Dunkirk Starts it - You Finish it

FRANCE 1940

...is our brand new Spring introduction. While it comes as no surprise to most of you, we are now at liberty to state that FRANCE 1940 will be available in local retail outlets by April 1, 1972. Mail orders will be processed April 10.

If You Liked World War II...

...you'll love FRANCE 40 (short for France 1940). It's a lot like Panzerfaust in that there are a variety of “What IF?” scenarios that balance play between the Allies and the Germans. Of course, you will want to play the Historical scenario first just to prove how stupid the allies really were. Then move on to the scenarios borrowing from 11 different O/B's provided. Don’t plan anything else for the Summer — you’ll be spending a lot of time just passing France 40 by. We think you’ll be quite upset with the amount of time just sorting out counters representing 300 infantry and motorized divisions, 7,000 tanks, over 4,500 combat aircraft, and 33,000 pieces of field artillery in the first major campaign in history where all combined as the decisive factor on the battlefield. Needless to say we’ve rated France 40 Tournament level.

It’s another $9.00 game (U.S. residents add $1.00, Canadian and overseas purchasers add $2.00 for postage).
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But we are in violent disagreement that The General is a house organ for selling new games from AH. John hasn’t been reading too many other wargame magazines lately. For example, every major club magazine now available devotes 10 to 20% of its page content to advertising. The General devotes no space to advertising, either its own or outside products. Mr. Van Devender confuses house organ with service. The General is selling a service.

The General is published expressly for helping AH game owners improve their game-playing techniques. We are not interested in building circulation for its sake alone nor are we going to expand into non-AH literature. That’s what the other magazines are around for.

Obviously, then, when the editorial policy is such that you are limited in content, members of the old guard will eventually find The General passe, and move on to other literary pastures. This philosophy would spell doom for any other magazine simply because of the subscriber attrition rate. But there are always new people just getting introduced to wargaming—these are the ones that find The General so beneficial. Thousands of “newbies” fall into the fold yearly, greatly benefiting from the services The General offers. In this respect, it has been a most gratifying scene.

The Opponents wanted column went a long way in fostering wargaming relationships and coordinating the expansion of the hobby itself. While it is true that the earlier prose of these ads were original and not without entertaining charisma, their translation to the more mature approach has not reduced their effectiveness as far as our correspondent infers. Again, the positive comments have outweighed the negative ones in this regard. So we did something right in this respect.

It is not without regret that The General does lose many of its original subscribers. We would prefer to keep them in the fold if we can do so without sacrificing the premise on which The General has been built. We think we took a step in this direction with the Reader’s Digest approach.

Reprinting outstanding articles from other magazines, especially ones that have not appeared recently, built the Reader’s Digest into a classic periodical. That’s why our recent issues include a Golden Pen Award which honors the best articles appearing in early editions of other wargame magazines. And without exception, these golden-goodies have been voted among the top five best among our subscribers...thus contributing toward improving the quality of The General plus generating interest in what other wargame magazines have to offer. This is what we mean by service.

Supporting our contention that this has been a positive step is the success Donald Greenwood has experienced with his recent reprint series. To date he has published booklets on all the “best” articles relative to Stalingrad and Afrika Korps. Soon to be available will be one on Battle of the Bulge. [Write 124 Warren Street, Sayre, Penn. for info.]

Other “positive steps” are in the planning stage. The next issue of The General will highlight our 9th year of publication. To those of you who have stuck with us throughout, and suffered accordingly, we can promise you additional services through the pages of The General. Your wait will not have been in vain.

Operation Morgenstern

There have been numerous meritorious plans for prosecuting the German attack in Bulge. All of them involve, however, tying up almost the whole of the German forces in the initial attack. This, it seems to me, cannot be better tactics. Manteuffel’s army achieved its successes because it infiltrated the weak points. Other’s plans aim to assault the strong points overwhelmingly. Is it not possible that Manteuffel’s infiltration techniques can be transposed into the game at regimental level? The essence of the conduct of the attack is to employ B.H. Liddell Hart’s “expanding torrent” approach to assault. Hart had been preceded in his views by the immortal American strategist, Ty Cobb, who urged “Hit ’em where they ain’t.”


This is an eight attack system. ISS hits 99/361 at 3-1 so as to block the road from Monschau to St. Vith under any circumstances and 2/3s of the time also to screen the U.S. 2nd from participation in the defense of St. Vith. The /14 at T110 is not attacked. The advanced units of the 106th are assaulted at 2-1 from SW to NE. About half of the time Clevegrains cannot be reinforced, which means a lively possibility of two more surrounded regiments. Even if it is reinforced, the defense of Clevegrains requires weakening some other area of advance. The YV31-Diskrich road is blocked in 8 of 9 games.

The essence of the attack, however, is the 73 combat factors (CF) not engaged. It is evident at a glance that they threaten to break into the clear right after lunch. Therefore, the Americans must stop them, but who do they use? To block in force simplified the challenge of reducing St. Vith and Clevegrains, the two key points on the German lines of supply and advance. To fail to plug this hold in the line allows the rapid encirclement of one or the other town’s garrisons.

Marjorie Morgenstern anticipates that its threats will draw American forces northward to Hoaffalize from the southern flank. There should be several threats will draw American forces northward to Hoaffalize from the southern flank. There should be several threats to HT10 and HT11 which is the stronger line of advance and clears Andenne. Once the 22 and 23 A.M. reinforcements have committed themselves one decides which is the stronger line of advance and clears lines of resistance there with powerful forces. Troops not in the spearhead devote their energies to clobbering threats to vital supply lines. While waiting for Patton’s hordes, the 15thA can disperse to Wilts, Vianden, and TT26, while a VG division can go to DD 37 to serve as trip wire forces. If possible, Neufchateau and Sedan ought to be occupied by 22 A.M. if it can be done without imperiling the main advance.

The critical phase of the attack comes when the forests have been breached and fighting debouches into the open country before Andenne, Namur, and Dinant. Here the Americans will employ their ability to counterattack on the flanks of the advance so as to surround units and strike with devastating air raids. To improve one’s ability at Bulge it is recommended that one set up hypothetical combat situations in this open area and fight them out so as to gain experience in mobile battles. General experience predicts that the initial impression will be of a vast, chaotic melee. Attacks and covering defensive positions should be determined by coordinating the priorities revolving around road junctions, supply lines, and weakly held enemy sectors. Balancing these considerations against the probabilities inherent in the CRT indicates the most profitable attacks. It is rather simple, however, susceptible to analysis. The good wargamer strives constantly to control impulsiveness and minimize risk. The ability to do that and not some initial deployment ought always to determine the outcome of any well designed war game.

R.E. FAUBER
Urals Before 1942
by William B. Searight TMC (SS)

Operational Directive No. 21, later codenamed Operation Barbarossa, had as its objective, the region of Archangel and the Volga which would eliminate Russia's industrial capacity west of the Urals. Hitler believed his armored spear heads driving deep into Russia, followed up by infantry, would cause the defeat of Russia before Christmas.

In order to create a more realistic game play, certain combinations of historical and play balance factions could be introduced to expand and revise the strategy on both sides, as well as add more realism.

Presently, the Germans are lucky if they can get across the Nemunas River by August and the Finns are knocked out of the war before Dec. '41.

By applying the following revisions, one can create whole new tactics for both sides. After experimenting a few times with these rules, one can see that initially the Axis makes a rapid advance across the border, but is later slowed down by lack of logistics and then weather. Lack of forethought will bring the German General shivering to his knees when caught unprepared by the Russian winter. Time is the critical factor.

The Finns are in a better position to defend and attack within their own country, if the Russians decide to invade. The play here could go either way or remain static.

As play progresses one can generally see that the German panzer and Motorized infantry are in the forefront with the infantry bringing up the rear; much the same as in the actual campaign. The German must be careful of avoiding early panzer losses, for they could not be easily replaced. The earliest panzers could be brought back into combat play would be by the last week in August.

Avalon Hill Rules apply, except for the following revisions –

Prepare for Play
A combination of history and play balance is used to create the initial set-up for both sides. Three fronts are designated below within the following areas. North: row V to Baltic Sea. South: row CC to Black Sea. Central: row W to and including row BB.

Russian infantry units were designated as armies, although they were comparable in size to German army corps. Russian mechanized forces were organized into Corps, (include cavalry). North: 8, 11, 27 armies plus any 3 mech. corps. Central: 3, 4, 10, 13 armies plus any 2 mech. corps. South: 5, 6, 9, 12, (26) armies plus any 5 mech. corps. ( ) Denotes actual units not available; use 4-6-4 units instead. Remaining Russian units are brought into play as indicated on the R and R Time Play Table.

Various sources of information disagree on the exact number of Axis forces available on the opening of Barbarossa. A historical play balance has been incorporated by the below dispositions. North: 41, 56 pz. corps, (1) 4-4-6, (6) 4-4-4 Central: 24, 39, 44, 46, 47, 6R pz. corps, (2) 4-4-6, (1) 3-3-6, (2) 5-5-4, (6) 4-4-4 South: 14, 57 pz. corps, (1) 4-4-6, (2) 5-5-4, (8) 4-4-4, all Rumanian corps, 1 Italian (3-3-4), 1 Hungarian motorized corp, (a 1-1-6 made from a blank). The Hungarian unit is started in Hungary and may be moved on the first turn. Reserves: 26 divisions consisting of remaining German units and two Hungarian units, (counted as German). The remaining Italian and Hungarian units are not utilized.

On the first turn, Axis units are restricted to attacking within their own assigned fronts. Units may be moved anywhere, second turn thereon.

Axis Rules on Stacking Units
Pure infantry cannot be combined together with panzer, but motorized infantry can be stacked with either panzer or infantry.

Finland
Russian forces on the Finnish border are in addition to the normal units and must be initially within one square of the border. They cannot be moved south of row W until the 7th week and then only at the rate of one unit per week. These Russian units can be made from blank counters or taken from German units in D-Day. The following are for play balance: (4) 4-4-3, (2) 3-4-3, (2) 3-3-4.

Finnish units attack and defense factors are doubled only while within Finland. Although two German mountain corps (III, XXVI) were in Finland, they operated far to the north and are not counted into the Finnish defense forces. No other Axis forces can be started in Finland as replacements except Finnish units previously eliminated.

How to Win
German player must occupy Leningrad, Moscow, Stalingrad and keep Grozny, Astrakhan, Kuibyshev and Archangel out of Russian control by the last week in December.

Special Terrain Movement
Railroads: Units cannot use the railroad bonus outside their own border until they have been under control from the previous turn. Control does not mean physically moving along the railroads, but rather being under undisputed control (behind the lines). Bypassed enemy units on or adjacent to a rail line, prevents its use past that unit until its elimination.

Initial Assault
If a unit is attacked at odds of 7-1 or greater, units not engaged in combat may move by or over, but they cannot occupy the overrun units square. The initial assault rule applies only during the first turn.

Reinforcement/Replacement (R and R), Time Play
On the first turn only, rivers Nemunas and Bug do not double the defense of units behind them. Prut River remains doubled as do the defenders in Brest Litovsk.

Reinforcements

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<tr>
<th>Russian</th>
<th>German (factors)</th>
<th>Finns (basic factors)</th>
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(a) Axis (except Finns) movement reduced ½ due to logistics.
(b) Leningrad defense triples, but has no zone of control, for remainder of play.
(c) Weather factor – roll each week for Oct.-Nov.

(c) Axis (except Finns) attack-defense factors reduced ½.

Reinforcement Centers
Russian – Leningrad, Moscow, Stalingrad, Grozny, Astrakhan, or Kuibyshev. Finnish – Helsinki.
Pincers . . . another Panzerblitz Situation

by MATHEW S. BUYNOSKI

Pincers is a symbolic representation of an armored envelopment closing in on a fleeing enemy.

The attackers (Germans) have a large superiority in the number and quality of units, but they also have a difficult objective. The Russians have few units and must make full use of them and the terrain to trade space for time to escape.

The tight time factor and strength disparity make for a fast-moving game throughout. The number of units is relatively small (35 G, 22 R) and the use of each is critical.

Hints on Tactics:

1. The German armored car is valuable, especially if it can block the north-south road on board No. 2. The Russians have to keep it out of the gullies behind Opustochoneya on turn No. 1. It will get behind them. A mortar on hilltop or slope is the best way to do this.

2. The Germans on the No. 1 board must use the full width of the board. Channelization works to the advantage of the Russians. Some Panthers and Maultier (if no Russ mortar around) should be on slopes on the first turn to sweep the nose of the big central hill with fire and keep the Russians from putting units on the slopes between the green hex sides.

3. The Germans have the option of a gambit of offering the Russians a few units easily destroyed in order to tie down Russian units and get others behind them.

4. The Russians should make a stand only if they can prevent Germans from getting around them, or if they have run out of retreating room.

5. The Germans should not leave all their infantry behind.

6. The Russians should not overestimate the terrain on the No. 1 board. The German force is small and very mobile.

7. One or two units should be in Russian reserve on the No. 2 board as an "emergency roadblock." If the Germans slip a number of units by, one roadblock can delay him enough so that you can recover. One recon infantry in a halftrack is sufficient.

BOARD LAYOUT:

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FORCES: GERMANS:

Force A: 6 Panther, 1 234/4, 1 Hummel, 5 Rifle, 5 Halftracks

Force B: 6 Panther, 1 Maultier, 1 Engineer, 4 Rifle, 5 Halftrack

RUSSIANS:

Delay Force: 8 T34c, 2 SU-76, 4 Recon, 6 Halftrack, 2 120mm mortars

Escaping Force: 25 wagons (use trucks as wagons)

START: Russians set up first. Germans move first. Force A sets up east of line E, board No. 3. Force B sets up west of line Y, board No. 1. Delay force sets up east of line Z, board No. 1, and west of line D, board No. 3.

ESCAPE FORCE: A maximum of six wagons per turn may be brought on, starting on turn No. 3. They are put on the hexes O, P, Q, R, and/or S on the north edge of the No. 2 board at start of the Russian player's turn. Placement does not count against movement.

SPECIAL RULES: Germans may not place units on the wagons' entry hexes, although they may surround and fire into them. Wagons not off the south edge of the No. 2 board by the end of Russian player's 12th turn are considered destroyed. Wagons are brought on at the Russian's option; he may elect to delay their entrance if he wishes, but no more than six may arrive on any turn and those not brought on by the end of the game are considered destroyed.

TIME LIMIT: 12 turns.

VICTORY CONDITIONS: There are 25 points, one for each wagon. The German receives a point for each wagon destroyed by fire, not off the south edge by the end of the 12th turn, or not brought into play by the Russian. The Russian gets a point for each wagon that gets off the south edge of the No. 2 board by the end of his twelfth turn.

Since there are 25 wagons, there can be no ties. These conditions are designed for good players of equal ability. To allow for unequal ability, shift the number of wagons required for victory, or "spot" the weaker player a number of units by removing some of the stronger player's tanks.

M.S. Buynoski

136 Brentwood
San Francisco, Calif.
94127

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Stalingrad
the
Middle
Game
Part I

Now it is Panzerfaust Magazine's time to head the
Golden Pen Award. From all accounts, the
magazine itself deserves Golden Pens because it
continually receives the highest kudos from wargamers everywhere. And Mr. Phillips' article is
the best of a great literary group, reproduced here
with permission from Panzerfaust Publications,
134 Warren Street, Sayre, Pa. 18840.

by George Phillies

Stalingrad is not a game which is won or lost
in the first few turns of play. Barring spectacular
incompetence on the part of one or the other of
the players, or an unusual run of good luck, the
first few turns of the game will set a trend for
play, but will not decide the outcome. Rather,
the game will be decided later, during the
prolonged German advance on Moscow,
Leningrad, and Stalingrad. If the German succeeds
in his advance, he will probably win: if he is
repelled, he will almost certainly lose.

The middle game is the time-period which
decides most games. It runs from the fourth turn
or so to around the fifteenth or seventeenth turn.
At its start, the German will have just crossed the
Nemunas, or be in the process of doing so. He
will have linked up his Rumanian and Lwow fronts
into a single line. On the other hand, his Finnish
forces will be more or less wiped out. All of
these are subject to some extent to the vagaries
of the game, but under normal circumstances,
when facing normal opponents, this will be the
approximate position.

The end of the middle game is much more
difficult to fix temporarily. The 17th turn is
probably reasonable, although if the German is at
that time very close to capturing the three
Russian replacement cities, it may last longer.
However, the end of the middle game is charac-
terized less by a time than by a situation. If
German attack has been met by Russian counter-
attack, and the Germans have so hurt the Russian
army that it is reduced to delaying for the rest of
the game, the middle game is in the process of
ending. Similarly, if the Russian Army has
assumed the strategic offensive, the middle game
has ended. This can happen very early in a game:
I have seen games whose notes for their 12th
turns went: "Germans counterattacks to prevent
Russians from entering Poland fail." Similarly
games will occur where the Russian counterattack
is mounted as late as the 21st or 22nd turn, over
the last Russian city on the board. This latter is
really an end-game position, but one with ele-
ments more typical of the middle game.

Discussions of the middle game, often disguised
as discussions of general German and Russian
strategy, have appeared before. Many of them
have been rather poor: I will discuss a few of
these below. Some of them have contained seri-
ous logical errors, notably when allusions are
made to game balance.

The general problem facing the German player
is well known. He must, within a sharply limited
period of time, advance over fairly good defensive
terrain to capture the three cities of Moscow,
Leningrad and Stalingrad. Failing this he must
destroy the Russian Army — the latter action
being much more difficult and rather rare. While
his army is considerably stronger than that of
his opponent, the Russian army has a much greater
ability to replace its losses. This last observation
has led to the incorrect conclusion that the
German army cannot afford a battle of attrition.
While it is true that the Russian army has a much
higher replacement potential, it starts from a
much smaller base. Thus, if losses are signifi-
cantly higher than replacement rates, it is still
possible for the Russian army to run out of pieces before
the German does, or at least for the Russian
army to be so weakened that it must break off
battles or be completely destroyed. This is a
relatively frequent event.

A great deal of consideration, or at least talk,
have gone into the question of whether the
German ought to strike first at Leningrad, Mos-
cow, or Stalingrad. Based on seven years of
experience with the game, I believe that the
actual choice is dictated by the general progress-
ion of events, and that attempts to follow fixed
plans will be very frustrating, and in most cases
unsuccessful.

Stalingrad is the city farthest from the German
starting positions. It also has the most doubled
positions in front of it. As a result, it is easiest
to take from the northwest or north. Since it is very
hard to get at frontally, and since an approach
from due north tends to imply that the Germans
are due north of the city (hence that they have
Moscow greatly outflanked), I have not seen any
German players take Stalingrad first as a result of
debate on policy to do so. References in the
literature to the Russians as "reverting to a zone
defense" when the Dnepr is crossed suggest how
this might occur in a real game, at least if
Stalingrad is relatively weakly defended, but I
haven't seen this happen with any frequency.

Leningrad appears to be a favorite target for
German planners, several of whom have thought
it perfectly reasonable to use a force of 30-50
factors of German infantry for the attack. Un-
fortunately, Leningrad is fronted by two rivers
(three if you count the Nemunas) which can be
made 3-1 proof. While the Luga does freeze over
in winter, the German must be quite lucky to
reach that river during the first winter; reaching it
during the second winter will usually be too late
if Moscow and Stalingrad still remain in Russian
hands. The narrowness of the front, and the
impassable gulfs and lakes in the area, make
Leningrad an excellent defensive position, so it
becomes a decidedly hard target.

The last city, and the usual first target for the
Germans, is Moscow. This city has several advan-
tages as a target, besides being the easiest to take.
As a glance at the map reveals, the Russian
railroad system is centered on Moscow. The
possessor of this city is thus on interior lines with
respect to a player trying to hold Leningrad and
Stalingrad, and is able to concentrate on either
of them. Also the length of Russian lines created
by a German capture of Moscow is much greater
than that created by the capture of either
Leningrad or Stalingrad, which will put a greater
strain on the reduced Russian replacement capac-
ity.

Having suggested a goal, I ought also suggest a
means of getting there. This is not a trivial
problem. Many authors have made idiotic sugges-
tions, or at least ones more likely to destroy the
German than the Russian army, or have given up
in despair (as in "German Victory? Impossible!"
in the February issue of PNZ/FST). However,
the problem is not insoluble, as many Russian
player's I know have discovered, often to their
dismay. The basic principle of the German army
has been characterized as "March and munch." The
German must do a great deal of damage to the
Russian army if he is to win, although this
doesn't have to be accomplished in a few turns.
Furthermore, the German must keep advancing,
necessarily just at the point of least resis-
tance.

Fundamentally, the German should try to
advance on as broad a front as possible. This
advance will generally be characterized by the
utmost in economy of force, which in this game
has a real meaning. The German player will rarely
have any significant number of pieces to play around with - he must use them correctly if he is to win. Usually, the Russian will meet this plan by throwing out a string of 4-6-4s and 2-6-4s, most of which will be instantly destroyed. If the Russian is permitted to do this, and the German makes his advance only half-heartedly, this may be enough to get the Russian into a winning position. If the German takes advantage of the other opportunities which will be available, in terms of making 3-1s on doubled positions, etc., he has a good chance of winning. He must still be cautious enough not to throw away his army in useless attacks, but a good German player is by no means in a hopeless position.

Such an advance will be accompanied by a certain amount of maneuver. By adroit positioning of his pieces, the German will be able to threaten moves which force a Russian response, without actually having to make attacks. A unit or two at the Straits of Azov forces a Russian response, even if the German does nothing but sit there for the rest of the game. Similarly, armor appropriately placed may force the Russian to put more force into covering river lines than would otherwise be the case, thus weakening the Russians elsewhere. This sort of threat is most effective if the deployed German forces are able to attack in several ways, as the Russians may feel compelled to meet all of them.

Maneuver also refers to the axis of the German advance. In a typical game, the German will flank the Nemunas at the southern end and then advance north and south of Minsk, forcing the Russians to evacuate it or leave a sacrifice unit in it. In the south, the Germans will advance straight on Kiev, possibly with auxiliary attacks over the Dnestr or Southern Bug rivers. The Dnepr will generally be broken more-or-less simultaneously on both sides of the Pripyat marshes.

The German must then do a certain amount of thinking. If the Russian army is reasonably intact, he may well have to concentrate his forces a bit, although he will likely be able to advance slowly wherever the Russian position is not doubled. Many players will be tempted to concentrate directly on Smolensk and Moscow; I personally feel that this is a mistake. The key to the Russian defenses here is the city of Kursk - if that city falls, the Russian lines become so long that it is very hard for them to counterattack. Once Kursk falls, Moscow will go, if it is to do so, before a wide-front German attack. Because of the limited size of the Russian army, it is harder for them to counterattack against a broad front attack than against a narrow front attack (another advantage over a first attack on Leningrad, incidentally).

Once the attack and counterattack are over the middle game has generally ended and with it this article. While the German may face considerable problems in trying to take Leningrad and Stalin-grad - problems which may prove insuperable in a real game, the German objectives and means become very difficult and different. If the Ger- mans lose and are driven back, we will also have a new situation. I suspect that there will be exceedingly little interest in an article entitled "German and Russian Tactics during a Russian Advance to Warsaw."

Next time we'll take an in-depth view of the Russian defense and cut up a few of the less inspired ones. In the meantime comments are welcomed at 305 Memorial, Cambridge, Mass.

In setting up the German Armies for the onslaught across Belgium in August 1914, the German High Command strategy was very simple - sweep across the Belgian plain, knock aside the small Belgian army, and sweep into France. Very simple indeed.

However, to make this simple strategy work, the German tactics must be very detailed. I learned the hard way in a play-by-mail game. What I plan to do is give you some considerations on what to look for on the German assault on Liege. This initial assault is very critical, because if it is not well planned it will cost the Germans dearly in time - time the Germans can ill afford.

First we will look at the area around Liege. The Germans must first cross the border in mountainous terrain, attack the forts defending Liege, cross the Meuse River, and also deal with any reinforcements the Belgians bring up. All of these factors present totally different problems.

The rough terrain restricts mobility from the start, plus it limits the amount of troops that can be brought to bear on the fortress itself. The forts around Liege demand you bring siege artillery forward in the initial crossing of the Meuse River, we have two active corps (starting from N-15) moving to FF-14. These two corps force the Belgians to retreat in more of a western rather than a northern manner. In addition, two cavalry divisions, starting at MS 8, move to squares EE-16 and FF-16, these almost totally surrounds the fortress of Liege.

Should the Belgian army be foolish enough to counterattack, they would be doomed from the outset. About the only recourse the Belgian army has is retreat as slowly as possible with as few casualties as possible. The initial assault by the Germans has the possibility of spreading the Belgian army exceedingly thin, therefore making it (it is hoped) a strong defensive line impossible to hold.

As can be seen, all of this is accomplished within just two days, the shortest time possible. All four major problems have been dealt with accordingly.

Throughout this article, I have tried to express the importance of tactics as opposed to strategy, because without good tactics even the greatest of strategies will fail. In 1914, tactics is of grave importance due to the magnitude of the game. With so many units to deal with, close investigation is mandatory in each assault or defense.

I hope I have given some food for thought for anybody playing 1914. Another reason I wrote this article is I am an infantry platoon leader, and I have come to realize it is the small unit leader, etc. who wins or loses battles and wars, not generals.

1st Lt. Charles L. Crow
2/13 Infantry, APO 09028
THE GENERAL

by Riley R. Geary

Panzerblitz, as most of you who have it know, is a good game - certainly one of Avalon Hill's best; however, one cannot help feeling that it could be a much better game than it is now. The main problem seems to be with the fact that it follows from the "Kriegspiel" model, and all over-the-board wargames to date: the system of alternating turns and perfect intelligence. Aside from being admittedly unrealistic, such a system destroys one of the most interesting principles of war (at least from a gaming standpoint) - the element of surprise, and tends to turn the "simulation" into an exercise in mathematical probabilities. But what to? All previous attempts to incorporate simultaneous and/or hidden movement into wargaming inevitably produced unplayable games (just witness the coordination factor of inverted counters or the samity factor of written or drawn simultaneous movement). The solution is really quite simple: use the Kriegspiel System. The principal difference between the Traditional and Kriegspiel systems is that 3 boards and 4 people are employed in Kriegspiel play. Each player plays the game on his own board, completely independent from the other, with the third board operated by 2 moderators to serve as the control. Only the moderators on the control board know the actual situation at any given time so it is up to them to coordinate the actions of the 2 players and determine the correct consequences. The advantages of this system are Legion. The use of a control board at last allows truly realistic hidden movement without the clumsiness and confusion of inverted counters (each player sees only those enemy units he is entitled to by the rules of the game), while the coordinated reproduction of both players' movement produces the first practical simultaneous movement system. At little cost to playability, the ultimate in realism may be had.

Before presenting a complete list of revised rules and methods of play for Kriegspiel Panzerblitz, I would like to acknowledge a special debt of gratitude to Tom Oleason, whose "Situation 13" allows strategic as well as tactical surprise through open ended OOB's, and Dennis Mehaffey, whose "Panzerblitz MSM" started me thinking in the first place.

Except as herein modified, all AH Panzerblitz rules (not counting experimental ones; Indirect Fire and Intensive Fire are still optional - see below), Oleason's "Situation 13" rules and corrections (May-June and July-Aug., 1971), and Mehaffey's "Panzerblitz MSM" rules (July-Aug., 1971) are still in effect.

1. EQUIPMENT NEEDED

1.1 Three complete sets of Panzerblitz (including two compartmentalized plastic boxes or trays per game to keep the playing pieces in).

1.2 A hundred or so nickel-sized tokens which can be marked with an erasable marker. These tokens should be permanently marked with a number on one side and segregated accordingly (a good ratio would be 20 "1", 15 "2", 15 "3", 10 "4", 10 "5", 5 each of "6" to "11", and 2 each of "12" to "15")

1.3 Four people, two players and two moderators - each armed with a yardstick and an easily erasable marking pen.

2. THE UNITS

2.1 All infantry and Engineer units (but not towed guns) now have a movement factor of two (so add one to their respective point costs).

2.2 Russian cavalry units now have a MF of six (6) and cost 25 points each. Russian "I" class MG units are only worth 2 points each.

2.3 All "A", "M", and "Y" class towed guns have their cost figured with FULL attack factors, not half; and all "M" class towed guns and German SPA units use FULL range factor, not half, in determining point cost when using the Indirect Fire option.

3. TERRAIN EFFECTS CHART

3.1 General: For the sake of simplicity, assume that whenever a hex has any amount of a terrain feature, even the tiniest sliver, the entire hex reflects that feature - even gullies. Roads are the only exception.

3.2 Swamps: It costs cavalry units one less MF than otherwise when entering a swamp hex from a hilltop hex. It costs cavalry and wagon units two MF to enter a swamp hex, 1 MF if entered from a hilltop.

3.3 Streambeds: It costs cavalry and wagon units 2 MF to leave a gully; it costs all units, including cavalry and wagons, 1 less MF than normal to leave a gully at its end. There is no movement penalty for moving from a gully hex to a ford hex. Note that whenever a unit moves onto a gully hex, it is considered to be in the gully and suffers the full movement penalty when moving from a gully hex to a non-gully hex (except as above) even if it has not crossed over to the other side of the gully.

3.4 Swamps: It costs cavalry units 3 MF to enter a swamp hex off the road; wagon units may enter swamps only along roads. It costs all units with a MF of 1 or 2 two MF to move into a swamp hex off the road.

3.5 Woods: It costs cavalry and wagons only 1 MF to enter a woods hex, but it costs 2 MF for armoured vehicles and 3 MF for trucks. Only cavalry units of the above may cross green hexes off the road but it costs them 2 MF to do so.

3.6 Nonvehicular units: Remember, all units with a MF or 1 or 2 never suffer movement penalties from terrain (except as noted under Swamps) and may move through any type of hex-side. Note however that all terrain restrictions still apply to all other mobile units (e.g. it would cost 4 MF for a wagon unit to move from a gully hex to a slope hex).

4. MOVEMENT/ATTACK TABLE

4.1 Easy is a revised MAT, designed for a more realistic attempt at movement and/or attack factors. The upper corner of each box gives the MF/AF for the individual mod while the lower corner gives the accumulated total - the haves represent the lowest usable fractions (though smaller fractions may still be accumulated). Regardless of the actual mod/turn, all units beginning an attack, or movement from a stationary position, must begin with mod 1 on the MAT and continue from there.

4.2 In order to move from one hex to another, a unit must have accumulated enough MF on the MAT to complete the move. Until that time (mod), it remains in the hex it started from. To keep track of accumulated MF for individual units, place the appropriately numbered token over each unit involved.

4.3 If a unit accumulates MF in order to move to a certain hex but then decides to move to a different hex instead, additional MF must be spent "deaccumulating" the previous accumulation before it may begin moving to the other hex. However, the most a unit need ever spend in deaccumulation is the MF that would have been required if the unit had actually moved to its original destination and were trying to return to the starting hex.

4.4 Loading. It takes 6 consecutive mods for a carrier unit to load a nonvehicular unit. Loading may begin on the mod after the carrier moves into the hex of the unit to be transported or any time thereafter. Units may not begin loading if either they or their carrier units are already under attack, but may continue loading if attacked during the act of loading (in which case units are always treated as if they were already loaded for purposes of defense). The numbered tokens should be used to keep track of the number of mods a unit has been loading.

4.5 Unloading. It takes only 1 mod for units to unload. Units may unload at any time - even if they had been in the process of loading. Whether or not the mod of unloading, units are always treated as if they were still loaded for defense purposes.

4.6 The MAT has nothing to do with range or defense factors - they remain as printed on the units throughout the entire game. Units need not use their full modular MF each mod, but they may not transfer unused portions to later mods (except through normal accumulation). Units may not accumulate MF when not moving nor AF when not attacking. Units may not accumulate MF over and above that required to move into the desired hex.

5. COMBAT

5.1 Defense:

a) When units are stacked together in a single hex (including town hexes), they must employ one of the two possible defense modes: Integrated or Nonintegrated. The status of each unit in a stack must be determined before it comes under attack, otherwise all of the units are automatically treated as nonintegrated. Both integrated and nonintegrated units may be in the same hex; however, once units come under attack, their individual defense modes are "frozen" and may not be changed until all attacks against them have been halted. It only takes one mod free from attack to change individual defense modes within a stack.

b) Units that are part of an integrated defense must be treated as a single target by all attacking units. The combined DF of the integrated units is used for defense purposes (use their individual DF to determine whether Armoured or Non-armoured units predominate for the Weapons Effectiveness Chart - a tie means the stack is Non-armoured; units in a town are always treated as Armoured). To designate units employing an...
**Panzerblitz**

Integrated defense: write their combined DF on the blank side of a token along with an "A" or an "N" — depending on type predominance, circle it and place the token upon the units involved. A unit may not become part of an integrated defense if either it or the unit(s) it would like to join are already under attack, nor may it on the mod it first joins the other unit(s). Integrated units must stay together so long as they remain integrated. If an integrated stack moves, it travels at the rate of its slowest member and may not use road movement. Units may integrate, within the above restrictions, while on the move and may continue moving when changing defense modes.

c) Nonintegrated units must be treated as separate targets by attacking units and use only their own individual DF for defense. Nonintegrated units may move apart from each other at any time, whether under attack or not.

**5.2 Attack, General:**

a) In order to attack, a unit must first either Lock onto Target (distant attacking) or Engage (proximity attacking) — see below — and then attack for up to 6 consecutive mods, using the MAT to build up its cumulative AF. After the 6th attack mod, all attacking units must spend the 7th mod "reloadings," regardless of the type of attack, and may then resume their attack on the 8th mod — but starting back with the mod 1 on the MAT.

b) After time an attacking unit breaks off any type of attack for any reason whatsoever (e.g. reloading, dispersal or destruction of attacking unit, target moves out of sight and/or range, or attacking player's option), its previous AF accumulation is gone for good and may not be continued or carried over by any other attacking units or itself.

c) Whenever a target moves to a new WEC and/or TEC rating within one hex and an attacking unit, that unit simply starts accumulating AF at the new rate, adding them to its previous accumulation which is not affected.

d) If a target under attack moves more than one hex during a single mod in such a manner that it is subject to attack for only a part of the mod, the attacking units AF for that mod must be further modulated to reflect the fraction of the mod they could actually attack. In this can be calculated by comparing the MF spent by the target in moving into or through attackable hexes (not counting the hex it starts from) with the total MF spent in that mod. Attacks against targets are always resolved on the last attackable hex the target moves into or through for that mod.

e) Sections "c" and "d" above may be combined as needed.

f) No unit may ever attack more than one target at a time (see 5.1b). However, several units may attack the same target at the same time by combining their individual cumulative AF into an overall AF and resolving combat against the target as a single attack. Except when using minefields, defending units may never be attacked more than once in a single mod.

g) Once an attacking unit LOTs or Engages an enemy target, it stays Locked onto that target regardless of where it subsequently moves (unless it moves out of sight and/or range), attacking it to the exclusion of all other targets. Units may break off an attack and either LOT or Engage a different target whenever desired (except as per tripod method of LOTting and Engaging — see 5.2a and 5.4a).

**5.3 Distant Attacking** (2 or more hexes away from target):

a) All units employing distant attacking methods must first Lock onto Target which may be accomplished in one of two possible ways:

i) Scanning – attacking unit may LOT any target within range at the end of the mod the desired target moves into sight and/or is spotted. To signify that a unit is LOTting, write the PICS number(s) of the enemy unit(s) involved on the blank side of a token which is then placed over the attacking unit. The same token is used to record the buildup of that unit's AF by simply erasing the previous mod's total and writing in the new cumulative total. The attacking unit may then begin attacking on any mod following the mod of observation.

ii) Tripwire – attacking unit may LOT onto any hex within sight and/or range, writing in the grid coordinate of the hex on the token instead of a target's PICS number. On the mod following such a Lock-on or any mod thereafter, the first enemy target to move into that hex is automatically Locked onto and attacked (for at least one mod). The advantage of this method is that the attack may start the instant said target moves into the Locked-on hex, using 5.2c and 5.2d as needed. Units using tripwire may still LOT onto a target in another hex by reloading or the scanning process, provided the enemy targets have triggered the tripwire by the end of the mod of initial observation. If the target which triggered a tripwire was composed on one or more Armoured Fighting Vehicles carrying passengers, the attacking unit has the choice of attacking either the AFV's or their passengers, but not both.

c) If a unit decides to break off an attack against one target in order to attack a different target, at least one full mod must elapse between attacks (reLOTting). Except when using the tripwire technique, no unit is ever forced to Lock onto or attack any particular target, nor does the selected target have to fulfill any criteria, such as being the "weakest" member of a stack, etc.

d) There are two different attack methods that can be classified as distant:

(i) Normal – in which the attacking procedure is, as the name implies, normal (i.e. units LOT and attack from a stationary position using the above restrictions and guidelines).

(ii) Armoured Assault – available only to those units which can use the OVERRUN attack method. AA allows such units to LOT and attack enemy targets within half-range (5RF) while moving. Units using AA use their normal AF (taking into account WEC and TEC) for attacking but may only attack targets towards which they are advancing. Also, they may not move at the road movement rate while attacking, though they may move at the clear terrain rate along roads through slopes, woods, towns, etc.

d) Both types of distant attacking may be combined with each other. Armoured Assault may also be combined with Point-blank attacking and as a preliminary to Overrun, but may not be combined with Close Assaulting. Normal attacking may be combined with Point-blank attacking but never with Close Assaults or Overruns. See 5.4.

**5.4 Proximity Attacking** (less than 2 hexes from target):

a) All units employing proximity attack methods must first Engage the desired target. The process of Engagement is exactly the same as that for LOT, including the Scan and Tripwire techniques (see 5.3a), except for the following differences: whereas LOTting has no effect as such upon enemy targets, an Engagement prevents the engaged target from leaving the hex it was engaged in for at least one mod. As part of an overall attack against a target, engagement may be used a maximum of 2 times to prevent target movement (and then only when using different units to engage on the 2 mods). After that, all additional engagements in that attack have no further effect on the target's movement. Units employing only the Point-blank proximity method may engage with effect only once in a given attack. Under no circumstances may a unit ever engage with effect against the same target more than once in 7 mods.

b) When changing targets, units engaged in proximity attacks must also spend one full mod between the end of one and the start of another target undergoing a proximity attack success in moving to a hex 2 or more hexes away from the attacking unit(s), those attacking units are still considered to be Locked-on and may continue their attack using a distant attack method, providing there is no attack type conflict and the target is still within sight and range.

c) There are three attack methods that can be classified as proximate:

(i) Point-Blind – which is simply a normal attack against an adjacent target, regardless of terrain or intervening hex-sides.

(ii) Close Assault Tactics – in which the infantry and cavalry units involved attack at 3x their normal AF (4x if infantry and engineer units are stacked together and attack the same target, never subtract 2 from the dice roll or increase the odds of the attack by one column. Only those infantry and engineer units which are stacked together in the same hex may use 4x their AF with CAT. Units using CAT must still engage their target before attacking, and engage only one target at any given time (except under integrated defense – 5.1b – stacked units are never treated as a single target). Units may use their maximum MF rate, including road movement, when moving into the hex they expect to close assault from; however they may travel a maximum of 1 hex per turn (including cavalry units) when pursuing targets they are close assaulting. Units may use CAT even when being overrun by armoured vehicles.

(iii) Overrun – in which the armoured units involved ignore the WEC and attack at 3x their normal AF (but do not subtract 2 from the dice roll, etc.). Units using overrun may not move at the road movement rate and may only overrun targets on clear terrain (including non-orange hilltop hexes and fords). Units will usually (but not always) begin an overrun by first LOT and the desired target (see 5.3a-i), in which case the engagement and overrun bonus begins with the mod said armoured unit succeeds in moving into or through the target's hex. Units using overrun are the only exception to the rule that states units may not move into or through hexes containing enemy units, and may in fact actually
end the mod in such a hex with no penalty. On an overrun, units must leave the target hex through one of the 3 hexes opposite the entry hex. Units may continue their overrun attack only by continuing to move into and through the target's hex. As with CAT, a unit may conduct an overrun against only 1 target at a time, regardless of how many targets may be stacked together in a single hex. Units overrunning mobile units should circle the PICS number of their target on the token to signify that they will continue to try and overrun the target, regardless of where it moves to (unless of course the target moves onto non-clear terrain or succeeds in outrunning the overrunning units). Armoured units may overrun each other by simply moving into each other's hex (providing they are both clear terrain). A maximum of 3 German or 2 Russian units may conduct an overrun through a single hex during the course of one mod. Mobile armoured units to not count against the stacking of enemy overrunning units, but stationary armoured units or wrecks do count against enemy stacking limitations (see 6.1).

d) Point-blank attacking may be combined with any other attacking method; CAT may only be combined with point-blank and overrun, and overrun may only be combined with point-blank, CAT, and overrun. A unit is considered combined with other methods, the overrunning units may not exit into a hex containing friendly units that are using either CAT or point-blank against targets in the same hex. Also, while AA may be continued with overrun, AA and overrun may not be used against targets in the same hex at the same time.

e) Infantry units riding on Armoured vehicles may "jump off" (unload) in the hex immediately in front of targets about to be overrun by those Armoured vehicles, and may begin a Close Assault against those targets on the following mod. (Panzerblitz Assault).

5.5 Combat Results Table:

a) Attacks may be initiated at any odds whatsoever, however at least a 1-3 is necessary before any casualties can be inflicted (the only effect of attacks at less than 1-3 odds is to alert the other player that he is being fired upon). Under no circumstances does any form of attack force the attacked units to break off their own attacks, though they are certainly free to do so if desired.

b) On the CRT, a "D" now means the target is dispersed for 2 consecutive mods; a "DD" means it is dispersed for 3 consecutive mods. Use the numbered tokens to keep track of the dispersals. Once a target has accumulated a total of 6 mods of dispersal, that target is considered eliminated. Once a target has been dispersed, it may not be attacked by any unit until the dispersal total for every mod that nothing further happens to it; however, if the target suffers another dispersal in a later mod, it adds the appropriate number of additional dispersal mods to the total and does not subtract anything. Subsequent attacks made on dispersed targets do not have their effectiveness increased by subtracting from the die roll.

When units employ an integrated defense, the CRT result applies equally to all of the members of such an integrated defense.

6. STACKING

6.1 The following combinations represent the maximum number of units and/or wrecks that may be in the same hex at the same time (see 5.4c-iii - overrun - for only exception): 3 German, 2 German and 1 German and 2 Russian (but only if German unit is already in the hex, otherwise the limit would be 2 Russian). Units may temporarily exceed the stacking limitations while loading and unloading (see 4.4 and 4.5) but must return to normal limitations as soon as the operation is possible.

7. OPTIONS

7.1 Mines: When mines are used, the other player (i.e. the one who did not place the mines) does not know the location of a minefield until at least one of his units enters it and is "attacked." Units entering a minefield and their mod (not turn) on the mine and may continue moving on the next mod, if nothing happened as a result of the minefield attack. However, if units are dispersed by the attack, they continue to be attacked by the mine at 2-1 odds every mod they remain until they are either destroyed or become undispersed and are able to move off. Do not subtract 1 from the die roll if the minefield is in a town, wood, or swamp hex. Normal, AA, and point-blank attacks may be conducted against targets on minefields, but overruns and CAT may not be used. Engineers remove mines by moving adjacent to them and rolling die every mod thereafter that they remain adjacent. The die must be rolled twice each mod and only a roll of "1" on both passes removes the mine (1/36 of a chance each mod). Two engineer units "attacking" the same mine are entitled to 2 such attempts each mod, and so on.

7.2 Forts and Blocks: When using blocks, all units must spend 6 full mods on the block counter before moving off on the 70.

7.3 Indirect Fire: Units using Indirect Fire attack at ½ normal AF, over and above the effects of the WEC and TEC. CP units may only be used when employing the Indirect Fire option and are the only units which may perform the fire-direction function.

7.4 Intensive Fire: Units may use Intensive Fire by tripling their AF for 6 consecutive mods. Units using Intensive Fire are removed from play 6 mods after they begin, even if they have not attacked in each of those 6 mods.

7.5 Time Control: Once players have become fairly familiar with the Kriegspiel method of play, it is suggested that they use the following time control system to increase reality and decrease playing time: Allow each player only 5 minutes to complete his attacks for that mod. Likewise, allow each player a maximum of 5 minutes to complete his movement for that mod, any units that have not been moved in that time limit do not get to move in that mod. Likewise, allow each player a maximum of 5 minutes to complete his attacks for that mod. Also, use the "touch-move" rule of chess that prevents the retraction of a move after it has been made (i.e. once a player has moved one of his units on his board and removed his hand, he is not allowed to retract or change that move). The touch-move rule of chess that prevents the retraction of a move after it has been made (i.e. once a player has moved one of his units on his board and removed his hand, he is not allowed to retract or change that move).

7.6 Victory Conditions: While virtually any mutually agreeable victory conditions may be used with Kriegspiel Panzerblitz, you might give the following point-count method a try. A player receives 1 point for each friendly unit he has on the board he started from, 2 points for each unit he has on the same board and removed his hand, 3 points for each unit he has on the far board. Half-squares are counted as being on the lower (nearer) value board and units worth less than 10 points (trucks, wagons, CP's, and Russian MG units) are only counted as half-units. The player with the higher point total at the end of the game is declared the winner.

8. THE MODERATORS' ROLE

8.1 Preparation: Once a playing area has been set aside and the players have selected their respective "armies," the moderators should duplicate the forces chosen from all force sets (keeping them hidden from the players of course), using exactly the same units, by PICS number, and have them on hand as needed to reduce confusion.

8.2 Movement: Since there are (or should be) 2 moderators in Kriegspiel Panzerblitz, each moderator should be able to duplicate a player's exact actions on the control board immediately (another reason for touch-move rules), cutting playing time by over 50%. 8.3 Spotted: The biggest problem the moderators will have is in determining exactly what can be seen by each player at any given time, which is why the control board exists in the first place. At the end of the movement portion of each mod but before any attacks are actually resolved, the moderators - using yardsticks to determine real-space line of sight between units - show each player what he can see in the way of enemy units according to direct line of sight and spotting rules by placing the appropriate units on his board. Players get to see what AFVs's may be carrying in the way of passengers but do not get to look inside wagons, halftracks, trucks or forts. When enemy units disappear from a player's Line of Sight, the moderators should so inform him, pointing out the hexes those units were moving to when he lost visual contact. Players need not be kept informed of enemy units which are no longer visible at the end of the mod, unless they passed through the LOS of a stationary friendly unit in which case the player should be kept informed.

8.4 Combat: When a unit comes under enemy fire, that player should be shown the hex the attack is coming from, even if it comes from a town or woods hex, but not the actual unit that is firing at it unless it is unstacked and clearly visible. If a unit comes under Indirect Fire, the attacker's hex is not revealed to the defender. Only the attacking player and the moderators know the actual odds of a particular attack, the defending player only knows that he is being attacked but not at what odds. Both sides are informed whenever a unit is dispersed or destroyed through combat.

Well there you have it - Kriegspiel Panzerblitz. It will probably take several games to get used to the Kriegspiel method of play, and may seem hopelessly confusing to many of you at first; most of the problems should be solved with a little practice. If there is sufficient interest, I would be more than willing to demonstrate how other games can be similarly adapted to Kriegspiel Play. Also, to those of you who would be interested in trying out Kriegspiel Panzerblitz but have a little trouble rounding up enough other players and boards, I will gladly offer my services as a PBM moderator (free of charge) for all interested parties.
Midway and the British Home Fleet

by Richard D. Thurston

The time is 1700 hours, June 4, 1942 and Admiral Yamamoto is worried. His flagship is now just arriving in the combat area and his confidence has been shaken already by the unexpected American resistance to his thrust at Midway. Intelligence has estimated only one US carrier and four cruisers in the area, but he has identified three carriers and eight cruisers and the air/sea battle has been ferocious. Already, three Jap cruisers have sunk and battleship *Hiei* is limping back with *Haruna* is limping back with identified and air/sea battle has been ferocious. Already, carrier and four cruisers in the area, but he has unexpected American resistance to his thrust at southeast with slight damage.

Yamamoto is stunned. He needs no recognition manuals to account for these mysterious ships now. The oddly-configured battleship that has destroyed *Hiei* and *Kongo* can only be HMS *Rodney*, killer of battleship “Bismarck” and “sharp-shooter” of the Royal Navy. The other three can only be King George V, Anson and Duke of York; the newest and the one really good luck for the Allies in battle.) In the situation described in the first five paragraphs, of course, poor, old Yamamoto has just about had it. This makes for exciting reading, but not very good gawarding. So, let’s just turn back the clock a couple of days. It is now 0500 hours, June 3d. Yamamoto has just lost his appetite upon receiving the following dispatch from UN Intelligence:

> “Reconnaissance submarines have just reported the majority of the British Home Fleet has been sent to the Pacific instead of the Indian Ocean as previously reported. This powerful force is divided into three groups. Group 1, which includes the battleship *Rodney*, carrier *Victorious* and three cruisers, will arrive on your searchboard at about 1500 hours today. Group 2, which includes battleships *King George V*, *Duke of York* and *Anson*, with two cruisers will arrive about 0500 hours, June 4th. Group 3, which includes battleship *Ramillies*, battlecruiser *Renown*, carrier *Illustrious* and two cruisers will arrive at 1100 hours, June 4th. Also, confirming earlier reports. US carrier *Yorktown* has been repaired and will be with *Enterprise* and *Hornet*. Good luck!”

Searchboard counters for these ships will be found in your *Bismarck* game set, except for those for *Anson*, *Duke of York*, *Illustrious* and *Cairo*. You’ll have to make Battleboard counters for the carriers and cruisers and the two new BB’s. Ship characteristics are covered in the following table:

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<td><em>Cairo, Hermione (CLAA)</em></td>
<td>2</td>
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**Aircraft Carrier Capacities:**

*Victorious* and *Illustrious*.


Because of the additional units now at the Allied commander’s disposal, some of the rules imposed by AH to give the US side a reasonable chance are no longer needed. All rules not specifically mentioned below remain in effect.

1. Search procedures are unchanged except that US player loses his extra search square and full-board capability on any turn in which Midway is bombarded by Jap ships.

2. B-17 rules are completely discarded. (B-17’s now can only be used against transports, for those who play with transports.)

3. For those who use destroyers, each British group is accompanied by one DD division consisting of four DD’s.

All enemy battleships with quadruple turrets approaching from the southeast.
THE GENERAL

4. US player no longer receives any credit for delaying Jap capture of Midway. Jap receives 25 bonus points if he actually captures Midway, 10 extra points if he reduces Midway defenses to 0-0, but does not capture it. Midway reduction rules are unchanged, except that Midway defenses are reduced by 1 point per turn for each 10 surface factors (BB and cruiser only) used in shore bombardment. Shore bombardment is accomplished only by BB and cruisers in the Midway square and only if there are no US or British ships in the square during the turn.

5. British planes may not be readied on US carriers or on Midway. They may land and fly off from US carriers or Midway, but cannot conduct offensive or defensive missions. Same rules apply to US planes and British carriers.

6. To avoid the common "Tower of Pisa" tactical formation, no more than six major ships, (not counting destroyers & transports, if used), may be placed on any single square. Exception: no stacking limit on the Midway square or during the later stages of surface combat.

7. No more than one carrier's load of planes may attack a single square in one wave. Wave attacks are authorized, avil attacks are not. Exception: no limit is placed on planes attacking Midway or defending it.

8. Battleboard procedures:
   a. Players roll the die to determine who sets up first. Roll of 1, 3 or 5 means Allies set up first; 2, 4 or 6 means Japs set up first. Movement order same as setup.
   b. British Battleships have a range of 5 squares on Battleboard during the daytime, 4 squares at night. British Cruisers have a range of 4 in daytime, 3 at night. Jap Battleships have a range of 4 during day, 3 at night. All other ships have a range of 3 during day, 2 at night. (Difference is due to the overwhelming superiority of British radars at this stage of the war, US radar was nearly as good until the 1944-45 period, Jap radar was never as good.)
   c. Escape from the battleboard can only be accomplished by rolling a "6" on the die. Then only the ships on the last row of the board may escape.
   d. An air strike may precede surface combat, but once surface combat has begun, no air strikes may be conducted against ships involved. ('Too hard to tell friend from foe.')
   e. British damage results: A ship is considered "crippled" if it has received more than 1/2 the number of hits required to sink it. (Examples: Hooton would be crippled by 3 hits, Yamato by 6 hits, Hutton by 2 hits.) Once a ship has been crippled the following limitations apply:
      a. It is restricted to 1 square per turn movement.
      b. Its surface and AA firepower is reduced to 1/2 normal. (Round this figure up for defense, down for offense.)
      c. Its aircraft handling capability is reduced to 1/2 normal. (Excess planes on carriers at the time of crippling need not be removed, but only 1/2 the normal number may be launched or landed during a single turn.
      d. It cannot bombard Midway.
      e. Recovery squares for aircraft participating in an aerial attack are given only if enemy ships or fighters are encountered on that airstrike.

Richard D. Thurston
Route 2, Box 2643-5
Spanaway, Wash. 98387

The Hundred Days
by L.L. Baggett, Sr.

"Damn the fellow, he is a mere pouder after all." It was these words which the Duke of Wellington used to describe Napoleon's direct frontal attack at Waterloo; a mistake which cost Napoleon his empire.

Since earliest times it has been evident to all great military commanders that to launch an assault upon a prepared enemy in a fortified position is folly. From the French at Agincourt to the British at New Orleans to the Confederates at Gettysburg, history has shown that a direct attack, except upon a much inferior enemy force, has little chance of success. As the French general, Bosquet, said of history's most famous direct attack, the charge of the Light Brigade at Balaklava during the Crimean War, "It is magnificent, but it is not war!" Even the bravest of men cannot avail when the deck is stacked in the enemy's favor.

It therefore follows that if the direct approach is unwise, all indirect approach is the best solution. By indirect approach is meant an advance on a territory in such a way as to (1) upset the disposition of the opposing army, (2) separate the enemy force, and (3) endanger supplies and/or lines of retreat. This will result in the enemy commander being suddenly forced to change the placement of his troops to meet the menace, thereby (1) forcing him to fight on terrain of own choosing and (2) weakening his original position. Indirect assaults can now be launched on them. We have, in fact, deprived the enemy of his freedom of action and forced him into a course which enhances our own chances of victory.

Napoleon's victory at Ulm, the first von Schellenfur plan, and the Korean War landing at Inchon are all examples of the indirect approach. The basic principles of this technique can be applied to AH games with the same brilliant results they have gained in actual warfare.

Since we used Napoleon's disaster at Waterloo to exemplify our point, let us use this game to demonstrate the application of our battle plan.

The initial placement of French units is designed to facilitate our somewhat unusual maneuvers. Place fifteen (15) factors of cavalry on 0015 and PPI5. Put fifteen (15) infantry factors each on RR15, SS15, and TT15, and twelve (12) factors on 0016. The remaining units should be placed at Fleurus.

It must be remembered that even though the French are inferior to the PAA in total numbers, at start they have a superiority of 193 to 116. It was at this stage of the actual campaign that the French failure to exploit their temporary numerical superiority cost them their best chance for a decisive victory. If confused orders hadn't sent D'Erlon's corps marching - like "the noble Duke of York" - back and forth between the battles of Quatre Bras and Ligny on the 16th without firing a shot in either, there would never have been a battle of Waterloo. The French Army would have won hands down and been in Brussels the next day. It is therefore important that all of our units be brought into play rather than be forced into inactivity by the restrictive terrain around Quatre Bras. For this reason and to avoid a direct attack upon the prepared PAA, the main thrust will be to the west of QB. The key to an advance through the woods is that it must be made upon a wide enough front and with enough troops to prevent successful PAA counter-attacks.

Our first move sends 1st Corps', Ney's, and the cavalry at 0015 toward Nivelles. D'Erlon's infantry crosses the Piwon River and toward QB. Half of the II Corps infantry goes toward QB and half to the Tilly area. The units at Fleurus move to the Tilly area via JJ15. All remaining units move toward QB. It must be presumed the PAA is a reasonably competent player who places a 1-6 on FF23. Otherwise the QB ridges can be seized on the first turn and our plans changed accordingly.

By the end of our 11 AM turn the cavalry units detailed for that purpose reach the Nivelles area. Most of them act as a pinning force while Ney maneuvers to the west to outflank the PAA secondary defense line around W-44. Fifty-four (54) factors (15 cavalry and 59 infantry) move to the south. The French Army cannot cover the 25 miles from AA29, AA30, AA31, and Z22 with their flank protected by 1st Corps infantry which is now in reach of QB. The remaining units concentrate in the Tilly area and may launch an attack in that direction depending on the size and location of the PAA blocking force. We now have twenty-six (26) factors at Nivelles, thirty (30) in front of QB, fifty-four (54) in Bossu Wood, and eighty-three (83) in a position to either advance down the Tilly road and/or take QB in flank.

There are several points about our advance which should be stressed. We have surprised our opponent by taking the course which he least expects, which is also naturally the most lightly defended. Our two areas of greatest concentration, Tilly and Bossu Wood, are poised on interior lines, able to strike out in several directions. Our push in the center has put the enemy, as General Sherman put it, "On the horns of a dilemma." He simply does not have sufficient strength to oppose all our thrusts. And none of the PAA reinforcements can reach the area in time to be of help. If he strengthens his original positions to oppose the breakthrough in the center, we have sufficient strength poised to take QB and Nivelles frontally. If he fails to halt the central attack, he risks having the units in QB cut off and surrounded. In either case, QB is lost and the PAA primary defense line broken.

The advance from here to the Waterloo position is the easiest part of the campaign, for us. The PAA must be continually pushed and harassed, never given a chance to form a defensive line. Take every opportunity to cut off and destroy his rear guard. It is now, while he is in the open and disorganized that the greatest casualties can be inflicted on the PAA.

If he attempts to form along the Genappe, a strong push around T-34 coupled with the turning of his flank by Ney to the west of Nivelles will compel another retreat. The advance down the Tilly road must be pressed with equal vigor. Fifteen (15) cavalry and at least an equivalent number of infantry factors should be detailed for this purpose. This route must be cleared rapidly and the forces there should then, as Grouchy was advised to do, "march to the sound of the guns." By 11 AM on the 17th we should be in..."
**The Question Box**

**ORIGINS OF WWI:**
Q. In the Aggressive French Policy Game is a player out of the game if another player gains Control of his own country? If not, what happens?
A. No, the player is not out of the game. He can use oblate factors and place oblate counter in Control counters in other areas. He just can’t use his home country.

Q. If there are 3 players could a player challenge a Control counter in his home country?
A. NO! Once established, Control cannot be broken.

Q. May two players, by agreement, share Understanding (for one player) and Control (for the other player) counters in the same area?
A. No, Only Control counters.

Q. If you fail to destroy an opponent's Understanding counter in your home area, are you prohibited from making any attacks that turn against anyone?
A. No. You are only prohibited from attacking the counters of the player who still maintains the Understanding counter in your home country.

Q. Is it permissible for a player using the "2, 3, and 4 player Game" to place a temporary ally's Control or Understanding counter in an area?
A. Yes.

Q. In the Diplomatic Conflict Table what does the dash, "-", mean?
A. It means "No Effect."

**JUTLAND:**
Q. When an odd number of squadron hits must be halved, what do you do with the extra ½ hit?
A. When a fractional hit counter occurs, roll the die: an even number means add one hit, an odd, drop the fraction. Ex: three hits must be halved, equal 1½ hits. The number is rolled if the number is even the ½ hits become two hits; if odd, the ½ hits become one hit.

**PANZERBLITZ:**
Q. The CRT results for die-roll subtraction to -2, but it is possible to have a -3 subtraction. What happens?
A. For attacks at 1-4 and 1-3 when a -3 is rolled, add the results from the -2 line of the next higher odds column. Therefore: -3 at 1-4 odds = -2D, -2 at 1-3 odds = X.

Q. If I had a unit on a slope directly in front of a brown hex side is my unit in the LOS of a unit firing from a hilltop (assuming no other obstacles)?
A. Yes. Brown hex sides block LOS only when the target unit is on ground level (see TET).

Q. Are you sure transports can move after unloading? (Transporting ... A) say, "Load, Transport, or Transport and Unload."

How can you justify that?
A. If a transporting unit has MF left over after unloading it can move. "Transporting" does not equal "moving." "Transport" is a specific type of movement.

Q. Can the German unloading three units in one area?
A. Yes. If the transporting units all have extra MF, however, he can never load those units again (Transporting ... B) unless they have a movement capability and can move to other hexes.

(Continued) position before Waterloo. We now employ Napoleon's "tu manoeuvre sur les derrières" – the defense of envelopment.

The majority of the infantry should act as a frontal pinning force. The cavalry, reinforced with some infantry units, moves west, around the focal point. The objectives are to attack the main enemy army, but to dispose of any minor opposition and advance either through E-48, by the Rhone or, by a direct attack, move through the grassland, near to the Rhone. The force from Tilly, meanwhile, should threaten the enemy’s flank and, if possible, cross the Lausanne River and along anti-pathetic trends, combined with a little pressure on all fronts, will usually secure the P.A.A. and block the two roads through the Forest de Soisson. He is left with no alternative but to divide his army.

Even though we want to work toward a direct attack, our maneuvers have enabled us to choose which blocking force to concentrate on and destroy. And once one of the roads is in our possession, the campaign is won.

Whether the actual campaign could have been won in this way is highly probable. Napoleon seemed to think so. He said, "I should have turned the flank – the right flank. I should have kept the English Army occupied by a demonstration to attack, while I was in fact moving the main body by Hal on Brussels."

We have seen the benefits of maneuver followed by assault when the odds are in our favor. The greatest living proponent of the indirect approach is British author B.H. Liddell Hart and it is to his works that those interested should turn for further information. And our application of this theory, coupled with a little luck, has set the sun on the Brie Empire.

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**Dear Readers of The General:**
Since you have stuck with us so long and have supported us by reading and participating in The General, we are going to treat you first to the following. In a few months, Avalon Hill will be moving to larger facilities. Thus we have been doing some house cleaning and along with some articles that have come from stores around the country we now have a variety of parts that are available nowhere else in the world!

**FROM CIVIL WAR**
100 Time Record Cards .25 ea.
100 Reference Folders .50 ea.
100 Instructions .05 ea.
200 FROM CHANCELLORSVILLE
275 Time Record Cards .25 ea.
500 Instructions .50 ea.
1,000 Counters .15 ea.
275 Historical Summary & Notes card .25 ea.
500 Reference Folders .50 ea.
2 FROM GETTYSBURG 1961 HEM version
18 Boards .55 ea.
14 Instructions .10 ea.
2 FROM NIEUWEGIJK
2 Instructions .10 ea.
6 Reference Sheets .10 ea.
20 Combat Results Tables .50 ea.
20 FROM AIR EMPIRE
20 Counters .50 ea.

**IF YOU HAVE A HIT that has one combat factor in 3-1 odds, isn't that an Automatic Victory, since the defender must be eliminated?**
A. No. Automatic Victory is defined as being achieved at 5-1 or 6-1 odds if the defender has no retreat, or 7-1 or better in any circumstances.

Q. Can airborne troops move after landing in woods and mountains?
A. Yes, subject to regular movement restrictions, of course.

**FROM DISPATCHER**
50 Instruction Supplements .50 ea.
35 Manuals .75 ea.
50 Counters .10 ea.
100 each of 5 Times .10 ea.
50 Tables B cards .50 ea.

**FROM MANAGEMENT**
1,000 Counters .50 ea.
20 Situation participation in a attack tactically, it takes 5-1 or 6-1 if the defender has no retreat, or 7-1 otherwise. If they participate strategically (no ground units, it is in necessary to achieve 7-1 odds for Automatic Victory.

**Contest No. 48**

For the past year we have attempted to upgrade the quality of material found in the contests to keep pace with the continuing sophistication of our readership. But in doing so we have also risked alienating some gamers who are not so intensely involved in the hobby. Some critics have even gone so far as to say that these contests are aimed at the gamer with a 100-1 won and lost record and a Master's Degree in Statistics. In contrast to this, it always be said, we placated our critics: the only requirement here is that you be familiar with our entire line of games.

Simply answer the five questions below. For the first three questions, refer to the diagram in the last two, circle what you consider to be the most correct answer. Contest deadline is May 15 1972. Contest entries should be accompanied by $1.00 to indicate preference for best article will be invalidated.

1. If you were ATTACKING in this manner:
   - A) Vs. 1 at (3-6)
   - B) Vs. 2 at (8-4)
   - C) Vs. 3 at (1-5)
   - D) Vs. 5 at (7-1)
   - E) Vs. 4 at (2-3)
   - F) Vs. 6 at (2-5)

   You would be playing...
   - as the

2. If you were ATTACKING in this manner:
   - A) Vs. 1 at (10-6)
   - B) Vs. 5 at (12-7)
   - C) Vs. 3 at (8-4)
   - D) Vs. 4 at (8-4)
   - E) Vs. 6 at (1-6)

   You would be playing...
   - as the

3. A "secondary zone" is:
   - A) A zone of control in Neuchass
   - B) A zone of control in Gettysburg
   - C) A zone of control in Channelorsville
   - D) Both a) and b)
   - E) A fragment of the R&D Dept."imaginative"
   - F) None of these.

5. Water and/or Sea movement is possible in Avalon Hill games, past and present (count titles only, NOT editions).
   - 8
   - 13
   - 17
   - 19
   - 21

Name
Street Address
City
State
Zip

(Handline of this issue’s "Best Article")

1.) If you were ATTACKING in this manner:
   - a) A vs. 2 at (3-6)
   - b) B vs. 3 at (4-8)
   - c) C vs. 6 at (7-12)
   - d) D vs. 5 at (3-1)
   - e) E vs. 4 at (1-7)
   - f) F vs. 1 at (9-8)

   You would be playing...
   - as the

2.) If you were ATTACKING in this manner:
   - a) A vs. 4 at (3-6)
   - b) B vs. 4 at (8-4)
   - c) C vs. 4 at (1-5)
   - d) D vs. 4 at (8-4)
   - e) E vs. 6 at (2-5)

   You would be playing...
   - as the

3.) A "secondary zone" is:
   - A) A zone of control in Neuchass
   - B) A zone of control in Gettysburg
   - C) A zone of control in Channelorsville
   - D) Both a) and b)
   - E) A fragment of the R&D Dept."imaginative"
   - F) None of these.

5. Water and/or Sea movement is possible in Avalon Hill games, past and present (count titles only, NOT editions).
   - 8
   - 13
   - 17
   - 19
   - 21

Name
Street Address
City
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Letters—Yes, We Get Letters

Gentlemen:

My wife bought this game at Christmas, thinking it would be good for us to play on our teen-age son. As yet, in spite of several hours of frustration, we have been unable to make even the first move in a game. Your instructions are so complex and jumbled up that it utterly blows my mind.

I am a consulting electrical engineer and spend a lot of time working out process control logic circuits; therefore I feel that your game should be within my intellectual grasp, given several hours to study it. But we haven't even been able to figure out how to place the counters on the board to start the game, except for those in the Order of Appearance Tables. Are the other pieces all stacked on one square?

Beyond the problem of not knowing how to start the game, the rest of the subject is so unclear that I am unable to even formulate an intelligent question for you. If we can ever get a game started, the subject matter may not fit the point where we can write you a more specific query. In the meantime, I wouldn't buy any more games from you or recommend them to anyone else unless the other person were some kind of a "nut."

Donald E. Schoer
177 Wiegend Feet Place
San Ramon, CA 94583

PS: Have any of your customers ever been able to play this game successfully?

Dear Sir,

I would like to thank Mr. Merriam for his interesting letter on the derivation of German Armored Vehicle names. It was fairly thorough and generally accurate. However, Mr. Merriam should heed his own warning on background information.

As for my background material, my father designed heavy equipment (including tracked vehicles) in Germany during the war. He has spoken German since he was a boy and maintains his fluency to this day. The first deficiency is the word "Evacuationary." Anyone with a good knowledge of the German should recognize this as meaning "Development Types." That's just organizing tactics and not necessarily in the development stage. The classification numbers are the desired weight (in tons) of the prototype models. In war, tanks without exception, weight problems are bound to occur. It is a rare machine, indeed, that actually weighs close to the classification figure; it finally ends up off the assembly line. Thus the E.10 was originally supposed to weigh around ten tons, but the finished product weighed quite a bit more. Thus, each of the "E" classification numbers was an approximate weight task desired by the German General Staff. It's no mystery that they didn't turn out quite that way.

There is another misstep. Avalon Hill was once the first time when they translated "vollkraftkettefahrzeug" as full-tracked vehicle (actually: fully-tracked motorized vehicle). While it is true that the Cross of Lorraine actually designs experimental tanks with this word, nowhere in the word itself is the concept "experimental" expressed.

In fact, this seems to be the reason why the "E" designation was adopted late in the war. When a German saw the word "vollkraftkettefahrzeug," he translated it literally as fully-tracked motorized vehicle, not understanding that these tanks were experimental models. Thus, late in the war, to clear up this misunderstanding, the German General Staff adopted the new classification. "Entwicklungstypen," in its place, which plainly means "Development Types."

A little deeper research, or a look into the German language, would have corrected these deficiencies. As it was, Mr. Merriam, your letter was still one of the most enlightening and interesting works in the January issue. I commend you on the fine job.

John W. Mojeski
314 Myrtle Lane
Altavista, Va. 24517

Opponents Wanted

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, we introduce the Mini-Ad. All you do is strike out the words provided below that don't 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 provided.
4) Print your city and state in Box A above.
5) We cannot list specific items for sale or trade. Interested parties must write you direct for complete details.

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, we introduce the Mini-Ad. All you do is strike out the words provided below that don't apply.

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

Also seek: members for: All games

Will trade or sell games. Please reply to:

NAME (in all caps)

STREET

PHONE

CITY STATE ZIP

GOOD TOWARD THE PURCHASE OF ALL PRODUCTS

4) Insert copy where required on lines provided.

3) Print your city and state in Box A above.

2) Cross out words and phrases below not applicable.

1) Print your city and state in Box A above.
IN CONTEST 46 it was necessary to attack in such a way as to obtain the highest probability for capturing at least two beach squares and at the same time maintain losses at a minimum. The diagram and chart list below is the most correct answer submitted to our judges. Note that it was not necessary to gain control on the Amis’ half of the Turn, but only at the end of Turn Three.

For those gamers interested in medieval history and games, the Doomsday Book crams lots of quality material into 17 stenciled pages. Sample copies are available for 50 cents from publisher Chris Schleizter, 5122 W. Carmen Ave, Chicago, I11. 60630.

IN THIS AGE OF TECHNOCRACY and super-sophisticated communications it is of little surprise to learn that many gamers are now conducting their PBM games using cassette tape recordings. Our mail also indicates that Play-by-Phone, using a modified PBM system, has gained favor with a great many gamers who like to ponder their moves and at the same time conclude a game in two or three weeks. Seems as though one phone call a night is all it takes...

On the Germans’ half of the Turn they will be forced to counterattack at poor odds or retreat. In the case of the 12s Division; this unit’s retreat will give the Amis the required two beach squares. Also note that it is more advisable to attack at 13 than 1-2 because the 1-2 attack does not have that high a probability for achieving the objective while it risks six factors.

THE TEN WINNERS for this past year were: Gary Bafus, Kansas City, Missouri; Dennis Graven, Milwaukee, Wisconsin; Donald Hoy, Weston, Connecticut; William Groover, Cypress, California; Lovell Hunter, III, Louisville, Kentucky; Oleg Kis, Livingston, New Jersey; Louis Meglio, Cranston, Rhode Island; Brad Moore, Fremont, California; Paul Pawlak, Addison, Illinois; and David Rupp, Decatur, Georgia. Congrats and a tip of the old hat to these gentlemen.

CONTEST NO. 47 WINNERS earn a tip of the old Marketing Bonnet for predicting 1971’s best selling Avalon Hill game, LUFTWAFFE. Curiously enough, not too many contestants had considered Luftwaffe, but there were ten to one for Panzerblitz. That’s the second best seller. The following winners came closest to guessing the yearly sales figure for Luftwaffe. Those earning the Gift Certificate are: Robert H. McArthur, Seattle, Washington; Robert Sledge, Antioch, California; Thomas Hilton, Brooklyn, N.Y.; George Paulik, Maniste, Michigan; Brad Schaffer, No. St. Paul, Minnesota; Joe Holland, Encino, California; James Sibby, Jr., Ellsworth, Maine; Michael K. Paul, Madison Hgts., Michigan; Joel S. Davis, Boulder, Colorado; and Carl C. Courtney, Shiremanstown, Pennsylvania.

OUR APPLOGIES for printing part of the survey on the reverse side of the Discount coupon. Thankfully, most of you had the wisdom to write in elsewhere on the form your answers for the first few questions. Your response was gratifying, indicating how integral a part you wish to play in the company’s marketing policy. In fact, there were many more replies than anticipated – hopefully we’ll have them available for publishing in the May-June issue.

LITERARY CONGRATULATIONS to Al Nofi whose “The Renaissance of Infantry” ran away with first place by 3 to 1, justifying our selection of this S&t reprint for the Golden Pen Award. Other winners were: Peter R. Bradie for “Panzerblitz Concealment”; Richard Thurston for “The Bonaparte Squint”; Lewis Bivins for “Available Units in Blitzkrieg,” and Anthony Fabrizio for “In Defense of Strategic Bombing.”

AT LAST; someone has gathered all the best “How To” literature previously available on Stalingrad and Afrika Korps. They now appear in two separate booklets. The Wargamer’s Guide to Afrika Korps contains the eleven “all time greats.” Similar treatment is given the guide for Stalingrad. The “greats” were selected from a variety of periodicals with proper credits given. Both booklets were prepared by Panzerfaust Editor, Donald Greenwood, and available from him for $2.00 each: 124 Warren Street, Sayre, Pennsylvania 18680...an investment well spent for those wishing to improve their playing skills for both games.
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