Cover Story

The Classics

With all the fuss being made over the bookcase format, it is sometimes easy to forget that which makes up the backbone of the Avalon Hill line and wargaming in particular; the flat-box games. The game nuts themselves refer to them as the "classics" and affectionately list AFRICA TANKS, D-DAY, BATTLE OF THE BULGE, STALINGRAD, and WOOLERLOO as the chief ingredients, with BLITZKRIEG and MIDWAY as the fringe members of this exclusive club.

What makes a classic wargame? Well, in the eyes of most of the "hard core" it's an historical simulation dealing with just one situation, with the emphasis on playability, and a game length which doesn't prohibit play in one setting. The stress in the "classics" is on competition, and the games are approached more from that standpoint (i.e., games), rather than as iron-clad historical simulations.

Invariably a wargamer has broken into the hobby through his purchase of one of the classics, and his fond remembrances of the game which started him off on his wargaming career may indeed account for the fanatical faithfulness to the older titles exhibited by many of the "hard core." It is certainly a truism that wargamers tend to log more time, and hence play better and enjoy more their first wargame purchase than their 9th. But the main proof of the existence of a classical game mentality can be found on page 16 of every issue of the GENERAL or whenever wargamers congregate for conventions or live play. By far the majority of PBM and tournament activity takes place with the "classics," due to their extremely fine playability concept. Of course, PANZERBLITZ and LUFTWAFFE engender their own enthusiastic supporters, but there will always be a soft spot in our hearts and a place in our line for "the classics."

The Game Trend

Are the days of the classic wargame coming to an end? Many a current observer of the wargame scene may seem to think so. Long since removed are the days when Avalon Hill came out with a D-DAY or a STALINGRAD to tickle the fancies of its hard core following. Instead, the craze is now pacified with the sophistication of a PANZERBLITZ or LUFTWAFFE. Are the days of the "D ELIM," "EXCHANGE," "DB2" and their accompanying playability niceties gone forever? A non-committal "yes and no" appears to be the answer.

Many of the "Old Guard" following have become quite alarmed at what appears to be an abandonment of the flat box games for the more attractive and utilitarian bookcase format. As one old time devotee put it: "This gradual abandonment of the classic games for the more expensive bookcase line is now next to criminal." Well, that's putting it a bit strong but heretofore there has been cause for concern over the future of the "classics."

The vast future of Avalon Hill's distribution system demands that the total number of games in the line remain constant, or at least hover between 20 and 25. When catering to wholesalers there is a definite need to keep your line cut down to manageable proportions, thus necessitating the dropping of some of the older titles to make way for the new ones. Thus far, the flat box titles have been the most obvious candidates for the ax because most Avalon Hill followers have already purchased the older items, leaving less of a sales market for that particular game from which we can draw and thus justify maintaining it in the line.

Which brings up the question of how we arrive at the decision as to which game to drop. As might be expected, the major gauge is sales. The hard core has protested bitterly over the cancellations of ANZIO -- a fine game even though it had some rule problems. The ax fell on ANZIO simply because its sales never got off the ground. The game itself was not so much to be blamed, as were the packaging and the title. "Anzio" just didn't conjure up the visions of advancing panzers and screaming stukas that "Panzerblitz" did. GUADALCANAL went the same route for similar reasons, leaving us to suspect that the Japanese were bad "box" designers and just didn't catch the fancy of the average game buyer. JUTLAND, the latest casualty, seems to have gone the route of all naval games. For some reason, there just aren't enough naval enthusiasts to support a naval game for long. MIDWAY seems to be the exception which proves the rule, but even its sales don't match those of the land battle games.

Does this mean then that the flat-box games are doomed? At this point, we think not. The old classics (see cover story) will always have a certain value to the line as "break-in" games to initiate new members of the wargaming fraternity. Indeed, most of the current breed of wargamers have been nurtured and weaned by the classics. The popularity of these games is constantly proved by their ardent followers through their article contributions in the GENERAL. STALINGRAD in particular, now almost 12 years old, is constantly being reviewed in various gaming journals, and must be considered the classic among the classics. In addition, the less expensive flat-boxes allow us to continue to offer a fine quality game for only $7.00 an important factor to the teenage following who find it hard to dredge up the extra cash for a bookcase game. Although it is safe to say most, if not all, of our future releases will be in the bookcase format; there is still room in the line for the flat boxes.

But what will be the hue and cry for another game of the STALINGRAD mold be answered? The answer is probably never if one is to believe that the current trend in games will continue.

The basic format for our designs now places credence in a 5 step process. First, we must have a Basic game which fits the STALINGRAD mold and serves to get the gamer familiarized with the game's mechanics and into its play as easily as possible. Second, a "tournament" game must be provided which can add the "realism" qualities that a very playable basic game often lacks. Third, optional rules or an advanced tournament game should be included to provide the utmost in complexity for those who revel in truly demanding games with many variables. Fourth, various scenarios or situations should be researched, covering different combatants or the many "what-if" situations which could arise. And finally, the game should be "open-ended"; i.e., it should provide possibilities for the real fanatic to go ahead and research his own battle situations under our basic framework; satisfy his own designs, egos and generally lend itself to an unlimited learning situation if the gamer wishes to carry it that far.

Thus, the idea is to provide the gamer with as many "games" within the same gamebox as possible for the same one game purchase price while giving him the finest in physical quality components. The main tenet here being to escape the rut, if indeed it is a rut, of playing the same game over and over again, thus running into the problem of over-familiarization. There are two schools of thought here -- those being the library or "extreme historian" view as opposed to the "gaming" approach. But that's food for yet another philosophy...
The Midway Thesis

by Harold Totten and Donald Greenwood

MIDWAY constitutes a very different playing environment—it is a game that demands instinctive handling of unknowns and perfection in air-sea operations. You've got to outguess your opponent at every turn. A good MIDWAY player is recognized by his ability to react to any given situation. Playing the game requires a good grasp of the game concepts, and that is what we intend to discuss.

This article has evolved slowly over the period of well over a year. The hardest thing in preparing this article was preparing the highly "visual" approach—along with the text there are a multitude of diagrams which had to be worked out and then reworked. We do not pretend to present a panacea, by any means. The adroit player will find errors and improvements. This is as was intended; they are left for you to find and deal with as a tactical exercise. The main idea is to express tactical and strategic concepts—if you can spot errors or improvements then you have grasped these concepts. Nor have we covered all aspects of strategy and tactics, as this would involve obscure variations of the main concepts and would simply serve to make the article longer than it is—which would not help get the concepts across.

As far as methodology is concerned, we will first speak of tactics, and then construct our strategic discussion in terms of these tactics. This is because tactics are very solid concepts, whereas strategy involves more general, and therefore vague concepts.

TACTICS: THE BATTLE BOARD

One of the most important, and perhaps the least understood aspects of MIDWAY is fighting the air-sea battles on the Battle Board. This is the very crux of tactics.

Each side has distinct advantages and disadvantages. The Japanese have air superiority, yet they have more carriers to protect. They also have a large fleet split into many independent groups, while the Americans have a small, concentrated fleet.

In discussing the tactical situation, we will use a number of tables and diagrams to set up hypothetical attacks on some model fleet formations. Each diagram will include figures for maximum/minimum/average losses and hits. Also, each diagram will have additional comments and exact dispositions so there will be no ambiguities.

In setting up these diagrams, we've used the three following tables to determine the figures involved. These tables are basically an analysis of the CRT, and can be helpful when setting up attacks. The use of these tables will allow us to get an objective view of each formation. They are presented so you can evaluate your own favorite fleet formation. The tables are as follows:

<table>
<thead>
<tr>
<th>Average Hits vs. Squadrons Lost</th>
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<tr>
<td>Hits</td>
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<td>Squads</td>
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<td>Lost</td>
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<td>1-3</td>
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<tr>
<td>Hits</td>
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<td>Squads</td>
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OFFENSIVE TACTICAL CONCEPTS:
AIR-TO-SEA COMBAT

On the Battle Board the main attack concept revolves around the sinking of carriers. The carriers, by virtue of their aircraft and victory points, are by far the most valuable pieces on the board. Usually, the attacker chooses the most vulnerable carrier as his primary target.

The best way to attack a carrier is to "sandwich" it. This is done by attacking it on both sides by torpedo bombers and on top with divebombers. Along with this concept, there is the technique of "overloading" the defense. This is done by carrying out secondary attacks on near-by ships and/or other carriers in order to force the defense to commit its anti-aircraft fire away from the main attack. Overloading the defense places the defender on the horns of a dilemma: defend the fleet and lose the carrier, or

defend the carrier and lose a good number of secondary ships. Failure to place the defender in such a dilemma either shows an inept attack, or insufficient attacking material. We will demonstrate the effects of this decision later.

A particularly restraining tactic used as a corollary in overloading the defense is using 5 or more squadrons on the secondary attack. This has the effect of strangle the defense (albeit at an exorbitant loss in aircraft), as the ship usually is forced to concentrate on its attacker or be sunk.

A final concept is the correct placing of torpedo and divebombers. If at all possible, use torpedo bombers to isolate one section of the fleet from the attacked sections.

DEFENSIVE TACTICAL CONCEPTS:
SEA-TO-AIR

Since the attacking concepts revolve around sinking the carriers, the main defensive concept naturally revolves around protecting those same vessels.

Both fleets have some very good defensive material available to them. The Japanese have their battleships, and the Americans have the "Atlanta." By proper placement in the fleet formation, the defender should be able to get maximum defensive AA coverage. Also, the placing of cruisers in the secondary sections is very important. The main idea is to make the "sandwich" attack hard to pull off.

When you are under attack, you should consider whether or not a ship is likely to survive, what ships you are willing to abandon, and what ships you wish to keep. It might help to consult the Average Hits Table to determine the probability of the ship in question being sunk. For example, say that a carrier which can take four (4) more hits is attacked at 3-1, 2-1, and 1-2 in a sandwich attack. By adding the average hits for each of these attacks, we find that such an attack's average yield would be 5.17 hits, which means there is a good chance the carrier will be sunk. The absolute minimum number of hits is three, so if the carrier has readied planes aboard, it's a lost cause and the protecting AA fire would be better utilized elsewhere. Once having decided the probability of a ship being sunk, you must decide whether to abandon the ship, or try and save it. When it's a reasonable assumption that a given ship is likely to be sunk, then use its firepower to protect other vessels in the area which are under attack. However, if possible do not allow him to get 5-1 attacks, even on a doomed ship as this is tantamount to a "free" attack with no resulting aircraft losses. This is especially crucial in the first two air attacks, as it determines what your enemy will be able to continue to mount air raids.

Finally, do not divide or overextend your fleet formation. The very chances of your survival are based on your ability to concentrate your firepower.

THE JAPANESE FLEET FORMATIONS

In an attempt to outline and illustrate the tactical concepts governing the game of MIDWAY, we will thoroughly examine different hypothetical fleet formations of both sides for their advantages and disadvantages.

Obviously, in order to limit the number of formations we will consider, and for the sake of
THE GENERAL

making a mathematical analysis of these formations, we must make a number of basic assumptions. Those for the defending Japanese player being:

1. The Japanese have already joined their carriers with the 4 cruisers that enter 1500, June 3rd.

2. The American attacks with all available carrier based aircraft (T15 and D36).

3. There are no readied aircraft on the carriers.

4. American fighter superiority or parity.

JAPANESE FLEET FORMATION COMPARISON

<table>
<thead>
<tr>
<th>FORMATION</th>
<th>No. 1</th>
<th>No. 2</th>
<th>No. 3</th>
<th>No. 4</th>
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<tbody>
<tr>
<td>Max Hits</td>
<td>14</td>
<td>19</td>
<td>18</td>
<td>16</td>
</tr>
<tr>
<td>Min Hits</td>
<td>09</td>
<td>14</td>
<td>12</td>
<td>09</td>
</tr>
<tr>
<td>Max Sunk</td>
<td>2CV;</td>
<td>2CV;</td>
<td>1CV;</td>
<td>2CV;</td>
</tr>
<tr>
<td></td>
<td>Mogami</td>
<td>3CA</td>
<td>3CA</td>
<td>3CA</td>
</tr>
<tr>
<td>Min Sunk</td>
<td>1CV</td>
<td>3CA</td>
<td>2CA</td>
<td>1CV</td>
</tr>
<tr>
<td>Max Squadrons</td>
<td>25</td>
<td>28</td>
<td>18</td>
<td>27</td>
</tr>
<tr>
<td>Min Squadrons</td>
<td>14</td>
<td>15</td>
<td>12</td>
<td>17</td>
</tr>
<tr>
<td>Average Hits</td>
<td>11.84</td>
<td>17.66</td>
<td>15.33</td>
<td>11.83</td>
</tr>
<tr>
<td>Average Sunk</td>
<td>1CV</td>
<td>1CV</td>
<td>1CV</td>
<td>1CV</td>
</tr>
<tr>
<td>Aver. Sqds. Lost</td>
<td>21.26</td>
<td>23.16</td>
<td>15.33</td>
<td>22.83</td>
</tr>
</tbody>
</table>

Now take a look at the diagram for Fleet formations No. 1 and No. 2. The basic formation is the four carriers in-line, with BB's and CA's on either side. You'll also notice that the thin-skinned carriers Soryu and Hiryu are placed to the inside of the formation, making them harder to get at. This forces the American to attack the less easily sunk carriers, namely the Kaga and Akagi.

Each battleship is set up for maximum protection, from torpedo plane attack. However, as you can see, the American makes the weight of his predominant divebombers felt. This formation is our personal favorite because it allows a maximum number of ships to come into play in the defense.

In Fleet formation No. 1, the Japanese player decides the Akagi cannot be saved and acts accordingly. The Japanese formation is fairly tight knit here, each carrier being well protected from the torpedo plane attack. However, as you can see, the American makes the weight of his predominant divebombers felt. This formation is our personal favorite because it allows a maximum number of ships to come into play in the defense.

Fleet formation No. 2 is identical to fleet formation No. 1 in all respects except the Japanese AA fire. Here we presume that the Jap player wants desperately to hang onto his carrier, and has decided that the carrier is defensible. In doing this, he loses the Mogami, Suzuya, and Tone. In terms of comparison, formation No. 1 will give up 10 points, and formation No. 2 will yield 9 points. The Akagi will take 4 hits, and there is a 25% chance of sinking the carrier.

Fleet formation No. 3 is a lateral variant of No. 1, however it has a few drawbacks. The first drawback is the exposure of the flank carriers. The second drawback is the American ability to isolate those flanks with torpedo bombers. Witness the torpedo bombers in row F. This means that the ships in row C cannot be brought into the defense.

This allows those devastating American divebombers to sit down on the Akagi hard, which will most likely result in it being sunk at low cost to the American. This also results in a rather low American aircraft loss. As you can see, spreading your planes thin will result in high casualties. When planes are concentrated, as on the Akagi, they have much smaller losses. So, when setting up your fleet for battle, set it up so that a maximum number of ships can be brought to bear on the carriers, and that supporting ships can protect the ships protecting the carriers.

Fleet formation No. 4 is a variation of the historical "box" formation that the Japanese actually used in the battle. This formation without the four cruisers would become a slaughter. However, the additional firepower helps make this formation more sound than it was in actual battle. This formation is about as good as No. 1. The battleships only cover 2 carriers each, however, in terms of sinkings, No. 1 and No. 4 are about equal.

One way to gauge the damage caused by a formation's fire power is to compare the ratio of squadrons lost/hits. The ratio for the Japanese formations are:

No.1: 1.78, No.2: 1.31, No.3: 1.00, No.4: 1.93

Now you should be able to see the concepts we discussed earlier in the light of practical example. Naturally, we have not discussed all the fleet formations that come to mind—simply because most of these would not be worth the time and trouble. We did discuss the most obvious, and just perhaps, some of the better formations.
AMERICAN FLEET FORMATIONS

At first glance, the American is at a disadvantage. He does not have the combined force of a large fleet, nor does he have a predominance in airpower. He does have some countering factors in his favor, however, including a much better search capability, knowledge of the Japanese player’s intentions, and a centralized fleet. Also, although he has fewer carriers, he also has fewer ships to defend.

<table>
<thead>
<tr>
<th>FLEET FORMATION A</th>
<th>B</th>
<th>C</th>
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<tbody>
<tr>
<td><strong>Maximum Hits</strong></td>
<td>12</td>
<td>21</td>
</tr>
<tr>
<td><strong>Minimum Hits</strong></td>
<td>08</td>
<td>15</td>
</tr>
<tr>
<td><strong>Maximum Sunk</strong></td>
<td>1CV</td>
<td>2CV</td>
</tr>
<tr>
<td><strong>Minimum Sunk</strong></td>
<td>1CV</td>
<td>1CV</td>
</tr>
<tr>
<td><strong>Max Squadrons Lost</strong></td>
<td>25</td>
<td>32</td>
</tr>
<tr>
<td><strong>Min Squadrons Lost</strong></td>
<td>14</td>
<td>17</td>
</tr>
<tr>
<td><strong>Average Hits</strong></td>
<td>9.49</td>
<td>16.31</td>
</tr>
<tr>
<td><strong>Average Sunk</strong></td>
<td>1CV</td>
<td>1CV</td>
</tr>
<tr>
<td><strong>Aver. Squadrons Lost</strong></td>
<td>20.83</td>
<td>26.5</td>
</tr>
</tbody>
</table>

The assumptions I am making for the American fleet formations are quite similar to those made earlier for the Japanese. The assumptions are:

1. The American fleet is kept in one body.
2. The Japanese attacks with all available carrier based aircraft (T31 and D28).
3. There are no readied aircraft on the carriers.
4. Japanese fighter superiority or parity.

The first formation is a box type, with the AA carriers Atlanta in the open corner. This allows the Enterprise to cover all three carriers. The Hornet and Yorktown are protected by seven ships, whereas the Enterprise only enjoys the coverage of six ships. Here the Japanese offensive tactics must differ from the Americans, due to the composition of his striking force. The Japanese have an abundance of torpedo bombers, a factor which subtly changes the ability of a formation to stand up in combat. A formation which works well for the Japanese can be disastrous for the Americans. A variation on formation A would be to place the Portland at G-5. This would make the Japanese shift the attack to the Hornet, but it would also prevent the Japanese from effectively preventing the Atlanta’s AA fire support. It would also involve a torpedo plane attack on the Yorktown, which, if pressed with sufficient weight, would be able to divert enough firepower to allow a good attack on the Hornet.

Fleet formation B is a demonstration that fleet formations that work for one side don’t always work for the other. Why is this? For one thing, the Japanese have greater overall AA fire power in the form of their battleships. Another factor is the abundance of torpedo bombers; more than twice that of the American contingent. This dictates different tactics, both offensively and defensively. Formation B shows the “in-line” method used in Japanese formation No. 1. However, the Japanese attacker does not concentrate his divebombers on a single carrier, as the Americans did. Instead, the Japanese can use his abundance of torpedo bombers to threaten two carriers at the same time. This increases the effective load that the American defense must handle, sinking one carrier and seriously damaging another. At this point, the damage done to the American fleet is not by any means overwhelming, however, it does soften up the fleet for a second strike, which in this case could easily be disastrous.

Fleet formation C is similar to the Japanese formation No. 3. Again, this formation allows the Japanese player to spread his forces out and damage many ships. The formation is an improvement, however slight, over formation B – as it allows the American player to soften up the carriers, and the fleet more dispersed among the fleet. However, formation A is still clearly superior.

This ends our discussion of tactical concepts in the air-to-sea element. We remind you that we are simply trying to illustrate the principles discussed earlier – not get into specifics. That is why we did not discuss follow up strikes, the other Japanese fleet formations, varieties on the main theme, and other obscurities. We are solely interested in concepts – concepts which we will eventually apply to the strategic aspect of the game.

FIGHTERS

The tactical role of fighters is interesting in that it is often mishandled. Fighters can be of decisive importance in protecting the fleet. The Japanese player has the initial fighter superiority, F28 to F26. The fighters that will later get into the act will even the score, F32 to F32. However, in this interim stage the combat between the opposing fighters can change the balance.

Fighters have two main roles, escort and Combat Air Patrol (CAP). The decisions made in whether to escort or to put up a CAP are not easy, and must be predicated on what you think he’ll do. If you prefer to play it safe, you will always send your fighters out on escort. However, in a case where he sends in a strike and you don’t, it may be wise to put your fighters on CAP. Again though, the decision is not automatic and some guesswork must be involved. For if he holds his fighters back for CAP on the next turn you’ll have gained nothing. Many ponderables must go into the decision.

A couple of notes on the American fighters here is important. In a case where the American sends out a strike and decides to CAP over his own fleet – presumably spotted by the Japanese who will be sending out their own strike – he should fly his fighters from Midway if he is within 14 zones. This will generally result in
American air superiority. Another important usage of fighters can be found in the defense of Midway from reduction (see Appendix — section Midway, question 5).

In regards to tactics, the following table should be used as a guideline:

<table>
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<th>Def</th>
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<th>4.5</th>
<th>5</th>
<th>5.5</th>
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<tbody>
<tr>
<td>Att</td>
<td>5.5</td>
<td>4.5</td>
<td>4</td>
<td>3</td>
<td>1</td>
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This table gives the average number of squadrons lost in a given battle. The example of 7 fighters attacking 10 fighters used by the battle manual. Here the defending player may strip off up to three (3) squadrons for defensive use. However, this raises the odds to 1-1. By stripping off only two, the defender still increases his defensive firepower while keeping the fighter odds at 1-1.

This shows why it can be of advantage to the Japanese player to CAP his planes. The attack would be 26-28 (1-2), and thus give the edge to the American ship. He should then place his carriers in the extreme corners in order to delay the possibility of an early bombardment from the BB's. The Japanese 'battlewagon' will then chance upon a lone cruiser. Usually it happens that an air strike will be involved, compounding the American troubles.

However, if the U.S. player uses proper tactics in surface combat, he can reduce the initial threat of the Japanese battlewagon; while rolling on the board withdrawal option. For the American player, evasive tactics are basically simple because the Japanese search is limited to three areas per turn. However, if the Japanese player is caught in a “corner,” he cannot possibly escape the American search. By trying to end your movement in the center of an area you keep the maximum number of escape options open, which usually is very important.

The Japanese player, despite a predominance of force, is in a strategically inferior position due to the horrendous dispersion of his forces. His entire fleet is split into four groups, their historical designations being the Carrier Striking Force, Cruiser Division 7 (CruDiv 7), the Second Fleet, and the Main Body. The Carrier Striking Force (CVSF hereafter) enters the board on the first turn. The CVSF has the heavy burden of destroying the American Fleet and reducing Midway in preparation for the invasion. However, if you examine this fleet in terms of our earlier tactical discussion, you will find that a well placed American strike could easily duplicate the stunning blows of 4 June, 1942. Because the Japanese player needs the additional firepower of the later CruDiv 7, hanging close to the far edge and joining the cruisers on 1500 is advisable, although not the only course of action. The Japanese player may wish to proceed towards Midway as quickly as possible in order to keep the American off balance, but he is taking a very big risk that he will be able to strike American fleet just before escape before the American can turn him back in kind.

Meanwhile the Americans aren't exactly sitting on their collective can. The American has a rather clear cut decision, to either head for a confrontation with the Japanese fleet early, or hang around Midway and let the Japs come to him. The second option will delay the big battles until the 1700 turn. The first can create a really wild game, so we'll discuss its consequences first.

Let's assume the Japanese player has decided to play it safe and unite the CVSF and the CruDiv 7. If the American steams, without delay, to the west (left side of the board), he will be within striking range of the CVSF at 1700, informing the Japanese player as to when he'll be able to strike the island. The other modification is to coat the board with “Con-Tact” or some other clear plastic covering which allows one to mark in movements and enemy dispositions using a grease pencil (water soluble) or a “visual aids” pen made for marking acetates. This allows players to keep track of movements, and enemy dispositions without having a confusing clutter of counters remaining on the board.

It is amazing that so many players maneuver without any real knowledge or concept of evasive tactics. Your very positioning in a given area dictates your ability to escape detection. The diagram below indicates the number of different areas that are accessible from a given sea zone:

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 4 4 6 4
 6 9 6
 6 4 4
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slipping through the search net.

When Midway falls, the American user is usually facing a game which is already won or lost. When he is sure of a win he will usually move away from Midway in an attempt to avoid the pursuasion Japanese fleet. If he hasn't enough victory points at this time, he should use his knowledge of the Jap fleet invading Midway in order to strike them before he loses all chance of victory.

If Midway does not fall, either by reason of the sinking of the Aiagorn or lack of reduction due to a loss of air power (or both), the Japanese player is generally lost unless he can decisively engage the American. This is especially true with regards to surface combat on the field in which the Japanese have a decided advantage.

Once a decision at Midway has been reached, the game is usually over for all practical purposes. Although in close games the issue may not be decided until the very last turn as the Jap player try desperately to engage the fleeing American fleet in surface combat.

A Southern Strategy

by Larry Baggett

There was a German saying during the Second World War that the desert was the ideal place for combat, nothing could be destroyed... except men. The desert, with its open spaces which lend themselves perfectly to maneuver, is also the ideal place for the application of the indirect approach. It was this technique which brought armies in every theatre their greatest success; from the British against Granziani to Rommel's lightning strokes. We have three avenues of approach to choose between in our initial advance on Tobruch. They are: (1) the coastal road, (2) the Mass-Mecili route, and (3) a broad sweep around the Gebel to the south. A direct move along any one of these would not only take too long, but would also allow the Allies to concentrate their forces to oppose our advance. Also, Rommel consolidates his balance and increases his resisting power. In most cases it roles the enemy back toward his reserves, supplies, and prepared defenses. At the most, it imposes a strain rather than producing a decisive shock. Therefore we will employ a dispersed advance with concentrated consecutive aims; i.e., the capture of Tobruch and the Allied Home Base. There are two factors which bear on our campaign, which should be examined before we begin. These are:

(1) The Rommel HQ unit, with its two-square movement bonus can give us a decisive edge, especially in the early stages of the campaign. On the move it can be used to give every unit a bonus and speed either the Italians or supply units to decisive points.

(2) Supplies are the critical factor in the war in North Africa. Supplies (or the lack of them) can do more to slow down our advance than the British Army. Rommel had the same problem. More war material lies on the roads of the Mediterranean than have ever been used in North Africa!

From June to November, 1941, over forty ships totaling 209,000 B.R.T. were sunk. In November of that year 77% of the Afrika Korps' provisions were lost. Quite often, it was only captured British supplies which kept the Afrika Korps going and they can also be a factor in our favor. Supply units must be conserved and all attacks must be carefully considered. Remember that several simultaneous attacks can be supported by the same supply unit.

The slow Italian divisions are left with little choice but to use the Via Balbo, the coastal road. On our first move the Ariete Division follows the custom path course to H-2 and in conjunction with the Italian infantry divisions, isolates the unit in Bengazi. The Panzertruppen, along with Rommel and the 1st supply unit move due east around the enemy's southern flank. The Reece unit can rush T-24 and the rest reach T-22 on our opening move. If the 2nd supply arrives, it should proceed to Mius, where it is out of Allied reach and able to support either of our combat groups.

The application of this type of pinners movement has several advantages. First, it forces the enemy to spread their forces too thinly over the desert or concentrate them at Tobruch, thereby abandoning the delaying tactics normally slow the Axis down. In either case our Panzer forces avoid the bottleneck which can develop around the Mechili and Tmini gaps. Second, the approach from an unexpected quarter in the south generates surprise. Distance and terrain prevent the formation of effective defense anywhere in advance of the gebel around Tobruch, and the surprise carries with it a sudden sense of being at a disadvantage, which also works in our favor.

Our second move will depend on the Allied reaction. The Bologna and Savana divisions asume the blockaded of Bengazi while the remaining Italian units continue along the road. If an Allied blocking force is encountered, the Ariete Division will turn Mechili, the "Heart of Cyrenaica." If the Allies have concentrated in the south and left the Mechili gap open, a 3-3-10 should be dispatched to seize K-18.

In any case, 21/5 and the Reece unit should continue to S-30 and O-30 respectively. This leaves us in an excellent position. We have taken a course which leaves our German forces in a weakened state. Our object is to move quickly with alternative objectives. By all intents and purposes we have a large force ready to attack Tobruch from the south, with the Italians supporting from the west.

Our third turn will probably see the Allies dug in around Tobruch with outposts holding J-33 or K-35 or both. The only alternative to this would be the British strung out over the desert where we would attack with our full force.

Our third move will see a concentration of our forces before our primary objective in the least possible time with no casualties. To accomplish this we have exploited the elements of maneuver and surprise. These elements react favorably on one another, maneuver generates surprise and surprise gives momentum to maneuver. Any maneuvering executive must be carefully calculated, taking into account, time, terrain, position of enemy forces, and the movement and supply capacity of our own troops. It must be capable of sudden acceleration or change of direction, which automatically carries with it some degree of surprise: thus hampering the enemy's counter-measures.

We have two courses of action open to us on this third move. First, depending on the position-
By William R. Searight

German Generals who sit down to a game of “France 1940” must have a definite strategy as well as the tactics of their objectives which are obvious: to destroy the Allied Armies, followed by the occupation of Paris. In the original historical game, brute strength will carry the Wehrmacht to victory, but what if the Allies were better prepared, (using Allied Order of Battle No. 4), against the historical German Army set up? The Allies still have the Maginot Line, many additional armor divisions, and an air force equal to that of the Luftwaffe. Does the German still blindly invade Holland, Belgium and Luxembourg simultaneously? With the Germans initial punch absorbed by the Belgian and Dutch units, French and British forces can move up in a line to aid the Belgians in an eventual struggle which will turn into a fury of 1914 attrition war.

To prevent this, a careful evaluation of the political situation is equally important to the terrain.

Strategy (Phase 1)

Four Allied Armies face the Germans. To allow them to combine on the first turn would be foolhardy to say the least. The German must make the most of each country’s neutrality in order to out maneuver the Allies. To do this, the initial thrust should be into Holland and Luxembourg; advancing as fast as possible without violating Belgian territory. This can be accomplished by moving onto the Holland-Belgian and Luxembourg-Belgian border (Belgian units have no zones of control, being neutral). Because of this, British and French Armies are contained within France. Now the Belgian Army is forced to extend its defense even thinner than before against an upcoming attack of greater dimensions. Allied air power is also hampered by Belgian neutrality, due to its inability to fly any missions over Belgium for the Dutch Army. True, the Germans have not eliminated any units, except perhaps the Dutch, but the initial penetration is akin to the beginning of a giant pincers, with massed German armor poised for the fatal thrust.

Tactics

As shown by the strategy discussions the Germans have extended their penetration and jumping off areas for attacking Belgium. The two main areas will be discussed separately.

Holland

The invasion forces through Holland should consist of approximately 10 Infantry Corps, 3 light panzer divisions, and 3-4 mech. inf. units. These units will be on or near the Belgian border, stretching the length of Holland to the sea. Their role is to push the Belgians back in a battle of attrition, forcing the disposition of reinforcements here on the allies’ second turn.

Belgium

As stated before, Belgian neutrality is not violated on the first turn. The fortresses here are ignored and bypassed completely on the upcoming turns.
The aim for the main striking force is to cut across France to the Channel Coast severing Allied communications; an opportunity to achieve a major envelopment of the entire Allied Army in Northern France and Belgium is possible. Once the Allied Army has been crippled, Paris will easily fall before the Germans.

**Airborne Units**

These units are extremely valuable and should not be uselessly expended against occupied fortresses. Rather, they could be utilized to more advantage in the following methods:

1. By landing in the rear of the Allied front line to disrupt reinforcements from moving up to the line, in order to allow an armored breakthrough.
2. With a 3 hex ground attack against an open corps, (British worth triple points) a parachute battalion could serve well by severing the retreat route.
3. Destroying vacant Maginot Line hexes.
4. Late in the game, the capture of one or more of the Paris hexes can be realized.
5. Attacking Allied ground support elements. Normally these units are not placed with a combat unit, making them vulnerable to a surprise assault by the airborne regiments. A surrounded attack should only be attempted against 2-3 stacked units (worth 20-30 points).
6. The most important airborne operation is to support an armored breakthrough by landing in a triangular pattern. When the Allies have committed all their reserves to the line, this is quite effective against a solid line and devastating if Allied units were placed in only every other hex.

The Allies with no immediate reserves cannot contain effectively this new bulge in their line (8 additional hexes). The following turn, German panzers attack and breach the Allied line.

**To summarize:** By the use of surprise in utilizing Belgian neutrality on the first turn, you can most effectively rattle the French General and his Air Marshal. Once a breakthrough in the South has been accomplished, the main force strikes for the Channel to isolate the majority of the Allied Armies. Smaller mechanized divisions can head for the vicinity of Paris to harass and disrupt Allied reinforcements in this area, until the arrival of heavier panzers and infantry. Utilize your airborne units effectively, holding them in reserve until the situation merits their expenditure.

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**MORE MUSTANGS AND THUNDERBOLTS**

by Lou Zocchi

We often look upon articles dealing with variants to existing games with a jaundiced eye. However, the credentials of this author cannot be denied. Lou Zocchi is widely recognized among the hard core as a leader in the hobby. Besides earning his living as a Sergeant in the U.S.A.F, he is the designer of LUFTWAFFE. Who could be more qualified to offer a variant on our WWII air battle game than the old Sage Serge himself?

New information has just been uncovered which might serve as a rationale for permitting the Americans to use more P-47's and P-51's in the LUFTWAFFE game than the present rules allow. Here are the facts:

- 825 P-47 Thunderbolts were allocated to the R.A.F. The first 240 of them were immediately committed to battle testing against the Germans before sending them on to fight in Burma against the Japanese. I believe that the battle testing occurred in July of 1943.
- In November 1941, the R.A.F. ordered 320 Mustang I fighters. The first of these arrived in England for service with No. 2 squadron in April of 1942. On 27 July 1942, the Mustang I flew its first mission as a photo recon ship. The British liked the Mustangs enough to order another 300. These were designated Mustang IA because minor modifications and improvements in the design were ordered.
- The U.S. took a livelier interest in the Mustang and retained part of the British 300 plane order for its own testing program. The remainder of the original order was filled with the improved P-51A models which the R.A.F. called Mustang II.
- Delivery of the P-51A was followed by an order for 274 P-51B and 636 P-51C models which the British called Mustang III. 71 of the B and 20 of the C models were used for photo recon purposes while the remainder equipped 4 Polish, 1 Free French and 3 R.C.A.F. squadrons.
- Some time during 1944, the R.A.F. received 281 P-51D and 594 P-51K fighters which they called Mustang IV. These fighters fought as part of the 2nd Tactical Air Force on D-Day and served in the fighter-bomber role. By the end of 1944 they were reassigned to Fighter command. Considering the fact that R.A.F. operations were usually conducted independently of U.S. operations, the only time when it seems logical to have them supporting U.S. missions is on the day they really did so.
- Since D-Day, the 6th of June 1944 was one of those rare times when the British put everything available into the air to help us, it would seem logical to use their American equipped forces during the quarter in which June falls. After D-Day, most British fighters were too busy knocking down V-1 Buzz bombs and providing local airport security to take on the additional burden of escorting U.S. bombers into Germany.
- 446 P-47D's were given to the Free French Forces during the war and provided enough equipment to maintain two Escadrilles de Chasse. Since it is not clear when these French units began operations or who directed their missions, I think using them in July 1944 would be about right.

In January 1944, a group of Brazilian pilots led by Lt. Col. N. Souza arrived in the U.S. for intensive P-47 training. They arrived in Italy on the 6th of October 1944 and flew their first action on 11 November 1944. Before the war ended, the Brazilian Air Force had been given a total of 88 P-47D's.

Of the 203 P-47D's sent to Russia, only 196 reached their destination. Although there is no evidence concerning the use made of them, it would seem that there should be a possibility for their employment from the Russian side of the board at some time during the game.

So, how does all this information affect your Luftpaffe game? That depends on how much of a pasting the American player wants to give the Germans. You could be a sport about the whole thing and roll the die at the beginning of each quarter. If you roll the higher number, these extra forces would come into play but if the Jerry beats your roll, you don't get the extra forces. On the other hand, if you'd really like to make the German sweat, try a few games where you get all new forces without rolling for them. I'm sure that the Luftaffe will have its hands full... even when allowed to get its jets by January 1943.

**JUL '43** For this quarter only, add one full strength P-47 and one half strength P-47 to the American forces. If they are lost in combat, they need not be replaced. If they survive the quarter, remove them from play when the quarter ends.

**APR '44** Add one point to the number rolled on a die to see how many P-51 counters the R.A.F. will lend you for use during this quarter. P-51's on loan from the R.A.F. need not be replaced if lost. R.A.F. P-51's which survive the quarter must be withdrawn from the game.

**JUL '44** For the remainder of the game, add 2 P-47 counters to represent the French forces. If lost in combat, 2 factors may be replaced.

**OCT '44** Add one P-47 counter to this quarter to represent the Brazilians. If lost in combat, they cannot be replaced.

**ANYTIME...** During the game one P-47 counter may operate out of Russia.

The April '44 quarter will be more critical for both players than any other. R.A.F. P-51's will add devastating power which the Germans cannot afford to ignore. If this quarter does not break the Luftaffe, it will most certainly sap its strength.

**OPTIONAL PLAYING PIECES**

- 1 P-47 counter to represent the French forces.
- 2 P-47 counters to represent the Brazilians.
JUL '43 The P-47's needed for this quarter to represent the R.A.F. testing can be the two which are supposed to come in during the Oct '43 quarter.

APR '44 The extra P-51's needed for this quarter can be obtained by using the Jul '44, Oct '44, Jan '45 and Apr '45 P-51's for this quarter only. Remember to replace these extra fighters on their original start quarters before figuring out your replacements or adding new forces.

JUL '44 Use the two P-40 counters which should retire this quarter as P-47's of the Free French squadrons.

OCT '44 The P-39 which should be taken out of warfare enthusiasts. Please send me your comments and suggestions along with a stamped, self-addressed envelope.

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Giap's Juggernaut
By Captain Harry Roach

Captain Roach has put his service in the USAFR to good use to present us with this very playable variant for BLITZKRIEG which recreates the 1972 Spring Offensive in South Vietnam. It is interesting to see how an officer-turned-wargamer depicts the Vietnam situation on an Avalon Hill mapboard.

CITIES
Saigon (Blue Capital); Vung Tau (C-30); Khe Sanh (00-30); Quang Tri (NN-33); Hue (HI-31); Pleiku (EE-25); Danang (BB-31); Cam Ranh Bay (AA-42); An Loc (M-14); Tay Ninh (Q-16). These cities double all defenders and must be garrisoned at all times by an ARVN unit. Break down pieces from the OB above to economize forces. The NVA must capture six cities OR Saigon to win. As each is "liberated", the NVA receives an additional 4-4 Infantry unit at that city. If the NVA gets within 3 squares of Saigon, Danang or Vung Tau, place an additional blue 4-4 Infantry unit in that city to represent mobilized U.S. cooks, clerks, and PX personnel. All other cities on the mapboard are considered firebases and double ARVN defenders only. ARVN units in cities do not have to attack adjacent enemy units.

ROADS: All units are allowed double movement on roads EXCEPT NVA infantry.

STACKING: No limitation

INITIAL PLACEMENT
ARVN sets up first below the DMZ (west of the S. Lawrence-Pinney-River Zocchi line). NVA then sets up above the DMZ and may place up to 6 units in Cambodia (L9 peninsula west of the border), up to 3 units in the A Shau Valley (DD19 jungle area), and up to 3 infantry units in the U Minh Forest (FI8 jungle area). NVA units are doubled in Cambodia and tripled in the U Minh. ARVN units can invade Cambodia, but can only remain a maximum of 4 turns in each "incursion." Units not pulling out within 4 turns are eliminated. ARVN can never cross the DMZ, but the Air Force may cross to make "protective reaction" strikes against any NVA unit within range.

ORDER OF BATTLE
NVA: (red)

ARVN: (blue)

AIRPOWER
SAC and MDM bombers may fly from any sea square or Thailand (Koufax Desert) square. All air strikes are rolled separately, utilizing the SAC table in the BLITZ Battle Manual. SAC and MDM bombers never take casualties unless attacking above the DMZ. SAC cannot hit enemy units adjacent to friendly units. Enemy units in full or partial jungle squares cannot be hit by MDM or TAC unless adjacent to friendly units, and never by SAC. Air strikes may be selective, hitting only one unit per stack if so desired. Calculate CRT odds accordingly.

AIRLIFT
TRANSPORT: The ARVN can airlift up to 16 factors per turn from any city to another city. These units may then move their full movement factor but may not engage in combat.

COMBAT ASSAULT: 2 ARVN infantry units per turn can be moved up 8 squares by chopper, as long as the Landing Zone is within 2 squares of a NVA unit. These units may then move and engage in combat if so desired (or ordered!). Troops in choppers may land directly atop enemy units, but must fight that turn at half attack factor.

Optional rules could include the Advisor Skedaddle, the Saigon Bureaucracy Bungle, the Danang PX Payoff, the Vung Tau Bureaucracy Bungle, the Saigon Bureaucracy Bungle, the Danang PX Payoff, and the McGovern Election. Send frags to:

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The 1914 Offensive
by Rick Biernacki

The unlimited alternatives for strategy offered in 1914 have fascinated students of this game. In the past, readers of the General have been barraged by a veritable onslaught of "master plans," each claiming it holds the key to decisive victory. Inevitably however, I found that barring a recklessly suicidal German dash on the Eastern front, two competent players will make for a stagnant game. Although for the most part the game is historically faultless, I have found that the addition of one rule relieves much of the sluggishness.

Many accounts of the campaign speak of the exhaustion of both sides' men due to the incessant forced and overnight marches preceding the Battle of the Marne. This is borne out in the situation maps of the Battle Manual, particularly between the corps positions of August 25 and August 31. Infantry units of the German right wing are shown travelling at least twelve squares over rivers and forests in only three game turns. Obviously such movement is not permitted within the rules of the game, yet it was because of this type of rapid advance that the Battle of the Marne was ever fought at all. Therefore, for a more accurate movement system it becomes necessary to incorporate the Forced March Rule.

A unit may attempt a forced march each turn before moving and roll on either of the following tables:

Table A

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Effects on unit attempting march</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,3</td>
<td>Forced march successful, unit may add one to its movement factor this turn.</td>
</tr>
<tr>
<td>2,4</td>
<td>Forcible march unsuccessful, unit is demoralized and may not move this turn.</td>
</tr>
</tbody>
</table>

Table B

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Effects on unit attempting march</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,3</td>
<td>Forced march successful, unit may add one to its movement factor this turn.</td>
</tr>
<tr>
<td>2,4</td>
<td>Forced march unsuccessful, unit is demoralized and may not move this turn.</td>
</tr>
<tr>
<td>5,6</td>
<td>Unit moves normally and loses one step.</td>
</tr>
<tr>
<td>6</td>
<td>Unit moves normally and loses one step.</td>
</tr>
</tbody>
</table>

Units which have been isolated for more than one turn, add one to their die roll.

Corps with only one step remaining must add one to their die roll if using Table B.

Players will find that this rule restores the value of the offensive by allowing the attacker to exploit his opportunities. 1914 becomes a much more mobile, and thus interesting, game.

Rick Biernacki
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We counter the readership's request for more historical articles with Robert Harmon's four-part thesis on the battle of WATERLOO; still considered an Avalon Hill classic by many on our staff. Mr. Harmon left no stone unturned in the research of his article as is evidenced by his 17 work bibliography. His writings reflect the philosophy of Sisson C. Pratt and William Siborne, whose books on the best tactical accounts of Napoleon's final battle.

From 6 to 14 June 1815, the French Army of the North affected a rapid and decisive concentration behind the French frontier, immediately before the Belgian town of Charleroi-sur-Sambre. Late in the process, almost too late, indications of a major French buildup reached the Prussian forces in the area. The forces of Zieten's I Corps, covering the Sambre on either side of Charleroi, began to receive reports from pickets and refugees, who told of many campfires in the region of Beaumont and of large bodies of troops milling around in the area. Late on the 14th June, Zieten sent these tidings to both Wellington and Blucher. Blucher decided to mobilize the Prussian forces: he ordered the II Corps to march from Namur to Solrebre; the III Corps to march from Dinant to Namur, the IV Corps to concentrate at Hanaut, near Liege. Zieten was instructed to fight a delaying action at the Sambre. Blucher hoped to shortly concentrate his army at Solrebre, which is just north of the town of Ligny and only a mile or so north of the old battleground of Fleurus. I Corps would retire there and be joined by its three counterparts.

Wellington, in Brussels, waited for further developments. Troops from Vivian's cavalry brigade had reported movements of French troops before Tournai on the 12th and 13th. Tournai was on Wellington's right flank: Wellington suspected that the activity in the Charleroi sector was a feint and awaited a push from that direction.

At dawn on the 15th June, the French army crossed the Belgian frontier in force. The Prussian pickets and advanced units were brushed roughly aside. On the French left, II Corps advanced on the bridges at Marchienne-au-Pont, upstream from Charleroi, and met heavy resistance from Perponcher's division (note: Prussian infantry brigades were as numerically large as any standard French division). The bridges were forced by noon after heavy fighting. To II Corps' rear, the I Corps lagged behind; its commander, D'Erlon, had gotten off to a late start that morning.

In the French center, the main army which had problems with jam-ups on the road to Charleroi, made good progress. Several sharp actions were fought with scattered Prussian units during the course of the morning. At noon, the French cavalry came up on the bridge at Charleroi and captured it intact in spite of staunch resistance by Prussian forces, who gave the bridge up after bloody fighting.

**PART I**

**15 JUNE 1815: EN AVANT**

The French right was delayed by the unexpected detection of the commander and staff of the leading division of the IV Corps. It wasn't until 1500 that afternoon, after the resulting snarl had been cleared up and the march begun, that the right wing took the undefended bridges at Chatelet, downstream from Charleroi.

Scattered fights took up the remainder of the afternoon. Zieten retreated in fairly good order, fighting a series of sharp delaying actions late in the afternoon. Steinmetz' 1st Brigade, withdrawing from Fontaine l'Eveque, retreated laterally across the front of the advancing French and nearly came to grief at Gosselies, where advancing units of II Corps from Marchienne-au-Pont engaged it. After a narrow escape, Steinmetz column joined Zieten's other forces late in the day. Other skirmishes were fought during the retreat; but the French center was just south of Fleurus by sunset.

The French II Corps, personally directed by Marshal Ney, who led the right wing, had advanced up the road from Gosselies to the town of Fleurus, about halfway between Gosselies and Quatre Bras. Just before sunset the lead French units found the road blocked by a force of Nassauer troops. These were a detachment from the Dutch division commanded by Gen. Perponcher. Darkness prevented the French from moving beyond this obstacle.

The Duke of Wellington did not learn of any untoward incidents on the Prussians' front until 1500 on the 15th, when the Dutch Prince of Orange, commander of the Anglo-Allied I Corps, reported that French troops had engaged the Prussian outposts. Wellington, during the next four hours, gave orders for his army to assemble in their various locations. That evening, he received word that the Prussian army was concentrating at Solrebre; Wellington thereupon issued further orders directing his troops to move eastward in the general direction of Nivelles.

A grand ball was to be given that evening in Brussels by the Duchess of Richmond; many of Wellington's officers were invited. Wishing not to alarm the city, Wellington overrode suggestions that it be cancelled. Wellington himself went to the ball to further allay suspicions, although he himself may not have fully appreciated what was happening to the south. The ball was staged amid all the trappings of Regency society, and has since become celebrated legend. Among the first to valorize that night as one of the more legendary was Lord Byron, who wrote these lines from "Childe Harold's Pilgrimage," in 1816:

There was a sound of revelry by night,
And Belgium's capital had gathered then
Her Beauty and her Chivalry, and bright
The lamps shone o'er fair women and brave men;
A thousand hearts beat happily; and when
Music arose with its voluptuous swell,
Soft eyes looked love to eyes which spoke again,
And all went merry as a marriage bell —

Did ye not hear it? — No; 'twas but the wind,
Or the car rattling o'er the stony street;
On with the dance! let joy be unconfined:
But hark! — that heavy sound breaks in once more,
As if the clouds its echo would repeat;
And nearer, clearer, deadlier than before!

Probably the revelers could not hear any cannon at that distance, nor was it likely that artillery would be firing at that time of night. But, no doubt, the night did yield up messengers with ill tidings. Late in the festivities, in an adjoining room, Wellington exclaimed to the Duke of Richmond, "Napoleon has humbugged me, by God!" Wellington told the Duke that Napoleon had stolen at least 24 hours' march on him. He confided that he would therefore concentrate his forces at the crossroads town of Quatre Bras. Wellington shortly thereafter began to issue the necessary orders.

To the south, silence had fallen over the area. The French forces were halted just outside Fleurus and Fleurus. Before the main French force (now united with IV Corps) stood the Prussian army: I, II, and III Corps had assembled in the area of the villages of Solrebre, Ligny (just to the south) and St. Amand. Facing the French left were only the Dutch troops of Perponcher's division, scattered between Fleurus and Quatre Bras.

Napoleon's forces had suffered from some confusion in the high levels of command. Roads had been congested and marches had not been coordinated. Part of the problem was the presence of newcomers in staff and command — as unaccustomed to their roles as Napoleon was to them. Of the many Marshals that had once marched off to battle with Napoleon, only a few remained in the field. Many, like Jourdan, Augereau, and Massena, were in retirement. Others, like MacDonald and Marmont, had remained loyal to King Louis and were presently in exile. Marshal Berthier, who had once been Napoleon's able Chief-of-Staff for virtually every one of Napoleon's campaigns from 1796 to 1814; wavered between conflicting loyalties to King and Emperor until the day in early June when he jumped or fell out a window in Belgium. Marshal Soult had, with Napoleon's misgivings, been appointed to fill Berthier's place; although he was an experienced field commander Soult found himself inexperienced as a staff officer.
THE GENERAL

Besides Soult, six Marshals — Davout, Suchet, Brune, Mortier, Ney and Grouchy — served in active duty in this last campaign. Brune had a small corps of observation in the Maritime Alps. Mortier had command of the Imperial Guard, until illness forced him to return home. Suchet, besides Soult the only French military leader who did not besmirch his career in Spain, was given the Army of the Alps — which faced a larger Allied army in northern Italy. The fiery and impulsive Michel Ney joined the French Grand Army late in the march and was given command of its left wing — I and II Corps — just as the campaign began. The last two Marshals deserve special notice.

Davout, Marshal of France, had been the only Marshal who had remained loyal to Napoleon during King Louis XVIII's brief reign — all the rest had sworn their loyalty to the King for one reason or another. Davout was now Minister of War and commander of the Paris garrison. It is strange that this man — the most trustworthy and competent of the Marshals — was left in Paris over his own protests. The reason given was that Davout was the only man Napoleon could trust to watch developments in Paris — particularly Fouche, the treacherous Minister of Police. As events proved, once Napoleon lost Waterloo not even Davout could keep the Parisian politicians from turning against his Emperor.

Emmanuel Grouchy was the only Marshal to receive his baton during the Hundred Days. An experienced cavalry commander, he was somewhat indecisive and limited in ability. He had received his baton for crushing a royalist uprising in Languedoc, and his loyalty seems to have been unquestioned. But it would be his overall competence that would become a vital factor. Within 48 hours of that sunset on the 15 June, the destiny of France would hinge on this man.

Next: 16 June 1815: Quatre Bras.

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FORTRESS EUROPE

"Why write an article on German defensive strategy in D-Day when the German prospects of winning are so bleak in the first place?" some of you out there rightfully ask. Well, to the Knabe and Zocchi-type wargamers, who already have their own defensive strategies, this sort of advice is useless, coming from an "unknown."

But what about the schnook and klutz-type wargamers who, seeing a myriad of German strategies for S-grad (in which the Germans' prospects are not much brighter than in D-Day) but none for D-Day, then grope around for the proper tactics by the trial and error method? With this article I hope to eliminate some of that fog.

ANALYSIS OF THE GERMAN ARMY: Looking at a D-Day pbm sheet, the first thing that strikes the eye is the depressingly large number of German static divisions. (1-2-2's) Although many beginning players are tempted to chuck these units into the sea and be done with them, the usefulness of the static division does not end with coastal and river line defense. Late in the game, these divisions are your strategic reserves which are invaluable in their role of soak-off units, parachute screen troops, reinforcements for an endangered area of the line, and in the last resort, fodder to delay an Allied advance.

Next in line are the infantry and parachute units. My personal favorites are the 3-4-3's, simply because they give you 4 defense factors for the cost of 3 when the 16th week rolls around. The main burden of holding a line against the Allied horde usually falls on these units, especially if the Allied player starts feeling lucky and decides to attack your position head-on. A rather special unit is the 3rd Para Division. (5-5-3) Not as fast as a panzer division, and at the same time in a class above the infantry unit, this piece should hold river positions which would otherwise be impossible for an infantry division and inefficient for a panzer division to hold. I usually place this unit in Arrachnes at the start.

Next we will deal briefly with the handful of pieces known as HQ units (0-1-4's). These units have 3 functions, the first of which is serving as a screen against Allied parachute drops. The second purpose is akin to that of the PAA cavalry in Waterloo, (i.e., delaying units). The third function is served by placing one HQ unit at D-10 (the square just north of the dyke). Since Units may not attack while on the dyke, this unit blocks entry into Germany if the Allies invade the North Sea first (at least it blocks 1 way into Germany). Don't worry about parachute drops. There isn't much they can do in the north anyway, especially if you screen D-10 with another 0-1-4. The only thing you have to worry about is if the Allies use a SAC attack on your 0-1-4. And very few of your opponents will be THAT desperate!

Lastly, we come to the cream of the German Army, the panzer and panzergrenadier divisions. Assuming average losses from SAC attacks (6 out of 8) and that the German keeps his forces dispersed, we should make our defense plans on the assumption that we will not have any 7-7-4's or 6-6-4's available for the defense. This depends, of course, on whether or not the Allied player holds his airpower in reserve, or plasters you with a 4-turn blitz. What is left of the panzer forces should defend the southern flank, since they are the only units capable of matching the Allied speed.

GERMAN OPERATIONAL STRATEGY: We will now consider what could be called a typical game of D-DAY, with a reasonably competent Allied opponent. Assuming you have a starting setup which makes an invasion at the 4 northern-most sites unlikely, and that your opponent is not a foolish gambler, we will start off the game by having the Allies invade at Brittany. Since we do not have the forces needed to either seal off the peninsula or drive the Allies back into the sea, we now leave behind a defense of two 0-1-4's to slow up the advance. (The bulk of your 0-1-4's should be in the Normandy-Brittany area at the start.) At the same time we withdraw our forces in Normandy and Brittany to the Seine river, where our first major line of defense will be.

In defending the Seine, one should use all forces to the west and south of Bourgogne. Avoid putting static units in positions which can be attacked from 3 squares. While the static and infantry units defend the area west and including Paris, the mobile divisions will defend the south, eventually withdrawing behind the Seine (about Turn 6).

On turn 7, in anticipation of a 9th week invasion, we withdraw all forces from Paris northward to the Somme and Oise rivers, leaving behind two 0-1-4's which had previously been used for a paratroop screen. All forces south withdraw to the Marne, the easternmost of these going behind the Meuse. (About 4 divisions.) During this withdrawal, the remaining 0-1-4's should be left behind. At all times a parachute screen should be maintained to prevent easy breaching of river lines. Most opponents will not attack your line frontally, but instead settle for stretching your lines as long as possible in the hope of creating weak spots. Slow, constant withdrawals on your part should prevent this.

At the 9th week we find ourselves at a crossroads. Many Allied players invade immediately on the 9th turn, in hopes of a quick victory. Others, more prudent, wait the threat of a 2nd invasion over your head for 20 turns or more while the rest of your line crumbles away. Before dealing with that problem, what do we do about the 9th turn invader? The likely place to invade would be the North Sea. As a counter, we leave 6 factors on the coast, while putting a static unit directly behind each position as a parachute screen. This at least leaves some troops in reserve in case the assault succeeds. As for the rest of the army, the retreat to the Meuse across open country is the trickiest part. 4 static units should provide about 2 turns of delay, giving most units enough time to reach the Meuse. Other units should stack 3 high (static and infantry only) so the Allies will think twice before attacking.

Please send all plaudits, challenges, and/or brickbats to:
Jonathan Lockwood
3131 El Prado Blvd.
Tampa, Florida 33609
The US STRATEGIC BOMBING SURVEY (as quoted by Gen. J.C.Fculer in his Conduct of War 1975-1945) says "During the period from October 1939 to May 1945 the Allied Air Forces, primarily the RAF, dropped over one half million tons of high explosives, incendiary, and fragmentation bombs... on 61 cities... These cities included 5,250,000 people... attacks are estimated to have totally destroyed or heavily damaged 3,600,000 dwelling units, accounting for 30 per cent of Germany's total residential units, and to have rendered homeless 7,500,000 people. They killed about 300,000 people and injured about 780,000. Bombs destroyed approximately 70 per cent of the total drop weight 2,700,000 tons of bombs, which was more than the total weight of bombs dropped during the whole history of war, leaving Germany's industrial production completely incapacitated, and the Allies require them to make the same strategic sacrifices, even in modern wars.

The Survey goes on to estimate and you have 15,600 tons with a power of a police state over its people cannot be underestimated. The Soviet Union all of Eastern Europe (including Poland, for whose freedom the war began) and a lot of Germany as well. It is my contention that the Directive was a vital defect that is probably not remediable: the victory conditions for the allies require them to make the same strategic sacrifices, even in modern wars, which are actually made in the air in the form of a bomber, called "strategic bombing." That, in turn, would have had a better result than we actually accomplished although an intelligently conducted strategic air war, though it would be far more expensive.

Moreover, in my opinion, the abandonment of the tactics of war by the West was far more serious than modernism are brought up to the point at which we began to make war on civilians. We threw away several hundred years of international law, placed ourselves in a morally difficult position, and did it for nothing. It might be argued that Germany was such an evil power that there could be no questions of rules in fighting against Germans. This would be in my opinion a serious and damaging error. It wasn't Germany we had to fight, but National Socialism and its leaders.

I should mention that, as I mentioned before, the Germans were evil and the rules did not apply to them: men, women, or children. Still — to quote Mr. Fabrizio — "no weapons were defeated until they had no more to fight.

The CBO had a very easy job. I must also inform Mr. Fabrizio that I assumed that the German military, industrial, and economic system was not too strong for it to be defeated. That is, the power of a police state over its people cannot be underestimated.

The political situation is that the final statement is gratuitous: many dispossessed Germans continued to work efficiently because they were convinced that they would get a better life if they separated from the residential area of their own homes, and the movement system; it is the victory condition for..."
The reader's review of FRANCE, 1940 would appear to be most favorable. However, this being our first such review we really don't have anything to compare it to. But taking "S" to correspond to average, it would appear that FRANCE, 1940 was very well received by the critics as it beat the "average" rating in all 9 categories. The weakest aspect of the game was found in the "play balance" rating where the Germans admittedly have it all over the French in the historical version. However, the many what-if situations provided in the game apparently appealed enough to the reviewers so that even this category received a satisfactory rating. Categories 4 and 5 also drew some flak. There are a few items in the rules which have been assumed, rather than spelled out, but overall the game is remarkably clean for a game of "tournament" complexity.

1. Physical Quality 1.75
2. Mapboard 2.05
3. Components 1.85
4. Ease of Understanding 3.30
5. Completeness of Rules 3.25
6. Play Balance 4.05
7. Realism 3.00
8. Excitement Level 3.45
9. Overall Value 2.75
10. Game Length 16

Overall we have a game to be reviewed next:

- **D-DAY**
  - Q. May the Allies land paratroopers at an unoccupied inland port and bring on reinforcements for that turn through that port, assuming of course that the inland port is within range of many troop ships?
  - A. No — but if still controlled the next turn it may.
  - Q. You say "attack while on dyke not allowed." Does this mean that you may not attack enemy units on the dyke?
  - A. No, you may attack enemy units located on the dyke if you are attacking from a regular land square.
  - Q. May the same square be attacked twice in the same turn by air?
  - A. No.
  - Q. Are inland ports considered beach squares for the purposes of the initial set-up of the German units?
  - A. No.
  - Q. Are those squares north of the North Sea invasion area, with arrows from the red boxes pointing to them also considered coastal squares for the purpose of setting up static divisions on the first turn?
  - A. Yes.
  - Q. Do units on a fortified line square have a special defense?
  - A. Yes.
  - Q. May German units that have been immobilized by Allied SAC attacks, attack Allied units that come into their zone as a result of Allied movement after combat?
  - A. Yes — in fact, they must — but if forced to retreat they are eliminated and if victorious, they may not make any advance after combat.
  - Q. What is the exact order of attacks is resolved in when using the Strategic Air Power rule?
  - A. First all movement is made, then all SAC attacks resolved, and finally all ground combat.
  - Note also that SAC attacks cannot be made against squares adjacent to Allied units.
  - Q. What happens to the Allied units after they cross the Rhine? Are they removed from play or may they continue to help the remainder of the Allied army to cross the Rhine?
  - A. These units remain on the board and continue to move and attack as normal. However, if destroyed or moved back across the Rhine they do not count towards the ten units needed for victory. In other words there must always be 10 units across the Rhine in the turn victory is claimed — no matter how many units have been taken previously. Similarly, in the tournament game, if the number of Allied units is brought to zero at the end of the turn, victory is claimed.
  - Q. If weather conditions are such that no movement in mountains is allowed, are units that are attacked and forced to retreat through mountains eliminated?
  - A. Yes.
  - Q. May paratroopers be transported by sea from port to port like other units?
  - A. Yes — but they may not be used as paratroopers while at sea.
  - Q. May some units at sea be transported directly to inland ports?
  - A. No.
  - Q. If weather conditions are such that no movement in mountains is allowed, are units that are attacked and forced to retreat through mountains eliminated?
  - A. Yes.
  - Q. How can a Breakthrough Artillery unit lose one factor? There are no 7-3-0 fans in the area.
  - A. It is replaced by a 2-3-4 and a 5-4-1 losses are taken from the defense.
  - Q. If two or more factors have an equal number of factors in the opponent's movement during the turn victory is claimed who has the advantage?
  - A. The one that has the advantage for the opponent's movement during the next turn!
  - Q. May units at sea move to a friendly port and disembark while the weather changes or not?
  - A. No.

**GETTYSBURG**

- Q. Can units move diagonally?
- A. Yes.
- Q. When using the hidden movement rule can units of different sides be hidden in different squares of the same forest?
- A. Yes — as long as they remain outside of each other's zone of control.

When submitting questions to us for answers, please note the following:
1. Include a stamped, self-addressed envelope.
2. The letters that include one are answered first.
3. We do not answer questions, but the larger amount of mail we receive prohibits us. We can only answer questions on the game of the week.
4. If your question refers to a specific situation, please include a diagram of the situation. It makes a point of time to answer the letter otherwise, which will delay your reply.
5. We wish we could answer technical questions and research requests for you, but the large amount of mail we receive prohibits us. We can only answer questions on the game of the week.
The Lake Geneva Tactical Studies Association announces that the sixth annual wargames convention will again be held in Lake Geneva in 1973. The date for this, the premier American convention, is the weekend of August 18th and 19th. Tentative plans are to feature the Napoleonic Era, with competitions in miniatures and Avalon Hill's classic WATERLOO game. An extensive slate of awards is promised for all scheduled competitions.

The return to Lake Geneva proper is aimed at bringing attendance back to the numbers prior to the poor showing at Gen Con V which was held at a location remote from the city. Display space will again be available at reasonable rates and dealer inquiries are invited. The convention will be co-sponsored by the LGTSA and GUIDON GAMES, marking an end to the IFW sponsorship of the event. Inquiries should be directed to: E. Gary Gygox, 330 Center St., Lake Geneva, Wisc. 53147. A stamped, self-addressed envelope would be appreciated.

Continuing to impress us with his constant efforts to further the art of wargaming in the United States is Alister Wm. Macintyre. Probably the most energetic worker in the all-volunteer OPERATION CONTACT program, Alister's services have certainly ranged far and above the ultimate goal seems to be a national referral system of FTF opponents for everyone and anyone at the cost of 10¢ and a stamped, self-addressed envelope with their inquiries. Your question and answer department has been justified. Roy Easton's "Situation 207" was once again our choice of feature articles has been overwhelmingly voted the best article in the last issue. Roy's PANZERBLITZ variant garnered 36% of the total vote in outpacing runner-up Charles Crown's 22% tally. Finishing third was Kris Marshall with 18% of the vote for his "Grand Pincers," followed by Monte Gray for "Mass or Maneuver!" and Jerry Wallace for "The Oil Offense!" Free games went to all of the above for their literary efforts.

Several play-by-play PANZERBLITZ engagements have apparently been getting off to a rocky start due to the players involved possessing different scenario cards. The situation cards for PANZERBLITZ were altered after the first printing so that recently purchased games now have revised situation cards. So that guy hasn't been pulling your leg after all, his cards may well be different from yours. The changes were made in an effort to improve play balance in some of the scenarios. Those interested in the revised cards may obtain them from our parts department for $1.00 plus the usual 50¢ postage and handling charge.

Pictured above is Sid Jackson, noted game designer and columnist, admiring his handiwork at the "Fun & Games" exhibit in the Xerox building in Rochester, New York. Sid was in charge of collecting and mounting a selection of modern games, as well as designing a number of audience participation games for the crowds on hand. Naturally, no such display would be complete without an Avalon Hill wargame. Sid chose GETTYSBURG and ORIGINS OF WWII as his "something old - something new" motif. Also featured was Herb Siegel's collection of antique games and a modern chess set with a six foot king.

Those who aren't too picky about having shiny new boxes can pick up slightly damaged games at our warehouse on 1501 Guilford Ave. in Baltimore at half price. However, all sales are final. Sorry, no mail orders accepted for damaged merchandise. You must come to our warehouse to pick the games up.

We have received word of a new first in wargaming — a library sponsoring a wargame club! The premier book nook is South Branch Library, Toledo-Lucas County Public Library, 1638 Broadway St., Toledo, Ohio 43606. Not only is the library sponsoring a club but it is acquiring boardgames to be used in the branch! Direct your inquiries for library cards to Branch Librarian Paul Lareau at the above address.

LOYAL SUBSCRIBER DEAL: To reward our full time subscribers for their loyalty we continue to offer various parts for Avalon Hill games at half price. The items described may be purchased by cutting out and sending in the discount card and accompanying descriptive copy. This offer expires December 31st, 1972. Be sure to mark your order "Loyal Subscriber Deal Parts Department" and enclose an additional 50¢ postage and handling charge. The items this month are:

- 1914 Manual — 50¢
- 1914 Mobilization Pad — 50¢
- MANAGEMENT Rules — 25¢
- LEMANS Rules — 25¢
None adult desiring FTF opponents in Troy, Ohio for PBJC. Want to play chess, any level. Games at our leisure. Contact Frank B. Noy, 212-446-5200.


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