretations. Still, while isolating a unit probably won’t kill it, the Germans must waste supplies and time to free it. Also, they can’t use captured supply units to sustain an automatic victory if there are no supply units to capture. Keep all supplies in Tobruch and Alexandria. If they sneak into one of those places the game is over anyway. You must lose your fight for every gain.

April 1 - Move all 1-1-6’s out to sea. Don’t lose one at Alexandria. If it is threatened you can move a force back in plenty of time. Bring in a supply at Tobruch and send it east. It will garrison the Homebase in May. Many line-ups, differing only slightly, have been suggested for the escarpment. Mine is: 22 Gds. – G18, 2/3/H17, 9A/20/K18, 7/31Mtr. – L19. Many people attack out with 2/2gs. Often, I prefer not to, since if the attack is unsuccessful, 12 Italian factors will face the escarpment line on May 1 instead of 8. That could be the difference between a 5-1 and a 4-1 on a 1-1-6 on the escarpment. If successful the attack will delay two Italian units for an extra turn but they aren’t badly needed on May 11 anyway. The threat of the 15th Division is enough to force a withdrawal from the escarpment.

April 11 - the 1-1-6’s should be deployed to the south to block any Germans on the southern escarpments. The western escarpment lines should be held another turn. If the 21st Division is out of the way, lay a road across the 1-1-6’s in the area, you can replace the 2-2-6’s with 1-1-6’s. The 2-2-6’s are then freed for other duties. If you’re feeling adventurous you can even send one west. However, it would be better to send a 1-1-6.

THE GENERAL

May 1 - Staying in the same defenses another turn would be disastrous. In the west the 15th Div, and the Italians could get an automatic victory on the escarpment line and cut off most of the army from Tobruch. In the south, where the 21st Division has strengthen the lines very thin, and automatic victory might be possible also. The time has therefore come to withdraw to the heights around Tobruch. Of course, 1-1-6’s should be left in the western passes to make the Italians waste time and supplies to eliminate them. Units should also be sent to protect the J34 pass. A careful watch definitely should be kept on the 21st Division. If it is near the Egyptian border, send some units out to sea to protect homebase.

When the retreat is made into Tobruch itself, leave a 1-1-6 outside, if possible, to force the Germans to waste another supply before getting a clean shot at the Tobruch defenders. If the Germans attack Tobruch, keep it reinforced by sea. With the rest of your army, move west from Alexandria and threaten to surround the attacking force. Send a unit south to keep pressure on the supply lines.

Sooner or later the drive on Alexandria will start. When it does, fall back as slowly as possible without being surrounded. As you retreat, leave small units behind. The Germans will have to waste supplies or time and men to kill them. When you can afford to counter-attack, you can. Your extra troops will cause the Germans more headaches when added to doubled defense units or sent westward to raid his supplies. An attack my kill an Axis unit but the exposed attackers will be smashed by a powerful German counter-attack. Only when the position is desperate should you consider the possibility of attacking, unless of course, the German is without supply. If you can’t safely get a 3-1, a 1-2 is the best type of attack. I’m speaking of a situation wherein a strong German force is driving on a smaller Allied force. Of course, if you outnumber the Axis and can launch a sustained offensive, go ahead.

When those impressive November reinforcements arrive, don’t get excited and start attacking everything in sight. Those reinforcements are all you get, except for a few troops in May, for 18 turns. This ‘force has to hold off a reinforced German Army until August.

If Tobruch is guarded against counterattacks by two Italians while the rest of the Germans move east, try to move some men out of the fort for a 1-3 on the Italians so you have to retreat outside the fort. If you can shake some men loose this far behind the Axis lines, the Germans may have to retreat from Egypt. If a 1-3 isn’t possible, try a 1-2 to push the Italians back.

In conclusion, Afrika Korps is a game of maneuver, more so than any other Avalon Hill game. Because of the small armies and unusual supply rules, one misplaced unit can snatch defeat from the jaws of victory.

I would like to hear from anyone who disagrees with my opinions which I’ve advanced in this article. If I don’t hear from anyone, I’ll assume that everyone thinks my strategy is perfect. (That should get some letters.)

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Airborne Panzerblitz
1st Lt. Shelby L. Stanton, USA

This article is included for those who would like to experiment with air assault (parachuting and air landing) in Panzerblitz, but who cannot find any practical justification in real history for it. While it is relatively well known that the elite German Air Force Parachute-Armored Division “Hermann Göring” was transferred to the Ostfront in mid-1944, it is also common knowledge that this unit was “airborne” in name only. The lack of any historical documentation would make any late-war air assault seem not only unrealistic but totally absurd.

Being a paratrooper myself and determined to “jump” into Situation 13, I began researching the famed “Hermann Göring” Division for visible evidence to back up my plans. An almost unknown source suddenly made the whole enterprise not merely feasible but very practical as well. The Department of Army Historical Division MS No. B-628, An Airborne Panzer Corps, by Gen. Lt. Schmalz (unclassified Jan. 1954) was uncovered at Fort Benning. In this brief study General Schmalz explained that the Fallschirm-Jäger Division “Hermann Göring” was in fact planned as a force capable of conducting an air assault. Accordingly its members were to be trained as parachutists and the division’s heavy equipment (tanks, artillery, etc.) prepared for transport in “large planes.” For a number of reasons this project was dissolved, not the least of which was the fact that inadequate gasoline supplies were available for the required training.

However, though the manuscript is very general and perhaps too optimistic, General Schmalz did include two vital pieces of information; a landing schedule and proposed organization chart. Unfortunately the chart was very simplified, but consultation with that priceless reference, TM-E 30-451, Handbook of German Military Forces, provided a fairly detailed analysis of what might have been.

My organization chart has been listed in “counter format” so one can readily assemble it with his Panzerblitz pieces (though the Nebelwerfer counters would have to be composed as they are not available in the game). For those interested in the basis for my chart I must admit making modifications to General Schmalz’ plan, but I confined these to reasonable interpretations of his organizational views. He desired an airborne division composed of six battalions; three airborne rifle, one flak, one parachute artillery regiment would be completely replaced with rocket projectors, I copied a rocket projector regiment right out of TM-E 30-451. All battalion organizations and so forth were derived from this source as well and reflect accurately German TOE calculations.

Now that I have explained the organization of such a division let us study its proposed air assault procedure. According to General Schmalz, the first wave was the only actual one to parachute in, as the following five waves would be airlanded. The first wave would include all airborne qualified personnel and equipment. Turning to my organization chart allow all rifle, submachinegun, mortar, and engineer units an airborne capability. The Division and Rifle regiment CPs may also jump. However, no members of the Engineer Battalion or the Parachute Grenadier battalions should take part in the first (parachute) wave.

<table>
<thead>
<tr>
<th>15mm Flak</th>
<th>20mm Flak</th>
<th>20mm Quad</th>
<th>75mm H</th>
<th>88mm M</th>
<th>120mm M</th>
<th>Engineer</th>
<th>SMC</th>
<th>CP</th>
<th>Truck</th>
<th>Ballistic</th>
<th>Wirbelwind</th>
<th>Panther I</th>
<th>Tiger I</th>
<th>Tiger II</th>
<th>Jagdpanzer VI</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>16</td>
<td>1</td>
<td>17</td>
<td>1</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>9</td>
<td>13</td>
<td>4</td>
<td>10</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The Second Wave (airlanded) would then include the Panzer-Grenadier battalions of the rifle regiments, organic transport to those who landed as needed, and the remainder of Division Headquarters itself.

The Third Wave (airlanded) includes the Panzer Regiment. The Fourth Wave (airlanded) is comprised of the Anti-aircraft regiment, while the Fifth Wave (airlanded) is composed of the Rocket Projector regiment.

Finally, the last and Sixth Wave (airlanded) contains anyone not already brought in to include the Engineer battalion, etc.

Though you would have to fictiously alter the course of the war to play out the hypothetical situation this scheme would demand, it could have happened! It is late 1944, the Luftwaffe's jets have conquered the skies over the Ostfront, and the "Hermann Göring," for months building up and training in reserve, is now airlifted on an air assault mission against the Russian forces. Panzerblitz Situation No. 13 (Airborne) is about to begin!

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Have you ever tried to play Stalingrad using the Blitzkrieg or Guadalcanal attrition tables instead of the usual combat results table? By using this type of combat results table the German armor is able to exploit its breakthroughs after a battle. This type of CR use also places a greater burden on the Russian defenses. In this game the Russian needs a defense in depth - tough to do with only 34 corps. However, careful play by both players gives a more realistic game. You can use a PBM sheet to keep track of your losses. Russian replacements can still be accumulated but to be restored to strength the weak unit must return to the supply city. Also Russian units can reach a point where they have no attack capability but still have defense factors remaining. As in the normal game defense factors are what are counted as replacements.

For the German a new method of attack must be used. At least three coordinated attacks are necessary to insure a penetration. Two attacks by infantry and armor on either side of a weaker unit being attacked at say 5+1 will permit the armor in the center attack to advance deeper after the battle - the flanking attacks would hopefully eliminate the enemy zones of control from the immediate battlefield. See illustration.

I feel this method of combat results is more realistic because at first the Germans make deep penetrations but the Russian replacement rate still plays a major role in the outcome. Who has ever reached the outskirts of Moscow by December, 1941 except against a remarkably inferior Russian commander: the real Germans did.

Give this system a try and see how it changes the initial battle but not necessarily the war.

Figure 1:

<table>
<thead>
<tr>
<th>New attack against old defense:</th>
</tr>
</thead>
<tbody>
<tr>
<td>A - 3 to 7 1 to 3</td>
</tr>
<tr>
<td>B - 18 to 6 3 to 1</td>
</tr>
<tr>
<td>C - 16 to 3 5 to 1</td>
</tr>
<tr>
<td>D - 18 to 6 3 to 1</td>
</tr>
<tr>
<td>E - 4 to 14 1 to 3</td>
</tr>
</tbody>
</table>

---

Figure 2:

<table>
<thead>
<tr>
<th>Illustrative Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
</tr>
<tr>
<td>X</td>
</tr>
<tr>
<td>3.5-5.6</td>
</tr>
<tr>
<td>3.5-5.6</td>
</tr>
<tr>
<td>57.4</td>
</tr>
<tr>
<td>57.4</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Results:</th>
</tr>
</thead>
<tbody>
<tr>
<td>roll 2 results:</td>
</tr>
<tr>
<td>A 3 A-1, back 2</td>
</tr>
<tr>
<td>B 3 O-1, back 2 A + 1</td>
</tr>
<tr>
<td>roll last:</td>
</tr>
<tr>
<td>C</td>
</tr>
<tr>
<td>D 2 A-1, D-1 (Bad results)</td>
</tr>
<tr>
<td>E 5 A-2, back 2</td>
</tr>
<tr>
<td>Now roll Battle C:</td>
</tr>
<tr>
<td>C 6 A-4, back 4 A + 3 (elim)</td>
</tr>
</tbody>
</table>

Had battle D gone favorably we could have advanced to Squares X.

Thus you see, there are all kinds of advances possible for the German.

"... likes to Spot 88's with Half-tracks?"
The Luck Factor

by Richard Shalvoy

Does it always seem that your opponent in any game you play has personally bought control of the New York Stock Exchange? Why is it that you can never roll a one and your friend on the other side of the board can never shoot a two, especially when the battle is 3-1 doubled? We are all victims of bad luck at one time or another. I have developed a primitive system that will allow you to figure out how lucky you've been and which will suggest remedies for your luck (if your opponent will agree). Maybe just once, you'll be able to tell your friend who has taken to bemoaning his luck every time he loses to you that in reality, you had the worse luck.

The Combat Results Table has been so thoroughly analyzed that I will simply extract probabilities of certain results occurring from it. For example, at 6-1 odds, 80% of the time, you should get a D-elim and the remaining 20% gives you a DB-2. I'll write this as 8-2. The order of preference for battles is arbitrary to me but I'll take and order of D-elim, DB-2, Exchange, AB-2, ½ A-elim, and A-elim. I'll list the theoretical results in this order. 2-1 for example is 3 D-elim, 1 DB-2, 3 Exchanges, I AB-2, ½ A-elim and 1 A-elim; this is listed as: 3-1-3-1-1-1.

Now this set-up is all well and good if you have fought ten battles at each odds, but since this rarely happens, we must weight the theoretical (average) results for the number of battles that are to be compared with it. If we have seven battles at a certain odds, we multiply the average results by 7/10 to allow for direct comparisons. The general case is to multiply the average results by N/10 when you have fought N battles at that particular odds. Doing so, I can draw up the following table for a game of Stalingrad, now in its sixth turn.

<table>
<thead>
<tr>
<th>Odds</th>
<th>Actual Game</th>
<th>N</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>0-2</td>
<td>2</td>
</tr>
<tr>
<td>1-5</td>
<td>None</td>
<td></td>
</tr>
<tr>
<td>1-4</td>
<td>2-1</td>
<td>3</td>
</tr>
<tr>
<td>1-3</td>
<td>5-8</td>
<td>13</td>
</tr>
<tr>
<td>1-2</td>
<td>1-1-2-2</td>
<td>6</td>
</tr>
<tr>
<td>1-1, 2-1</td>
<td>None</td>
<td></td>
</tr>
<tr>
<td>3-1</td>
<td>2-1-3</td>
<td>6</td>
</tr>
<tr>
<td>4-1</td>
<td>6-2-0</td>
<td>8</td>
</tr>
<tr>
<td>5-1</td>
<td>3-2</td>
<td>5</td>
</tr>
<tr>
<td>6-1</td>
<td>2-0</td>
<td>2</td>
</tr>
</tbody>
</table>

Now we subtract the actual game results from the weighted average results. As a crude way of comparing results of luck, I assign factors to the results of the battles. Let an A-elim at 1-2 or worse be equivalent to 4 factors; let a German exchange take 10 factors and a Russian exchange 7; a Russian D-elim takes 7 factors. Admittedly, this system ignores the difference between AB-2 and DB-2 at various odds, but this is a crude approximation to reality only. Perhaps a point system could include some of the more subtle differences, but I'll leave that to other articles. At 1-6 we see that the German has lost 0.4 more A-elim than if he had had average luck, so we credit the Wehrmacht with 4 times 0.4 = 1.6 factors. At 3-1 we see that the German should have had 0.4 more D-elim (2.8 more Russian factors off the board), and the German should have had 1.2 fewer exchanges thus returning 12 German factors and 8.4 Russian factors. Putting all these results in table form gives:

<table>
<thead>
<tr>
<th>Odds</th>
<th>Difference</th>
<th>German factors</th>
<th>Russian factors</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>-0.4</td>
<td>Return 1.6</td>
<td>Return 0.4</td>
</tr>
<tr>
<td>1-4</td>
<td>0.5</td>
<td>Remove 2.0</td>
<td>Remove 0.5</td>
</tr>
<tr>
<td>1-3</td>
<td>-1.1</td>
<td>Return 16.4</td>
<td>Return 1.1</td>
</tr>
<tr>
<td>1-2</td>
<td>-2.2</td>
<td>No change</td>
<td>Remove 1.2</td>
</tr>
<tr>
<td>3-1</td>
<td>-4.8</td>
<td>Return 12.0</td>
<td>Return 5.6</td>
</tr>
<tr>
<td>4-1</td>
<td>2.4</td>
<td>Remove 16</td>
<td>Return 3.8</td>
</tr>
<tr>
<td>5-1</td>
<td>0</td>
<td>No change</td>
<td>No change</td>
</tr>
<tr>
<td>6-1</td>
<td>-0.4</td>
<td>Return 12.0</td>
<td>Return 11.0</td>
</tr>
</tbody>
</table>

The German losses so far are 74 factors, the average should be 74/12 = 6.2. For the Russian we have: 112/11 = 10.1. The partial loss factor for the Germans is given by the actual losses divided by the average losses = 74/62 = 1.19. For the Russians, this partial loss factor is = 112/101 = 1.11. To get the LUCK FACTOR (finally), we divide the German partial luck factor by the Russian partial luck factor. This results in the Luck Factor = 1.19/1.11 = 1.07

Now what does all of this good stuff mean anyway, I can hear you ask. Very simply this; if either side's losses have been exactly as they should have, given average luck, then the partial loss factor for that side should be 1.00. The smaller the PLF, the better your luck has been. If each side has had equally bad (or good) luck, then the luck factor should be 1.00. By putting your partial luck factor on top in the division for the luck factor, we find that again, the smaller the luck coefficient, the better your luck has been. From this discussion, you can see that my luck has (typically) been not the best, but still reasonably close to average, so I really don't have too many grounds for griping.

Now that we can actually see how lucky we've been, what good does all this do us (besides being able to impress your opponent the next time he complains about his misfortunes in battle)? One possibility would be to return the factors in imbalance as we figured out earlier as replacements at certain time intervals. This would not negate the territorial gains taken through skilled generalship or good fortune, but it would serve to minimize the whimsical effects of Lady Fortune. I still feel that the main advantage of figuring out the Luck Factor is just the sake of knowing how well Dame Fortune has bestowed her gifts on you. I realize that the use of factors in figuring out a Luck Factor is not the best of all systems and a different method has to be used for a game like Bolge. Anyone having suggestions for good or bad is welcome to write me at:

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French
Strategy -
1914
by Louis J. Jerkich

When making strategic or tactical plans, one must ask as the French General Foch did: "What is the essence of the problem?" In 1914 the problem which both players face is how to obtain as many victory points as possible, thus winning both the campaign and the war. The Allies have an initial 66 points and the Germans have 30. How can the Allies prevent the Germans from gaining points and how can they gain some for themselves?

The key to this problem lies in retaining valuable terrain and acquiring the only two German-held squares of any point value - Metz and Strassburg. Although the Allies obtain 40 points for taking Metz, since the Germans in turn lose 20, the real value of Metz to the French is 60 points. Likewise, the real value of Strassburg is 30 points. The conclusion is obvious: Metz and Strassburg are very much worth the effort to take them.

The Allied strategy, therefore, should not only provide for defensive countermeasures to the German plan, but should also provide for a strong offensive on the French part. Both of these considerations must be reflected in the initial deployment on the mobilization chart.

The following initial deployment, which I call French Plan VI-L, provides the basis for the French strategy.

FRENCH PLAN VI-L:

( Deployment squares are indicated by either grid coordinates, mobilization squares (MS), or the name of a city.)

<table>
<thead>
<tr>
<th>Deployment Square</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Verdin, Toul, Epinal, Belfort</td>
<td>6-9-3 in each</td>
</tr>
<tr>
<td>S-9</td>
<td>6-9-3, (2)-1-4</td>
</tr>
<tr>
<td>T-10</td>
<td>6-10-3</td>
</tr>
<tr>
<td>Maubeuge</td>
<td>6-9-3, 2-4-3, (2)-1-4, 6-0-2</td>
</tr>
<tr>
<td>MS-10</td>
<td>6-10-3</td>
</tr>
<tr>
<td>MS-12</td>
<td>2-4-3</td>
</tr>
<tr>
<td>MS-13</td>
<td>6-9-3, (2)-1-4</td>
</tr>
<tr>
<td>MS-15</td>
<td>6-9-3, (2)-1-4</td>
</tr>
<tr>
<td>MS-16</td>
<td>6-10-3, 2-4-3</td>
</tr>
<tr>
<td>EE-23</td>
<td>1-1-3</td>
</tr>
<tr>
<td>FF-23</td>
<td>6-10-3, 6-0-2</td>
</tr>
<tr>
<td>FF-24</td>
<td>6-10-3</td>
</tr>
<tr>
<td>FF-25</td>
<td>6-10-3</td>
</tr>
<tr>
<td>FF-26</td>
<td>6-10-3</td>
</tr>
<tr>
<td>Nancy</td>
<td>1-1-3</td>
</tr>
<tr>
<td>Epinal</td>
<td>1-2-4</td>
</tr>
<tr>
<td>LL-38</td>
<td>6-10-3, (2)-1-4</td>
</tr>
</tbody>
</table>

All twelve (12) of the mobilization squares from MS-22 to MS-33 inclusive.

At first glance this plan may bring back echoes of the French Plan 17. Most of the French forces are again amassed on the German border while the Belgium frontier seems relatively unprotected. However, the execution of Plan VI-L does not disregard the German strategy as Plan 17 did. I will now proceed to show how the French offensive should be conducted and what the benefits of Plan VI-L are in relation to the various German strategies.

In conducting the offensive, the French player must try to gain ground at the fastest rate possible. The first of Metz should be attacked immediately on turn one and the ridge south of Metz should be secured or regained (if the Germans have taken it on their first turn). French forces should push into the clear terrain east of Metz and also try to destroy the fort on II-26 and the forts of HH-24. At the same time, another force should advance up the valley to Strassburg while other units converge on it from the south. If the Germans can be forced to give up the rough terrain between Metz and Strassburg, by all means take it.

Using Plan 17 against the Schlieffen 1906 plan I have managed to get the French to UU-25 in thirteen turns. Metz was captured and the German right wing got no further than Gent. The French barely missed cutting off the German supplies and the Germans obtained a Marginal Victory. My Plan VI-L, however, makes up for the deficiency of Plan 17 when used against the Schlieffen or similar plans with a strong right wing. As long as the EB units and Supply Limitations aren't being used the strong French right wing can sweep into Germany and reach Mainz in less than thirteen turns, attempting to cut the German supply line. Having besieged Strassburg, as many French units as possible should blitz to Mainz via the Rhine Valley.

German forces between the Rhine and Moselle will be forced to pull back to prevent being outflanked. The German player will also be forced to draw from his right wing in an effort to halt the French.

While the French drive for the Rhine, their left wing must halt the German advance. All French forces from Lille to MS-16 are used for this purpose. These can be reinforced by the 6-9-3's in Verdin, Toul, and Epinal. The French left wing can form a barrier stretching from Antwerp through Brussels and Charleroi to Givet, and then along the southern rough terrain squares to Longwy in two turns. Later, the line can be strengthened by the arrival of the BEF and a few "A" Corps from the right if absolutely necessary.

For the Germans to halt the French right, they will probably need to take enough units away from the Belgian front so that they will be susceptible to a French counteroffensive there. If the French reach the Meuse, their front will be shorter and more defensible. A decisive victory will be within their grasp.

Supposing that the Germans build up behind the Meuse before marching into Belgium, the French will have about six turns in which to prepare a defense. At the same time they should drive as deep into Germany as possible. The same holds true if the Germans march through Holland first.

Any German "inverted Schlieffen" Plan is, of course, doomed from the start by an impassable wall of troops - a ready-made defense for the French.

In the event that the Germans are strong enough to hold the French off in the south but yet strong enough to attempt an advance through Belgium in the north, the French will be forced to play defensively. This will most likely result in a stalemate which will be won by the person using better tactics - but that's a subject for another article.

Louis J. Jerkich
418 E. 274th Street
Euclid, Ohio 44132
The Organized Wargamer

by R. C. Reed - Staff

The response to the last installment of the Organized Wargamer was so bountiful that we had to skip an issue to get the information organized in some sort of coherent order. I had asked for suggestions for sorting and separating unit counters in the previous column and presented here are some of the best and most representative suggestions.

Robert Freiseis, an IFW member from Milwaukee, Wisconsin writes: "You can use egg cartons: this is a good way to keep home-made games or variants separate, but it is not the best idea for games which you move around all the time. Another, the best I think, is to use stamp holders, available in most stationary and hobby stores, these heavy paper-like compartmented sheets are excellent for holding units. You can write unit ID's on the stamp holders or Xerox the counters and paste their pictures below the counters. I find this especially good for the Panzerblitz game. It takes only four sheets for a complete set of Panzerblitz counters, but this is also good for any game with a large number of pieces such as 1914 or Anzio. This is also good for games with step reduction to keep track of the various steps...

J. P. Hope of Arlington, Virginia says that "I have found that 'Diamond Safety Matches' make excellent counter containers. The plastic tray in Panzerblitz will hold thirty-two of these boxes and game set-up is much quicker using labelled boxes. The entire game can be stored in its original container without additional space required for tackle boxes, ice cube trays, etc. These boxes come in packages of eight each and sell for 11 cents per package. One problem I have found in converting eleven games, being a non-smoker and having an electric stove, is that there is a great surplus of matches in my apartment.

A simple solution, offered by W. K. Moro of Sparwood, British Columbia, is to "organize counters by affixing a piece of hard cardboard to the back of the troop counter card and making a tape hinge to another hard cardboard sheet for the front; one can keep the counters in their position as per the new games simply by using a paper clip on the open end."

Another resident of British Columbia, Graham F. Lucknott from Victoria writes of his gaming group: "We have developed a system (sample enclosed): place photograph corner mounts on sheets of paper or cardboard in any Order of Battle. These corner mounts provide neat pockets which hold the units in place under most conditions. Each corner can be marked to indicate which unit it is for." This seems to be one of the quickest and simplest methods reported.

Finally, we reproduce in its entirety an article from Bill Freeman of Concord, Mass. Bill has presented a 'how-to-do-it' thesis for those readers who require a method presented in specific detail.

"Figures A, A1, A2, C & D show a compact method of organizing countersheets for immediate set-up, use during the game, and storage. It has the distinct advantage of being adaptable to any Avalon Hill game. It does not require a myriad of tiny boxes, bags or other home grown bulk. It does have two disadvantages: it requires the use of the counter frame that the unit counters came in, and the holding straps for the kit must be periodically replaced every several years. Of course, it requires in construction one element that is saved later on: tape.

Scotch "Green Plaid" tape, not enough "stick") should be placed at the sides away from the hinged side. This tape, six shown in C, provides a slick surface for the tape holding straps and prevents the straps from picking-up the under­neath posterboard during periodical application and removal of the tape.

That should give you an overall view of what gamers are doing to diminish an annoying problem associated with the hobby.

The next question I would like to ask the readership is what tricks do you have for facilitating the actual progress of play in games like Anzio, 1914, and those other games where constant referral to the rule book is necessary to keep track of ranges, distances to objectives etc. This problem is especially acute in Anzio, and Luftwaffe, and to a lesser extent, Panzerblitz and Guadalcanal. This is a wide open question. As an extra added incentive, the subscriber who sends in the best trick or idea on the question will be awarded a $5.00 gift certificate. Other good ideas will be included in the next OWG column. Send your comments: communicate!
Dear Sirs,

Mr. Augustin has written many fine articles, (German Defense of Normandy, etc.) but his latest venture—"Gettysburg, What Price Victory?" is conspicuously absent from that list. He is correct in pointing out that the present victory conditions are grossly inaccurate, unbalanced, and unrealistic. He is expressing, in a small way, the same sentiments which have been uttered by many of the military and political leaders of Europe. However, no one has taken the time to analyze the reasons why the German Army, under the command of Field Marshal.Ein, was able to defeat the British and French Armies at the Battle of the Somme. The reasons are many, and they include the fact that the German Army was better organized, better trained, and better equipped than the British and French Armies. In addition, the German Army was able to maintain a steady flow of reinforcements, while the British and French Armies were forced to rely on the draft system to replace casualties. The German Army was also able to maintain a high level of morale, while the British and French Armies were plagued by high levels of desertion and mutiny.

Enclosed is the official club roster for you. This will give you some additional info for your files. The American Designers Association was formed in 1929 as a response to cutthroat competition among designers. The purpose of the club is to encourage designers to improve their skills and to promote creative and ethical practices in the field of design. Additionally, the club holds annual design competitions and provides networking opportunities for members.

Under Mr. Augustin's rules, the real Battle of Gettysburg would be considered a "draw," a nasty surprise for President Lincoln, who was under the misapprehension that it had been a Union victory. It is exceptionally rare for an army to be eliminated down to the last battalion in any one battle. As a matter of fact, we venture to say that 9 out of 10 games played under Mr. Augustin's rules, would be draws. After all, it would be rather pleasing to tell that after you had finished wiring up 98% of Lee's forces, and were preparing for a triumphant march on Richmond, that you had merely fought a "draw."

Hopefully, under a point system, a badly needed degree of realism could be introduced into the game of Gettysburg, so that it can take its rightful place as a battle of wits.

Thomas Wilbur & Peter Wilbur
3-E-172
The Pentagon
Washington, D.C. 20301

Dear Sirs,

I am compiling a list of hosts, club leaders, and public spirited gamers who have volunteered to either coordinate raffle matching in their area or act as public relations relations under the group of gamers.

The papers exchange ideas on promoting raffle play, collaborates on chartering buses to conventions, and help arrange tours of local clubs in which the participating gamers spend each night in another gamer's home.

The Operation Contact representative and their assistants compile lists of gamers in their area, with special interests (AH, Duppy, Miniatures, etc.) and best times to call, then make this information available to newcomers to local gaming via hobby shops and AH game boxes.

I've also compiled a list of approx. 250 different war games, space games, and other intellectual simulation games, including their cost, and where to get them. The list will be sent free, so long as you do not intend to anyone sending me a self-addressed stamp envelope and specifying that they want my game list.

Public spirited gamers who have the time to promote the Operation I will be glad to provide them with the gamers in your area that we know of, expecting of course, the same from you.

Cly. and Zone officials who are too busy with their own projects to participate in Operation Contact can still help out by inviting their members to play the AH raffle games. (Hence the emphasis on AH.)

AH NOTE: While your arguments for restoration of individually won raffles are well founded, you have slightly mis-interpreted the reason for the "form" of the game. In addition to saving space, which you will note it does since we do not print the superfluous words printed in the form, it saves the eyestrain of our compositors. You wouldn't believe how un-intelligible many ads are upon arrival. And since most subscribers do not have access to a typewriter, or cannot type, the hand-written ads left much to be desired. The current form seems to be the panacea at the present time.

Sirs:

In the Avalon Hill Philosophy—Part 28, Paul Veremmann, editor and publisher of Air Combat News, stated that the German victory was possible for England and France to do much more for German interference in Poland." Frankly, I find this statement somewhat unbelievable, especially from Mr. Veremmann.

It seems clear to me that offensive, aggressive action by the French army and Allied air forces would have proved, if not tactically, strategically successful in upsetting the Japanese. One of the most important factors of warfare is to seize the initiative, something the allies could have, but obviously failed to do. Politically, the strongest warnings might have delayed the Soviet back-stabbing of Poland, this is minor, however.

Mr. Veremmann's reasoning seems to be either irrelevant or somewhat inaccurate. Let us consider his statements in relation to a French attack in mid-September, 1939. First, he tells of something new, that Germany's Panzer divisions were superior to the Allies. But what good are the Panzers in Poland if the French are in the Rhineland? He then states that the German supply lines were better. Once again, irrelevant.

The French, however, would need only short supply lines to capture the industrial Ruhr. And to state that "type for type" German tanks were superior to the allies is completely inaccurate. The basic German tank was the PzKw I (15 mm. armor, 20 mm cannon). The French not only had more tanks, but they were better (the Somua, S-35 56 mm armor, 47 mm gun and Char B, 80 mm arm., 47 mm gun and a 75 mm gun). Finally, daring raids on Berlin would have been strategically successful (no matter how small the immediate damage), and strong attacks on the Ruhr would have averted needed Luftwaffe planes to the west, as would a ground attack. But, most importantly, the initiative would have been transferred to Germany and its war would be a two-front one.

I feel confident that little more than a Corps could have crashed the West "Wall," since it was made of paper by a few untrained troops to keep up the show.

T. Hilton
#2547 Street
Brooklyn, New York

Auction of Collectors Items

CHANCELLORSVILLE, in the opinion of this staff, was probably Avalon Hill's biggest mistake. While historically accurate, it was unbalanced, unplayable, and practically undervaluable from a rules standpoint. Because the North so outnumbered the South (by 2 to 1) yet still lost, the victory conditions were distorted beyond belief in order to give the South any hope of victory in the game. Yet, many persons still seek copies of this game. Lucky you—we just got in (from a bankrupt dealer) unsellable copies for refurnishing. Out of the meble we've been able to put together four games of Chancellorsville that are complete except for the Box top. So we are prepared to auction off these four copies just as we did those collectors items auctioned off in July-Aug, 1971 issue. Minimum acceptable bid will be the $4.98 retail price of Chancellorsville. Only four games are available. They will be sent in a box other than the Chancellorsville box; but all other parts will be from the original game except the CRT. The current CRT, interchangeable with that of the Slade Rule CRT, will be substituted. To bid, simply send in a check and a slip of paper stating your bid. The four highest bids as of October 15, 1971 will be shipped the games. Only one game per customer. All low bids will be returned in full. Address your bid to: Chancellorsville Auction, c/o The Avalon Hill Company, 4517 Harvard Road, Baltimore, Md. 21214. Mail before October 15, 1971.

Contest No. 45

location of the Para units with the notation of where 'x' stands for the number of factors in that square. Mark the carrier's location with the letter 'o' on the map. Do not include any notation as to movement after combat. Because of the complex nature of this contest, neatness and legibility will be very important. Contest closes October 31st, 1971.

BATTLE CHART

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Headlines of 3 Best Articles:

Name
Street Address
City
State
Zip
The Question Box

BLITZKRIEG questions and answers to date:
Q. Must cities in the opponent's country be taken by the Minor City Capture Table?  
A. No. Merely move into the city.
Q. If the attacker gets automatic victory against a unit next to a city, can he use the city for port movement or air transport that same turn?  
A. Yes.
Q. May SAC bombers be used to aid in the reduction of Minor Country cities?  
A. Yes. This is an exception to the rule that SAC attacks cannot be made in conjunction with ground forces. At least 4 factors of ground troops must also join in the attack.
Q. May a unit retreat several squares through mountainous areas?  
A. Yes. Mountain squares do not affect retreats. Also, infantry may retreat through several woods squares, but armor and artillery are eliminated if forced into woods.

25¢ SEPT-OCT 71
Discount Coupon
25¢ GOOD TOWARD THE PURCHASE OF ALL PRODUCTS

Opponents Wanted

A CITY STATE

We're experiencing growing pains. More subscribers means more Want Ads. We just don't have the space for every subscriber to wax rhetorical as in the past. To make it easier, and more meaningful for all concerned, we introduce the Missi-Ad. All you do is strike out the words below that do not apply.

1) Print your city and state in Box A above.
2) Cross out words and phrases below not applicable.
3) Insert copy where required on lines numbered 1 - 4.
4) Print your name and address where indicated.
   We cannot list specific items for sale or trade. Interested parties must write you direct for complete details.

I am: novice, average, expert player of: high school, college, adult age desiring: FTF and/or PBM opponents for ________

(LIST GAMES) Also seek members for ________ . Will trade or sell games. Please reply to:

NAME (in caps) ________

STREET PHONE ________

CITY STATE ZIP ________

All Ads must be on a special printed form; those received that are not will not be accepted.

2nd Annual Wargamers' Survey

In conjunction with OPERATION CONTACT, a referral service initiated by the International Federation of Wargaming. The General is re-printing the following survey. Its purpose is to determine the best direction in which to move for presenting improved services to the wargamer. In order to guarantee maximum response, all Contest 45 entries will be voided unless accompanied by this survey. A photocopy or handwritten copy is all that is required when forwarding this survey with your contest entry.

2) The three wargaming organizations, in order of achievement, I feel have contributed significantly to wargaming within the last 12 months are:  
   a) The three wargaming publications, in order of preference, that I feel best satisfies my wargaming interests are:  
      1) ________  
      2) ________  
      3) ________

3) The three wargaming organizations, in order of achievement, I feel have contributed significantly to wargaming within the last 12 months are:  
   a) The three wargaming organizations, in order of achievement, I feel have contributed significantly to wargaming within the last 12 months are:  
      1) ________  
      2) ________  
      3) ________

4) The 5 Authors, regardless of magazine, I think have best satisfied my interests through their literary efforts within the last 12 months are:  
   a) Age ________  
   b) Years in school ________  
   c) Years in wargaming ________  
   d) Major Interest - number 1 thru B in order of preference (1 being first):  
      1) ________  
      2) ________  
      3) ________  
      4) ________  
   e) The 5 Authors, regardless of magazine, I think have best satisfied my interests through their literary efforts within the last 12 months are:  
      1) ________  
      2) ________  
      3) ________  
      4) ________  
      5) ________

Do NOT sign your name. Upon receipt, this survey will be detached from your contest entry and added to all similarly anonymous surveys that will be tallied on October 15, 1971. Results will be reprinted in the Nov-Dec 1971 issue. The only personal information we ask of you is in the following:

f) Age ________  
   g) Years in school ________  
   h) Years in wargaming ________  
   i) Major Interest - number 1 thru B in order of preference (1 being first):  
      1) ________  
      2) ________  
      3) ________  
      4) ________  
      5) ________  

Post WWI Miniatures, Pre WWI Miniatures, Naval Miniatures, Other, listed here.
"CONVENTIONS 72" is Spartan International's newsletter detailing all pertinent info on upcoming conventions. A five-issue subscription is available for 60 cents total from SICL Conventions West, 4121 Long Beach Blvd., Long Beach, Calif. 90807; or from SICL Conventions East, 3600 Chestnut Street, A-119, Philadelphia, Pa. 19104. A sampling of info included is the following listing of their convention itinerary through the next 12 months: New York — Nov. 20, 1971; Philadelphia — April 22-23, 1972; East Con. (Fall River) — June 23, 4, 5, 1972; South Con. (Birmingham) — July 8-9, 1972; L. A. Con. V — Aug. 12-13, 1972; and Capital Con. — Washington — August 1972 (date to be announced). In addition, Mini-cons are tentatively scheduled in Los Angeles during November, February, and May 1972...

THE MSC put together another successful convention in MilCon III which was held July 10-11 at St. John's, Jamaica, New York. Total attendance for the two day event was almost 350. Eye-witness accounts say the displays and tournaments involving miniatures was truly impressive. The AH division tourney was the largest on the East Coast. It was, of course, no surprise to learn that AH staff member and convention representative, Randy Reed, won first prize in the AH division. The convention was so successful that plans were immediately made to hold another convention in mid-winter. But the MSC leadership is undecided as to whether Christmas or the end of January is the most convenient time to hold this new get-together. If you have an opinion or preference drop MSC a line.

LEN LAKOFKA writes: "The first Mount Prospect convention is now history. Ninety wargamers enjoyed the one day convention which featured a twenty player naval competition, A Napoleonics "Little Wars" series of battles and other miniatures battles." Over $100.00 worth of prizes and trophies were awarded at this first (hopefully) annual affair. The first annual "Gateway-to-the-West" convention was held in St. Louis on July 17. The IFW featured a number of AH games and armor miniature tourneys which netted the winners over $500.00 in prizes and trophies. The seventy-five gamers who attended, looked forward to next year's event tentatively slated for the third or fourth weekend in July. Reporting on the 4th Annual Lake Geneva Convention, Lakofka related, "the two day event greeted 241 games on Saturday and 157 additional on Sunday plus unnumbered visitors who came to gape. Over $300 in prizes were awarded." In 1972, the convention has grown to the extent where two halls will be used at Lake Geneva, along with more events and larger cash prizes.

DON GREENWOOD has published his long-needed Stalingrad Strategy Booklet. This fifty page manuscript represents the first in a projected series of Booklets that will eventually cover other AH games. In this first effort, articles on Stalingrad have been gleaned from other wargaming journals and the best of these have been presented in this mimeographed manuscript as covering all the aspects and controversies of Stalingrad. The Stalingrad Strategy Booklet is available from Don Greenwood and his Panzerfaust Publications for $1.50 postpaid. Mail to: 124 Warren Street, Sayre, Pa. 18684.

EFFEC TIVE END OF PRICE FREEZE, IFW has announced they will increase their prices to $7/y for dues and $6/y for subscriptions. But for the increase of the extra dollar the IFW plans next year to hold five national conventions, publish the International Wargamer as a 24-page mag, and increase the number of free tourneys and games. Interested? Write: IFW, 1806 N. Richmond, Chicago, Ill. 60647.

IT HAS BEEN BROUGHT to our attention, with some partisan delight no doubt, that Interest Group Baltimore wargamers have been cornering the market on East Coast Convention tournament victories. They have copped first place honors in five major tourneys since last Thanksgiving including Fall River and MilCon III. Plans are currently underway for their third semi-annual Open House to be held during the Thanksgiving holiday this year. If you would like to learn more about this unique group write: IGB, 4118 Glen Park Road, Baltimore, Md. 21236.

S & T MAGAZINE, in issue No. 26, once again shows that it is the best bargain for the Simulations Gamer. Its literary subject matter broadens with every issue; from the very fine "Soviet and German Weapons & Tactics" article by James F. Dunnigan to one on "The Dark Ages Military Systems Profile," by Stephen B. Patrick. A re-review of Luftwaffe is included in this issue as well. Their earlier review resulted from "cross-wires" in that it was prepared without the benefit of the corrected set of rules. S & T apologized for this mis-assumption and will see to it that it doesn't happen again.

WE HAVE BEEN INFORMED that the National Invitational Tournament has begun its recruitment campaign. Any wargamer interested in a new type of tournament play should look into the N.I.T. All entrants rate themselves and then are matched with opponents of equal ability. Entrants play six games in each tourney; write Tim Fox, 58 Cutler, Grand Rapids, Mich. 49507.

BECAUSE IT EMPHASIZED the 9 Principles of War, students in the Department of Military Science, U. of California at Davis, have been experimenting with Blitzkrieg. U.S. Army Capt. Justin R. Hughes, Military History Instructor there, claims the experiment "was reasonably successful" in getting those points across. A fellow instructor, CPT Art Hotop, was so impressed with the games' use that he authored a feature article, "Teaching Methods," which appeared in the Army ROTC Newsletter nationally circulated by HQ, U.S. Continental Army Command, Fort Monroe, Virginia 23651...