Avalon Hill Philosophy - Part 35

THE GENERAL - WHAT YOU THOUGHT

For several years the GENERAL has been criticized for its failure to communicate with the readership. In actuality, nothing could be further from the truth. Just because Avalon Hill doesn’t go to the unnecessary expense of polling the same people over and over again on the same old topics doesn’t mean we don’t know “where it’s at” in regards to your likes and dislikes. Avalon Hill used an extensive computer campaign several years ago to analyze the wargame market. We found that the changes being made were too insignificant to merit continuing the program (the cost of which had to, of course, be passed on to the consumer in the form of higher game prices). Being constantly reminded every month of the average age of our audience or that you each own 5.4 AH games is not our idea of funds well invested. We find that the feedback we get from our game registration cards, spontaneous correspondence with AH game fans, and an occasional survey in the GENERAL suffice to keep us up to date in the “vital statistics” department. This is where the survey in the July issue comes in. Recognizing of the fact that reader desires may change, we ran the survey in Contest No. 50 with the idea of possibly picking up some new ideas as to how we might better mold the GENERAL to conform to the wishes of the bulk of its readership. Fortunately, we found that there isn’t that much to be changed. The majority of you feel the magazine is performing its function admirably well already, as was reflected by your consistent high rating of the GENERAL in question No. 7. Nevertheless, there were several plausible suggestions made which we are planning to implement in the near future. In fact, one of these features makes its debut in this very issue.

The consensus seems to be: that the GENERAL should run a feature article in each issue providing it’s not over 3 pp. long; that the current level of illustration is sufficient; that “Golden Pen” articles should continue; and that the Opponents Wanted Ads should return to the 35 word format. So be it. The “Golden Pen” articles shall make occasional appearances from time to time, as will “General Diplomacy,” whose frequency of publication will decrease as a result of the 39% negative feedback on the subject.

The always controversial opponents wanted ads will return to the earlier format. Avalon Hill makes this expensive and time consuming concession in an effort to further increase services performed for the wargaming public through the pages of the GENERAL. We shall retain the right to refuse any ad which is not neatly printed on the provided form, or is offensive in nature. Copies or facsimiles of the want-ad form will be accepted only if they are identical to the original.

Question 5 on the survey yielded a bit of a shock as history articles ranked surprisingly high; polling 30% of the vote. Strategies led the voting with a 44% rating, followed by variants with a lower-than-expected 26%. One would tend to believe that variants are suffering from over-exposure. Hopefully, our article mix will reflect these figures shortly.

By far the most frequent suggestion to improve the GENERAL was to enlarge it. Unfortunately, with our present circulation such an increase is not financially feasible. We have plans to eventually go to 24 pages, but this will require a substantial increase in circulation. In the meantime we intend to continue to hold the line on prices (after 9 years our subscription rate remains the same), while increasing the quality of the services which we offer to the wargaming public. Also prevalent among the comments received were suggestions to start a regular review column, featuring a different game every issue. This presented a problem as to how we could write such a column without being unconsciously prejudiced towards our own games. The recent innovation of the “Reader Review” (seen elsewhere in this issue) seems to have solved that problem. We expect the “Reader Buyer’s Guide” to be a very popular feature in upcoming issues.

An even more viable suggestion, which came to us in considerable quantities, was to present entire games as they are played by experts with turn by turn commentaries on placements and general discussion of strategy. We are proceeding with this idea now by arranging a BULGE game between a staff member and a widely recognized BULGE expert. This feature should be ready for publication during the next few issues.

As was feared, we received the inevitable requests for “tear away” games to be included with the magazine. To this, we must answer a definite and resounding NO! Such procedure would be contrary to our publishing policy. We hardly feel that the hobby is suffering from any lack of games. Such mass production of inferior designs is not conducive to good wargaming in our opinion.

Other practical suggestions, which may eventually come to fruition, include more articles by actual game designers, staff “clique” articles on tactics, and continually stronger emphasis on feedback. Unfortunately, we cannot feel as optimistic about such suggestions as entire issues dedicated to one game, or “hard cover” editions of the GENERAL.

If anything, the survey reinforced the age old adage of one man’s paradise being another man’s purgatory. We received vociferous protests to the printing of the ORIGINS debate in the last issue’s philosophy column. Yet, these protests were matched in frequency by people who selected the philosophy column as the issue’s best article. We had heard that controversial topics were not reading, but we must admit to being somewhat chastened at the fuss kicked up over Philosophy No. 34. If we’ve gained nothing else from our “trial and error” experience, we’ve at least discovered that “debatable” articles aren’t particularly well received and will proceed to steer clear of them in the future.

As usual, we invite your comments.
Reconnaissance and Observation

By Colin Darlington

On a map board of land terrain, as Anzio, it is difficult to figure out the strength and composition of a multiple-unit stack. The problem becomes more complex when the opposing player starts using deception methods to confuse the player as to the actual strength and location of his units. In actual combat a commander knows something about his enemy through the use of patrols, intelligence reports and aerial reconnaissance; the extent of his knowledge depending upon the success of the use of these methods. So, to bring these important factors into the game, the following suggestions are made. They are in regards to Anzio, but can be easily adapted to other games.

1) Patrols - Patrolling is carried on by reconnaissance units (RU), and each combat unit has so many according to its type, in the following manner:

| 2 RU | all other German and Allied Divisions |
| 1 RU | all lt. Divs. and all brigades, regiments and battalions. A RU may patrol any stack up to two squares away. Zones of control, weather and terrain may be ignored, but a RU may not pass through an opposition combat unit. There are three intensities of patrolling: light, active and extensive, each of which can achieve certain objectives, as follows:

- **Light** - ascertains the number of combat units, and how many of them are division sized and how many are regiment sized (regiments, brigades, battalions and ERS with defense factors are all said to be regiment sized) (ERS with zero defense and inverted units are not declared) and ascertains all terrain features.

- **Active** - ascertains the same as light, plus whether the unit is armoured (PG/Arm. Inf. is said to be armoured) or infantry (commando, TF, NW, MG, P, Cavalry and Luft. Inf. are said to be infantry) and whether the stack is located on a fort.

- **Extensive** - ascertains the same as Light and Active, plus the nationality or in the German case the service (Luft., SS or Wehrmacht) of each unit and whether the stack is located on a port.

To patrol, the player whose turn it is declares a RU may patrol only once in the basic type (e.g. 2 InL), the number of RU is said to be a step from an ERS unit, it receives a RU to replace any lost, to the limit of the unit. Inverted counters lose all RU and may not patrol.

2) Observation - observation of opposition units can be carried out under the following conditions only:

- a) The observed unit must not be more than two squares away.
- b) the observer must be on a mountain square and the observed must be on a non-mountainous and non-city clear or rough terrain square, or
- c) the observer and the observed must both be on clear terrain squares with only clear terrain between them.
- d) when the weather will allow observation, that is, observation is not permitted when a 1 is rolled on the Time Record Card when there are two or three chances of MUD, when a 1 or 2 is rolled when there are four chances, and when a 1, 2 or 3 is rolled when there are five chances. These rolls represent over-cast days when observation is ineffective.

A player may make as many observations as he wants and can do so in both his and his opponent's turn. It does not matter if the observed units are moving or not. When a player declares a unit under observation, the opposing player must reveal:

- a) the number of divisions of armour (see Active Patrolling for classification) (1 brigade doesn't count, 2 or 3 brigades count as 1 div., 4 brigades count as 2 divs., 1 brigade and the lt. Cent. Arm. Div. count as 1 div.) (1 battalion doesn't count, 2 count as 1 brigade) and infantry (1 brigade doesn't count; 2, 3 or 4 brigades count as 1 div.; 5, 6 or 7 count as 2 divs.; 8 brigades count as 3 divs.).
- b) all details of terrain.
- c) whether there is a fort under the stack.
- d) whether there is a port under the stack (this is valid as long as the port is not a city port).

3) Aerial Reconnaissance - may be carried out under the following conditions:

- a) the unit reconnoitred must be on the move, that is, it has gone the full number of steps possible and is on a major or a secondary road on rough terrain, or
- b) the unit is on clear terrain.
- c) if the weather will allow reconnaissance (see Observation - Condition d).
- d) if the unit is on a fort or a city, then the objectives are not attained, but the fort or a port must be revealed.

The Germans may reconnoitre six squares as long as the Allies do not hold an airfield, and the Allies may reconnoitre two squares. When the Allies gain an airfield the Germans are reduced to two reconnaissances and the Allies are increased to six. Aerial reconnaissance achieves the same as Observation Objectives (a) and (b) as stated and (c) and (d) as adapted by Aerial Recce. Condition (d). Aerial Recce. Condition (a) may be disregarded but the objectives achieved are reduced to (b) as stated and (c) and (d) as adapted.

If used properly, these rules can make the game a little more interesting. They are on the tactical scale, which is oft neglected, and do not restrict the game as a whole, but rather make it more authentic. To the concealed movement fanatics to whom these suggestions may seem unacceptable, study of these rules will show that there is still a lot of room to deceive and surprise by the methods that were used in actual combat.

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Situation 207

Roy Easton is an Acting Instructor in Chemistry at UCLA which speaks well for his gray matter. He was also president of the Dartmouth Kriegspiel Society for two years and taught strategy to the ROTC Marine Corps using wargames.

Taking all that into consideration it's no wonder why we picked his work as our lead article for the September issue.

A Commando Raid Against Occupied Europe

by Roy Easton

Shortly after the Dunkirk Evacuation, Lt.-Col. Dudley Clarke conceived the idea of forming a group of highly trained raiding parties who would be able to swoop down and attack any target near the coast of Occupied Europe. The Prime Minister, Winston Churchill, enthusiastically accepted this idea and described the men as "Leopards...ready to spring at the throat of the enemy." These highly trained raiding parties were officially termed "Commandos," a term which originally referred to the volunteer Boer units during the Boer War.

In June, 1940, Numbers 1, 2, and 3 Commando were established. Each Commando was made up of a headquarters troop and 10 combat troops, each consisting of 3 officers and 47 other ranks. At this period of the war, the Commando units were recruited entirely of army volunteers and a total of 12 Commandos were raised from the army. After mid-1942, the Commandos were recruited from the Royal Marines (throughout this article, the capitalized Commando refers to the unit itself, i.e. No. 1 Commando, while commando with a small c refers to the soldiers making up the unit).

The first Commando raid occurred on the night of June 22/23, 1940, and was directed against the German units in the Boulogne-Le Touquet area. While it was at least a reasonable success, the second raid, against the island of Guernsey could be best described as a failure. On July 17, Admiral of the Fleet Sir Roger Keyes became Director of Combined Operations and assumed command of the commandos. Keyes had led the famous attack against Zeelbrugge, the major commando-type operation of the First World War and seemed admirably suited to head Combined Operations during the Second World War. In the fall of 1940, the Commandos were reorganized. The Special Service Brigade was formed under the command of Brigadier J. C. Haydon, DSO. Each Commando now contained a headquarters and 6 troops each of 3 officers and 62 other ranks.

On February 21, 1941, the reorganized Commando units mounted their first major raid against German-occupied Europe. Nos. 3 and 4 Commando comprised the raiding party and the target was the fish-oil factories of the Lofoten islands. The raid was quite a success since all of the factories and 11 ships were destroyed. Many Norwegians chose to leave with the British and several of them later joined No. 10 (Inter-Allied) Commando. This raid proved to the world that the Germans were not invulnerable.

Shortly after this, a Canadian party landed on Sletzberg, evacuated the inhabitants, and destroyed 450,000 tons of coal and 275,000 gallons of oil.

In January, 1941, Nos. 7, 8, and 11 Commando all under the command of Lt.-Col. Robert Laycock were ordered to the Middle East where, reinforced by the Combined Middle-East Commando, they formed a special Commando Brigade called "Layforce." Reinforced by men of the Special Boat Section, Layforce raided Bardia on the night of April 19/20, 1941. This raid was something of a disappointment and shortly thereafter, No. 11 Commando was sent to reinforce the Cyprus garrison. The rest of Layforce was sent to Crete where they arrived on May 26, in time to form the rear guard covering the British evacuation. These covering actions were touch-and-go for the men of Layforce and at one point Laycock led a counterattack while driving a tank at the Germans. Fortunately, most of Layforce was able to be evacuated.

On the night of June 6/7, 1941, No. 11 Commando landed in Syria as part of the British force attacking the Vichy French government of that country. No. 8 Commando, just evacuated from Crete, was sent to reinforce the besieged garrison of Tobruk. On the night of July 18/19, they mounted a raid which destroyed an Italian artillery battery and ammunition dump at the cost of 5 commandos wounded.

In October, 1941, Sir Roger Keyes retired and, on October 27, Lord Louis Mountbatten was appointed Director of Combined Operations. The first raid planned by Mountbatten involved a descent upon Vaagso, Norway, which was defended by 250 German soldiers, one tank and 6 coast defense guns. The raiding force comprised 576 men under the command of Lt.-Col. J. Durnford-Slater. The second-in-command was Major John Churchill, a Scot who went into battle armed with a broadsword and a set of bagpipes. He was known to have spent several raids sniping at Germans with a longbow. The landing occurred on December 27, and after a hard and costly fight, the Commandos captured the town. The destroyers escorting the raiding party destroyed several enemy ships and succeeding in capturing the secret German code books from the armed trawler Fohn, Commando demolition parties destroyed all of the fish-oil factories and the Maaloy battery.

This raid caused a tremendous stir in Germany since Hitler considered Norway to be the "Zone of Destiny." General von Falkenworth, commander of the Norway garrison, demanded more reinforcements to defend against the expected British landings and Hitler ordered 30,000 troops to Norway in early 1942. By June 6, 1944, more than 372,000 German soldiers, including a Panzer division were stationed in Norway, effectively out of the war. The Vaagso Raid must be considered an outstanding success.

On March 28, 1942, 265 commandos under the command of Lt.-Col. Charles Newman raided St. Nazaire with the objective of destroying the Forme Ecluse (Normandie Dock), the only drydock outside of Germany big enough to hold the German battleship Tirpitz. This was accomplished when the old destroyer Cambelltown, filled with explosives, rammed the dock gate. A delayed action fuse caused the five tons of explosives in the Cambelltown to explode the following day while 40 German officers were on board the ship surveying the damage. Commando demolition parties destroyed most of the dock machinery and the raid was considered a success although it cost over 1000 naval and Commando casualties and prisoners.

The largest Commando raid was the attack on Dieppe on August 18/19, 1942. The raiding party for this raid consisted of the 2nd Canadian Infantry Division with a regiment of Churchill tanks, No. 3 Commando under Durnford-Slater and No. 4 Commando under Lord Lovat. Lovat's men were the only ones to reach their objective as they succeeded in destroying the 6-gun Varengeville battery of coast defense guns.

From 1941 to 1944, many "pin-prick" raids were launched by Commando units of the Special Raiding Force. They destroyed the Casquet Lighthouse, blew up the hydroelectric power station at Glafjord in Norway, and sunk several German ships. Royal Marine commandos sent Major R. M. Martin (The Man Who Never Was) on his ill-fated journey which caused the transfer of two German divisions from Sicily to Greece and the transfer of a flotilla of torpedo boats from the Mediterranean to the Ionian shortly before the Allied invasion of Sicily (see E. Montagu: The Man Who Never Was for further details).

"Situation 207" is designed to simulate a "pin-prick" commando raid rather than a full assault (like Dieppe). The German player cannot defend everything (the real-life situation) and the Commandos will win more often than not. Many German players demand that I give them more troops but when you consider that this board represents only several kilometers of French coastline defended by more than 2 battalions, the reasons for the German strength become more obvious. The idea behind the "pin-prick" raids was to make the Germans feel insecure and cause them to remove units from the front lines to use for coast defense. Norway supplies an excellent example of the fruits of this policy since the entire garrison, some 20 divisions, was useless to OKW as long as they were there.

And now, gentlemen, the briefing is over, the raid is about to start. Let every man do his duty and Good Luck to us all.

GERMAN UNITS

<table>
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<tr>
<th>x2</th>
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<th>x1</th>
<th>x1</th>
<th>x6</th>
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</thead>
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<tr>
<td>x9</td>
<td>x2</td>
<td>x2</td>
<td>x6</td>
<td></td>
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<tr>
<td>x20</td>
<td>x20</td>
<td>x3</td>
<td>x3</td>
<td>x6</td>
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</tbody>
</table>
Rules for Situation 207

1. There are several units used in “Situation 207” which are not supplied with the Panzerblitz game and these must be specially made up for the game.

2. The game is played on the No. 2 mapboard, unless the players desire to use one of the other ones. The German player chooses one of the long sides of the No. 2 board to be the North side of the board. This side becomes the coastline which the Germans must defend.

3. Initial set-up:

   a) Before play commences, the German player must set his units on the board subject to the following rules:

      i) Each of the 150 mm howitzer batteries must be placed in a separate fort and these two forts must be placed on two of the six squares at or adjacent to the Northern end of the North-South road.

      b) The CP unit and the Prisoner unit must be placed in the same town but must be placed on different squares.

      c) The Radar Station must be placed on a hilltop square which is not a woods or town square. It acts like a town square for combat purposes (Optionally, a third fort counter may be included in the game and the Radar Station and 2 rifle platoons may be put in this fort).

      d) The Tiger II tank platoons must be parked on one of the non-town squares of the East-West road. They may not move during the game because their crews are spending the night in town before going on maneuvers tomorrow. If an infantry unit is guarding the tanks, this unit must be destroyed or dispersed before the tanks may be destroyed or inspected. The two tank platoons need not be parked on the same square but if they are not, they must be on adjacent squares.

      e) The six blockage counters must be placed on coast squares. Commando units may not land on squares containing these counters. Half squares are considered to be water—thus no movement is allowed on them.

      f) The units of the 103rd LW Flak Battalion may not be placed on coast squares. Every square containing anti-aircraft guns, either 20 mm or 88 mm, must also contain a security platoon.

4. Since this raid occurs at night, special rules must be used to simulate this type of fighting:

   a) The range of all units is one square, i.e., a unit may only fire into one of the 6 squares to which it is adjacent. The 88 mm AA/AT guns and the 120 mm mortar may not fire on the commandos because they cannot aim properly at such short ranges.

   b) No German unit may move or fire until the attacking commando units have been “spotted.” The criteria for spotting commando units are as follows:

      i) Whenever a commando unit attacks a German unit, it has been “spotted” by that German unit.

      ii) Whenever a commando unit moves adjacent to a German unit or moves through a square adjacent to a German unit, the German player must roll on the following table to determine if the commando unit is “spotted.”

<table>
<thead>
<tr>
<th>Commando unit is moving</th>
<th>Die roll needed to “Spot”</th>
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</thead>
<tbody>
<tr>
<td>Woods and Swamp</td>
<td>Not spotted</td>
</tr>
<tr>
<td>Town, Stream—all gulleys are now streams</td>
<td>6</td>
</tr>
<tr>
<td>Slope</td>
<td>5,6</td>
</tr>
<tr>
<td>Clear</td>
<td>4,5,6</td>
</tr>
</tbody>
</table>

   iii) After one commando unit has been “spotted,” all German units may move but they may only fire on those commando units which have been “spotted.”

   iv) Whenever a commando unit moves adjacent to a German unit or moves through a square adjacent to a German unit, the German player must roll on the following table to determine if the commando unit is “spotted.”

   v) No German Vehicular units may move during this game.

5. The commandos were extremely well-trained and well-equipped soldiers. They were far better than the majority of the German troops who manned the static or coast defense divisions garrisoning “Fortress Europe.” The following combat rules have been included in an attempt to simulate the combat involved in a raid.

   a) The commando units may be used as either infantry or engineer units. Thus, when 2 commando units are participating in a close assault, one may be the infantry and the other may be the engineer unit, thus causing the attack to be rolled at odds one column higher.

   b) Commando units are considered to be “Ferocious.” When using the CAT attack, commando units increase their odds by one column in addition to any other advantages gained by using the CAT attack. German
infantry attacking commando units using the CAT attack have their odds decreased by one column and do not subtract 2 from the die roll.

c) If the commando units launch an attack before any unit is "spotted," then all attacks rolled during this turn have their odds increased by one column in addition to any other advantages gained in the above rules.

Example: If 2 commando troops attack a German rifle platoon in a town and no commando units have been previously "spotted," then the odds are 12-8 or 1-1. These odds are increased by one column for each of (a), (b), and (c) above and the attack is rolled on the 4-1 table with 2 being subtracted from the die roll since the commandos will employ CAT tactics.

6. Each side may have up to 3 of its units on any one square.

7. The Panzerblitz rules are to be used for situations not covered in these rules.

8. The raid commences when the British player picks a particular sea coast square as his landing area. This square may be any square not containing a blockage counter. The act of landing on this square consumes one square from the movement allowance of each commando unit. If the selected landing area is occupied by a German infantry unit, the commandos may attack it and if an X, D, or DD is rolled, the commando units may move over the defeated unit and may advance a further 2 squares inland. If the selected landing area is adjacent to a German unit, the "Spotting" table must be used every time a commando unit moves through a square adjacent to a German unit. The commando units must leave the board through the same square from which they entered; any units not able to do so are eliminated.

9. The raid ends when all of the surviving commandos have left the board by the entry/exit square or when there are so many German units on the entry/exit square that the British cannot fight their way out and wish to surrender their remaining commando units.

10. Movement from the entry/exit square off the board to the waiting boats costs one movement point.

Only situation 10 has a time limit. All Commando troops not on or adjacent to the entry/exit square at the end of their 13th move are considered lost. This situation lasts 12% complete turns (the Germans do not get a gct table to overrun his aircraft ground entry/exit square before the 13th move are considered to have been safely evacuated. Commando units moved off the board via the entry/exit square before the 13th move are considered to have been safely evacuated.

The commandos will receive the following Victory Points for achieving each of the following objectives:

6 points for destroying each battery, radar station, and/or headquarters
6 points for capturing German commander and/or freeing prisoner
4 points for destroying each tank and/or 88 mm gun unit
2 points for each other German unit destroyed
3 points for each Commando troop lost

Many German players in France-1940 lack imagination and will consistently make their main invasion effort in Belgium. They will send their panzers through the northern edge of the Ardennes and cross the Meuse river between Liege and Namur. Usually the Allied player expects this and will line up the bulk of his forces on the Franco-Belgian border, ready to rush forward and assist the Belgian army. Too often the result will be a slugfest on the Belgian plains, and the Germans will usually fail to make an impressive breakthrough.

The German player has a tremendous advantage in that he can see where the allied units are placed before he deploys his forces. If the Allied commander places most of his units on the Franco-Belgian border and leaves only infantry and armored cavalry divisions in the Maginot Line, attack the fortresses. Always send your panzers where the Allies are weakest, and don’t let those forts intimidate you.

By massing artillery, planes, tanks, and paratroopers against one hex, the Maginot Line can be broken on the first turn of the game. Once through this fortified zone, the small units occupying it should be mopped up with infantry while the panzers establish a bridgehead on the Meuse, either at Montmedy or south of Verdun. Under no circumstances are you to set foot in Belgium, for that would allow the Belgian army to move.

In the north, invade Holland with six to nine infantry corps and the panzergrenadier (PG) regiments and brigades. Don’t use these 1-8’s in the attacks on the Dutch units, though, for it will give the Dutch something to counter-attack. When the Dutch army has dissipated, line up along the Dutch-Belgian border, with the PG’s in the narrow neck of woods north of Antwerp. It should be noted that all reinforcements are to be moved up to the eastern Belgian border to keep the Belgians from running off into Germany and destroying aircraft units.

With most of the French armor and reserves drawn south by the Nazi panzers, the unsupported French and Belgian infantry is no match for the German infantry. So when a continuous line has been formed east of Belgium and all the forces in Holland are ready (about turn 3 or 4), attack Belgium. (Keep in mind the Belgians can’t move nor can the French and British enter the country until Belgium is invaded. So you can wait as long as you want before invading Belgium.) If the Allied player lacked the foresight to place units in the woods of northern Belgium, it will be a simple matter to overrun the country. Advance units as far south as possible while making attacks of attrition in the Ardennes northwest of Luxembourg. If you’re lucky you can break through here and link-up east of Namur. Thus the Belgian army can either stand and become surrounded or flee and get sliced up.

With the PG’s north of Antwerp, form a line to delay the oncoming French and British. Fall back, keeping out of range, or stand and fight, depending on the situation. If enough units are available, form a double line between the Belgians and their allies.

If you’re playing that the Belgians depend upon Ghent, Antwerp, Brussels, Namur, and Liege for supplies and surrender if all five cities are taken, then the Allies are really in hot water. All but Liege can be taken unopposed or with light resistance and the Liege fort can be outflanked soon after.

If you established your southern Meuse bridgehead south of Verdun, you can cut off any French units counter-attacking south or southeast of Metz. This is also the best place on the board to launch a drive on Paris. Attack across the clear area south of Verdun, concentrating your panzers on a one or two hex front. If the Allied player puts a weak unit in a ‘corner,’ smash it with your best units and advance. (see FIG. (a)). If he has an inadequate reserve, you can divide his lines in two and widen the breach. Once you’ve broken through, make a run on Paris, using the edge of the board to protect your southern flank. You might also be able to overrun his aircraft ground elements. If you get this far, don’t worry too much about supplies. The allied army will be too thin and exhausted to make any serious counter drives, and besides, you don’t need to be supplied in Paris to fulfill the victory conditions.

If your southern Meuse bridgehead is at Montmedy, you can either drive for Paris, head for the south board edge, or link-up with the northern units at Maubeuge in a ‘grand pincer’ movement. The Paris drive will be difficult here since two flanks instead of one must be guarded. If you want Paris, stay near the edge of the board. The second option, driving South, is the safest and most conservative. It’s possible to trap a large number of enemy units in the southeast quadrant if you move fast. Certainly the most interesting move would be the link-up at Maubeuge. This would insure that the entire Belgian army is surrounded so that they couldn’t even receive supplies from France. However, it will be hard to protect your long flank in open terrain.

If you’re not careful, the French can link with Belgian forces near Sedan and cut-off your panzer spearhead.

If the Belgians and anybody coming to help them are dealt with quickly and completely, the infantry can be sent unopposed into France.
The Oil Offensive

A LUFTWAFFE VARIANT

by Jerry Wallace

Luftwaffe is unquestionably the finest air battle game to come along, and it certainly is my favorite. After its initial popularity, however, I began having trouble talking my face-to-face opponents into playing the Advanced Game. With the limited time most of us have for our hobby, we quickly discovered that we could play 5 or 6 PANZERBLITZ situations in the time required for one full LW Advanced Game. And, too, my wife had a few choice words to say when I would come home at 4:00 a.m. after a 9-hour session of LW. Brevity is not only the soul of wit, but a positive virtue in a war game.

What we all wanted was a LW version that could be played in 3 to 5 hours and which nonetheless preserved the essential excitement and realism of the Advanced Game. The Basic Game and Operation Custer variants, although short enough, were not quite what we wanted. For one thing, there were too many drawn games; for another, the one-quarter games are inherently somewhat unrealistic because the American has little incentive to protect his bombers after they have destroyed their targets and strategy, therefore, is not generally of a very high order. The shorter games are basically tests of tactical rather than strategic skill.

The following Advanced Game variant was developed to meet these problems and is, in addition, quite within the realm of historical possibility. Fortunately, one of the greatest virtues of LW is its flexibility: like PANZERBLITZ, it admits of an infinite number of variants. This one is a three quarter game running from July '44 through January '45. Except as amended below, use all the Advanced Game rules.

FORCES:

Both players start with all forces that would be available for the July '44 quarter, including the German's school units but excluding railroad units and, of course, units previously withdrawn. As in the Advanced Game, the German may, in January, April, and July '44, substitute one ME 262 unit for one other front-line combat unit due in the same quarter. Reinforcements, replacements, and withdrawals are all handled as in the Advanced Game. No RAF raids are allowed, unless you want to include them as an element of play balance.

REPLACEMENTS:

The American gets 30 fighter and 50 bomber factors, usable in the same way as in the Advanced Game; losses must be replaced as long as the factors hold out. The German gets 4 replacement factors per quarter, and these may not be accumulated.

VICTORY CONDITIONS AND BOMBER MISSION REQUIREMENTS:

The Americans win by totally destroying all 17 oil targets by the end of the January '45 quarter. Each oil target must be bombed by at least 3 factors of bombers in order to be destroyed.

Hence, targets can be partially destroyed and may take more than one raid to reduce: an oil city bombed by only two factors would still be producing at 1/3 of its capacity. The Germans win by saving all or any part of one oil city. In addition, the American must note on his target sheet not only which target each of his bomb groups is heading for, but also the exact turn on which each group will appear on the Start Line or numbered Baltic Sea-Russia squares.

These rules require a new Target Sheet. Here is mine:

---

Chris Marshall
N. 13516 Pittsburg St.
Spokane, Wash. 99218
so, corps took the separate raids. The city that is really vulnerable to sneak raids, only Dulmen and Gelsenkirchen are real sitting ducks. The A-20's can reach Mannheim in two turns, but, unless the German's attention is diverted elsewhere, they will require a sizable escort. Hamburg is the only city that is really vulnerable to sneak raids, and even it can be saved if the German wants to badly enough. The Vienna-Budapest targets are tough to defend because of a lack of bases, but American losses are likely to be high there. Too, American strategy will, of course, depend upon the German set-up, but one sound principle is to overload the defense by simultaneous attacks from Britain, Italy, and the Baltic. The German will be hard pressed to defend all these areas at once, and he must carefully choose which attacks to intercept. The American will often get a chance to strafe German jets or school units while the Luftwaffe is occupied with the separate raids. The German objective is to save as much of his oil production as he can while inflicting high losses on the USAAF. He need not worry too much about his own aircraft losses (he will most probably have more planes than he can fuel at any given time), but he must protect certain targets; ME 410's, for example, should not attack alone, if possible.

**Play Balance:**

This variant is quite well balanced as it is, but if you find one out of three or the other way too often, the simplest method of balancing is to adjust the number of American fighter replacement factors to 20 or 40 depending on who needs the help.

Personally, I think this variant would be excellent for tournament purposes. Give it a try. I'm sure you'll like it.

Jerry D. Wallace
920 Campus View
Bloomington, Ind.

**Notes on Strategy:**

This game is better balanced, I think, than the Advanced Game, and so both players must be somewhat more canny in their strategic planning. Unless the German is hopelessly incompetent, a first-quarter mass assault upon the heartland cities is suicidal, but the best way to reduce Luftwaffe strength is to cut his oil supply. Thus, an indirect approach is required; economy of force is necessary for success. Of all the oil cities, only Dulmen and Gelsenkirchen are real sitting ducks. The A-20's can reach Mannheim in two turns, but, unless the German's attention is diverted elsewhere, they will require a sizable escort. Hamburg is the only city that is really vulnerable to sneak raids, and even it can be saved if the German wants to badly enough. The Vienna-Budapest targets are tough to defend because of a lack of bases, but American losses are likely to be high there. Too, American strategy will, of course, depend upon the German set-up, but one sound principle is to overload the defense by simultaneous attacks from Britain, Italy, and the Baltic. The German will be hard pressed to defend all these areas at once, and he must carefully choose which attacks to intercept. The American will often get a chance to strafe German jets or school units while the Luftwaffe is occupied with the separate raids. The German objective is to save as much of his oil production as he can while inflicting high losses on the USAAF. He need not worry too much about his own aircraft losses (he will most probably have more planes than he can fuel at any given time), but he must protect certain targets; ME 410's, for example, should not attack alone, if possible.

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Allies lost 630,000, and the Germans 660,000 casualties. Lesson number two—battles of attrition result only in mass death and minimal gains.

So, what had the Germans learned from these costly lessons? First, if the enemy knows you are going to attack, he will feed men into the battle, nullifying your numerical superiority. Therefore, the obvious thing to do is hide your attack preparations. Secondly, the artillery now rules the battle field—if properly used. What good is it to bombard a position to keep the enemy down, only to lift the barrage and let the enemy recover? Use a creeping barrage such as the British used and at least give the infantry a chance to attack and live. After 3 years of fighting, hardened combat veterans are hard to find.

Although tanks had been used, they were not used in great numbers, they were unreliable due to their infancy, and the biggest error being that they were used incorrectly.

As Ludendorff pondered all of these points of tactical importance, he also knew that Germany needed a victory. One not only to help German morale, but one to force either France or England out of the war.

In April 1917, Nivelle's offensive became another blood bath for the French army. As the "polis" rose to the attack from the trenches, expecting to at last advance and defeat the Germans, they were met with the same murderous machine gun and artillery fire as before. As they advanced on the enemy positions expecting to clear the trenches, it was found that the wire that was to have been destroyed was uncut. Brave French infantry were massacred as they tried in vain to cross the uncult wire. For the French army, that was all they could take, and unit after unit mutinied, refusing to assault. Defend they would, but they would no longer be sent to the slaughter in useless attacks.

Russia was out of the war; Italy was still stunned over her defeat at Caporetto; Austria-Hungary, Bulgaria, and Turkey, all other members of the Central Alliance were wavering, almost at the end of their strength. The German army, although severely bloodied during the massive onslaughts at Chemin des Dames and Ypres, still held their defensive line. The once great war machine that marched across Belgium in 1914 was no more, but the German army was still a formidable fighting force. With the fifty or so divisions now coming from the eastern front, Ludendorff could now muster 194 divisions. If Germany was to have victory, now was the time, before America could throw strong forces into the scale.

For all you lovers of World War I history, I have recapped as best I can the thoughts that must have gone through Ludendorff's mind on that day in November 1917. What I am now suggesting is a variant to 1914—call it 1918—The Elusive Victory.
For the playing of the game, first both sides set up their forces as required. Then the German player places his assault divisions anywhere he wants to. After that, play continues as in the regular game of 1914.

To determine who wins, we must consider the same things as Ludendorff had to consider.

Conditions for German victory:

1. Capture Arras, Ypres, and Amiens, plus destroy a combination of British and Belgian units totaling 30 divisions.
3. Destroy 30 French divisions.

These conditions may sound extreme, but this is the type of situation that Germany faced in 1918. They either had to defeat the British in the field, or failing that, Germany had to destroy the French morale.

Allied conditions for victory are only to prevent the Germans from accomplishing any of the three German objectives. It is assumed that if the Allies prevent these conditions in the given time limit, the American troops would turn the tide of battle.

As for the time limit, turn 1 starts on 21 March 1918. Turn 1 encompasses 21-22 March, turn 2 is 23-24 March, turn 3 is 25-26 March and so on. Therefore, the time table runs consecutively from 21 March to 31 May, a total of 36 turns. After this time it is assumed that American forces would have tipped the scales of manpower in favor of the Allies.

Now we have all of the makings of a new game: a new front line trace, maximum use of all units available, surprise, and a desperate situation for Germany. With one added rule we are ready to play. This rule is: No one receives replacements. Why? Because at this stage in the war (1) Lloyd George, fearful that General Haig would sacrifice more Englishmen into the useless slaughter, would not let the BEF have any more reinforcements, (2) After Verdun and Nivelle's offensive, the French were just about out of men to commit, hence the desperate situation concerning manpower, (3) Germany, too, was just about at the end of its manpower rope. So one can see what an impression the fresh, young, eager forces of America would make upon this war of mass death that so far had brought to an end a generation of European manhood.

As H-Hour approaches on the Western Front, can you, as Ludendorff, lead your weary war machine to victory? Can you, as Allied commander, hold back for one last time the German war machine, and give the Americans time to throw their weight into the war?

I hope I have given some new life to an old favorite by throwing some fresh ideas out for something new. All of my figures may not be right, but they are close enough to make an interesting game. I would appreciate any comments, whether favorable or unfavorable.

Charles L. Crow
1Lt, Inf.
2/13 Inf. C Co.
APO 09028

To simulate how the Germans hid the fact that they were going to attack in March, the Germans get to place twelve 7-10-3, four 8-0-2, two 305 arty, and eleven (4)-3-4 anywhere on the board—after all other units, including both Allied and German counters, have been put in their required positions. These signify the forty-seven divisions that Ludendorff used as the assault divisions in his offensive.

To compensate for all of the additional artillery used by both sides in 1918, the French artillery regiments, and the German artillery brigades have their attack factor doubled, to 16, instead of 8. Plus the German heavy artillery has an attack factor of 4 on infantry and cavalry. In addition to their regular effect on fortress attacks.

Mass
or

American Plans for Midway

by Monte Gray

In the past 12 issues of the Avalon Hill General there have been two articles on Midway. I consider this disproportionate to the quality of the game. Not only has there been scanty material written on Midway, but all of the articles noted have been on different variations. Nothing was written about plans that could improve one's play. Thus, in this article I will go into several different plans I have developed over the last few years.

When I command the Americans I usually exercise one of three plans.

A. Go after the first Japanese task force consisting of four heavy carriers, two battleships, two cruisers, and one light cruiser.

To make this plan work the Americans must find the Japanese fleet within the first few turns. Once the Jap fleet is located the Americans must proceed cautiously. If the Japanese finds the American before the American is within range to attack then the chances for success are considerably reduced. When the American fleet is within attacking range he must send all of his aircraft to participate in the attack on the Japanese fleet. He should also include the planes on Midway island if they are within range. Since the American fighters will take care of the Jap C.A.P., the bombers will be able to attack the enemy fleet unimpeded, save for A.A. fire.

In this type of attack the American can almost always sink at least two carriers, and possibly one or two of the screening vessels. Of the four Japanese carriers the ones that should be hit the hardest are the Soryu and the Hiryu. It only takes 3 hits to sink them compared with the Akagi and Kaga which take 5. Besides being easier to sink, they each carry as many planes as the Akagi and almost as many as the Kaga. Once the Japanese player loses these 2 carriers his chances of winning are lessened by about 45% to 55%. Depending on how bad the rest of the task force was hit.

The best time for the Americans to mount this attack is the turn immediately preceding nightfall. Then, under the protection of darkness the American fleet can slip away into the vast expanses of the Pacific.

There are 2 factors that will keep plan A from working:

1. If the Americans do not find the Japanese.

2. If the Japanese find the Americans, with or without the Americans finding them. If this should occur the American player would find his chances of winning considerably reduced.

A little homespun philosophy for factor 2 is easy to comprehend:

If the Japs find the Americans
Before the Americans find the Japs,

Then the Americans must unmask themselves,
Before the Japs can launch an attack.

As one can see, if either of the above problems occurs the American player should proceed to plan B or C.

B. Go after the second main Japanese task force consisting of the flagship Atago, 2 battle-
Maneuver

The Lambert Defense

by RICHARD LAMBERT

One of the most potent weapons possessed by the Germans at the beginning of the Russian campaign was surprise. Lately this factor has been introduced into STALINGRAD by raising the June attacks of the German by one column on the CRT. To see how effective this is use the suggested defense in the AH manual and then make as many 2-1 (raised to 3-1 by the surprise rule) attacks as you can devise. The effect is devastating. Russian casualties will be high and the Nemunus, Bug, and Prut river lines will be penetrated months before they would normally be crossed in the "regulation" game. The first time the surprise was used against me I was defending Moscow by December.

As an old Stavka man I could not let this state of affairs continue. I have now devised a defense, immediately named after myself, which all but completely frustrates the first turn surprise rule.

**LAMBERT'S DEFENSE**

<table>
<thead>
<tr>
<th>4-6-4</th>
<th>A-36</th>
<th>2-4-6-4</th>
<th>Z-16</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-4-6-4</td>
<td>C-36</td>
<td>3-5-7-4</td>
<td>AA-15</td>
</tr>
<tr>
<td>2-4-6-4</td>
<td>F-35</td>
<td>3-5-7-4</td>
<td>BB-15</td>
</tr>
<tr>
<td>5-7-6</td>
<td>J-31</td>
<td>2-5-7-4</td>
<td>CC-15</td>
</tr>
<tr>
<td>2-4-6-6</td>
<td>R-18</td>
<td>2-3-6</td>
<td>EE-13</td>
</tr>
<tr>
<td>4-6-6</td>
<td>R-18</td>
<td>2-4-6-6</td>
<td>CC-23</td>
</tr>
<tr>
<td>2-7-10-6</td>
<td>S-18</td>
<td>5-7-4</td>
<td>JJ-12</td>
</tr>
<tr>
<td>2-3-6</td>
<td>U-18</td>
<td>2-5-7-4</td>
<td>JJ-15</td>
</tr>
<tr>
<td>2-3-6</td>
<td>Y-15</td>
<td>2-5-7-4</td>
<td>LL-15</td>
</tr>
<tr>
<td>4-6-6</td>
<td>Z-16</td>
<td>4-6-4</td>
<td>NN-14</td>
</tr>
</tbody>
</table>

The likely German responses to the defense are:

a) try to use the surprise turn anyway and break his back in the process.

b) carefully work out soak-offs so that after the attacks strong formations will be left on the Nemunus and the Bug forcing the Russians to counterattack or withdraw.

c) forget about the strongpoints and pick up the exposed units.

Response a) is pure grave. Handle it any way you like. Response b) calls for a counterattack (Did you ever see the look on a German player's face when he is counterattacked on the first move?) if it is on the Nemunus and/or a slow withdrawal if it is on the Bug or the Prut. The mobile reserve at CC-23 provides the soak-offs. This defense is so strong that response c) may be the wisest choice. In that case here is the July continuation of Lambert's defense.

<table>
<thead>
<tr>
<th>4-6-4</th>
<th>R-18</th>
<th>5-7-4</th>
<th>CC-15</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-10-6</td>
<td>S-18</td>
<td>5-7-4</td>
<td>DD-15</td>
</tr>
<tr>
<td>6-9-6</td>
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<td>4-6-6</td>
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<td>S-20</td>
<td>4-6-6</td>
<td>JJ-12</td>
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<tr>
<td>5-7-4</td>
<td>U-20</td>
<td>5-7-4</td>
<td>HH-16</td>
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<tr>
<td>5-7-4</td>
<td>V-19</td>
<td>5-7-4</td>
<td>HH-16</td>
</tr>
<tr>
<td>5-7-4</td>
<td>W-19</td>
<td>5-7-4</td>
<td>HH-16</td>
</tr>
<tr>
<td>5-7-4</td>
<td>X-19</td>
<td>5-7-4</td>
<td>KK-17</td>
</tr>
<tr>
<td>4-6-6</td>
<td>Y-16</td>
<td>5-7-4</td>
<td>LL-17</td>
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<tr>
<td>4-6-6</td>
<td>Z-16</td>
<td>4-6-6</td>
<td>from Z-16</td>
</tr>
<tr>
<td>5-7-4</td>
<td>AA-15</td>
<td>to CC-23</td>
<td></td>
</tr>
<tr>
<td>5-7-4</td>
<td>BB-15</td>
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</tr>
</tbody>
</table>

It should be obvious by now that the defense is stacked to force the German into a southern campaign. Here it is important to keep your forces "in being" and give ground rather than units especially if you are playing 4-5-6 replacement rule. With luck and dash a PANZER LEADER will be at Rostov by spring and launch a campaign to capture Stalingrad in the summer. We will know how that turned out.

A word about Finland, the forces allotted to Finland by this defense are sufficient to handle the Fins alone. If the Germans back the Fins to the hilt, i.e. eight factors, the two mobile groups at R-18 can balance them out starting in July and at least one 4-6-4 can be sent in from the September replacements. In any event crush the Fins and head south by November.

In STALINGRAD victory rightly belongs to the Russians. By using this defense and your usual cautions play, the German will stare defeat in the face by the Fall of '42 in spite of the first turn surprise rule.

RICHARD LAMBERT
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Partisan Blitzkrieg

PARTISANS IN BLITZKRIEG

by John Gordon

As we all know through Avalon Hill's brochures, BLITZKRIEG is the company's best seller. I think it is a great game, since it lends itself to so many play possibilities, and countless situations, depending upon what type of strategy you wish to pursue. Nevertheless, there is much that has been left out of BLITZKRIEG that would have to be taken into consideration in an actual campaign of this magnitude. One of these 'considerations' is the problem of what is going on behind the main battlefront; the local populace, and partisans.

Even in a fully modern, mechanized war, partisans can have a tremendous bearing on both strategy and tactics. The Eastern Front, in WW II, is probably the best example of this. I have therefore worked on a system of incorporating partisan forces into the game. These rules must be used in conjunction with some minor country alliance system, one of your own or the one recommended by Henry Gale and Geoff K. Burkmann in Vol. 7, No. 3 of the GENERAL, which I have found to be very workable. The partisan system works as follows:

Whenever you enter a minor country that is, by the alliances before the game, unfriendly to you, you incur the wrath of the organized resistance movements in the country, the partisans. They have no effect until you have captured one or more cities in the Minor country in question. Partisans require one turn to organize, so if you enter a minor country and capture a city on the 1st turn, the effects begin on the 2nd turn.
Total Mobility Blitzkrieg
by Bob Crayle

In the playing of Blitzkrieg I have often found that the “Game of Lightning Warfare” ends after the fourth or fifth turn. Two average players will breeze through the first two turns of play, reinforce and position their front lines on turns three and four, and then begin the long static battle which players of 1914 are so familiar with. I have no dissatisfaction over the style of warfare in 1914, but for someone who favors great mobility and a flexible army, this can be attained in Blitzkrieg when applying the proper techniques.

Resolving Battles
A simple solution to prevent any deadlocks on the front line is to play as normal tournament play with options, except instead of referring to the tournament attrition table, use the basic game attrition table.

At first suggestion this idea seems a little odd, or even outrageous to the veteran, but it is a great help in eliminating a slow down in the pace of battle.

Instead of a battle resulting in a small budge in the line, a die roll resulting in Def-lim can blow a hole in the line comparable to a nuclear attack; the advantage being that the friendly units involved may be adjacent, and advance into the square.

The solution suggested above is a simple one, but for those who want to prevent the loss of too much realism and who, like myself, tear their hair out when a 0 back 2 with a retreat occurs, here is a different and more detailed method must be applied. How often has a situation similar to this occurred: a 12 factor stack on a mountain square is attacked by 72 factors — a 3-1 attack.

A roll of two gives the verdict of one factor off of both with no movement. This would be fine with a battle of smaller units, but with battles involving many divisions, it is inadequate.

To solve this, apply a simple variation. In battles involving over 40 factors, double casualties. This helps to make a victory not only a battle won, but a strategic opportunity to be exploited.

Play Modification
Besides making an adjustment in the resolving of battles, the employment of other variations should be used for a more mobile type of warfare.

First of all, adjust the nuclear capacity rule so that nuclear capacity begins on turn five. No threat of nuclear attack in the first stages of play allows the rapid concentration of a large number of forces, giving a true opportunity for the “initial punch” to each side. A player can pick an objective and be free to supply that area with the offensive power to be seized.

Stacking units is essential in the sweeping way of defenders and keeping a firm hold once an initial objective is reached. Nuclear attacks starting on turn five help to break up impregnable positions resulting from stacked lines and resume offensive opportunity. Barring the bombing of unoccupied squares aids in creating total mobility, but several players object to this, as it is an essential part of their tactics.

Weather and Air Power
Another factor which affects movement is weather. Here one of the main differences of opinion begins between the players who desire the utmost in realism, and those who will sacrifice a certain amount of it in order to make a game less restricting, or more “playable.”

In the case of a purely historic game such as Guadalcanal or Waterloo, I am willing to add as many details needed for exact recreation of an historical situation. But, the purpose of “Total Mobility Blitzkrieg” is to enhance the aspect of the game which allows a player to choose what type of a war to engage in, and to choose tactics for each campaign, whether it be from the sea, across land, or from the air. Therefore, the weather option is not used. Also, to facilitate the effective use of air power, leave out fighters.

The supply and sea-based air option are musts. Tacs based at sea teamed with an airborne force can capture a lightly defended city far in the rear to be used as a transport reception base. Such possibilities do much to keep the “blitz” in Blitzkrieg.

Strategy
In Mobile Blitz, I have found that the “hit and hold” tactic is by far the most successful.

Blue: Be the first to occupy the mountains east of EE-25 to deny their use by the Red Army. This is important, for whoever is in control of them has not only a good defensive position and jump-off point for attacks, but can choose the main area of conflict. Using the “strategy of defense” is not a bad idea for the blue player. A well-timed Blue counter-offensive will inflict heavy Red losses.

Also, be on the alert for any opportunity for a beach invasion.

Red: Proper employment of hit and hold early in the game by Red forces will permit occupation of the entire south of the DD-37 mountain range. To do this, fake a planned onslaught to the center by using heavy breakthroughs for capturing UU-37 and VV-42. In general, use infantry on the left and armor on the right.

On turn two, move your main force in the general direction of NN-33. On turn three, hit to the left by transporting breakthrough units and using the key road between NN-33 and W-38. This road serves as the primary transportation route for moving armor back and forth between the two fronts. Hold on the right by fronting your thin lines with I-4’s. The reaction of Blue’s army will determine your next move.

Summary
So that is “Total Mobility Blitzkrieg.” If you want the ultimate, and have been a long-time General reader, add the battle modifications outlined in the Gygax “Smash the Enemy” article.

Bob Crayle
1612 Walnut Dr.
Morgan City, La.
Dear Sirs,

Children often argue by shouting "That's what you think!" for other reasons for settling intellectual disputes.

I attempted to make several major points in my essay "GENERAL, Vol. 9 No. 2 July-Aug. 1972," to wit: that the very rigid diplomatic objectives ORIGINS imposes on Germany were those of the National Socialists, puritanical Hitler. They were not necessarily the objectives of Germany and the German people, nor were they rational objectives.

Secondly, moral sentiments without military force to back them were fatal to peace. The Rinteln army of occupation had indeed been withdrawn, and nothing was done when Hitler marched in because the French army thought itself not strong enough to do anything. Would opinion (with its tedious Committees of Ten and Fourteen sponsored by the League of Nations) count for little?

Thirdly, I suggested that Mussolini's Italy was a fundamentally different sort of state from Hitler's Germany. The Nazi's certainly thought so. So do a great many professional historians and politicians who see no alternative as "erroneous bull" to be a masterpiece of rational argument.

Finally, ORIGINS calls itself a simulation. Simulations should have reasonable correspondences with reality. ORIGINS forces players to accept a particular interpretation of history. I hardly insist that everyone accept my interpretation; but I think war strategists should be aware that there are alternatives.

Despite his advantage of ad libitum editorial insertion in my essay, Mr. Dunnigan has refuted any of these points.

J. R. Pennebaker
12051 Laurel Terrace
Studi City, Calif. 91604

Sirs,

Please allow me to comment briefly on two letters from your May-Aug 1972 issue.

Mr. Van Derven's letter (Avalon Hill Philad.) back brings me some points worth of further rebuttal.

First, I too object to "standardizing" the "Opponent Wanted" section. Not only is individuality lost, but the phrase "Will trade or sell games of your (or in my view competitive) interpretation of history. I hardly insist that everyone accept my interpretation; but I think war strategists should be aware that there are alternatives.

Despite his advantage of ad libitum editorial insertion in my essay, Mr. Dunnigan has refuted any of these points.

J. R. Pennebaker
12051 Laurel Terrace
Studi City, Calif. 91604

Dear Sirs,

It seems that the spotting rules in Panzerblitz are causing problems for everyone. The usual game can be somewhat frustrated for the infantryman, as he is forced to have a number of turns move is move those infantry forwards in a vain attempt to spot a target that is in the woods.

Peter Brudie's conclusion rule is okay, but that relies on the table, and another table does not seem to work for me.

My idea is to allow all vehicles units except SPA and the SU 76 to use CAT in the same turn that the infantry position. I have only two guidelines to use with the rule:

A. That the unit utilizing CAT be at half movement range or less from the hex it intends to CAT, and

B. That the unit, at the beginning of the turn it utilizes CAT, have an undeducted LOS into the hex under question.

This rule will have a number of effects on the play of the game. Firstly, it will not destroy a balance between the attack and the defense (or in other words, between the AFV, Infantry, and AFV, Infantry). No longer will the infantry-gun team be able to sit safely in their forest and shoot up anyone coming at them. Now they will have to fight for the position they have gained, and the tanks will be able to reassert themselves, but in moderation.

An example will do nicely now. Let us suppose that a company of Panther tanks has fulfilled the necessary guidelines for the use of this rule. They move into the attack on aPanzerblitz offensive mission, and a 7.62 mm gun. Total defense strength is 16 plus which equals 18. Let us further assume that this unit is in the west which are one to the die roll. The Panzers have a total of 58 attack factors, which is halved to 24. They are close enough for this to add to the die roll. The attack is one to one, with a total subtraction from the die roll of one. Assuming that the die roll is three, lowered to two, means a result of "dispersed" for the defender.

As you see, even the slight grooming of the guns has resulted in the attack of three Mr. V Panther tanks being rolled on the one-to-one table. Thus, while the tanks can attack in my rule, it in no way allows them to run roughshod over an infantry position. The relative merits of an infantry position and a well co-ordinated attack are now in balance, and either system's advantages and disadvantages are in moderation.

It also in no way allows the game to run into a bloodbath where a bloodbath is not called for, and such situations as No. 4. As it is now, longer the sure thing for the Germans that they once were. The Germans no longer can sit behind their Maginot Line and knock off the Russians with the guns, which they may be caught in the open when the tank-infantry assault teams come over the crest of the hill. The antitank guns will crawl forward like so many locusts, while the Bolshievick infantry hug the earth and wait out the worst. Then as the reserves are moved up, they will rise from the fox holes and with shouts of "Urrah!" on their lips, charge forward to the counterattack.

The Germans bring up their Wepens and start a counter-battery fire, while the tanks pass by the infantry position and tanks, hoping that they will not be caught in the open when the tank-infantry assault teams come over the crest of the hill. The antitank guns will crawl forward like so many locusts, while the Bolshevick infantry hug the earth and wait out the worst. Then as the reserves are moved up, they will rise from the fox holes and with shouts of "Urrah!" on their lips, charge forward to the counterattack.

Dear Sirs,

Once again we must forego a contest utilizing a tactical or strategic placements in favor of a literary effort. In Contest No. 51 you can try both, being a public relations man for Avalon Hill.

Through the years Avalon Hill has meant a lot
to a lot of people. What are we trying to determine is just what Avalon Hill means to you - our customers. Is it just an indifferent product, a company for a fantasy hobby, or what? Here's your chance to wax pithy and really tell us what you think of us. Who knows? Maybe your essay will be the basis for our next promotion.

The subject of the essay is as follows: "What does the name 'Avalon Hill' mean to you?" Your treatment may be as detailed or as short as you wish. It need not be typed or even printed, as long as it is legible. Simply write your essay on a separate sheet of paper and mail to us at R & D Department, care of Avalon Hill, 3200 North River Rd., Northbrook, Ill. 60062. That is all. Do not submit any paper that other Avalon Hill business. Be sure to fill out the contest form (or a facsimile) and staple or clip it to your essay.

And to swear the pot, we'll double the customary contest prize. The winner will be determined by our panel of judges, whose verdict will be final. Contest deadline is October 20th, 1972. Entries not stating choice for best article will be voided.

The best assured that Contest No. 52 will see us return to the over popular question of tactical placements.

Richard Bronn
40 Franklin St.
Pittsfield, Mass. 01201

Dear Sirs,

I would greatly appreciate it if you'd print this letter in the next issue of The General. I Gros is that I may clear my name with PBM opponents and acquaintances.

First off, I'd like to thank those who replied to my letter which appeared in the August-July issue of this mag for their concern. Second, I'd like to ask people to STOP WRITING!!! That last pastime was not more than a practical joke played on me by an extrovert - I DIDN'T WRITE IT.

In conclusion, I'd like to say that I own a few, but I find most of the All games to be extremely comprehensive (with the exception of those few). No one can be destroyed, as at war previously under its command are reduced in strength by two combat factors. This rule applies to the standard two-player game and just might add a little more realism to an already great game.

Patrick Carroll
433 N. School Street
Lodi, Calif. 95240

Contest No. 51

OPTIONAL ANSWER AREA:

Name ____________________________
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September-October 1972

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### Readers Buyer's Guide

**Title:** France, 1940  
**Price:** $8.00  
**Subject:** Corps level combat in the conquest of France

**Instructions:** Rate all categories by placing a number ranging from 1 through 5 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "18." Participate in these reviews only if you are familiar with the game in question. Photocopies and facsimiles accepted if kept separate from other mail.

1. **Physical Quality**  
2. **Mapboard**  
3. **Components**  
4. **Ease of Understanding**  
5. **Completeness of Rules**  
6. **Play Balance**  
7. **Realism**  
8. **Excitement**  
9. **Overall Value**  
10. **Game Length**

Comments:

Game to be reviewed next:

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### The Question Box

#### FRANCE, 1940

**Q.** Must a mechanized unit split its movement factor between the initial movement phase and the mechanized movement phase or does it have the benefit of the full movement factor in both phases?  
**A.** It has the benefit of the full movement factor in both phases.

**Q.** Can Allied units move along the borders of occupied neutrals?  
**A.** No.

**Q.** Can French or UK units move into Germany, or attack German units on the French border if the Germans haven't attacked France yet?  
**A.** Yes.

**Q.** Does an enemy invasion mission prevent your aircraft elements from flying over the same square?  
**A.** No.

**Q.** When you attack a Maginot Line hex from both the front and the rear does it give 5 or 10 extra defense points?  
**A.** Five.

**Q.** May German artillery units attack allied units not in fortification hexes?  
**A.** Yes.

**Q.** If two units (each smaller than a corps) each have an attack/defense factor of one and are attacked together and out of supply, do they have a combined defense factor of 1 or 2?  
**A.** One. Note that if these two units were on separate squares, they would both have a defense factor of one, but when stacked in this manner, they lose the benefit of fractions.

**Q.** Is the range of aircraft counters considered to be the maximum range one-way or the maximum distance allowed travelled in both directions?  
**A.** One way. A German air counter may fly 18 square range from any American ship.  
**A.** No.

**Q.** How many missions may the same aircraft element fly in one turn?  
**A.** One.

**Q.** Is artillery moved as infantry or armor?  
**A.** They are moved as armor, but without the advantage of the mechanized movement phase.

**Q.** Can German player attack only the close units of the same number on a given turn?  
**A.** No.

**Q.** Can the German player attack only the close units with the specification that any overall would be wasted rather than applied against the bombers?  
**A.** No.

**Q.** If the German is attacking with 2 types of fighters against a bomber group and close escort, and the first attack eliminates the escort, can he elect to forgo the attack with the second group?  
**A.** Yes.

**Q.** What is the defense procedure for a bomber formation being attacked by two or more types of fighters?  
**A.** The bombers roll for counterfire only once. The resulting losses are applied against the first group of fighters. Any "overkill" is applied to the second group.

---

### Opponents Wanted

We're experiencing growing pains. More subscribers means more West Ags. 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 Mini-sell.

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1. Print your city and state in Box A above.  
2. Insert reply when requested.  
3. Print your name and address where indicated.  
4. We cannot list specific items for sale or trade. Interested parties must write you direct for complete details.

<table>
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<th>NAME (in all caps)</th>
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### FRANZSEBLITZ

**Q.** May units being transported by tanks be CAT'ed without driving the tanks?  
**A.** No! Rules state that all units in stack must be treated as for Defense in CAT. Therefore, infantry while being transported is ignored.

**Q.** Which board are the half squares considered to be part of?  
**A.** Yes.

**Q.** Does a unit move at the normal road movement rate even on a road that goes up a slope?  
**A.** Yes.

**Q.** Can a truck, wagon, or halftrack drop in for a CAT attack, and then retreat?  
**A.** Vehicles may unload units and move off but a passenger unit may not fire in the turn of unloading.

**Q.** While dismantling mines, do enemies undergo the mine attack?  
**A.** Not as long as they observe the proper procedure for dismantling mines. If they attempt to cross them in the second phase, they are subject to attack just like any other unit.

**Q.** May engineers make a mine removal attempt and attack in the same turn?  
**A.** No.

**Q.** Are miles placed in towns subject to the "odd 1 to attacker’s die roll" rule of the TECH?  
**A.** No.

**Q.** Are units outside of a foot destroyed if the fort is eliminated?  
**A.** No.

---

### MIDWAY

**Q.** Does the U.S. player still have 4 searches after Midway falls?  
**A.** Yes ... but six searches are now limited to a 12 square range from any American ship.

---

When submitting questions to us for answers, please note the following:

1. Include a stamped, self-addressed envelope.  
2. Be specific in your question.  
3. Be clear about your question.  
4. Avoid asking technical questions on the play of the game, but we cannot, unfortunately, answer these on technical or historical points nor can we research data for those of our games.  
5. Keep orders and other mail separate from questions. Departing the terms of your letters into different departments takes time and delays your reply.
Mathew Hoffman announces the formation of the Jewish Cultural League Wargamers. An adjunct of the Jewish Cultural League, membership is not restricted along religious lines. Those interested in joining a civic minded organization and playing a few games on the side, should contact Mr. Hoffman at his 603 Hillside Dr., Highland Park, Illinois 60035 address.

Congratulations are due Damian Housman for being appointed the new President of the SICL. The affable Air Force lieutenant assumed his new duties in early July and is doing everything possible to see the SPARTAN goal of professionalizing wargaming accomplished. Interested parties should drop a line at his Box 55867, Mather AFB, Calif. 95685 address.

Contrary to rumors which have seen print in other publications recently, the circulation of the GENERAL is not composed of 6,000 gratis subscriptions. Although certain game designers and noted authorities do have lifetime subscriptions; their number does not surpass 50 — let alone 5,000!

The newest Avalon Hill release is a redesign of our ever popular FOOTBALL STRATEGY. Now available in the attractive bookcase format, the game which drew raves from the editorial staff of SPORTS ILLUSTRATED is back with more to offer than ever before. Now three games in one; the Basic Game is an exact duplicate of the original classic. However, in the Advanced Games, players have an option of choosing a ground or air oriented team. The choice is yours — the steady, ground gaining attack of the Green Bay Packers, or the explosive air attack of the New York Jets. You select the proper play charts, the game and your imagination will do the rest. Also included is a "FOOTBALL WIDOW'S HANDBOOK" - a humorously written, but very informative manual for the wife whose husband stays glued to the TV set throughout the gridiron season.

FOOTBALL STRATEGY retails for $10.00 and will be available at leading toy and hobby stores by November 1st. If unable to locate it there, you can still order it direct from Avalon Hill at the cost of an additional $1 postage and handling charge.

This month we offer a limited quantity of blank hex sheets (PANZERBLITZ size) which we printed especially for our design staff, as well as the last remaining counters to the discontinued U-BOAT and GUADALCANAL games. The prices are:

- U-BOAT counters - 25 cents
- GUADALCANAL counters - 50 cents
- PANZERBLITZ size hex sheets - $1.00

Don't forget to add 50 cents postage and handling charge. Offer ends November 1st, 1972.

The new president of the Avalon Hill Intercontinental Kriegspiel Society is none other than Omar Dewitt, past question and answer man for Avalon Hill. Naturally, the first project of the AHKS under their new president was to publish an introductory booklet familiarizing their membership with their official rulings for ambiguities in Avalon Hill games. Although differing in some cases from Avalon Hill rulings, the booklet is well worth the $1.00 asking price. AHKS itself is also worth looking into. Established in 1966 by adults who were tired of easy, immature, sporadic, and disappearing opponents, AHKS exists to minimize encounters with such people and to facilitate playing-by-mail. By restricting their membership to those at least 21 years of age, AHKS has been quite successful in accomplishing this goal. Interested parties should contact Omar at his 78 Wickham Dr., Williamsville, N.Y. 14221 address.

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The MIT Strategic Games Society has taken the first step towards year around wargame conventions by the sponsoring of WINTER CON I. Scheduled for the dead of winter (January 13th) on the MIT campus in Cambridge, Mass., it's a safe bet that the event won't be plagued by a lack of air conditioning. For further information write Kevin Slimak, 3 Ames St., Box 115, Cambridge, Mass. 02139.

Justifying its selection as last issue's feature article, Robert Garbisch's "Double Stalingrad" outpolled its nearest competitor by better than a 2:1 ratio, drawing 32% of the total vote, and gaining top literary honors for Volume 9, No.2. Other prize winners included Mark Wielga for "Effective Gettysburg," Roy Easton for "Situation 101," Henry C. Robinette for "Defense Beyond the Oorthie," and Gregory Robleski for "Breakout Blitzkrieg."

WINNERS OF CONTEST No. 50 who dazzled us with their constructive comments on improving the GENERAL included the following: Lyle Mindlin of Oak Park, Mich.; Fred Baube, Clarence Center, N.Y.; J. D. Wallace, Bloomington, Indiana; Walter Hamscher, Mineral Wells, Texas; Dennis Buckler, Lawrenceburg, Indiana; Charles Sprague, Tampa, Florida; Charles Neul, Peoria, Illinois; Gary Gruber, Phoenix, Arizona; Derrin Arnett, Portland, Oregon; and Tom Hurst, Whitewater, Wis. Several of their suggestions will be implemented in forthcoming issues of the GENERAL.

THE GENERAL

LOYAL SUBSCRIBER DEPT. To reward our full time subscribers for their loyalty we will continue the "special offer" deal instituted in the last issue. Here's how it will work. In each issue of the GENERAL we will post certain items which you may purchase at reduced prices by cutting out and sending in the discount star and accompanying descriptive copy. Such offers run only until the next issue of the GENERAL. Mark your order: "LOYAL Subscriber Deal - Parts Department."