The Philosophy section is always large after a survey but when you combine those results with the announcement of seven new games plus the usual ever-evolving dialogue it tends to get a bit out of hand. Such is the case this time as we delve into recent developments.

The biggest news is, of course, the release of the five Mail Order Division games along with the two new retail titles. These games are available now and will be shipped immediately upon receipt of your orders. You will note that our announcement of these titles have taken on a new look. We're not trying to smooth-talk you into anything with flowing, general descriptions. We've left off "gingerbread" for the consumer mailing so you'll get the customary sales pitch when you receive our new catalog. Incidentally, if you haven't received it within a month of reading this, feel free to write in and request one. What we've tried to give you in these capsule announcements is an honest rundown of what the game includes with a brief description of how it plays. We believe that by the time the GENERAL reaches the subscriber, represent the veteran wargamer and you want to know exactly what you're getting -- not an historical or patriotic connoisseur. This is what we've aimed for in these capsule announcements -- even going so far as listing what we believe to be the game's drawbacks. And frankly, all games have drawbacks. We've missed some Avalon Hill titles included, so why try to hide the fact? Tradeoffs have to be made. And the old adage that realism is provided at the expense of playability is just the most oft-heard example. So we've tried to list in what form these tradeoffs have been made so you will be forewarned and be able to avoid some of the bad things on your own.

Many of you have made reference to the Mail Order Division as the "envelope games." Make no mistake about it -- these games are top quality Avalon Hill products -- complete with mounted gamebooks and colorful boxes. The only difference is that the flat boxes have a smaller depth to make them sturdier for mail order shipment. There have also been many queries regarding the time needed to fulfill orders. This varies according to where you live and whether you can be serviced by UPS or not. Parcel post is neither as fast nor as reliable as UPS, so we cannot vouch for their delivery times. However, we can guarantee that your order will be processed the same day it is received and in the case of those people who can be serviced by UPS you should receive your game well within a week of shipment. Note that this does not hold true for PBM pads or parts orders. These must be sent parcel post or printed matter. In the case of materials sent in a mailing tube, the delay can be even longer. For some inexplicable reason, the Post Office always takes longer to deliver mailing tubes. We often get complaints from people who receive only part of their order and have to wait much longer to receive items sent in a mailing tube, even though they were mailed on the same day. Yet, generally speaking, we do not experience the difficulties other companies have had with mail order service. We've been at it for 16 years and rarely run out of stock on an item. You can expect prompt and efficient mail order service from us (as long as you don't send cash -- we are not responsible for cash lost in transit).

Many have asked what parts they need to order to update their old Anzio, Jutland, and Chancellorville sets. We'll find a complete parts list in our new catalog along with a new set of postage charges designed to save you money and remove the bulk of inequities which existed in the old system. Chancellorville is an entirely new game -- none of the parts remain the same although the counters have been moved. Everything has changed in Anzio save the mapboard. Jutland still has the same counters and the movement and fire gauges have changed only slightly. Once again we should remind the reader that these are brand new games and not just refined versions of the first editions. Only the titles and subject matter remain the same for the most part. The prices of all these items have been kept as low as was possible after paying our dues to inflation, smaller economy of scale from reduced print runs, increased advertising and storage allowances, and our propensity for eating. We will continue to try to hold the line against future price hikes with economy moves (such as the shedding of the slipcases in the bookcase line), rather than raise prices. Incidentally, you'll be seeing the new 1776 style format box beginning to appear in stores very soon now as our retooling takes effect and the slipcases are phased out. A year from now, slipcase boxes will be a rarity.

THE AVALON HILL ELITE CLUB

Cordially with the opening of the Mail Order Division is the establishment of what we call the Avalon Hill Elite Club. The Elite Club is our way of passing on additional savings to you -- our best customers. We can do this because it costs us somewhat less to ship out an order for 6 games than six separate orders for a game apiece. We are willing to pass this savings on to you along with additional rewards in return for your membership in the Elite Club. Here's how it works:

You send us a check for $50.00 which entitles you to a lifetime membership in the Elite Club. For that $50 you receive your choice of any 6 of the new games; or if you prefer -- 5 of the new games and an alternate choice of a previously published game. Forget all postage charges -- we'll pay it all. In addition, your subscription to the GENERAL will be automatically renewed free of charge. You'll also receive an Elite Club membership booklet of discount coupons which will be good for $1.00 off the purchase price of...
BULGE: The Historical Perspective

by Michael W. McGuire

Michael McGuire has presented us with yet another innovative feature article premise. It is a combination history and variant interwoven so that "game oriented readers can stomach the history, while the simulation buffs get spoon fed the "gaming" materials. Yet, it can hardly be called a "variant" in the standard connotation of the word. It does not deal with a recreation of the entire battle. Instead, Mr. McGuire shows us how he would have dealt with the subject with a design tack all his own. This is not all that surprising as BATTLE OF THE BULGE has long been criticized on an historical accuracy basis, and has spawned a host of revisions on the subject by other publishers - none of which has come close to matching BULGE's level of acceptability or following. Yet, judge for yourself the relative merits of Mr. McGuire's proposals and let us know how you feel about this type of one-turn, ironclad "simulation" feature.

No one familiar with AH need to be told that Battle of the Bulge is one of the most popular games in the line. One of the most plausible, it has spawned a host of background and strategy articles, a well known gamer's guide, and several enterprising variants.

One of the most appealing aspects of BULGE is that it allows for the development of a wide variety of German opening strategies. The advantages and disadvantages of the Schnee Eifel axis vis-a-vis the Clerf-Bastogne axis have been argued at great length, for example. However, relatively little attention has been given to the actual German Ardennes battle plan; and the history of December, 1944 has seldom been discussed in any detail. But how well would the historical German attack strategy succeed if it were executed in BULGE game form? Would the Germans fare better or worse in the game than they did in real life? These provocative questions have remained all but unanswered.

This article is a variant-style analysis of the actual Ardennes battle utilizing the basic format and structure of AH's Battle of the Bulge game. In the variant several departures from the standard game rules will become obvious; representation of American units as battalions instead of regiments, and modifications in the Orders of Battle to conform to the state of affairs on the morning of 18 December 1944 are among the changes. For the most part, however, the board and mechanics of BULGE have been retained intact. The mixture of history and game simulation produces an intriguing blend of fact and fiction, and serves to better illustrate the nature of AH's game and its relation to the actual battle.

HERSTNEBEL - The Plan

September 1944 was a bleak time for German military men and Adolf Hitler. In July, the Americans had stunned the Nazis with the breakout at St. Lo. In response Hitler ordered a strong counterattack early in August at Mortain in the vain hope of throwing the Allies back into the sea. But by August 22nd the Fuhrer's offensive master stroke had ended in the Falaise pocket, with 10,000 dead and 50,000 prisoner. Under the pressure of a relentless Allied offensive Paris was liberated on 24-25 August; Antwerp was taken intact on 4 September; and by 11 September American soldiers had set foot on the sacred ground of the Fatherland.

Beginning in early September, Hitler's mind began formulating the general concept of a massive counteroffensive in the West which would be even more audacious than the ill-fated Mortain master stroke a month earlier. On the 25th he held a meeting with Jodl, the OKW Operations Chief, and top OKW officers. He outlined his intention to launch an attack with at least 30 divisions (10 of them to be panzer) through the Monschau-Echternach sector of the Ardennes in order to capture Antwerp and annihilate 20-30 divisions within the 21st Army Group (Montgomery) to the north. His attack, requiring total surprise and 'favorable' (nonflying) weather, was scheduled to begin the 16th crossings by N-Tag +2 and push on quickly to Antwerp. Announcing a tentative start date of 20-30 November, Hitler ordered Jodl to draw up an operations plan for the offensive.

On 8 October Jodl reported that 12 panzer divisions could be available by 15 November, 20 VG divisions by 10 December, 7 Werler brigades by 15 December, and 13 anti-tank and assault gun brigades by sometime early in December. However, these figures should have been considered highly suspect, since six of the identified panzer divisions had not even begun to be rehabilitated, and the VG were at best a patchwork conglomerate of men and material. At this meeting Jodl also offered five possible attack corridors, ranging from Holland to Alsace. Hitler was adamant, however, and he refused to consider any area but the Ardennes. Since the Schnee Eifel had served as a key attack route in 1940, in his disturbed mental state it is likely that Hitler had become irrevocably obsessed with the decisive importance of that area.

Jodl presented a draft operations plan to the Führer and the OKW staff on 11 October. He outlined an attack by four armies. The 15th Army would provide support for the northern shoulder in the area south of Aachen, and the 7th Army would cover the other flank south of Bitburg. In between, the 6th Pz Army would attack through the front between Monschau and Prüm, cross the Meuse between Liége and Huy, wheel northwest and strike for Antwerp. The 5th Pz Army, for its part, would strike between Prum and Bitburg, cross the Meuse at Namur and converge on Antwerp. Jodl's plan envisioned the infantry opening "holes" for the panzers to dash through; and he stressed the importance of the panzers bypassing Bastogne, Brussels and other US strongpoints. Hitler approved, but quickly offered the 'suggestions' that the 6th Pz Army be given special priorities for men and material (thereby "announcing" the commander, Sepp Dietrich), and that the 7th Army not be given a panzer division, and that no paratroops be used to seize Meuse River bridgeheads. An attack date of 25 November was established, and the code name Wacht am Rhein (Watch on the Rhine) was selected.

Otto Skorzeny was given his now famous Operation Confusion' assignment by Hitler on 21 October. Skorzeny immediately set about assembling men and captured American equipment. Security for Wacht am Rhein was so strict that none of the men of the 150th Pz Brigade were told about the nature of their impending mission. Rumors began circulating; one unfounded rumor, that the mission was to kidnap Eisenhower, ultimately caused the Allies considerable consternation.

Another indicator of the security precautions insisted upon by Hitler was the fact that Rundstedt, C-in-C WEST, was not notified about the offensive until late October. On the 24th, Westphal and Krebs, Chiefs of Staff for Rundstedt and Model (C-in-C Army Group B), were briefed by Hitler and Jodl. They in turn briefed the two west front commanders. Counterproposals were not long in coming. Rundstedt's plan Martin called for a single blitzkrieg thrust to the Meuse by 5th and 6th Pz Armee, properly supported by 7th and 15th Armee. Upon receiving the Meuse the attack would be exploited further if 'appropriate'. Model countered with plan Herbstnebel (Autumn Mist; the eventual code name of the offensive), which involved a
suggestions for a less audacious attack designed to reach the Meuse and trap the US 1st Army. In typical fashion, his idea was rejected by Hitler. Allied operations in the fall of 1944 significantly affected the German plans. Rundstedt, in particular, was concerned with the adverse effects of new Allied attacks launched prior to Herbstnebel. Attacks on Aachen in October had already tied down considerable forces earmarked for the Ardennes. In November the situation worsened. On the 8th the French 1st Army and the US 7th Army struck in the Lorraine area; on the very next day 3rd Army hit north of Metz. By the 14th Rundstedt was making a very pessimistic appraisal of the Lorraine situation. On the 16th the dreaded attack from Aachen against Cologne got underway. Of the 36 divisions scheduled for the Ardennes, many were drawn into the fray by the sheer necessity of German survival. This greatly complicated the logistical and reequipping effort for the offensive.

On 10 November Hitler signed an order setting the attack date at 1 December. But the damage inflicted by the Allied offensives, coupled with the hazardous task of moving men and material on a transportation system subject to air attacks, forced postponement to the 7th, then to the 16th, and finally to the infamous 16th of December.

As the days passed and Null-Tag neared, the German commanders worried. They worried about the lack of men, tanks and guns. Despite Hitler's promises, they worried about support from Goering's unreliable Luftwaffe. But most of all, they were worried about fuel; they knew only too well that there simply wasn't enough.

Yet, if the Germans were deeply concerned, the Allies were just the opposite. The Allied intelligence apparatus was caught completely by surprise on 16 December. Allied commanders believed the Ardennes to be a quiet sector, and throughout November and December the intelligence staffs gave them no reason to doubt that belief. The failures of Allied Intelligence can be readily attributed to two factors. First, due to poor weather there was almost no aerial recon, the mainstay of Allied intelligence, over the Ardennes. Second, the intelligence personnel hailed from places where the food was plentiful; there were 'hints' of 'something' but no one seemed to know what. These two factors combined to give the Germans their biggest advantage — total surprise.

Despite all the obstacles, the Germans assembled an awesome force in the Ardennes. By 16 December a quarter million men had been moved on 1502 troop trains, and 20,000 tons of fuel and 144,736 tons of supplies had been delivered on 500+ supply trains. The fact that this feat was logistically accomplished in spite of the adversities makes it just that much more impressive. On 16 December 1944 the assigned 22 attack divisions, though not the 30-40 envisioned, vastly outnumbered their American counterparts. Sepp Dietrich's 6th Pz Armee had four SS panzer, a parachute, and four VG divisions. Manteuffel's 5th Pz Armee had three panzer and five VG divisions. Brandenberger's 7th Armee had a parachute and four VG divisions. Collectively these divisions were hurled into the Eifel; the Herbstnebel descended on the Ardennes.

16 DECEMBER 1944

Sixth Panzer Armee

The 6th Pz Armee plan called for two VG divisions (248th and 326th) to strike in the Monschau area to seize the Ehlendorf Ridge and secure the northern flank. The remaining parachute (3rd) and two VG (12th and 227th) divisions were to breach the front south of the Wahrerscheid crossroads for the 1 SS Pz Corps (1SS and 12SS Divisions). Once the corridor to the Meuse had been established, 2 SS Pz Corps (235th and 9SS Divisions) would continue the drive toward Antwerp. Sepp Dietrich scheduled a substantial artillery barrage at dawn on the 16th to soften up the American positions and support the German attacks.

At 0525 hours a very heavy rolling barrage swept over the meager American forces in the Hofen-Monschau area (en orders from Model the historic town of Monschau was spared). The Americans, in good defensive positions, suffered a few casualties from the fire. At 0600 the troops of the 326th VG launched their assaults; unfortunately for the Germans the 248th VG had been tied down in the Jülich sector fighting and was unavailable. The 752nd Regiment hit the men of the 38th Recon Cavalry Squadron at Monschau,
who responded in turn with measured and accurate counter-fire. Casualties among the inexperienced German troops mounted quickly. After initial losses the grenadiers made no more serious attacks against the cavalry troopers during the remainder of the morning. To the south the 328th VG’s 751st and 753rd Regiments fell upon the lone American infantry battalion, the 395/3 of the 99th Division at Höfen. Once again the GIs held their ground, and cut the Germans to pieces on the open terrain; the American positions were never seriously threatened. As a whole the 328th VG lost one-fifth of its troops in the course of these two ineffectual attacks.

In the variant the 38th Sq attack, with doubled city defense, has only 1-2 odds. Thus, as in the actual attack, the 752nd Regiment would very likely be stalemated or repulsed. The attack on 395/3 yields 3-1 odds, even taking into account a favorable defensive terrain alignment. This assault would have a good chance of forcing an American retreat, establishing a foothold (albeit tenuous) on the ridge and putting heavy pressure on the cavalry in Monschau.

To Sepp Dietrich, commander of 6th Pz Armee, went the best of the German reserves of men and material and the major responsibilities of the offensive.

The German plan contained no provision to counter a direct assault against the 2nd Infantry Division. The American 9th and 38th Regiments, with the 395/1 & 2 Battalions and 393/2 Battalion of the 99th Division in support in the south, were engaged in an offensive drive against the German-held Wahlerscheid crossings. To the rear, the 2nd’s 23rd Regiment was positioned in reserve at Camp Eileborn. In addition, the CCW command of the 9th Armored Division was located in reserve to further support the 2nd; but on 15 December it was decided that it was impractical to use armor in the area and the command was ordered returned to its higher parent headquarters, VII Corps, but the order was not received until 16 December.

South of the 2nd Division attacks, the 277th VG was deployed to assault the two line battalions, First and Third, of the 98th’s 393rd Regiment. Three two battalions covered a 5500 yard front which at points was within a hundred yards of the West Wall fortifications. The success of the 277th in breaching this front and seizing the villages of Rocherath and Kringel was to determine the degree of flank protection that the SS Pz Corps would receive in its attacks further south. The heavy German armory bombardment on the 16th was most effective in destroying or disrupting 393rd Regiment communications. At 0700 hours the 277/989th Regiment hit the Third Battalion with deadly effect; Company K was overrun and suffered heavy casualties. By the end of the day the battalion’s casualties totaled 300. On other fronts the First Battalion was assaulted by the 99th Regiment. When the attack quickly faltered on open terrain, the division commander, Colonel Viebig, immediately threw in the reserve 991st Regiment. Against this combined strength the Americans were hard pressed to hold; the First Battalion suffered 50% casualties by nightfall. Yet, despite crippling losses the Americans refused to abandon their positions, and the Germans consequently failed to secure the Rocherath forest area as planned.

In the variant both American units are hard hit. Because of poor defensive terrain the Third Battalion would probably have to retreat in the face of the 3-1 attack by 989th Regiment. The First Battalion, with better terrain but facing two regiments, would also have a better than 50% chance of being eliminated or forced to retreat as a result of a 3-1 attack. However, it is unlikely that the 393rd Regiment as a whole could be effectively driven off its southern ridge position without substantially better German attack odds.

Immediately south of the American 393rd Regiment were deployed the two line battalions, First and Second, of the 99th’s 394th Regiment, holding a front of some 6500 yards (with the regiment’s Third Battalion standing in reserve at Buchholz). The 394th’s front, running along the International Highway, terminated at the V-VI Corps boundary, leaving a mile gap north of VII Corps’ 14th Cavalry Group positions. Two attack regiments of the 12th VG were assigned to penetrate the 394th’s line and seize the crossings near Losheimergraben for the I SS Pz Corps. After the artillery preparation lifted at 0700 hours, the 27th Fuesilier Regiment broke upon the American lines, but stubborn resistance from individual Platoons resulted in little German progress.

To the south the 48th Grenadier Regiment enjoyed better success by mid-morning, exploiting the exposed southern flank of the First Battalion. By nightfall the Germans had moved deeply into this vulnerable flank. Paralleling history, the Second Battalion will fare well against the 27th Fuesillers in the variant; the 1-1 attack odds offer almost no hope for German penetration. However, the exposed First Battalion is vulnerable to the 48th’s 3-1 attack, likely forcing the Americans to retreat, and thereby opening up a portion of I SS Pz Corps’ attack corridor and putting strong pressure on the 394th’s reserve battalion.

Fifth Panzer Armee

One of the most famous American units in the battle of the Ardennes was the 18th Cavalry Squadron. Covering a 9000 yard front in the Losheimer-Manderfeld area with a series of strongpoints, the mobile and mechanized cavalry unit was situated in positional defenses at the seam between V and VII Corps. Unfortunately for the Americans, the 18th also lay in the path selected as an axis for the I SS Pz Corps. The German

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**GERMAN ORDER OF BATTLE AND ATTACKS**

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<tr>
<th>Division/Regiment</th>
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<th>Location</th>
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attack plan allocated the reinforced 9th Regiment of the 3rd Parachute Division the task of assaulting the northern cavalry outposts. Two attacked regiments of the 18th VG Division, the 294th and 295th, were deployed to attack through the southern troops of the squadron and envelope the left flank of the neighboring 106th Infantry's 422nd Regiment. At 0400 hours the grenadiers began to move in on the vastly outnumbered Americans; at no other point in the Ardennes were the Americans so completely outnumbered and outgunned. By 0600 German artillery fire was in full support of the assaults. In the initial sorties the German paratroops were caught on open ground at dawn's light, and the Americans were able to inflict sharp casualties. The leading grenadier columns of the 18th VG were similarly greeted with excellent defensive fire. Although the Americans gave a good account of themselves, greeted with excellent defensive fire. Although the Americans were outgunned. By 0830 German artillery fire began to mass.

The remaining regiment of the 18th VG, the 293rd, was assigned the difficult task of breaching the 106th Division's 422nd Regiment front so as to form the second pincer in the envelopment of the 422nd Regiment. The two line battalion of the 423rd, First and Third, were spread out over a curving front of more than 8000 yards; miscellaneous units helped to fill in the gaps in the line (Second Battalion was in reserve division north of St. Vith). Following the artillery barrage the 293rd struck at 0600 hours. The Germans made marginal progress during the morning, but they lacked the edge in men and guns to carry the tide. Early in the afternoon an American counterattack wiped out the Germans' slim morning gains. Following that action the grenadiers made no further assaults during the remainder of the day, beyond initiating patrol activity. The pincer action had clearly failed to achieve its objective.

In the variant the 293rd's historical difficulties are appropriately reflected in the 1-2 attack odds. Facing the Americans on favorable defensive terrain, the Germans have absolutely no chance to effect a pincer maneuver, and they have a 50-50 chance of being forced into a retreat themselves.

The 424th Regiment was responsible for the southernmost six miles of the 106th Division's front (there was a 4000-yard gap between the 423rd and the 424th). The Second and Third Battalions were located in the front lines east of the Our River; the First Battalion was in reserve at Steinebrück. Two assault regiments of the 62nd VG Division, the 183rd and 190th, were assigned to attack through the 424th toward the town of Winterspelt and the river. The 190th Regiment, attacking to the right, engaged the Second Battalion. Throughout the morning the grenadiers made substantial progress against the uncoordinated American defensive forces; by noon they had reached a point north of Eiegelscheid, and their reserve regiment, the 164th, had been committed to exploit the initiative. On the left the 183rd had assaulted the 424th positions at 0645 hours after a 20-minute mortar barrage. However, the Germans made very poor progress against resistance from sound defensive positions. The rapid commitment of the 424th's reserve battalion aided in limiting the German advances. Even so, the 190th was closing in on Winterspelt by the end of the day (and continued advancing after dark), while the 183rd remained stymied in its offensive effort. In the attack the inexperienced 62nd VG suffered substantial casualties, but the Americans, having committed all of their reserves in order to hold the front, were faced with a precarious tactical situation for the future. Open terrain is a serious handicap for the Americans in the variant. Their poor position allows the Germans to achieve 3-1 odds for both attacks. This situation gives the Germans a good probability of breaching the Our with one regiment, and a possibility of both assault regiments advancing on the heels of an American retreat.
crossfire. That seemed to set the tone for the rest of the day for the regiment. At daylight many of its companies were in the 16th Pz Grenadier Regiment, moved quickly against the village of Marnach. During the day the Germans encircled the American villages and filtered through the front toward Clerf city. By nightfall the panzers had been ferried across the river and they delivered the coup de grace to the embattled GIs. Two assault regiments, the 39th and 77th, of the 28th VG Division were assigned to attack Third Battalion positions. As early as 0300 hours on the 16th these two regiments crossed the Our and began assembling in front of the American village strongpoints. At 0530 hours the artillery opened fire and the grenadiers started their advances. Throughout the day the Germans penetrated and surrounded the American companies and inflicted heavy punishment. After nightfall the grenadiers eventually overran many of the village positions. The Germans suffered heavily in their attacks, but in spite of General Cota’s (28th Division commander) order to hold at all cost, they had broken the back of the 110th Infantry Regiment.

On the 110th’s northern frontage the 2nd Panzer Division was striking at the First Battalion, the 2nd Panzer Corps. In the predawn darkness, the division’s infantry component, the 39th Pz Grenadier Regiment, moved quickly against the village of Marnach. During the day the Germans encircled the American villages and filtered through the front toward Clerf city. By nightfall the panzers had been ferried across the river and they delivered the coup de grace to the embattled GIs. Two assault regiments, the 39th and 77th, of the 28th VG Division were assigned to attack Third Battalion positions. As early as 0300 hours on the 16th these two regiments crossed the Our and began assembling in front of the American village strongpoints. At 0530 hours the artillery opened fire and the grenadiers started their advances. Throughout the day the Germans penetrated and surrounded the American companies and inflicted heavy punishment. After nightfall the grenadiers eventually overran many of the village positions. The Germans suffered heavily in their attacks, but in spite of General Cota’s (28th Division commander) order to hold at all cost, they had broken the back of the 110th Infantry Regiment.

Installed behind the river barrier the two battalions of the 110th suffer 3-1 attacks in the variant. Both attacks would provide the Germans with a strong probability of breaching the Our in at least one point, but would also expose the 2nd Panzer’s 304th Division to the possibility of a costly exchange outcome.

Seventh Armee —

As the southernmost regiment of the 28th Division, the 109th fell within the operations zone of Brandenberger’s 7th Armee. The 7th was assigned the unenviable task of providing southern flank protection in the Ardennes. The 80th Corps was allocated to execute a containment attack to the south in the Echternach area. The 85th Corps was allocated to cross the Our to the north of the 56th Division. The 7th Armee was assigned a combat strength of 1, resulting in an overall strength of 8 for an infantry division. This contrasts with the 12th Armee’s constant type, with 109th Division assigned as an armored division. The 80th Corps was assigned a combat strength of 2, due to the presence of additional American armor in the Echternach area.

The center of the 28th Division’s line of defense was held by the 110th Regiment on a 9-10 mile frontage with its First and Third Battalions (the Second Battalion was on delay). With only two battalions it was impossible to set up a continuous defensive line. As a substitute, Colonel Fuller, the regimental commander, established a system of village strongpoints along the southern flank of the division. The 110th had maintained its men in the line at a distance of 1% to 2% miles. Outposts were maintained on the river’s west bank, but they were only manned during daylight. The First Battalion was deployed in the north from Marnach to Echternach. The Second Battalion was on delay. The 7th Armee was assigned a combat strength of 1, resulting in an overall strength of 8 for an infantry division. This contrasts with the 12th Armee’s constant type, with 109th Division assigned as an armored division. The 80th Corps was assigned a combat strength of 2, due to the presence of additional American armor in the Echternach area.

The 109th was a heavily engaged unit, both in terms of manpower and equipment. The 109th was assigned a nine-mile front on the south end of the 28th Division. With two line battalions, the Second and Third (the First was in reserve in Diekirch), Colonel Rudder, regimental commander, established a system of company strongpoints to support the line separating the Our and Clerf Rivers. The garrison line, behind the excellent St. Vith-Diekirich highway (Skyline Drive), paralleled to the Our River at a distance of 1% to 2% miles. Outposts were maintained on the river’s west bank, but they were only manned during daylight. The First Battalion was deployed in the north from Marnach to Echternach. The Second Battalion was on delay. The 7th Armee was assigned a combat strength of 1, resulting in an overall strength of 8 for an infantry division. This contrasts with the 12th Armee’s constant type, with 109th Division assigned as an armored division. The 80th Corps was assigned a combat strength of 2, due to the presence of additional American armor in the Echternach area.
In the variant the Americans' doubled river defenses result in both battalions being subjected to 3-1. This situation would again give the Germans a strong chance to breach the river in at least one point, thereby opening a threat against Diekirch.

In the extreme south of the Ardennes front the 276th and 212th VG Divisions of 80th Corps were assigned to engage elements of 9th CCA and 4th Infantry Division in order to secure the high ground on the west bank of the Sauer River. The target of the 276th VG was the 60th Armored Infantry Battalion (9th CCA) which held a three mile frontage between the 28th and 44th Divisions. Six artillery battalions and a rocket brigade provided precombat support for the attack by the 688th and 988th Grenadier Regiments. The 986th attacked to the right, and the 988th to the left. Both regiments were only able to make mediocre progress. In limited areas the Germans were able to force penetrations, but their inexperienced troops failed to exploit the available opportunities. By the end of the day General Armee's armor commander, had reassigned sufficient reserves to back up the 60th and thwart the 276th VG drive to seize the west bank.

To the south the 212th VG Division was attacking the left flank of the 4th Division. The 423rd Grenadier Regiment engaged the 12th Regiment's Second Battalion. Until further points on the front, it was well into the morning before the German attack got underway. As a result, the Germans achieved limited surprise, and equally limited success. During the afternoon the Americans brought the American defenders under heavy pressure, but they failed in their objective to secure the Saar. At nightfall the limited American armor (opposed by nearly none for the Germans) was beginning to make its presence known in reestablishing the front.

Both the 276th and 212th VG attacks in the variant have dubious 1-1 odds as a consequence of the doubled American defenses. In those circumstances it is unlikely that the Germans would achieve any degree of success in dislodging the Americans from their positions.

**ANALYSIS**

In December 1944 the Germans achieved complete strategic and tactical surprise in the Ardennes. Their initial assaults on the 16th left the Americans stunned, off-balance, and disorganized. However, one can reasonably argue that in a strategic sense the Germans' Ardennes offensive failed on its very first day because it was unable to bring about the vital decisive and far-ranging breakthrough necessary for success. As significant as the German advances were on the 16th, they were not as significant as the fact that the Americans, whether as individuals or in groups, did not break and run en masse, but rather held their ground - often to the proverbial last man that so obsessed Hitler during the war. But if the strategic battle was won on the first day, it took the Allies nearly three weeks to secure the tactical victory, at the cost of 76,000 American and 100,000 German casualties.

The game variant appropriately reflects both the strategic and tactical flavor of history. In the game the Germans' offensive consists of 9 separate attacks, and the battle odds of those attacks (two at 1-2, four at 1-1, eleven at 3-1, one at 5-1, and one at 12-1) reveal the tremendous numerical advantage that the Germans enjoy. Statistically, the Germans should "win" 54% of the nineteen attacks, destroying 2.33 US factors in the process, while only "losing" 12% of the battles. On the whole, the first turn of the offensive in this variant could be called a sound but unspectacular tactical success, with some American units eliminated and many of the others forced to retreat.

Yet, any veteran _Bolge_ player will quickly note the strategic failure of the German turn. At no point on the front are enough US factors eliminated or forced into engaged situations; and at no point on the front are the breakthroughs in the American lines fatal or irreparable. Without doubt, the Germans are capable of much more substantial successes and advances in ensuing turns; they may even be capable of achieving the victory denied them in history. Certainly the infusion of the armor of 5th and 6th Pz Arme will give the Germans a tremendous offensive punch. But the difficulty of attacking, once the American shortens up his lines, redeploy two full divisions (9th Armored and 2nd Infantry) and begins to receive a steady flow of reserves, cannot be overlooked or underestimated. In this _Bolge_ variant, as in history, the respective Orders of Battle seem to suggest and promise a sweeping and largely successful German offensive. Yet, as this first German variant turn and history both show - things are never quite what they seem. The only thing that appears certain is that this simple variant turn is an interesting and thought-provoking glimpse of the déjà vu image some thirty years old.

**ATTACK ANALYSIS**

<table>
<thead>
<tr>
<th>9th Pz Arme Zone</th>
<th>(% of attacks)</th>
</tr>
</thead>
<tbody>
<tr>
<td>US Factors (Available/Attackable)</td>
<td>30/7</td>
</tr>
<tr>
<td>German Factors</td>
<td>24</td>
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<tr>
<td>No. of Attacks</td>
<td>6</td>
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<tr>
<td>No. of Attacks Won</td>
<td>3.00 50</td>
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<tr>
<td>No. of Attacks Lost</td>
<td>3.00 13</td>
</tr>
<tr>
<td>No. of Attacks Contact</td>
<td>1.00 17</td>
</tr>
<tr>
<td>No. of Attacks Engaged</td>
<td>1.17 20</td>
</tr>
<tr>
<td>Average German Advance</td>
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<tr>
<td>German Factors Eliminated</td>
<td>3.00 13</td>
</tr>
<tr>
<td>American Factors Eliminated</td>
<td>6.77 10</td>
</tr>
<tr>
<td>5th Pz Arme Zone</td>
<td>US Factors (Available/Attackable)</td>
</tr>
<tr>
<td>German Factors</td>
<td>49</td>
</tr>
<tr>
<td>No. of Attacks</td>
<td>9</td>
</tr>
<tr>
<td>No. of Attacks Won</td>
<td>5.00 61</td>
</tr>
<tr>
<td>No. of Attacks Lost</td>
<td>8.00 33</td>
</tr>
<tr>
<td>No. of Attacks Contact</td>
<td>1.33 25</td>
</tr>
<tr>
<td>No. of Attacks Engaged</td>
<td>1.33 25</td>
</tr>
<tr>
<td>Average German Advance</td>
<td>4.00</td>
</tr>
<tr>
<td>Average American Retreated</td>
<td>78.13</td>
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<tr>
<td>German Factors Eliminated</td>
<td>7.17 15</td>
</tr>
<tr>
<td>American Factors Eliminated</td>
<td>3.15 15</td>
</tr>
<tr>
<td>7th Arme Zone</td>
<td>US Factors (Available/Attackable)</td>
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<tr>
<td>German Factors</td>
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<td>No. of Attacks</td>
<td>7</td>
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<tr>
<td>No. of Attacks Won</td>
<td>1.00 16</td>
</tr>
<tr>
<td>No. of Attacks Lost</td>
<td>6.00 97</td>
</tr>
<tr>
<td>No. of Attacks Contact</td>
<td>1.00 16</td>
</tr>
<tr>
<td>No. of Attacks Engaged</td>
<td>1.00 16</td>
</tr>
<tr>
<td>Average German Advance</td>
<td>3.44</td>
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<tr>
<td>Average American Retreated</td>
<td>50.00</td>
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<tr>
<td>German Factors Eliminated</td>
<td>2.00 10</td>
</tr>
<tr>
<td>American Factors Eliminated</td>
<td>0.23 2</td>
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</table>

**DEFENSE ANALYSIS**

| Overall Ardennes Zone | US Factors (Available/Attackable) | 58/24 |
| German Factors | 54 |
| No. of Attacks | 19 |
| No. of Attacks Won | 10.17 54 |
| No. of Attacks Lost | 1.00 23 |
| No. of Attacks Contact | 3.00 16 |
| No. of Attacks Engaged | 3.00 16 |
| Average German Advance | 3.44 |
| Average American Retreated | 66.00 |
| German Factors Eliminated | 12.17 13 |
| American Factors Eliminated | 2.00 16 |

**Notes:**
1. Attacks with Exchange or Def Back outcomes
2. Attacks with Sustained Advances where the American participant could be expected to advance during battle
3. Average number of squares that any American unit could be expected to advance to after battle
4. The attack on 11/14/15 was considered to be a 5th Pz Arme operation
5. Based on 12 German and 6 American units
6. Based on 13 German and 10 American units
7. Based on 7 German and 4 American units
8. Based on 26 German and 20 American units
Tournament Play

By Tom Hazlett

Relatively few wargamers have ever engaged in the tournament situation, either face-to-face or through the mails. Tom Hazlett is one who has participated in competition on both levels since the earliest days of the hobby. As such, he is well qualified to speak on the pressures of tournament play. Although PBM tournaments seem to be getting increasingly rare due to the proliferation of new games on the market, competitive play is still prevalent in many organizations and often offer organized competition. If you envision yourself in attendance at any such gathering in future years you'd do well to take Tom's advice to heart.

Tom's advice has gained even greater credence due to his recent 1st place finish in the P.W.A. tournament at the Cincinnati Convention last July. Tom's final win in the Championship round came in AFRICA KORPS so his examples are well chosen. For more information on the play-by-mail money tournaments side of wargaming, we suggest you write P.W.A., c/o Harley Anton at hks 2317 Wexford La., Birmingham, AL 35216 address.

It has been my observation over the past several years that the style of play in several of the older Avalon Hill games undergoes a subtle but crucial change when playing-by-mail as opposed to their style in face-to-face competition. If we stop to think about it, I'm sure that nearly all of us will notice that the games we play-by-mail to a real conclusion, not just the ones where one player drops out of sight, seem, on the whole, to end in fewer turns than the same games when played in person. There is a simple answer for this phenomenon, the players get impatient. In the "Series Replay" in the November General I reported that the American player felt this feeling quite well. "I realize my chances of winning are better if I fall back, but would rather win in '41 than '43." The risk of this attitude, as the Russian player found out, was that it tends to keep one from winning at all. The growing popularity of tournaments has led to an intensification of this attitude; it is no longer mere impatience, but a fight for tournament points which prompts more aggressive behavior in hope of forcing a quick decision. Both face-to-face and mail tournaments often place emphasis not on winning alone, but on winning quickly, as standings are determined on a player's record during a specific time period. Even in tournaments where players participate in one game per round there must still be a time limit for each round. Such time pressures are not likely to have much effect on the Germans in Stalingrad or the French in Waterloo. Players having sides such as these generally try to end the game as quickly and defensibly as possible anyway. The nature of some games is such that the longer the game goes on the less likely one side is to win.

What do we do, however, if we are playing a game such as Afrika Korps or D-Day? If we have the side that's on offense we have a chance for a quick victory, but usually a win requires a long period of effort. If we get stuck with the defense, optimum strategy dictates that we must usually play nearly to the time limit, (38 turns for Afrika Korps, 50 for D-Day) in order to achieve a victory. Competent play by the offense can usually drag out the game nearly that long. Such a game takes at least six or seven hours in person or over a year by mail. While such a hard-fought victory may be more satisfying personally, it is likely to be costly in a tournament. There may not even be a winner. There is a very real possibility that such a lengthy game will not reach a conclusion but be drawn through the time limit, thus hurting both players.

Whether they are consciously aware of this time pressure or not, most players tend to play more aggressively because of it. For those who would say that unusually aggressive play may be more effective than normal strategy, I can only respond that if that were true, thousands of person-to-person games would have revealed this fact and it would have become a part of such play instead of remaining primarily true of mail and tournament play. It is true that aggressive action by the normally defensive side can catch an inferior opponent off balance and defeat him in ten turns instead of thirty. It is more probable that such action will result in a fifteen turn loss to an opponent that we might have beaten in thirty moves, and no matter how we look at it, a win is always better than a loss. Aggressive play with the defense may be necessary to win tournaments, but it involves huge risks. An ability to assess the capabilities of our opponent would prove invaluable. In other words, how many openings can we give this bluff before he is likely to spot it?

What can we do about removing this time pressure and returning normal methods of play? For the present there seems to be no answer to tournament games. (For other mail games the answer is, of course, to not lose patience.) The best we can do is realize that this pressure exists and use it to our advantage as much as possible. I realize that the above discussion has been somewhat theoretical in nature and that terms such as "aggressive play" are rather nebulous. For purposes of illustration then, let us examine a recent tournament Afrika Korps game and see what effect time pressure had on the two players.

The German player was far from eager to undertake the typical campaign, with the expensive siege of Tobruch and the long fight down the coast. He felt that he could win such a game if time permitted and all else failed, yet he resolved to make a strong effort to force an early decision. At the same time he did not wish to go as far as launching a 1-1 banzai against Tobruch except as an utter desperation measure. He also realized that however much he felt the time pressure, the Allied player felt it even more. The nature of the game gives the Germans the initiative and enables them to dictate Allied moves to a certain extent. Thus the Allies can only hope to achieve a quick victory by reacting to an opening left by the Germans. Only very rarely can the Allies make their own breaks. Considering these two factors, the Germans concluded that if they gave the Allies any hope of quick success they would be inclined to take it. For this reason his first move was slightly different than usual. The Italians surrounded Bengazi as always, but Rommel, 21/5, 21/104, and the supply moved to K14, while 21/3 moved to N19.

The Allies now had the problem of deciding whether or not to go after the German supply. Capturing it could prove very helpful if another supply or two were lost at sea early. The German attack would be crippled. More important, if the next two supply units were sunk, an 11% chance, the game would be over immediately. Of course it was likely that the Allies would have difficulty getting back to the Allied lines. To do nothing at this time would be to concede all the initiative to the Germans. To take action now would seriously weaken the early defense. Still it seemed likely that this was the best opportunity the Allies would have. Accordingly the first Allied move was 9A, 20 J19, 7A 31 mtr. J14, 2/3 J14, 22 Gds. G18, all others at sea. The armor captured the supply while the infantry was retreated to N12 after a 1-5 soak-off.

The German player was elated at the Allies' move, though the result of the soak-off was a disappointment. It made the task of surrounding the armor more difficult. Nevertheless he felt certain that he could prevent them from escaping, and without these two strong units the Tobruch defenses should fall much earlier, and with fewer casualties, than usual. Losing one supply unit for the opportunity to isolate these units was certainly worth the gamble, providing that he received supplies on the next few turns. This was the risk he had taken in order to shorten the campaign. The German April II

APRIL II: The German, desiring a quick break in the action, has offered the Allied player the '11% gambit'. The Allied player quickly responds with the necessary 1-5 soak-off and captures the German Supply unit. If the German does not receive supplies on the next two turns, this action alone will result in victory.
Many German players might have panicked at this point, but after rolling for, and receiving his May I supply, this player felt confident. With no supply worries and the arrival of the Fifteenth division he knew that he would shortly be able to bring great pressure to bear on the Allied line. Meanwhile, his May I move put the Allies in an almost hopeless position. Switching 2/15/33 to 2/1/5/5 switched positions to give the latter more mobility, 21/104 moved to J17 to prevent 2/3 from covering the gap in the escarpment, 21/3 moved to L19 to cover the flank. Brescia moved to H13 and 15/33 to K15, isolating 2/3. The rest of the Fifteenth arrived at J12 while Trenta and Pavia were stationed at D12 and Bologna at C11.

The Allies were in a dilemma. A counterattack on 21/104 stood little chance of success. An unsuccessful attack would enable the Germans to take Tobruch immediately. On the other hand, they lacked sufficient manpower to form much of a defense. After deliberating, they decided that even a successful attack would leave the victorious troops exposed and put three factors each on G18, I19 and J19, and one on K20.

On May II the Germans wiped out I19 with a 4-1 and forced a retreat from J19 with a 3-1 while both units in the rear were surrounded. The Germans had accomplished their goal. With only 7 factors left for the Allied defense on June I the Germans were able to surround Tobruch and start down the road to Alexandria before the Allies could set up a defense at the K34 pass. The game was not over of course, but the German position gave them a tremendous advantage, one which should provide a win before 1942.

The Allies had played the game exactly as the Germans had hoped they would. The Allied April I move was actually a fairly good risk for the Allies. Anytime the Germans are left with no supplies they are in a precarious position, and they might have been a bit too generous in offering it on the first turn. If they had not received supplies on each subsequent turn, they might have had difficulty mounting the attacks on May II—June I, not to mention the 11% chance of losing the game immediately. It was the April II move which really undid the Allies, and it was just such a move that the Germans had gambled that the time factor would pressure the Allies into making. The British armor would have been much better off running south with the infantry either following it or heading toward Tripoli. The armor might have escaped, or at least diverted heavy German units to the south to trap it, while the infantry would have disrupted supply lines or tied up the Italians. Instead they tried to isolate the German armor, an almost hopeless task because of the Fifteenth division, but it was one last try at a quick knockout, which served only to hasten the end for the Allies.

In the final analysis neither side played poorly, but it is unlikely that either side would have taken some of the risks they did, had they been given unlimited time. They both felt that such play was advantageous in this case.

To what extent this type of play is advantageous in other games depends on how much it alters the chances of eventual victory. If the chance at a quick win seems to worsen the overall chances slightly, as both the Afrika Korps players felt, then this chance should probably be taken in a tournament game. Obviously this should end the debate about whether to defend the beaches or form a river defense line in D-Day. The former gives a chance at a quick tournament win, the latter gives all the initiative to the Allies. Whether the Prussians should attack early in Waterloo is a more difficult question. Such policy usually proves disastrous for the Prussians. On the other hand it might catch the French off guard. If several French cavalry units can be eliminated the French will be hard-pressed to find units for soak-offs. The likelihood of success depends on the individual game.

Of course there are many other games where play may be affected by time pressures. The Afrika Korps game was merely meant to illustrate in what specific ways these pressures can have an effect. The Waterloo and D-Day examples were merely two of the more obvious examples of how these pressures apply to most games. To what extent they affect the individual gamer is, of course, his decision. I am merely asking that a player, when participating in a tournament, or any mail game, recognize that these pressures exist and may have an effect on the play of his opponent if not himself, and that he should consider this effect and take full advantage of it when playing.
Robert Harmon is presenting another in the never-ending series of modified PANZERBLITZ variants to appear in the GENERAL. However, PANZERNACHT is one with a definitely new twist: it simulates night warfare — not just the 'flap of war' and offers PANZERBLITZ fanatics a chance to really be in the dark.

Mr. Harmon received considerable help in the development of the system. Chief among the contributors was CPT C. W. Killelea who originated the concept and added his combat training and experience. Also, deserving literary kudos are Messrs. P. Idlart, W. McNeal, and Andrew Tegl. Last but not least in the credits dept, is Tom Oleson whose "SITUATION 13" which appeared in Vol. 8, No. 1 and 2 of the GENERAL originated the "unit-value" system utilized in this article and which still serves as the bible for enthusiasts who derive new PANZERBLITZ situations.

I. SETUP AND PROCEDURE

PANZERNACHT requires three players: the two opposing players, and a moderator. Additional players can play on either side as desired.

The game is set up as follows. Each player sits opposite the other, each with a complete game-board. The two boards are separated by a screen. The moderator sits so he can see both boards. Once the game is started, neither player can see the other board. NOTE: PANZERNACHT requires TWO PANZERBLITZ games.

II. MOVEMENT

Movement as specified in PANZERBLITZ rules, with these additions:

- Each player, on his move, fires his units ONE AT A TIME, watched by the moderator. The player then moves his pieces ONE PIECE AT A TIME, for ONE HEX AT A TIME, watched by the moderator.

- The moderator is to STOP a moving unit when it enters an enemy-held hex. The moving unit is moved to the adjoining hex from which it tried to enter the enemy hex. That piece's move is ended.

- If the enemy-held hex is in open or hilltop terrain (as per PANZERBLITZ over-run rules), the player can ask the moderator if an over-run can be executed. If the moderator sees that there are no obstacles in the hex and no enemy units behind (directly on the other side) that hex, the moderator can say yes.

- All fire and all movement is irrevocable; once done, no action can be taken back. This applies to each hex of movement.

III. LINE-OF-SIGHT AND ILLUMINATION

No unit can see outside its own hex unless “daylight” conditions are created by artificial means. Line-of-sight is only considered when the target is visible.

Units can create illumination as follows:

- SPA units, 120mm mortars: a 19-hex area consisting of the hex of impact and an area 2 hexes in every direction.

- 81mm, 82mm mortars: a 7-hex area consisting of the hex of impact and an area 1 hex in every direction.

- all other units: 1 adjoining hex.

A mortar or SPA unit firing illumination does so instead of its normal fire or movement capabilities. Other units can fire* and move or shoot.

Illumination can be fired before other shooting, and can be used to illuminate that turn's targets. Units revealed by illumination can fire on that same turn.

Illumination can be fired at any hex within the firing-unit's range, regardless of LOS (unit fires using map coordinates).

Illumination does not automatically reveal units in town or woods hexes (as per PANZERBLITZ Spotting Rules).

Illumination lasts only during the player's half of the turn.

The enemy is to be told the location and extent of each illumination, and any friendly units revealed by it, as well as his own.

Wreck counters permanently illuminate the hex they are in.

IV. NOISE

A player is to be told (by the moderator) of all gunfire, vehicular noise (only armored cars are silent), and land-mine or internal explosions caused by enemy units, and their general location (within 20 hexes) indicated.

V. FREE FIRE

At any time during the firing portion of his move, a player may elect to engage in FREE FIRE. Basically, he can fire into any hex within range and not obscured by standard line-of-sight considerations (as in normal PANZERBLITZ). He does not have to have seen enemy units there; all he needs is to suspect them.

Only H, M, or I units can engage in FREE FIRE.

Armored (does not include half-tracks) targets in a Free-Fire zone are IMMUNE to Free-Fire. Units riding on armored vehicles ARE NOT.

Armored units can only be fired on by a player if they are SEEN (illuminated).

Moderator does not announce any targets caught by FREE FIRE; he merely declares odds and announces result. (Dead, dispersed, or unhit ONLY — casualties are never revealed. Moderator CAN announce secondary explosions or fires.)

Odds and terrain effects in FREE FIRE are the same as in a normal attack.

VI. ORDERS OF BATTLE

PANZERNACHT can be played with standard PANZERBLITZ scenarios. If players elect to use self-made OBs, they are to organize their forces as follows:

- each player is limited to a total of 1150 points, as indicated by the point-value charts.

- no less than 825 of these points must be made up of the Battalion, Regiment, and Brigade level units listed. The extra 325 points can come out of the smaller units in any configuration the players desire. Unit and counter organization within these restrictions is up to the players.

Under this system, the game lasts 11 turns. Objective of each side is to have the most number of units at the end of the game. Board configuration can be decided by mutual agreement. Either, both, or neither side can start on board, depending on players' desires; if both sides start on the board, it is suggested that Route 61 be used as a FEBA, with opposing players facing north and south; or, the center board can serve as an initial "DMZ" with each player on the eastern and western boards.

*illumination flares
### Panzerblitz Unit Point Values

#### Platoon and Company Level

<table>
<thead>
<tr>
<th>ARMY</th>
<th>GERMAN:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Platoon</td>
<td>9-5</td>
</tr>
<tr>
<td>Company</td>
<td>11-5</td>
</tr>
<tr>
<td>Battalion</td>
<td>21</td>
</tr>
<tr>
<td>Division</td>
<td>8</td>
</tr>
<tr>
<td>Regiment</td>
<td>13</td>
</tr>
<tr>
<td>Corps</td>
<td>9</td>
</tr>
<tr>
<td>Army</td>
<td>18</td>
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#### Transport

<table>
<thead>
<tr>
<th>GERMAN:</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Halftracks</td>
<td>14</td>
</tr>
<tr>
<td>Trucks</td>
<td>7</td>
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</tbody>
</table>

#### AMD Cars

<table>
<thead>
<tr>
<th>GERMAN:</th>
<th>28</th>
</tr>
</thead>
<tbody>
<tr>
<td>Puma</td>
<td>28</td>
</tr>
<tr>
<td>25/1</td>
<td>38</td>
</tr>
<tr>
<td>25/1</td>
<td>23</td>
</tr>
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</table>

#### SPArtillery

<table>
<thead>
<tr>
<th>GERMAN:</th>
<th>70</th>
</tr>
</thead>
<tbody>
<tr>
<td>Manielt</td>
<td>70</td>
</tr>
<tr>
<td>Wopel</td>
<td>69</td>
</tr>
<tr>
<td>Hunnel</td>
<td>86</td>
</tr>
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</table>

#### Artillery

<table>
<thead>
<tr>
<th>GERMAN:</th>
<th>27</th>
</tr>
</thead>
<tbody>
<tr>
<td>GW18</td>
<td>27</td>
</tr>
<tr>
<td>Bigdeway</td>
<td>33</td>
</tr>
<tr>
<td>StuG42</td>
<td>40</td>
</tr>
</tbody>
</table>

#### TD's

<table>
<thead>
<tr>
<th>GERMAN:</th>
<th>35</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marcll III</td>
<td>35</td>
</tr>
<tr>
<td>SIG III</td>
<td>40</td>
</tr>
<tr>
<td>Hetzer</td>
<td>38</td>
</tr>
<tr>
<td>JgrP IV</td>
<td>45</td>
</tr>
<tr>
<td>Nashorn</td>
<td>54</td>
</tr>
<tr>
<td>JgrP V</td>
<td>56</td>
</tr>
<tr>
<td>JgrP VI</td>
<td>57</td>
</tr>
<tr>
<td>TANKS:</td>
<td>22</td>
</tr>
<tr>
<td>FV</td>
<td>38</td>
</tr>
<tr>
<td>FV</td>
<td>50</td>
</tr>
<tr>
<td>FV</td>
<td>47</td>
</tr>
<tr>
<td>FV</td>
<td>54</td>
</tr>
</tbody>
</table>

*CP's are worth 5 only when used under Indirect Fire rules. If no Indirect Fire rules are used, or if the Experimental IF rules are used, CP's are worth 1 point.

### Panzerblitz Unit Point Values

#### Battalion, Regiment, and Brigade Level

<table>
<thead>
<tr>
<th>GERMAN:</th>
<th>Unit</th>
<th>Point-Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fus</td>
<td>Fauler Company</td>
<td>55.5</td>
</tr>
<tr>
<td>Infantry Battalion</td>
<td>189</td>
<td></td>
</tr>
<tr>
<td>Motorized Infantry Battalion</td>
<td>282</td>
<td></td>
</tr>
<tr>
<td>Armored Infantry Battalion</td>
<td>472</td>
<td></td>
</tr>
<tr>
<td>Tank Battalion</td>
<td>407/527*</td>
<td></td>
</tr>
<tr>
<td>SS Tank Battalion</td>
<td>489/633*</td>
<td></td>
</tr>
<tr>
<td>Reconnaissance Battalion</td>
<td>326</td>
<td></td>
</tr>
<tr>
<td>Div/Art-Anti-Tank Battalion</td>
<td>165.5/161.5</td>
<td></td>
</tr>
<tr>
<td>Mobile Div/Art-Tank Batt</td>
<td>260</td>
<td></td>
</tr>
<tr>
<td>Assault Gun Battalion</td>
<td>200</td>
<td></td>
</tr>
<tr>
<td>Flak Battalion</td>
<td>140</td>
<td></td>
</tr>
<tr>
<td>Infantry Regiment</td>
<td>441.5</td>
<td></td>
</tr>
<tr>
<td>PrG Div/Motorized Infantry Rgt.</td>
<td>919/559+</td>
<td></td>
</tr>
</tbody>
</table>

#### SOVIET: |

<table>
<thead>
<tr>
<th>Units</th>
<th>Point-Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle Battalion</td>
<td>80.5</td>
</tr>
<tr>
<td>Motorized Rifle Battalion</td>
<td>152</td>
</tr>
<tr>
<td>SS MG</td>
<td>120</td>
</tr>
<tr>
<td>Reconn Battalion</td>
<td>69</td>
</tr>
<tr>
<td>Motorcyocle Battalion</td>
<td>76.5</td>
</tr>
<tr>
<td>Rifle Regiment</td>
<td>340</td>
</tr>
<tr>
<td>Guards Rifle Regiment</td>
<td>380</td>
</tr>
<tr>
<td>Anti-Tank Regiment</td>
<td>105</td>
</tr>
<tr>
<td>Cavalry Regiment</td>
<td>134.5</td>
</tr>
<tr>
<td>SP Artillery Regiment</td>
<td>189/193*</td>
</tr>
<tr>
<td>Motorized Rifle Brigade</td>
<td>586**</td>
</tr>
<tr>
<td>Mechanized Rifle Brigade</td>
<td>772**</td>
</tr>
<tr>
<td>Tank Brigade</td>
<td>306.5</td>
</tr>
</tbody>
</table>

* Points shown are for units equipped with 2 SU152s and 1 SU152, second figure shown if for units equipped with 2 SU100 and 1 SU152.

** Can be achieved only when using two sets of counters.

### Strategy

**Components:** 100+ player counters; 24-page rule book; 16" x 22" full color mapboard; two sets of defense cards; scored; 2 dice, pawns, chips, etc.

**Complexity Rating:** Intermediate III

**Game Length:** 1½ - 2½ hours

**Price:** $10; available both retail and direct from Avalon Hill

**Innovations:** Color-coded defense cards which actually show the result of every play.

**Color-coded shooting chart which resolves success of shot, fouls, rebounds, and blocked shots with a single die roll**

**Two dice system which provides dozens of possible outcomes for each type of shot**

**Strong Points:** The Passing Matrix provides the same concise, enjoyable, all-skill base as the play chart in all-time favorite Football Strategy. Advanced, Tournament, and Campaign Game rules allow players to play increasingly complex and realistic variations if they choose. An extensive set of league rules provides for the drafting of college stars, retirement, injuries, etc. The game can be as playable or as realistic as the players choose, dependent on the version played.

**Drawbacks:** No PBM possibilities. Game tends to take a long time to play until players get accustomed to the system. Strong reliance on dice; however, the very frequency of their use decreases the luck element; increasing emphasis on the Passing Matrix and lineup matches to provide the skill factor.

**Description:** Coaches pick their lineups from identical teams (different compositions are possible in the Campaign Game) and position them in offensive patterns on the playing board. They then secretly select a defense card against the expected offensive pass pattern of the opposition. Depending on the success of their pass, players can then choose to shoot, adding various adjustments to their dice roll on the shooting chart which automatically registers their success or resulting rebound.

**Recommended:** For all basketball enthusiasts who prefer games of skill to games of luck.

---

**Basketball Strategy**
Alan Augenbraun, an old hand on the wargame scene, has provided us with a nuts and bolts approach to strategy and tactics as they are presented on a gameboard. Of little interest to the experienced gamer, Alan's article could be an invaluable aid to those of you newly initiated to the art. His translation of military jargon into usable gameboard talk could provide the initial lesson that will eventually result in the evolution of another top-notch player.

PART I: STRATEGY

The martial arts of strategy and tactics were conceived, not for the benefit of us "armchair commanders" and our wargames, but for the desperate clashes of real armies and naval fleets. Despite this unassailable truth, there are many wargamers who have attempted to apply the "letter of the law" of military science to our own battle simulations. In various wargaming magazines, they have written articles which quoted from U.S. Army field manuals, officers' training school lectures, and the standard military classics from Clausewitz to Liddell-Hart. However, the majority of these articles simply listed various principles and axioms; they made very little or no effort to apply these principles to wargaming.

Notwithstanding the authors' claims that the principles set forth in their articles were vital to victory on the battlefield, it seems to me simply to assert that all rules of real combat can be applied to games where reality is just barely represented. What is needed is a suitable set of broad principles which are deduced from military science but which are also happily applied to wargaming. It is not enough to quote impressive military jargon and terminology. Each term and concept used must be defined, explained and applied to wargaming, and that is exactly the intent and purpose of this article.

To begin with, it is first necessary to understand the goal of any game, i.e., the victory conditions for either side. Keeping this goal in mind, you should decide whether an offensive or a defensive stance would best achieve victory for your side. Usually, if the victory conditions require positive action such as the capture of one or more geographical objectives or the elimination of enemy units, then an offensive stance will be required. If the victory conditions require negative action such as the avoidance of an opponent's victory, then the defensive stance of prevention and delay will be in order.

Occasionally, there will be a game where the victory conditions require a combination of stances. In the early stages of such a game, one particular stance will be necessitated, but as the game progresses, the introduction of certain factors into the game may alter the existing situation, causing a corresponding change in stance. STALINGRAD is a good example of this type of game. At first, the Russian can only defend against the massive onslaught of the Axis armies. Later in the game, the circumstances change. With his depleted forces being rapidly rebuilt by an ever increasing replacement rate, the Russian can shift to an offensive stance against the now weakened German.

Once a stance is decided upon, the next step is to formulate a strategy. Strategy is defined as the overall plan for achieving the goal set by the victory conditions. The strategy should be a very general outline of the steps to be taken on the way to victory, and its overriding purpose should be to defeat your opponent or force his surrender as soon as possible. If you destroy his ability or will to continue the fight, the game and victory are yours. To accomplish this purpose, your strategy must have two aims: (1) to threaten or attack your opponent's lines of communication between his forces at the front and his source of supply and reinforcement, and (2) to disrupt the coordinated activity of your opponent's forces by cutting their lines of inter-communication.

Implementing the strategy itself entails several things, the first of which is having a clear understanding of the objective you have set for yourself. You must be fully aware of precisely what you intend to accomplish. Of course, simply knowing what you are after is not enough; you must also know how you are going to get it. Waging even a simulated battle without any plan or system in mind is haphazard and dangerous, and it will prove disastrous to your effort in short order. The objective, then, must be clearly established, and you must ensure that the steps in your strategic plan will lead to fulfillment of that objective. You should adhere as closely as possible to your strategic plan until you either triumph or see that it definitely will not succeed. In the latter case, you will have to reevaluate your strategy and arrive at a new plan. Although it isn't advisable to "change horses in mid-stream," that alternative is certainly preferable to sinking in the stream with the first - and now useless - horse!

The second aspect of strategy implementation is that you must always take full advantage of the forces available to you. Not even one combat factor should be wasted when it could be more profitably used elsewhere. This principle is known as economy of force.

The third concept is mobility. You should always strive to have the various segments of your forces in contact with each other. It will often be necessary to shift units from one area to another on short notice, and this interface mobility may prove vital and decisive.

The last item in the realm of strategy is security. No matter what type of action you are planning or executing, it is essential that the flank and rear areas of your force be protected from attack or counterattack at all times. This would involve security not only against direct assaults on your units, but against strategic countermeasures designed to isolate your forces. Considerable attention should be given to anything which might hinder the offensive's momentum or debilitate a defense. Thus, such factors as replacement rates, arrival and position of reinforcements, air power, supply, amphibious and airborne operations, etc., must be weighted in terms of their possible effect on the chance of winning the game. Appropriate countermeasures should then be taken.

Before concluding this discussion of wargaming strategy, I have two final comments to share with you. First, you may have noticed that a proportionately greater number of "perfect plans" have been written for those sides which take the offensive in a wargame, e.g., the German sides in BATTLE OF THE BULGE and AFRIKA KORPS. This is due to the fact that it is usually easier to devise a strategy for an offensive stance than it is for a defensive one. In the offensive, possession of the initiative gives that player a degree of control over the defending player's reaction. Advance plans can then be devised with relative ease. A look at AFRIKA KORPS, where the German side has the initiative, will illustrate this point. By executing simple maneuvers through the desert, the German completely controls the British reaction and can even predict with accuracy the new British positions for each coming turn. The British player, on the other hand, is completely at the mercy of the German's whim. To some lesser extent, of course, the defensive stance also engenders some control over an opponent's moves, but since the attacker usually has many options from which to choose, attempting to cope with each can make long range defensive planning a difficult and complex task.

My second point - and this cannot be emphasized enough - is that neither offensive nor defensive strategy should be minutely detailed. In the game of Chess, it would be considered foolish and suicidal to adhere to a pre-formulated series of moves. Since just one move by the opposing player can "throw a wrench in the works," it would be futile to draw up such a plan. In wargaming, too, just one opposing move can blunt an offensive or irreparably pierce a defensive line. It follows then that an overly detailed strategy in a wargame is likewise a futile and wasted effort.
PART II: TACTICS

Every successful combat mission, both in reality and on the wargaming board, must entail two distinct stages: planning and operations. As discussed in the first part of this article, planning (or strategy) involves a knowledge of your goal and the devising of some scheme by which you will attain that goal. Once these are established, you are ready to enter the operational stage of your wargaming mission, and that brings us to the realm of tactics.

If we consider strategy as the end, tactics can be regarded as the means. In other words, tactics involve the execution and realization of the steps outlined in the strategic plan.

Basically, wargamers have four tactical options in two categories which are open to them for every unit and turn. In the category of offensive tactics, the options are the attack and the envelopment, (3) the turning movement, and (4) the advance. In the category of defensive tactics, there are the hold and the retreat. Before moving each unit, you should consider which of these four options would best serve your strategic purpose and, having made that decision, whether that particular option can indeed be carried out.

THE ATTACK

In general, the attack option involves the use of a superior force against a vulnerable point in the enemy line. Tactical attacks will fall into one of these categories: (1) the penetration, (2) the envelopment, (3) the turning movement, and (4) the pursuit.

In the penetration, the object is to break the enemy’s line at a selected weak point. This will enable you to reach the enemy’s rear and threaten him with encirclement. In such a case, a wise opponent would do well to withdraw, and his line will consequently collapse.

The envelopment also aims at threatening encirclement and causing a collapse of an enemy line, but it is done in a manner less direct than that of the penetration. In the envelopment, your forces would execute an “end run” around one side of the enemy, usually employing several lines which are more vulnerable than the center of his line. You avoid the heavy losses that sometimes accompany frontal penetration, and you gain the tactical advantage nonetheless.

There is an inherent weakness in the envelopment tactic. While you concentrate on the enemy flanks, you are also weakening the center of your own line, thus inviting a possible penetration counterattack by your opponent. The solution to this is the turning movement, a kind of hybrid offspring of both the penetration and the envelopment. Again, the aim is to assault the enemy’s flanks and threaten encirclement of his line, but in the turning movement, you also deploy a holding force in front of the enemy. With counterattack impossible, your opponent, must fall back.

The last category of attack is the pursuit. Here, by steadily exerting direct pressure against a withdrawing enemy force or by continuing to threaten encirclement, you literally chase your opponent’s force as it retreats.

Whatever attack is used, a careful analysis of the specific battle options should be undertaken. You will have to decide which odds to use to achieve the tactical objective you have set for yourself.

THE ADVANCE

When units move towards the enemy line, they are conducting an advance, and although it does not involve combat, the advance is nevertheless considered as an offensive in nature.

No unit should advance merely for the sake of moving forward; an advance should be made either to seize territory necessary for the strategic goal or to deny your opponent any terrain which he might possibly employ to further his own aims. The advance also serves to threaten your opponent’s forces with an attack or with isolation. Whatever the case may be, you should bear in mind that advancing units should be secure.

THE HOLD

It is often necessary to gain time in the wargame. At such times, the hold is the tactic usually employed. The hold can be broken down into three types: (1) the crust defense, (2) the defense in depth, and (3) the mobile defense.

The crust defense is a thin defensive line with little or no reserve units to support it. Is is used in desperation – to guard rivers and coast lines, but it is extremely vulnerable to penetrations and flanking maneuvers.

The defense in depth is far superior to the crust defense for when sufficient manpower is available, it provides not one but several defensive lines which must be penetration by your opponent. Consequently, breaching the defense in depth is far from an easy task.

The mobile defense is like a crust defense, but it provides a reserve force of no meager proportions. When a penetration is made, the flexible reserve force can counterattack when your opponent’s forces are least prepared to resist.

THE RETREAT

When no other tactical option exists, you can always take consolation in the retreat. Here too you can do one of two things: (1) run flat out for the nearest cover and attempt a reorganization of your forces, or (2) execute a delaying action to gain time. The delaying action will consist of defensive lines designed to temporarily hold off the enemy advance. When the attacker is poised to strike on his next turn, the units in a delaying action – unless the defenders in a hold situation – will simply withdraw to a new line far enough from the enemy to prevent an attack but close enough to require his redeployment.

This concludes my discussion of tactics and with it, my ideas on wargaming principles. Remember that wargames are nothing more than combat simulations. As such, they are automatically removed from most laws and theories which govern the battlefield. In this article, however, valid principles and applicable alternatives have been presented. These can be used to varying degrees of finesse by all wargamers. It is my contention that the proper application of all of these principles will result in more and more victories and a greater enjoyment of wargaming.
Rabble in Arms is a novel supported by in-depth historical research, an historical simulation game ceases to be a recreation of history as soon as the participants interact in the game system. Instead of passively observing the actions of the characters, the players, as characters, create their own actions.

Every so often, books are published in the genre of "What Would Have Happened Had the South Won the Civil War?", or "The Invasion Of England". These books attempt to pick up where history left off and use fictional chronicals based on historical probability and projection. Wargames do the same thing. Yet, what separates them from books is the element of player interaction. It is important to emphasize that it is not one player, but two players at cross-purposes that create interaction. The quality of a game is often measured by the quality of this type of interaction. This is where design becomes a deliberate process outside the realm of historical research. Here is where the sterile facts and figures take on dimension as the designer molds them to his own purposes in creating a conflict situation. This area is also the heart of the largest philosophical argument in wargaming: playability versus historical realism.

Games are historical fiction. Good games allow players to apply their own personalities and prerogatives to the fiction they are creating. To accomplish this, good games allow players the opportunity to reflect their own personalities rather than repress them. Under this definition, the philosophy of good game design takes the players into consideration as tangible elements of the design. Obviously, to this designer, playability (and by corollary, the game player) is the most important consideration. The opposing school of thought places the highest premium on maximizing the historical premise (and, by corollary, outcome) of a game. The historical realism/accuracy philosophy requires that players be reduced to the status of 'operators' pressing buttons or pulling levers to make a complicated machine go through its motions. The smart player playing the side that histories rather than a stupid commander must be made stupid (handicapped) to allow the historical model to work as it was designed. This may make a good history lesson, but it does not make for a good wargame.

In truth, most of the 'white elephant' game designs published in the last few years come from the 'historical accuracy' school. This is not surprising since it is only by chance that a game designed from this viewpoint would have good playbalance, playability, and be interesting to both sides. They were not designed to be good games. They were designed to be good historical lessons. The problem is, like any lesson, it can get pretty boring after the first few classes. After the lessons are learned, then what?

Historical accuracy proponents point to games like KRIEGSPIEL, TACTICS II, and GUADALCANAL, to show the alternate outcomes under a 'playability' philosophy. 'Playability', they maintain, means designing a game with only a cursory grounding in the historical subject matter a game concerns. This is untrue. The difference in the two schools of thought lies in what is done to the design AFTER the historical research has been completed. It is at this point that games are DESIGNED. 'Historical accuracy' means the research information is transferred to the game and the game must follow that path regardless of the fact that the value of player interaction may be reduced in order to fit more historical mechanisms in the game mechanics. 'Playability' designers attempt to create games that allow players to inject their own personalities and psychologies while still keeping intact the historical context and flavor of the conflict in an accurate fashion. The differences in methodology are ones of degree, for the most part, not in approach.

The philosophy one enjoys seeing applied to a game is a matter of personal taste. To some, 1914 is still the last name in hardcore wargaming. As of this writing, it looks as though the pendulum is swinging back towards a preference for the 'classic' Avalon Hill-type game. Why? Perhaps because experiments in designing ultra-complex, rigid historical simulations were just that — experiments. The real attraction to wargamers, it seems, is still the mind-to-mind competition offered by historical GAMES designed for game players.

Is this surprising in view of the aforementioned sophistication of the present day game player? No, because this is not a case of technology taking a giant step backwards, but a case of technology being re-directed towards the critical elements of game interaction and game mechanics. Research has always been research. It has been a question of amount when comparing earlier games with present-day designs. The real innovations have been in game structure, format, and scope. The results should create products that are fast moving, exciting, and comprehensive.

This is the design philosophy Avalon Hill has committed itself to and will continue to strive towards. Painstaking historical research will be present in all AH games, but not at the price of sacrificing player interest and excitement. We will attempt to build flexibility into games to give the game buyers durable, lasting products that do not play themselves out quickly. Avalon Hill games are and will be checked, tested, and double-checked to guarantee the gamer receives a finished product, not a prototype. We will never use paying customers as experimental subjects to test half-finished games. This we will do at our own expense. Finally, we will not play God with the wargaming fraternity. We will not pretend to know all the answers, claim responsibility for all game innovations, or produce all the cornerstone criticism. Realizing that we live in a glass house, we will try to maintain a sense of perspective. We will break our figurative backs to make EVERY AH game as good as we can possibly make it.

This essay opened with a whimsical knock at game reviewers, a dangerous exercise for a designer. At its heart, however, was a serious word of caution to game reviewers and reviewers alike. A game may not be to your personal taste and still be a valid, well-executed design. A few bad reviews won't hurt Avalon Hill, but could murder a few of the smaller, still struggling companies. The truth is, that anybody, but ANYBODY, can become a game reviewer by simply mailing a review to one of the numerous article-hungry gaming publications. 'Filler copy', the bane of all periodicals, will always be in demand. When it is of such corrosive, inaccurate, irresponsible content as has appeared of late, it damages the hobby and speaks ill of any editor or who would use it. Let this end with a call for responsible hobby reporting. Enough is enough.

THE GENERAL

PBM EQUIPMENT

Tired of playing solitary or humiliatint the same opponent day after day? You may be good in your game room but what can you do against a good player from another part of the country? There's only one way to find out — play them by mail! PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers across the nation. A special CRT and combat resolution system makes it impossible to cheat! PBM is an entirely different experience from face-to-face play. It has made better gamers of many who have tried it, and all those who have mastered it. PBM is the only way to participate in the many national turnaments held regularly for Avalon Hill games.

Each kit sells for $4.50 postpaid and includes enough materials to play virtually dozens of games, including addendum sheets which list official grid-coordinates for those games not already possessing them and special charts and CTR's for postal play. Kits are available for the following games:

- AFRIKA KORPS
- BLITZKRIEG
- BULGE
- D-DAY
- GETTYSBURG
- GUADALCANAL
- KRIEGSPIEL
- LUFTWAFFE
- PANZERBLITZ
- STALINGRAD
- WATERLOO
COMPONENTS: 32" x 22" mapboard; 560 unit counters representing the naval, air and ground forces of six major powers and 13 minor countries; five Scenario cards; and a 48 pp combination Rulebook and Designer's Notes Manual.

COMPLEXITY RATING: TOURNAMENT IV
GAME LENGTH: Campaign Game - 8 to 12 hours; 1939 and 1942 Scenarios - 4 to 6 hours; 1944 Scenario - 2 to 4 hours.

PRICE: $10.00 plus postage coupon; available both mail order from Avalon Hill and in retail outlets.

INNOVATIONS: An area and hex movement and combat system
A Breakthrough-Exploitation Phase which vividly recreates the effects of armor warfare in WWII
An economic framework which controls the participants' war-making capability
A multi-player Diplomacy version for up to 6 players

STRONGPOINTS: Smoothly encompasses land-air-naval combat in one design

DESCRIPTION: THIRD REICH is played in seasonal turns of 3 months each. The Campaign Game is 24 turns long, although it can end sooner if either side has outstanding success in the early going. There are 3 scenarios - taking their names from the years in which they start; i.e., 1939, 1942, and 1944. The first two are 12 turns long, and the latter may range from four to nine turns - depending on when the Allies reach Berlin. The game is on a Corps-level although the number of units has been reduced to lower the piece density.

THIRD REICH is, at one and the same time, both an historical simulation and a good game. That is to say that although the better players will generally win, it is faithful to history. There are no artificial rules forcing players to do what the real-life counterparts did. It is quite impossible to invade neutrals, or invoke the alliance of Spain or Turkey, or a multitude of other possibilities. Yet surprisingly enough, most games tend to run remarkably similar to events in the actual war. The game has endless options and counter-options and has a very high skill level; wherein a single misplaced unit can change the destiny of Europe. The Campaign Game is not so much a game as it is an experience. Many of our playtesters have told us they would rather play it than any other game.

THE GREAT

COMPONENTS: 22" x 28" mapboard; 90 unit counters representing formations of Greek, Macedonian, and Persian infantry, phalanx, cavalry, mercenary, archer, javelin, elephant, and chariot units; 24 pp Battle Manual; and CRTs.

COMPLEXITY RATING: INTERMEDIATE II
GAME LENGTH: 1% to 2% hours
PRICE: $8.00 plus postage coupon; available mail order only from Avalon Hill

INNOVATIONS: Morale rules which utilize four separate CRTs to faithfully recreate the most important aspect of Ancient warfare
Defensive missile fire during the attacker's turn
Leader rules which make "HQ" pieces the most valuable in the game
Charge rules which make cavalry, elephants and chariots truly shock troops when utilized to best advantage
Special Advanced Game rules for maneuvers which realistically portray a unit's ability to enter and withdraw from combat

STRONGPOINTS: A unique blend of the military arts of antiquity and the feel for the momentum of a battle. Once the advantage is gained it is difficult to turn the tide, given the game's unique morale rules. Each system has its own inherent strengths and weaknesses and how these are combined to meet the enemy will determine the outcome.

DRAWBACKS: No PBEM pads will be made for the game although a system is included in the game wherein it can be played utilizing a double exchange of letters for every move.

DESCRIPTION: Morale is the crux of the matter as Alexander attempts to hit the much larger but poorer quality Persian army; it a crushing blow before Darius' cavalry can overwhelm his flanks and surround his main force. For only then, with his flanks crushed, is the mighty Macedonian phalanx in danger of elimination. Both sides must maneuver for the all important first blow - hoping to gain the initial edge on the Morale Tables necessary to successfully attrition his opponent.

RECOMMENDED: To all those with an interest in ancient warfare or the play of miniatures in general.

ANZIO

COMPONENTS: 44" x 14" mapboard; over 400 unit counters representing divisions, brigades, regiments, and battalions of German, Italian, American, British, Greek, Canadian, Polish, French, and Indian forces; seven playing aid charts including a Step Reduction Table, TRC, Basic and Advanced OB's and Unit Organization Cards; 48 pp combination rule-book and battle manual.

COMPLEXITY RATING: TOURNAMENT II
GAME LENGTH: Can vary from the 90 minute (15 turn) Basic Game to the 'all-nighter' 80 turns in the longest version of the Advanced Game. This is one of the bright spots in the new ANZIO - players determine game length when they select their OB.

PRICE: $8.00 plus postage coupon; available mail order only from Avalon Hill

INNOVATIONS: Matrix victory conditions in which players secretly select their forces and thus determine the length of the game as well as the objectives needed for victory.
New naval gunfire, tactical airpower, paratroop, and limited intelligence rules
Breakthrough and Second Combat, retreat through ZOC, etc.

STRONGPOINTS: The most realistic and detailed mapboard ever printed
Counters which show at a glance - stacking value, special capabilities, and whether or not the unit is at full strength
Revised OB charts which make this intricate OB much more playable

DESCRIPTION: ANZIO was originally the hard cores' delight and there are many who say it was the best wargame ever designed. However, it was too complex, and the rules and accompanying charts weren't up to the task of dealing with the constantly changing OB. The new ANZIO adds the innovations described above to an already unique game and then addresses itself to the faults of the orginial version which are dealt with in a thorough fashion. The Basic Game is deserving of "Classic" status by itself and should be a PBEM favorite for years to come. The more advanced versions of the game build easily on the foundation of the Basic Game. ANZIO is the best of all possible worlds for Step Reduction devotees.
READERS RESPONSE

You would help us greatly by cutting out each card before its submission. In other words, even if you intend to send in an opponent's wanted ad, contest entry, buyer's guide response, and the survey; be sure to cut the page into the four required parts before mailing. Such action does not preclude you from enclosing all 4 cards in the same envelope.

THE AVALON HILL ELITE CLUB

SPECIAL OFFER: Because we can process multiple orders for less than it costs to ship individual games, we are able to make the following special offer to subscribers of the GENERAL only. Select any six of our new games, or five of the new titles and one of the older ones, and make only one flat payment of $50.00. We'll pay all shipping costs in addition. We'll extend your subscription to the GENERAL for another year absolutely free and offer you special discounts on next year's Mail Order offering of games! A $65.00 value for only $50.00. This is our way of passing on the savings to you—our most loyal customers. Merely make your selections below, providing all pertinent information, and mail the completed form along with your check to The Avalon Hill Co., 4517 Harford Rd., Baltimore, Md. 21214. This offer will remain valid only through Dec. 31st, 1974.

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- CHANCELLORSVILLE
- JUTLAND
- PANZER LEADER
- THIRD REICH

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Please extend my subscription to the GENERAL for another year free of charge. I believe my current subscription expires with the (specify month)

CONTEST NO. 62

The time is Oct. (1), 1941. What is the fatal flaw in the British defense? Because of the German supply situation, had the British withheld the coming attack, they could have brought in the November reinforcements at J-62. What should have been the disposition so that the British would be left with maximum room to maneuver?

Ik

THE FLAWED DEFENSE

Merely show on the map the new positions of the British units which will insure the landing of the British reinforcements in November while securing as much territory as possible. What is necessary is to draw arrows from the units' present locations to the new ones. If your move leaves you adjacent to enemy units, indicate the attack odds on the map. All entries must include the names of the three best articles to be accepted.
Pbm P-blitz. Have no kit, but will buy half of yours. Send situation and side wanted, will copy and return. Pbm rules and tables. James Bass, 5412 McHard Rd., Houston, TX 77045, 437-8376.

Are there no wargamers in North Houston. Will ftf anyone in M-way, S-grad, Fr. 40, Jutland, Bismarck and W-loo. Peter Hollery, 3731 Fernglade, Houston, TX 77068, 444-5912.

Join Houston wargamers club. Meets every other Friday. Dan Matous, 9150 Gulf Freeway, 359, Houston, TX 77017, 946-5132.

Need ftf opponents in Houston area for AK, Bulge, P-blitz, M-way, B-krieg. Will learn any others. Roger L. Wright, P.O. Box 941, Houston, TX 72001.

Austin area. Willing to play any game you may have or any of mine. Beginner, will not cry too much if you completely destroy me. George Hodson, Rt. 3, Box 131, Lauder, TX 78641, 298-6009.

Adult (28) needs above average ftf in Dallas area. Have seven games, also pbm Bulge. Ron Campbell, 2713 S. Cypress Cr., Plano, TX 75074, 423-6394.


IMPORTANT! DO NOT RETURN AS POSTCARDS

I'm the only wargamer in Utah. Please! Ftg/ftf anyone! Budding military genius high school age. Will smash any opposition in pbm P-blitz, ftg K-spiel, L-waffe. Tad Trueblood, Box 44, B.S.R., St. George, UT 84770, (801) 673-2077.

Above avg, adult player desires pbm opponents for P-blitz, AK and others. John Garrett, 108 Oak Forest, Rt. 2, Blacksburg, VA 24060, 552-8197.

Experienced wargamer in early twenties moving to Hampton-Newport News area in early October. I'm looking for competent ftg opponents for most wargames. Robert J. Beyma, 701 N. Hope St., Hampton, VA 23663, 723-8128.

Good high school player. Ftg any AH game. Pbpm S-grad, Fr. 40. Also others if you have sheets. Live in Richmond area. David Fields, 2771 E. Brigstock, Midlothian, VA 23113, 794-8152.

Good gamer (14) desires ftg for all AH, others, esp. P-blitz, R-war, Bulge. Can you crack F-40, French defense? Spartan, ICW, contact me! Michael Levitin, 1321 Noble St., Norfolk, VA 23518, 583-2456.

Pbm opponents wanted for P-blitz. I prefer to play the German player. Will accept all challengers. Ronald L. Richards, P.O. Box 433, Norton, VA 24273, (703) 679-2876.

Deutschland uber alles! The Panzers of "Deathhead" Brigade will divide conquer, Phone pbm "P-blitz" Fr. 40, AK, R-war. Anzio opponent wanted. Need pbm kit to copy. David Heinez, 6 Emerson St., Richmond, VA 23223, (804) 737-8275.

Desire to play anyone ftg or pbm at P-blitz, M-way, R-war, L-waffe. I am a novice but can learn quickly. Any wargame clubs around? Mike Christ, 14020 26th N.E., Seattle, WA 98125, EM4-7072.

Directions for use of the Reader's Response Page:
1. Cut out all sections separately. Do not leave two separate sections on the same piece of paper.
2. Include all returned sections in one envelope marked to the attention of the Editorial Dept.

Continentaleuropean Wargamers contact me. Would like to get to know all European wargamers (possibilities: Con, Zire, pbm/ftf club etc). Walter Luc Hass, Ach. Bischoff-Str. 6, 4053 Basel, Switzerland.


Novice Bulge, B-krieg for pbm only. In Bulge I be Germans and in B-krieg me Blue. I'd also like to pbm 1776, Campaign game. Tim Waddell, Allen Jct., WV 25810.


Pbm opposition wanted in W-loo, Bulge, AK, P-blitz and 7776. Will take lowest bid. I am a 14 year old novice and will play pbm P-blitz, also ftg K-spiel. Is there any wargamer in the Green Bay area? Jim Herzog, St. Jude, Green Bay, WI 54303, 494-8396.

Avg. player adult age desires pbm most AH games. Will be in Madison area soon. Ftf games also. Wayne Wessenberg, Rt. 1, Little Suamico, WI 54141, 494-3878.

Need ftf opponents for P-blitz, Fr. 40, M-way, Bulge, D-day, L-waffe, S-grad and AK. Of high school age. Wish to buy G-canal, Ross Millimore, Route 1, Nekoosa, WI 54457, 886-4859.

Ftf opponents with reasonable ability wanted to play pbm P-blitz and Ltutat. Also have and will offer other AH titles. Paul Trandel, 2514 Oregon St., Racine, WI 53405, 637-1591.

Good college player desires ftf opponents in the Whitewater, WI area. Will play most wargames with any interested player. Will answer all letters. Thomas M. Sobott, 427 Lee Hall, Whitewater, WI 53190, (414) 472-3138.

Will pbm P-blitz with good to average opponent, any side. Prefer Russian. Am also interested in buying U-boat or Bismarck. Will take lowest bid. Steve Driderger, 3 Leeds Ave., Winnipeg, Mani- toba, Canada R3T-3X1.

Pbm opponent wanted for B-krieg. Novice player. Will take either side. I am lacking pbm kit, but am willing to pay for half of kit. Alex MacPherson, Williamstown, Box 2, Ont. Canada KOC 2J0, 347-2921.

Adolf Hynas and James Stalin challenge all comers to pbm P-blitz. Also ftg and pbp anything you can teach me. James Hynas, 250 Glen Manor W., Toronto, Ontario, Canada M4E 2Y1, 699-2219.

Adult pbm or ftg players wanted for 1914, S-grad. Any wargamers in Nova Scotia? Mike Hertz, Law Faculty, Dal House University, Halifax, NS Canada.

Wanted ftf opponents in area. Have B-krieg, G-burg, R-war and L-waffe. Will learn others. Any level. David Bunes, Box 122, Canwood, Saskatchewan, SDU OKO, 468-2060.

Any gamers in Mid. East Europe area? Will pbm anyone anywhere in P-blitz, B-krieg and W-loo. David Schapiro, P.O. Box 103 Shavei-Zion, Israel, (04) 921196.
**Chancellorsville**

**COMPONENTS:** 22" x 28" mapboard; 180 Unit Counters; 16 pp rulebook; OB Card, TEC Chart, CRT, and Time Record Card.

**COMPLEXITY RATING:** INTERMEDIATE III

**GAME LENGTH:** 2 – 3 hours

**PRICE:** $8.00 plus postage; available mail order only from Avalon Hill

**INNOVATIONS:** "Hooker's Right Hook" is a real possibility, due to Union first turn movement bonus. New artillery effects, unlike anything ever tried before. Multi-phase combat system (move – defensive artillery fire – offensive artillery fire – combat) and a "push" CRT make it imperative that, unlike many simulations, troops be held in reserve should front line forces become disrupted. The Wilderness is really wilderness with the new mapboard and TEC.

**STRENGTHS:** Total redesign of an old title: new board, rules, and charts. Only the counters will look familiar. Playtest reports indicate a very high 'excitement level' with the result in doubt until the last day. A classic game, that pays extremely close attention to what actually happened in the original campaign.

**DRAWBACKS:** For the inexperienced player, playing the Confederate side will be akin to watching a horror show as the Rappahannock is more of a sieve than a barrier. Play balance is about a 65 – 35 proposition without resorting to "Hooker Idiocy Factors" for the Union player. Phasing of turns make PBM very improbable.

**DESCRIPTION:** Functionally different night and day turns allow the Union to get across the Rappahannock in force before the Confederates can react. It is still touch and go as there are always inevitable delays (post-shooting artillery, cavalry raids, infiltration) getting the Union army across. Once across, there is the inevitable, desperate frontal battle. The Union army is always dangerous when it retains a couple of corps to demonstrate up-river and possibly cross behind the Confederates. A game in the classic tradition, yet encompassing the most up-to-date game design concepts.

**RECOMMENDED:** To all gamers with an interest in the Civil War.

**SPECIAL OFFER:** A touch of the old to go with the new. To the first 500 purchasers of a CHANCELLORSVILLE game, we'll include free a duplicate set of unit counters from the 1st edition of the game.

**PANZER LEADER**

**COMPONENTS:** Four 8" x 11" geomorphic mapboards; 380 unit counters representing British, American, and German units; Five Scenario cards; CRT, WEC, TEC, TET, AA-CRT; 32 pp rulebook.

**COMPLEXITY RATING:** TOURNAMENT IV

**GAME LENGTH:** 1½ – 2½ hours; Scenarios range from 3 to 15 turns.

**PRICE:** $10.00 plus postage; available mail order only from Avalon Hill

**INNOVATIONS:** Opportunity Fire (direct fire during enemy movement phase)

**DRAWBACKS:** As a "killer game" design concept, PANZER LEADER is derived from PANZERBLITZ. Although most of the PANZERBLITZ problems are eased significantly, errors in ranges and strength factors were preserved to make both boards and counters of both games compatible and have been only partially corrected. Certain conceptual design changes had to be left out to preserve comparability. PBM will be quite difficult.

**DESCRIPTION:** "Sliced-up" PANZERBLITZ. Game action is much more fluid, yet restrained, by combined influence of Opportunity Fire and shorter "Kill" ranges. A slightly modified CRT places much more emphasis on 'combined arms' attacks (direct fire followed up with Close Assault for example). Additionally, because units are spotted when they fire, 'fire fights' tend to be something that, once started, cannot be easily stopped as more and more units are drawn in. Quite a different "feel," game-wise from PANZERBLITZ.

**RECOMMENDED:** For all gamers interested in naval simulations.

**JUTLAND**

**COMPONENTS:** 120 ship counters; 24 pp Battle Manual; two Search and Hit Records pads; Player Aid Set consisting of TEC, CRT, OB Cards, Movement and Range Gauges, misc. charts.

**COMPLEXITY RATING:** TOURNAMENT I

**GAME LENGTH:** 4 – 6 hours; Scenarios – 1 hour each

**PRICE:** $8.00 plus shipping coupon; available mail order only from Avalon Hill

**INNOVATIONS:** Three new scenarios for players who want to shoot more and search less.

**DRAWBACKS:** No PBM system. The game still requires a very large flat surface on which to play. The game time is still excessively long, although the scenarios offer viable alternatives. JUTLAND still operates on the honor system during the search procedure.

**DESCRIPTION:** A strategic/tactical naval game utilizing strategic movement via pencil/search sheet and tactical combat wherein players maneuver ships on any large, flat surface. No playing boards as such; players maneuver and fire as in naval miniatures with movement and fire gauges.

**RECOMMENDED:** For all gamers interested in naval simulations.
0500 June 3

AMERICAN COMMENTS: I am attempting to blanket the entrance to the board. By searching the north half of the board first and the middle sector (row 4 & 5) on the second turn I can assure that he doesn’t doubleback on me undetected into the searched area. Thus, if not found he is in the very SE corner of the board. I have moved less than my maximum so that his first search will be fruitless.

MOVE: Fleet to H4A
SEARCHES: 1A, 2A, 3A, 4A
OPERATIONS: Ready AC

JAPANESE COMMENTS: The best system of evasion is to analyze the best method of American search. For the Americans to have the best chance of finding me on turn 2, they must call 4 consecutive areas from top to bottom, thus allowing the Japanese 8 areas maximum on their second turn. This results in a 50% chance of discovery on the second turn. Any method other than this decreases the likelihood of American search success. I think the best defense against a contiguous search of this nature is to come on in either 3 or 5A. 4A is likely to be searched regardless of whether the American makes a northern or southern sweep. This gives me 6 areas to reach on turn 2 and the American 8 areas to search. Starting in the corners makes a group too easy to spot. I have spotted, therefore, my opponent searched the northern half of the board. I thought he might as that was his pattern in the earlier Replay game played in Vol. 10, No. 2. Wargamers are creatures of habit too and this formed the basis for my educated guess. I also think it is important for the Japanese to stay near the eastern edge to consolidate their forces. I am at my weakest on the first day. Joining battle now would be a mistake — a tragic one if the Americans get the first raid. I must await further aircraft cover in the form of the Mikuma group, and try to avoid a US attack before nightfall. If Don tries to hit me before nightfall, the American fleet must be in C which will give me a 50% chance of finding him that turn and launching a retaliatory raid. Even if I should find the Americans before nightfall I won’t risk getting close enough to attack until I have consolidated my forces. My strategy then will be to stall at the edge of the board and await reinforcements before moving on Midway under cover of darkness.

MOVE: Fleet to A5F
OPERATIONS: Ready AC

0700 June 3

AMERICAN COMMENTS: I am moving down the center of the board in hopes that my opponent will ignore the obvious and search the northern or southern approaches first. I then will slip into the area he has just searched.

MOVE: Fleet to C4B
SEARCHES: 4A, 5A, 4B, 5B
SIGHTINGS: Enemy fleet in A11

Ah — my search has found him doubling back into the area I searched last turn. His infiltration tactics are much the same as my own, which leads me to think that perhaps my doubling back into a searched area is not a wise move after all.

JAPANESE COMMENTS:

MOVE: Fleet to A11

He found me on his first search of the 2nd turn, I had hoped he’d try 4-7B but he guessed my strategy. He’s still too far away to do too much with the information though.

0900 June 3

AMERICAN COMMENTS: I am assured of finding him this turn but am far too away to launch a strike as we have agreed to outlaw kamikaze attacks. I assume he’ll make for B4 or BSE to set me up for a slashing maneuver at 1100 so he can double back to meet the Mikuma cruiser force at 1500.

MOVE: Fleet to B4F
SEARCHES: 4B, 5B, 4A, 5A
SIGHTINGS: Enemy fleet in BSE

JAPANESE COMMENTS: My searches will be aimed at one area behind the area he can reach at maximum movement until 1700 when I will concentrate on C. This is to determine if he tries to evade my search by slowing down. I’ll call C but not this turn, for to stay out of F now will force him to forfeit 3 zones of movement which guarantees my not being attacked today.

MOVE: Fleet to BSE
SEARCHES: F5, F6, F7

1100 June 3

AMERICAN COMMENTS: My opponent searched 5-7F but I got the feeling he expects me to backtrack there. I’ll continue on course hoping that he duplicates his search pattern. Then I will move into 5F. My searches are predicated on cutting off the northern half of the board. I doubt whether he’ll move into C yet as his searches cover enough area from where he is and to advance towards me without cruiser support would be foolishly. Yet, if he moves back to A he won’t be able to search F — so I’ll concentrate my search on B.

MOVE: Fleet to E6D
SEARCHES: 5B, 4B, 6B
SIGHTINGS: Enemy fleet in B6B

JAPANESE COMMENTS: I have 9 areas to move to. He can’t afford to lose me in C within striking range so he should call 4-6C. I think he’ll avoid A as that can always be searched again when Mikuma comes on. I will stay in B which will give me the most options if found, I’ll also be out of his range and close to the edge when reinforcements arrive. I’ll search in F again, repeating call F5 in case he moves into an already called area. He must stay fairly centralized to ensure hitting all areas of the eastern edge on the first day so I have outlawed the possibility of an extreme northern or southern penetration.

MOVE: Fleet to B6B
SEARCHES: F5, F4, F3
SIGHTINGS: Enemy fleet in F4D

1300 June 3

AMERICAN COMMENTS: Curses — I’ve been sighted. I knew I should have retreated to G but I hated to give up the chance of a first day raid. All chance of that is gone now. I must attempt to hit without getting hit back. I will maneuver for an attack tomorrow while trying to shadow his main fleet until the new groups come on. No doubt I’ll find his fleet when the Mikuma force enters. I am switching the bombers from Midway to the Enterprise to increase my striking power. Hopefully, I’ll catch him without CAP. My plan is now to lose myself — pick him up on the morrow — make him nervous while I keep him under surveillance and then attack with a good chance of escape. As for finding him — he has everything to lose by advancing. I don’t think he’ll take that risk so I’ll search the rearward areas. If I don’t find him he should be in 7A or B. If in C — so much the better — further away from his arriving cruisers, but I think he’s too good a player to give me a shot at his carriers on the first day if it can be avoided.

MOVE: Fleet to F3G
SEARCH: B5, B6, A5, A6

JAPANESE COMMENTS: Now that I’ve found him I’ve got a 50% chance of keeping him in view. Now is the time for good second guessing. Will he move into E knowing that I will probably call that area, or stay in F? I will stick to the obvious and search E. Rather than withdraw I will move into C so I can search F. Even if sighted, he can’t do anything to me. He can’t reach me from E3 or any F zone so a search of E5 and E6 is a must.

MOVE: Fleet to C6D
SEARCH: E5, E4, E3

1500 June 3:

AMERICAN COMMENTS: My failure to sight him last turn doesn’t really disturb me. I’ll lay odds on finding him in 6-7A with the Mikuma group. Of course, if he has advanced and finds me, he could get in the first raid without retaliation which would be the game in a nutshell. I don’t think he’ll take that gamble, though just to be sure I’ll move out of his possible range. The trick now is to avoid being sighted. He probably figures I moved into E3 last time so I should be able to avoid his search and then start...
the game anew tomorrow. My search this time is based on securing the southern approach to the Mikuma group. Sooner or later, I'm sure he'll combine the two forces.

MOVIE: Fleet to F3B
SEARCHES: 4A, 6A, 7A
SIGHTINGS: 4 cruisers in A4F

JAPANESE COMMENTS: Now that he's lost sight of my CV's he'll probably try to locate them by finding the Mikuma group and hoping I join forces so I will wait to rendezvous at night. By delaying his eastward penetration I can still stay out of his striking range. I will repeat my search in the central E area, leaving him in F where he can do no harm.

MOVIE: CV Fleet to BTB; CA Fleet to A4F
SEARCHES: E3, E4, E5

1700 June 3

AMERICAN COMMENTS: I am a bit worried now. If his carriers have advanced I am in a precarious position. An unreturned Jap raid at dusk would end the game here and now. However, I still think he'll rendezvous with the cruisers and hence will track them. As for my move - I'm hoping he'll start to worry about the possibility of a southern penetration and will switch his searches there.

MOVIE: Fleet to F2E
SEARCHES: 1B, 1E, 5A

JAPANESE COMMENTS: If the American lost me by moving to E3 two turns ago he can hit my task force only if he is in D4 or D5. I'll base my search on that assumption.

MOVIE: CV Fleet to A4F; CA Fleet to A4E
SEARCHES: D4, D5, D6

0500 June 4

AMERICAN COMMENTS: It has been a poor day. I must try again to seek without being found. Failure to attack today may cost me the game as the enemy is growing much stronger. I'll ignore the enemy cruisers and try to locate the Atago group, using the same tactics used yesterday to cut the board in half. Hopefully, the enemy is even more confused about my location than I am about his. During the night I steamed north hoping to skirt his air searches and come down behind him where I will track him until ready to strike.

MOVIE: Fleet to D1E
SEARCHES: 4A, 5A, 6A, 7A
SIGHTING: Combined enemy fleet in A4F

JAPANESE COMMENTS: I've joined forces with all 3 groups during the night for optimum AA protection and will steam for Midway, searching in the D's because those are the only areas from where he can reach me.

MOVIE: Combined Fleet to A4F
SEARCHES: D3, D4, D5

0700 June 4

AMERICAN COMMENTS: As suspected the enemy has combined forces. I cannot slug it out with him now - he is too strong. I must shadow him until dusk, strike, and get away unobserved. He should not be too hard to track - Midway beckons him. I'll let him sail past me and maneuver behind him.

MOVIE: Fleet to C1F
SEARCHES: 4B
SIGHTING: Enemy Fleet in B4E

JAPANESE COMMENTS: He faked my planes into the air last turn so my carriers are stripped of fighter cover. I will not rearm my planes - it would give him too easy a shot at my planes. I must now maneuver to an E zone, hoping that he saves his CAP for dusk and trusting to luck to outguess him on the following turn when he'll have 1 chance in 3 of finding me.

0900 June 4

AMERICAN COMMENTS: My opponent is no fool. He sent up no CAP last turn despite my faking a raid. We'll have to try his nerves some more. How long he can be observed without committing a CAP? Let's see how he reacts to being constantly under surveillance. I have 4 more turns to maneuver for the kill and if he's not climbing up a wall then I'll turn in my swizzle stick. 1700 may be too obvious a time for the strike though. If I can't get him to commit his CAP by 1300, I'll strike at 1500 from an ASL CAP and sending the bombers to bomb a vacant zone to get them off the decks.

1100 June 4

AMERICAN COMMENTS: The plan is working thus far. I've faked his fighters into the air on the wrong turn. What's more important; he's informed me he is not rearming them for fear of an impending attack. I must now maneuver to an E zone 5 squares from his fleet on the 1500 turn. I've got him now if I don't let him off the hook!

MOVIE: Fleet to C1F
SEARCHES: CS, CS, C3, B3
SIGHTING: Enemy Fleet in B3I

JAPANESE COMMENTS: He was sighted immediately last turn but was not attacked. He is either out of range or waiting for me to commit myself to a raid on Midway.

MOVIE: Fleet to B4E
SEARCHES: D3, D4, D5

My opponent has found me again. I think that he is trying to force me to commit my planes prematurely. If it didn't work - neither of us wrote operations. He was bluffing.

1300 June 4

AMERICAN COMMENTS: I'm probably pressing my luck too far. I should have attacked last turn but his northern change of course has brought him too close to me. It cuts my escape route by two areas. I must try to get further away before striking but I can't let this opportunity pass. If night falls before I strike I'll have let the game slip between my fingers. Luckily, he is afraid to rearm his planes. If he stays that timid and I find him I'll strike next turn from D2E.

MOVIE: Fleet to C1F
SEARCHES: 3C, 4C
SIGHTING: Enemy fleet in C4E

JAPANESE COMMENTS: I might as well forget about avoiding him. That change in course already cost me 2 points for Midway. He can hit me at any time. I will head straight for Midway and ready my planes during the night.

MOVIE: Fleet to C4E
SEARCHES: D3, D4, D5

1500 June 4

AMERICAN COMMENTS: My worst fears have been realized. He moved to the obvious C4E where I may not find him this turn. It is possible that he could move out of my range with a southern diagonal move, so I've had to alter course to H rather than E to insure the raid. He cannot strike back anyway because his planes are still unarmed. I think he believes I'll strike on the 1700 turn so there's a chance he'll stay on C4E in hopes of shaking me next turn.

MOVIE: Fleet to D2H
SEARCHES: D4, D5
SIGHTING: Enemy Fleet in B5A

OPERATIONS: All bombers to D5A; Midway fighters to Enterprise at D2H

His fleet is too strong to do the kind of damage I would like. I want a heavy carrier to increase my fighter superiority but he's just too strong. He is forcing me to take the Atago rather than a carrier. As it is, I lose nearly all my valuable torpedo planes on airl attacks to just get the Atago and Zuiho. I figure the Atago is worth 35-40 for the cruiser, 16 for holding Midway, and the 15 he won't get for taking Midway. The disadvantage, of course, is that he'll be tracking my fleet with no regard for Midway and a practically untouched arm arm. My mission now is to get off the board, use my thin fighter edge to advantage, and hope he breaks up his fleet for surface combat giving my surviving planes easy targets.

BATTLE RESULTS: The Atago stinks, as does the Zuiho with her complement of 8 spgs. One hit each is registered on the Soso and Chikuma, while the Myoko takes two. 14 torpedo spgs and 6 DB factors are lost in the attack.

JAPANESE COMMENTS: I still can't find him and he's had me in his sights for 5 turns. I think he is staying out of range on purpose to hit the Yamato force when it comes on while my main fleet is out of range at Midway. I'll search directly north this time to test out that theory.

MOVIE: Fleet to D5A
SEARCHES: B3, C3, D3

1700 June 4

AMERICAN COMMENTS: I am tempted to go hunting for the Yamato group which is due on this turn but without torpedo planes I could do nothing against those battlecruisers. The best I
could do is knock off the Hosho and Sendai—hardly worth the risk. My mission is accomplished—the transports are sunk—I will attempt to withdraw. If he finds me he can hit me twice before I get off the board. My slim fighter edge will have to protect me.

MOVE: Fleet to E2D
SEARCHES: 2A, 3A, D4, 4A
SIGHTINGS: BB fleet in E2F; CV fleet in D4F
OPERATIONS: Ready all aircraft

JAPANESE COMMENTS: Losing the Atago was a mistake on my part. I honestly forgot about its importance when I set up but it was either that or a heavy carrier with 21 squadrons. And every cloud has a silver lining. Now I can ignore Midway and concentrate on smashing his fleet which is my major objective. But effective wave and anvil attacks will have to protect me.

0500 June 5

AMERICAN COMMENTS: I actually hope he does attack this turn so I’ll be free to leave the board.

MOVE: Fleet to G2D
SEARCHES: E2, F2, F3, F4
OPERATIONS: Full CAP

Have been sighted without locating the enemy. There is no excuse for an American being sighted immediately following a night turn. I may have been too cocky. If he fakes my CAP into the air this turn without attacking I may be in for it. Nevertheless: Full CAP.
Neutral Commentary

THE OPENING ROUNDS

0600 June 3: The Japanese comments are very good. Don's search pattern is the best possible, with a 57% chance of finding the Japanese fleet on the first turn, and a 50% chance on the second and 44% on the third. An alternate search pattern along the lines A2-5 (67%), then A1-2, B1-2 (40%) with a 33% chance on the third turn is also good. Despite the fact you’re lessening your chances to find the Japanese fleet, it helps to avoid being a creature of habit.

0700 June 3: The American usually moves down the center of the board, as it gives them a better position. The reason is that if the American goes north and the Japanese south (or vice versa), he will not be in a good position to attack. I doubt he’ll ignore the obvious.

1300 June 3: The American decides to lay back — and although it gives up a strike against the carriers at their weakest, it also prevents an early weakening of the American fleet. It also keeps the Japanese jump. The American can strike from E4, but the Japanese player is more aggressive than most, and he lays his carriers on the line. He still should have searched E4 for safety — even though the fear was unfounded.

1500 June 3: Rendezvous at night (considering the situation) is about the best idea. The Japanese move CBd to B7b to move away from the American threat.

1700 June 3: The Japanese player continues to search to keep the CV’s safe. Both players maneuvering cleverly — especially the American who departs from safety occasionally to save the element of surprise.

0700 June 4: Don is right. The only real hope for the American is to get away at night. The bluff of operations is great.

0900 June 4: Don’s first sentence is quite accurate. But (as it turns out later), he’s no tactician either.

1300 June 4: The American should have moved to C2b and attacked, as he has a 100% chance of finding the Japanese fleet. Next turn the American would be very safe with his fighters on CAP (move to C2e) and no Japanese fighters readied, so even if the American is found, he can’t be attacked unless the Japanese are interested in kamikaze the easy way.

1500 June 4: The American was lucky and found the Japanese fleet. The move to D2h instead of D2e was smart. Unfortunately, Don is following his earlier strategic thought in leaving the board, when he should just lose himself in the night.

The sinking of the Arizona is the single most decisive event in the game. It gives the American 20 points, 4 for the CA itself and 16 for Midway. The Japanese BB’s are amazingly misplaced, and cannot bring their AA fire into play. The fleet formation is mediocre at best. The American does come away well, with the exception of the loss of 14 T’s; the bulk of his torpedo force.

JAPANESE COMMENTS: I have had him but due to concentrating on defense rather than offense, he is out of range. But at last I know where he is and he can’t leave until I’ve attacked him this side of Midway. There is plenty of time to catch up and deliver a mortal blow.

MOVE: Combined fleet to C2D
SEARCHES: G1, G2, G3
SIGHTING: Enemy fleet on C2D

0700 June 5

AMERICAN COMMENTS: The situation is now extremely dangerous. He faked my CAP into the air last turn. I can only hope that he is out of range through some stroke of luck. I’ll grasp at that chance and move northwest — increasing the range between us — but putting myself in a corner. If he delays his strike until he’s right on top of me I could be annihilated. I regret my decision to leave the board now. The proper strategy would have been to steam south or east to lose myself during the night and stay hidden on the board for the duration of the game — content with a 24-0 victory. But that’s hindsight.

MOVE: Fleet to G1H
SEARCH: E2, F2, F3, F4
OPERATIONS: Ready all aircraft

JAPANESE COMMENTS: I think he will stay where he is. He can’t leave the board until I attack him. Now it’s his turn to sweat. Unfortunately I am still out of range and he is repositioning his planes so faking his CAP up last turn did not last good.

MOVE: Fleet to C2H
SEARCH: F3, G2, G1

0900 June 5

AMERICAN COMMENTS: My fighters are again armed for defense but I’m getting caught in a corner and can’t leave the board. He has outplayed me apparently and will not take my bait. He has no intention of attacking me until he is virtually on top of me. If he is unable to reestablish contact this turn I’ll doubleback into the board rather than be trapped against the edge. I fear a surface engagement but don’t want to search too close for fear of giving away my position.

MOVE: Fleet to G1E
SEARCH: J3, J6, JG, JH

JAPANESE COMMENTS:

MOVE: Fleet to D3H
SEARCHES: E3, F2, G2

1100 June 5

AMERICAN COMMENTS: Must try to get out of here — a chance surface engagement is becoming more and more likely. I’ll try to “search” an escape route. Hopefully his failure to sight me is perplexing him also although he certainly has a better grasp of the picture than I do at this point. I’ll move into his last search zone — we’ve been doubling up on our searches so much that he may not repeat this time.

MOVE: Fleet to F3C
SEARCHES: E1, F3, E3
SIGHTING: Enemy fleet in E3A

JAPANESE COMMENTS: Have lost him again. I must reestablish contact while I still know his general vicinity. If he makes it to another night turn without my launching an attack, I’ll have lost.

MOVE: Fleet to E3A
SEARCHES: F3, H3, H13

1300 June 5

AMERICAN COMMENTS: At last I know where he is — and all in one group — most convenient! I feel much better. He seems reluctant to break his force down into groups although my DB’s can do nothing to his battleships. He seems to have lost me. There is a chance that I can slip by this turn.

MOVE: Fleet to F1D
SEARCHES: E2, E3
SIGHTING: Enemy fleet in E3C
OPERATIONS: All aircraft to F1D

JAPANESE COMMENTS: I am trying to back him into a corner of the board before attacking. If he retreats too far west of Midway my attack on him will not free him to leave the board so I assume he is staying east of Midway and perhaps is growing apprehensive and trying to leave the area entirely. My searches will try to prevent that.

MOVE: Fleet to E3C
SEARCHES: F1, F2, F3
SIGHTING: Enemy fleet in F1D
OPERATIONS: All aircraft to F1D

I’ve spotted him and farther from the edge than I had hoped. I must have been correct in assuming he was getting nervous waiting for me to hem him in in the NW corner and was trying to break out. I am attacking with full fighter escort as I’m sure he’ll have full CAP over his fleet. I will go after as many ships as I can, ignoring plane losses. By using anvil attacks for my torpedo planes and wave attacks for the divebombers I assure myself of crippling the American fleet. I may get as many as 7 ships. Unless he sinks more of my vessels in his counter-raid I should recapture the lead this turn for good.

BATTLE RESULTS: The Japanese attack is unstoppable but costly. Yorktown and Enterprise are smashed without resistance. The Pensacola and Northampton also go down to a series of 1-1 attacks. The Hornet barely escapes with 4 hits while the自制 took 2, and the Atlanta 1. Both sides lose 5 fighters while the Japanese lose 6 DB sqs and 31 torpedo fighters. The Americans, realizing they still have a carrier to go back to, are more conservative with their planes; concentrating on the previously hit Soryu. The Soryu sinks and additional hits are secured against the Sazanami, Kamakaze, and Hiei as a cost of 7 DB and the last 3 torpedo squadrons. The American fighters return to the Hornet while the bombers land at Midway, which in this game at least, will prove to be an unsinkable aircraft carrier and the American’s situation.

1500 June 5

AMERICAN COMMENTS: I am trapped. If he moves north and ship searches he must find me. At this point my obligation to stay on board is over but if I head west he’ll have two more cracks at me from the air and a chance at surface combat. The Hornet is bound to go down in the next raid and that will give him the lead. At present my lead is limited to the 8 points I got for Soryu last turn. At least his torpedo planes have been decimated. Hopefully, as long as I can keep the Hornet aflost and in range of Midway with the enemy in between I’ll be able to take as heavy a toll of his ships as he’ll be able to take of mine. At least they are preventing him from splintering into search groups.

MOVE: Fleet to F1E
SEARCH: J2F
SIGHTING: Enemy fleet in F2H
OPERATIONS: Ready all aircraft
**PAGE 23**

**JAPANESE COMMENTS:** I can guarantee sighting him this turn by making a ship search with my fleet. I'll be able to catch him against next turn for sure, but it will be necessary to be more conservative with my planes now that he has an 8 point lead. When I get the *Hornet* I'll be only 2 points ahead.

**MOVE:** Fleet to F2H

**SEARCHES:** E3, F2, F3

**SIGHTING:** Enemy fleet in F2K

**1700 June 5**

**AMERICAN COMMENTS:** He has me cut off. If I continue into the corner he can force me into a surface engagement which I'll lose. If he splits his force to ship search he is sure of finding me this time but it is my only chance. I've altered course to the southeast - hoping to at least catch him moving the bulk of his force to the NW. I don't expect to get away but I do hope to put some distance between me and his battleships. The Midway force can still shuttle me more time before the Hornet sinks so I'll have to try to sink some points this turn with wave attacks if he finds me.

**MOVE:** Fleet to E2I

**SEARCHES:** G2, F2, E2

**SIGHTING:** CV fleet in G2G; Mutsu in E21; Yamato in F2H

**OPERATIONS:** Readying all aircraft

**JAPANESE COMMENTS:** The question now is whether I should split my fleet into splinters or stay consolidated and risk losing him? I've opted for sending my battleships out on scouting missions. Without torpedo planes there's little he can do to them.

**MOVE:** CV fleet to G2G; Mutsu to E2I; Yamato to F2H

**SEARCHES:** E3, F1, O3, E2, F2, G2

**SIGHTING:** Enemy fleet in E2I

**OPERATIONS:** Readying all aircraft

All my efforts against the Hornet came up with a goose egg. I'm in trouble now. My next raid will have only a 50% chance of success whereas this one should have sunk the Hornet with average luck. To make matters worse he knocked off another cruiser and now leads by 11. I must attempt a surface engagement without losing any more ships to his divebombers which are still strong.

**BATTLE NOTES:** The Japanese column over the Hornet but are unable to score a hit, losing their last torpedo planes and 6 avg DB factors. The Americans, after missing the Hornet, move off alone to the NW.

**SIGHTING:** Enemy fleet in the air

**OPERATIONS:** Readying aircraft

**NIGHT June 6**

**AMERICAN COMMENTS:** It worked! He is north of me in A, having passed in the night. I should have clear sailing to the SE although I must look out for the Yamato. But I think I've broken free.

**MOVE:** D3B

**JAPANESE COMMENTS:** Can't let him get away, no matter what. I'll use all my ships and try to get to the Hornet.

**MOVE:** Yamato to F2E; Mutsu to E2A; Nagato to G2G; CV Fleet to F2E

**SEARCHES:** E2, F2, G2

**SIGHTING:** Enemy fleet in E2D

**OPERATIONS:** Readying all aircraft

**JAPANESE COMMENTS:** Further dividing my force for maximum night search. Dispatching the Nagato to cover G2. I am trying to force a battle with Mutsu and Yamato but I imagine he'll stay out of range - but eventually he'll get caught in a corner.

**MOVE:** Yamato to E2F; Mutsu to E2A; Nagato to G2G; CV Fleet to F2E

**SEARCHES:** D2, E2, G2

**SIGHTING:** Enemy fleet in E2D

**OPERATIONS:** Readying all aircraft

0500 June 6: The American realizes his mistakes but now it's going to be tight, and his inability to locate the Jap fleet makes things look worse than they are.

1100 June 6: The American gets another chance to launch an unreturned attack but decides, hoping to conceal his position. He may regret it if the Japanese find him with the carrier he might have sunk this time.

1300 June 6: The Amur attacks are very nasty. I do not use these usually, as the play balance swings heavily in favor of the Japanese player. The American fleet formation is good but perhaps not best in the light of the use of air superiority, his attack will involve a 1-2 on the fleet. I'll wait for this turn's recon to give me the overall picture before altering course.

**MOVE:** Fleet to C1

**SEARCHING:** Enemy fleet in D4, E4

**SIGHTING:** Mutsu in D2E

**OPERATIONS:** CV and fleet; bombers to E2G

Have been sighted. His bombers can't strike at Mutsu so I'll take a blind stab at E2G just to get my bombers off the deck and safely on Midway. Once the Hornet goes, I'd rather have my bombers than the fighters.

**JAPANESE COMMENTS:** Yamato and Nagara rejoin the fleet in daylight to protect crippled ships from air attack. I've found the enemy and he has been unable to locate me. I'll try to fake his CAP into the air and strike next turn.

**MOVE:** Yamato to E2C; Mutsu to D3F; CV Fleet to E2C; Sendai moves off alone to the NW

**SEARCHES:** D3, GI

**SIGHTING:** Enemy fleet in C3H

0700 June 6: The American has faked my CAP up in the air. I figured it was coming but had to use it while I had the chance. Regardless of air superiority, his attack will involve a 1-2 on the Hornet; he hasn't got enough planes for anything else. And if he misses this time he may be able to manage only a 1-3 next time.

**MOVE:** Fleet to C1E

**SEARCHES:** D3, D4, E4, F4

**OPERATIONS:** Readying all aircraft

**THE GENERAL**

**NEUTRAL COMMENTARY:**

**THE CONCLUSION**

0500 June 5: To the American: Stay on the board and hide! The move west will keep him from attacking you before you leave the board.

0700 June 5: The American realizes his mistakes but now it's going to be tight, and his inability to locate the Jap fleet makes things look worse than they are.

1100 June 6: The American gets another chance to launch an unreturned attack but decides, hoping to conceal his position. He may regret it if the Japanese find him with the carrier he might have sunk this time.

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**1700 June 5:** The Hornet's survival is the key to the game. The odds for this are 25 in 144, or about 17% that the Hornet would survive. The remainder of the game is an instruction in "fog of war." The Japanese player looks a little foolish, but only because of what the American did. Wrong guesses will seal the fate of the game.

**Final comments:** All in all, quite a good game with lots of suspense. Both players exhibit a good deal of strategic virtuosity, despite tactical flaws. But then again, the tactical end of the game is more a mechanical procedure (and, as such, usually unexciting for most) whereas the strategic end of the game demands cleverness and innovative thinking. Always try to come up with a new twist: players who follow dogmatic strategy lose. In closing, I'd like to congratulate both players on a well fought, daring, and exciting game.

0500 June 6: The Japanese approach is all wrong! He is behind - he cannot play defense anymore. His air strength is too minimal to cause any real damage. His only chance is to force a surface engagement. The battleships should be out providing additional searches and looking for a chance engagement. The Japanese divebombers can do nothing to even a solitary battleship.
**THE GENERAL**

**JAPANESE COMMENTS:** This may be my last chance to hit him. He can outrun me to the south now and I won't have enough planes to stop him. I need to sink both the Hornet and a cruiser but attacking both now would be foolhardy — it wouldn't increase my odds any, but would cost me more planes. I'll have to concentrate on the Hornet this turn and try to pick off a cruiser next time.

**SEARCHES:** A cruiser next time. I would like a cruiser but attacking both now would be foolhardy. If you are still utilizing the service you can apply for another 5 year booklet at that time. The system is very easy to use. Once you get your membership you merely wait until the 1975 offering of Mail Order games is made. You then order none, any or all of the new titles you want. By stapling your 1975 coupon to your order you can deduct $1.00 from the purchase price of each game ordered. If your membership hasn't fallen into disuse by 1979 you'll be able to renew it free of charge. To qualify for the Elite Club, your $50 order must include at least 5 of the 7 new games and cannot include any game more than once. By grouping your orders into larger shipments in this manner, we can both realize a savings. This offer ends Dec. 31st, 1974. If you wish to give this membership to someone as a gift, we'll send an appropriate announcement of the gift as befits the occasion. NOTE: this offer is open only to GENERAL subscribers. It will not be made in other magazines. If you forget to order a product by application form on this issue's RR page will not be processed. We hope you like this idea — it was the best way we could think of to show our gratitude to our best customers.

**BATTLE NOTES:** The Japanese hit the Hornet with 16 DB factors against the American's concentrated AA fire; securing the needed hit to sink her on a 1-2 attack and losing 4 more squadrons.

**0900 June 6**

**AMERICAN COMMENTS:** Curse it! Hornet goes down to a 1-2 attack. No bother — I'm home free now — he hasn't enough planes to sink any more of my ships barring lucky 1-3's and I have no intention of getting into a surface combat. My fighters went in the drink last time, but no matter. I'll move to the SW now — my searches show he has nothing in that area.

**MOVIE:** Flee to DSA

**SEARCHES:** D4, E4, F4, F3

**JAPANESE COMMENTS:** With the Hornet sunk, I can afford to break into search groups. He can't attack me as long as I stay 8 hexes from Midway, and even then I can put up enough CAP over the westward ships to blunt his attacks. I think he has sailed to the SE and will try to bottle him up in that corner.

At this point the Americans lose his pursuers for the last time — the Japanese having guessed wrong and vainly searching to the SE. The American steam back towards Midway and are never sighted again — content to escape with a narrow 37-35 win.

**UNITED STATES SHIPS**

- ** tasks 10**
- **Manassas**
- **Ticonderoga**
- **Varnamtown**
- **Kasota**
- **Northampton**
- **Pasacana**

**JAPANESE SHIPS**

- **Mogu 10**
- **Mogu 10**
- **Toko**
- **Nagare 10**
- **Nagare 10**
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**AVALON HILL PHILOSOPHY**

**Continued From Page 2**

every Mail Order Division purchase you make for the rest of your life. This booklet will include orders through 1974. If you are still utilizing the service you can apply for another 5 year booklet at that time. The system is very easy to use. Once you get your membership you merely wait until the 1975 offering of Mail Order games is made. You then order none, any or all of the new titles you want. By stapling your 1975 coupon to your order you can deduct $1.00 from the purchase price of each game ordered. If your membership hasn't fallen into disuse by 1979 you'll be able to renew it free of charge. To qualify for the Elite Club, your $50 order must include at least 5 of the 7 new games and cannot include any game more than once. By grouping your orders into larger shipments in this manner, we can both realize a savings. This offer ends Dec. 31st, 1974. If you wish to give this membership to someone as a gift, we'll send an appropriate announcement of the gift as befits the occasion. NOTE: this offer is open only to GENERAL subscribers. It will not be made in other magazines. If you forget to order a product by application form on this issue's RR page will not be processed. We hope you like this idea — it was the best way we could think of to show our gratitude to our best customers.

Last issue's RR tabulations were significant in that they dictated several procedural changes for the future. But first let's see who did the "voting. Teachers and first-year subscribers predominated, forming 60% and 59% respectively of the new titles you want. By stapling your 1975 coupon to your order you can deduct $1.00 from the purchase price of each game ordered. If your membership hasn't fallen into disuse by 1979 you'll be able to renew it free of charge. To qualify for the Elite Club, your $50 order must include at least 5 of the 7 new games and cannot include any game more than once. By grouping your orders into larger shipments in this manner, we can both realize a savings. This offer ends Dec. 31st, 1974. If you wish to give this membership to someone as a gift, we'll send an appropriate announcement of the gift as befits the occasion. NOTE: this offer is open only to GENERAL subscribers. It will not be made in other magazines. If you forget to order a product by application form on this issue's RR page will not be processed. We hope you like this idea — it was the best way we could think of to show our gratitude to our best customers.

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**AVALON HILL PHILOSOPHY**

**Continued From Page 2**

In light of this, our only solution is to pare down the number of ads to manageable proportions in line with your votes on the matter. 52% agreed to ban all "For Sale" ads other than for Collector's Items. 73% were in favor of making the buyer or seller state exactly what he wants or is willing to pay. Therefore, no ads asking for high or low bids will be accepted, and readers will be spared writing to a seller who only wanted to see how high the bidding would go. 61% were for limiting the content of the ads to Avalon Hill games only, while 81% were in favor of limiting advertisements to subscribers only. To initiate this, we will not accept want-ads unless printed on the proper form from the preceding issue except on a space-available basis. No xerox copies will be accepted. Finally, the contests were amply defended again with only 37% in favor of dropping them in issues where variant counters were required for the feature. Therefore, the contest will continue on a regular basis and the Opponents Wanted form will be done away with in those issues requiring the extra space. When this is done Opponents Wanted forms from any earlier issue will be accepted for use in the next issue. Thus, individuals will be restrained from placing an ad in every issue as a matter of course, rather than from any inherent need. At least one of the forms should be saved for use at a latter date should a need arise. One final note; many of you submit want-ads that defy interpretation by a handwriting analyst! Our typesetters, while 24% pointed out, you'll still have more counter space. We have games so they'll be offered in a manner, we can both realize a savings. This offer ends Dec. 31st, 1974. If you wish to give this membership to someone as a gift, we'll send an appropriate announcement of the gift as befits the occasion. NOTE: this offer is open only to GENERAL subscribers. It will not be made in other magazines. If you forget to order a product by application form on this issue's RR page will not be processed. We hope you like this idea — it was the best way we could think of to show our gratitude to our best customers.

The subject of the Opponents Wanted page was a hot issue with quite a few people upset over the coming changes. Many of you suggested that
Richthofen's Potpourri

By Al Bisaskey and Mark Saha

THE BARON FLIES AGAIN

Richthofen's War is a return to "my" kind of gaming. It's highly tactical to be sure, in line with the current trend. But gone at last are those abstract, mathematical "textbook" tactics that have characterized such recent efforts as France '40 and Panzerblitz. For, although the tactical capabilities of individual aircraft are reproduced literally to a fault, there is no attempt in Richthofen to qualify the "human" element; there are no "panic threshold" or "preservation" levels. Instead, the game represents a return to the qualities of character and judgement on the part of the individual player—the original AH philosophy of "now you make the decisions"—as an essential and often decisive factor in a series of plane-to-plane and man-to-man dogfights in the skies over France. The result, especially in the multi-player Campaign Game, is quite frankly an "excitement threshold" that must be experienced to be believed, and defies comparison with any war game to date. The AH brochure promises "... players soon forget they command only one piece. They are too busy literally trying to stay alive in the hectic battle of men and machines which inevitably ensues ..." and this bit of promo is no exaggeration.

But Richthofen is also unique in other ways. This may sound strange, but if I had to compare it with any other game I think I would choose (of all things) Diplomacy. Admittedly, there is little resemblance of subject or mechanics of play. But there are subtle similarities that may be of even greater consequence. Both games, at their best, are multi-player and probably take a whole day to complete. Moreover, I think there is a chance that Richthofen, like Diplomacy, just may manage to create its own nationwide and even worldwide "hardcore" devotees—fanatics and the works—willing to devote themselves exclusively to the play of this one game.

What I'm saying is that Richthofen could prove itself independent of wargaming and capable of survival on its own merits. Model airplane buffs, professional pilots, hobbiests and historians—people of almost any background, not ordinarily "into" gaming—are perfectly capable of finding satisfaction here. In fact, the game might very well do better if there were no wargaming hobby: the one thing it has to buck is the current trend of buying many new game titles and reading and playing each only a few times before going on to the next. Richthofen is clearly intended to be a hobby all its own, complete in and of itself, and will probably stand or fall on its attempt to do just that.

Moreover, Richthofen is different from Diplomacy or anything else around in that it's probably the most versatile and open-ended game ever put on the market. Literally, You can play a solitary "balloon bursting" scenario in a few minutes, while waiting for friends to show up. You can play two- to four-man "dogfight" or "trench-strafing" scenarios in as little as 15 to 30 minutes. If you're into aeronautical design, you can use the blank plane counters and ASP (Aircraft Status Pad) sheets to design hypothetical aircraft that "could" have been built with the technology and equipment of the period—and test them in battle against the equipment actually used. Finally, with as many or as few players as you wish, you can leap into the Campaign Game(s); here, experience will probably show, the greater the number of players the higher the excitement threshold and also the longer the game.

Tactics

But let's get down to specifics. Suppose you're a German pilot going up alone in an Albatross D-III, against a Nieuport 17 escorting a recon plane across your lines. What sort of tactics do you use? Frankly, tactics will vary considerably according to the overall strategic situation. But two basic considerations always come first: (a) the performance characteristics of your own aircraft (good & bad), and (b) performance characteristics of your opponent's aircraft (good & bad). Good tactics against an aircraft may be bad tactics against another.

Let's start with a comparison of the respective ASPs of the Nieu 17 and Albatross D-3 (Diagram A). Notice the Nieuport can outclimb the Albatross by 50 meters per turn, while the Albatross can exceed the Nieuport's dive by 100 meters per turn. Obviously, the Nieuport is going to prefer to fight at lower altitudes, so he can climb to escape if he gets into trouble—while the Albatross will lack sufficient altitude to escape by diving. The Albatross on the other hand, clearly prefers to engage at the highest altitude possible. So ... who decides at what altitude they will engage? Probably the recon plane. If it's on a tactical bombing mission, it'll come in right on "the deck" with the Nieuport not much higher. The Albatross is forced to descend and fight on their terms. If the recon is on a photo mission, it must come in at an altitude of 2,500 meters or more. This time, the Albatross is fighting on its terms.

The ASP's reveal two other immediate advantages of the Albatross—a higher accumulated damage capacity and greater ammunition supply than the Nieuport. The Nieuport must restrict his firing to times when he has a very good sighting; the Albatross can afford to take a few "pot shots" and accumulate a bit more damage before turning back. The Sopwith Camel doesn't appear in the "Bloody April" Campaign Game, but a glance at its ASP (Diagram B) shows that it puts both these aircraft to shame. It can outclimb and outdive each, and it can accumulate more damage. The Albatross still carries a few more rounds of ammunition, but he would not be pleasantly surprised to find the Sopwith in the same skies.

Still, let's suppose you're the German pilot and this should happen—how would you escape? You can't outdive your adversary and you can't outclimb him. Fortunately, the Maneuver Schedule of the respective ASPs contains a ray of hope: the Camel easily outperforms the Albatross in right hand turns, but the Albatross is actually marginally superior in left hand turns. Obviously, you want to work your way off the board with as many left hand turns as possible (and if you need a right hand turn to get back behind your line, you're out of luck)! These are only the rudiments, and from here tactics tend to merge into strategy, but the principle should be clear: tactics of any one encounter are dictated by the performance characteristics of both aircraft.

Strategy

Strategy throws everything that has been said so far to the winds. The judgement of the individual player—in multi-player games, the squadron commander—must now reign supreme. The needs of the "big picture" come first. The German player must keep his hard-pressed Jasta II Squadron operational for the duration of the "Bloody April" campaign, while the Allied player must see to it that tactical bombing and photo recon missions are carried out with fairly consistent success throughout the same period. Often, the German must abandon a "sure kill" at the last minute, because he simply cannot afford an additional accumulated
damage hit that would put him in the repair shop next day.

The influence of strategy on tactics is dramatically illustrated by a somewhat desperate maneuver I call "guts ball"—reckless and abominable as a tactic, it sometimes becomes the best strategic maneuver available. Situation: you are a lone German ace in an Albatross, and two Nieuports are escorting a tactical bomber coming in "on the deck". Blood poison. But it's late in the game, and you must make some sort of effort to break it up. You dive for the bomber and get off your first good shot—some damage, but not much. The two Nieuports tumble down on your tail. The first of them gets off a good shot—fortuitously, very likely going to race past the Albatross, also.

Thus, I find the potential for "realism" in this game unlimited...just as I see its potential future unlimited, if it catches on as it should. It's definitely not a game for everybody. But it's the game everybody should try at least once.

Practical Hints

1. Obviously, it's wasteful and silly to use a new ASP sheet for every plane that takes off. Buy red and blue felt pens (for Germans & Allies) and carefully fill out three ASP sheets for each type of plane in the Campaign Game. Since three is the maximum number of planes you can have up, that's all you need; use blank counters to keep track of ammunition and accumulated damage, and these sheets will last indefinitely.

2. The Campaign Game roster sheets can be purchased at Spartan International, Box 1017, Bellflower, CA 90705. Price: $1.00 or simply make your own prototype, with ruler and pencil, from the example in the Briefing Manual—or Xerox as needed.

3. Enjoyment of the game is vastly increased by additional outside reading. The best bargain is Parnell's The First War Planes; 64 large magazine pages in full color for $1.95. Write: Marshall Cavendish Distributors, 6 Commercial Street, Hicksville, New York 11801.

Narrative accounts are numerous, but a hard one to beat is They Fought For The Sky, by Reynolds Price.

DO-IT-YOURSELF RICHTHOFFEN

In the Mission Briefing Manual which accompanies RICHTHOFFEN'S WAR the designer suggests that the wargamer do some biographical research on the aviators of the first World War. It is further suggested that one can go beyond the playing of the scenarios provided and, with little research, create one's own game situations. Taking this advice, and keeping within the framework and limitations of the rules, I began to take accounts of actual air battles and work them into playable scenarios. The end results are situations similar to the "Richthoffen vs. Brown" scenario provided in the game (an interesting and challenging scenario, but unfortunately the only one based on an actual historical, rather than hypothetical, air battle). I therefore offer to the more articulate students of RICHTHOFFEN'S WAR the following two scenarios which, hopefully, will prove both challenging and enjoyable to the historically-minded wargamer.

If at first the situations appear to be hopeless or unplayable for either side, remember; the whole idea behind wargaming is to attempt to change the actual outcome of history. Also keep in mind that what looks impossible in the game situation was done by men who flew only wood and canvas planes and made history doing it!

As it is so often asked why a designer makes certain rules, and you will no doubt question some of the things that I have done, I'll take this opportunity to offer some explanations. First: playability was sacrificed for historical accuracy in order to create more of a challenge to the more highly skilled wargamer. However, in keeping with the designer's suggestion, I have imposed a three-plane-per-side maximum even though there were more than this number taking part in the actual battle. Second: the incorporation of the Double-Ace rule is made only to more accurately display the superior capabilities of the pilots involved rather than to simply "even out" the sides. And lastly: no attempt has been made to change or add to the existing rules, although it is strongly suggested that you use tournament level rules. Optional rules such as Prevailing Winds, Deflection, etc., are left up to the individual players.

SCENARIO NO. 1

VOSS vs. MCCUDDEN

At the ripe old age of twenty, Lieutenant Werner Voß survived "Bloody April," was awarded the Pour le Merite, made Fulther of Jasta 10, and shot down 48 Allied aircraft. He never lived to be twenty-one. The protege of von Richthofen, it had been said that he possessed expertise as a pilot that surpassed even that of the Rittmeister himself. He was truly one of the greatest aces of the first air war and certainly one of its legends.

On September 23, 1917, Voß fought his last air battle against Capt. (later Major) James T. B. McCudden and five other pilots of No. 56 Squadron R.F.C. Against these six opponents Voß put up a ten-minute fight that is still remembered now that Kaisers and Kings are dust. Bordered and hopelessly outnumbered, he managed to at least put holes in all of them. According to the account of one of the pilots of No. 56 Squadron "...he seemed to be everywhere at once, doing things with the machine that were beyond comprehension! When one of us would get behind him he would be thrown off immediately, unable to match the dazzling movements of the Triplane." But even the lightning-like maneuvers and deadly marksmanship of the great Voß himself were not enough to save him. The final credit for downing Voß went to Lt. A. P. F. Rhys-Davids.

GERMAN PLAYER:

Airplane: one Fokker dr.I, Voß (designate Double-Ace)

Starting Position: KK35 Flying northeast of 1500m.

ALLIED PLAYER:

Airplane: three SE.5a (designate one Double-Ace)

Starting Position: East edge of wood near Row J at 2000m.

Turn Order: German player moves first.

VICTORY CONDITIONS:

GERMAN: Down one enemy aircraft and escape off south edge of mapboard or successfully force land on own side of mapboard.

ALLIED: Down Voß without losing a pilot. A draw would constitute Voß downing one enemy aircraft and then being shot down himself.

SCENARIO NO. 2

FRANK LUKE:

THE ARIZONA BALLOON BUSTER

If one were to be asked whom they thought was America's greatest ace of World War I, the probable answer would be Eddie Rickenbacker, or maybe, Douglas Campbell, or perhaps one of the Yanks that fought with the Lafayette Escadrille. In my opinion, the man who deserves to be called greatest of the American aces is Frank Luke, who in the shockingly brief span of

Continued on Page 30 Column 4
Defending Russia

by Richard Shalvoy

The Imperfect Defense

Finland

A strong force is located in Finland. Depending on the German response, these units may be used to quickly crush Finns if you are faced with piles of three units, or may be withdrawn to southern fronts if not needed. Speed is essential here, although loss of units should not be risked. The largest German unit placed in Finland is usually a 5–5–4 or a 6–6–6. If you can attack it undoubled at 3–1 or better, do it!! Destroying it in Helsinki is necessary otherwise and can be a lot more costly. On the Finns, try for odds of 6–1 or better; if possible, but use your judgement if you get a chance to kill a whole stack at 4–1 or better.

Nemunas:

The Nemunas River is an excellent defensive front. Its premature loss opens much clear territory for the Germans which can only be defended at much increased cost. The defense here is designed to make that part of the Nemunas which is exposed to attack improbable and to cover it from attack as much as possible. The stack of 5–7–4's is placed in S–18 particularly to deny the possible advance after combat that could be incurred in a low odds German assault (1–2) on larger units left singly in that square. While the invader can be repelled, the gap in the river line can not be sealed and this is trouble, improbable as it may be, which we can avoid. It is very easy to counterattack from R and S–18, so the Nemunas should hold using the deployment shown.

The delays, 2–3–6's, cover the remainder of the front nicely. Their value in denying the Germans a shot at the rest of the Nemunas River is unquestionable.

Brest– Litovsk:

The goal of the central front is to exploit the freedom of movement between fronts which the positions around Brest– Litovsk afford, and to tie down the flank of the southern front. While the positions around Brest– Litovsk can be out-flanked, this is time-consuming and time is the Russian ally. The strong concentration of units near Brest– Litovsk acts both as a mobile reserve and serves to deter any German attempt at breaking the Bug River. The units can move either north or south in response to German moves. The concentration of force in Brest– Litovsk is great. To attack Brest at 2–1 (2–1 not possible), the German must soak-off on 76 factors, plus another 18 in CC–14. In addition, the German would be exposing himself to a strong counterattack from an excellent defensive position.

The units in CC–14 serve to delay a rapid advance by the Germans toward Lwow by allowing the units in EE–12 to be doubled. While the CC–14 units are undoubled, 80 factors must be soaked-off to attack one of them. The units in EE–12 block the approach to the Ukraine which, if made, out-flanks the series of river lines which block the German advance out of Rumania. This protection of the southern front's flank is essential to stymying a southern flank attack.

The Stalingrad recreation of the German campaign in Russia has captured the imagination and interest of many war gamers, both novice and veteran. Its inherent ease of play has made it indeed, a true classic. Being such, many articles have discussed the various facets of the game. To this vast array of material I offer an addition, a discussion of the critical opening moves for the Russian which I call the "Imperfect Defense."

Many so-called perfect defenses have been put forward in the past, but all seem to suffer flaws in one way or another. The one I propose is also flawed, although I feel that these flaws can be traded off depending on your style of play or your opponents' preferences in offense. I do feel that I can offer some interesting solutions to problems besetting the Russians. The discussion here will center on the first turn or so, those being both easiest to deal with specifically, and critical to the whole conduct of the game. The beginning of the game is the time when the war is often made or broken. The German is at his peak strength and the Russian is without replacements. Much irreparable damage can be done here. The Russian goal is to withdraw as slowly as feasible while losing as few units as possible and inflicting the heaviest German losses. Admittedly, these goals are not all achievable. The balancing of them makes the game interesting.
Rumania:

The southern front is an enigma. The series of river lines can easily block many advances, but these lines can be outflanked. Success in the south involves keeping the German troops isolated from the main body on the central front while inflicting maximum casualties when they try to break out. Maintaining a strong hold on the Carpathian Mountains is essential. The key to this defense in the south is the 2-3-6 located in LL-14. This unit's positioning allows use of the Siretul River for defense on the first turn, thus limiting the German accessibility to JJ-12 and preventing him from surrounding the units in NN-14. As it stands, the German can get a 3-1 on the 6-9 there, but this can be used as a gambit to entice him into committing his armor heavily in the south where it can be more easily bottled up. In following turns, the Bug line can be defended unless the German has placed strong armor in the south. Reinforcement from the Brest area will then be necessary. Avoid defending NN-14 if its loss would cost more than one unit.

Imperfect:

This defense is far from perfect. The units in CC-14 can be attacked. A counterattack can probably right the situation, but that prevents the orderly dispersion of the troops around Brest to other fronts. The units in EE12 can be outflanked. The square NN14 can still be attacked at 3-1, although now the unit(s) there can be retreated.

Into the Midgame:

Later moves depend very much on the replies of your opponent. A few thoughts should be considered. Counterattacks, especially those from strong defensive positions can really hurt your opponent. But they are also costly to you in men and other parts of your front left weak. It is a rare Russian who can counterattack on a massive scale, and he usually winds up destroying himself. But a judicious counterattack can be a real saviour.

The Nemunas should be held, but not too long when it is finally broken. Remember, the Russians bought time with land. There's a lot of Russia and only so many Russian troops.
Letters to the Editor...

Dear Editor,

In reference to Joseph Boslet's article ("A Realistic Solution," Vol. 10, No. 6 of the GENERAL), I feel that the player on the American side in Civil War games has the most serious error in the design. I am drawing to a close, one general or the other should know if he has the smallest possibility of some kind of victory. War itself is the reinforcement enter the game by the afternoon and evening of the second day, awareness of victory at that point is a certainty. Since a strategic victory for either side would be a major retreat by his opponent or before noon of the second day, the loss of combat factors would not be needed.

The artillery situation in the game is entirely different. Here realism walks the fine line of fact and fiction during this particular period of time. Although Avalon Hill doesn't enter Union artillery until the 7 p.m. move on the second day, I'm sure anyone familiar with the battle knows the Union artillery was on the scene before that time. I'm sure (yes, that Avalon Hill realized this and inserted units where they did it for the sake of simplicity). But why not give a counter of artillery (to each division of infantry? Or possibly make a counter equal to a battalion or a brigade (depending on the army) as they were nearly equal.

In the game situation this could be rounded off to one unit of artillery for each division or corps whenever the case (division pertains to the Union; corps, cavalry, and corps to the Union troops). As far as Combat Factors are concerned, all units would have the same factors as they now have, a "2." Broken down, the Confederate infantry and artillery situation would look something like this:

I CORPS - Louisiana
McLaan's Division
Culp's Bridge - 4 Batallions
McLean's Division
Dearing's Artillery - 4 Batallions
Howell's Division
Henry's Artillery - 4 Batallions
II CORPS - Kuhl
Early's Division
Jones's Artillery - 4 Batallions
Johnston's Division
Lawton's Artillery - 4 Batallions
Redman's Division
Carter's Artillery - 4 Batallions
III CORPS - Hill
Anderson's Division
Lanier's Artillery - 4 Batallions
Hill's Division
Gentile's Artillery - 4 Batallions
Pender's Division
Pogue's Artillery - 4 Batallions

The Union infantry and artillery situation might look something like this:

I CORPS - Reynolds
1st Division - Wadsworth
2nd Division - Robinson
3rd Division - Rosley
Artillery Brigade - Wainwright - 6 Batteries
II CORPS - Hancock
1st Division - Caldwell
2nd Division - Hays
3rd Division - Haan
Artillery Brigade - Herndon - 6 Batteries
III CORPS - Sedgwick
1st Division - Beatty
2nd Division - Roberts
3rd Division - Crawford
Artillery Brigade - Martin - 5 Batteries
V CORPS - Sykes
1st Division - Bums
2nd Division - Pelham
3rd Division - Crawford
Artillery Brigade - Martin - 5 Batteries

The variant that Davis includes looks quite interesting and certainly worthy of exploration, to which I look forward. However, I hope he intends it as a variant and not a revision. The full tournament version of the original game is playable and fun, and reasonably faithful to its past.

Finally, Joel Davis says that "you really should have two copies of the game to make hidden movement convenient." Nothing could be farther from the truth. My experience with Avalon Hill's G-2 and an executable simulation of a constantly changing type war over the course of a six month campaign has been extremely acute about the problem. I have been extremely acute about the problem. I have been extremely acute about the problem.

However, this problem is inherent in the Civil War individuals (e.g., Anti-Confederate) game and that's a helluva lot of games, by Avalon Hill. Now of course, there is no fault laid single out GUADALCANAL, for a criticism on this point.

The variant that Davis includes looks quite interesting and certainly worthy of exploration, to which I look forward. However, I hope he intends it as a variant and not a revision. The full tournament version of the original game is playable and fun, and reasonably faithful to its past.

However, as stated in my first letter, every game designer and manufacturer faces the same problem every day or at least every week. It is to err on the side of caution (guaranteed to mean less points to the player), to err on the side of simplicity (guaranteed to mean more points to the player), or to err on the side of realism (guaranteed to mean less points to the player). It is a quality that historical accuracy to err on the side of realism (guaranteed to mean less points to the player). It is a quality that historical accuracy to err on the side of realism (guaranteed to mean less points to the player). It is a quality that historical accuracy to err on the side of realism (guaranteed to mean less points to the player). It is a quality that historical accuracy to err on the side of realism (guaranteed to mean less points to the player).

In closing, I believe Mr. Boslet has made several good points, although I am reticent to change a game that needs much reticent in making. But I do have some suggestions. As of now, in terms of realism, there is room for rule changes and clarifications - especially in the victory conditions laid down upon the Confederacy. For instance, I am talking about 1 million Union troops. But, you, the player, you know the real difference. With three squares distance, the odds would be as Mr. Boslet has shown. Two squares distance would increase the possibilities of 100%. And so forth. Naturally, the closer a battery of cannon is to infantry, or, for that matter, the closer a battery of cannon is to artillery, the better the possibility of the players. Therefore, if you had 6 batteries of cannon, or 160 guns firing at the maximum distance, the positions would be better. But, unless, except at Gettysburg, did you have that many guns in one action against an enemy unit.

I approve of his range definition pertaining to artillery fire. A range of three squares seems very adequate. But, I question his Artillery Trenches since it seems too far too far away in the Union troops. As far as Combat Factors are concerned, all units would have the same factors as they now have, a "2." Broken down, the Confederate infantry and artillery situation would look something like this:

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Artillery Brigade - Martin - 5 Batteries
V CORPS - Sykes
1st Division - Bums
2nd Division - Pelham
3rd Division - Crawford
Artillery Brigade - Martin - 5 Batteries

THE GENERAL

XI CORPS - Howard
1st Division - Barlow
2nd Division - von Steuben
3rd Division - Atherton
Armored Cavalry - 5 Batteries
XII CORPS - Slocum
1st Division - Williams
2nd Division - Geary
3rd Division - Van Dorn
Artillery Brigade - 6 Batteries

Naturally nearly all Confederate infantry divisions are much stronger than their Union counterparts. This would have to be taken into consideration if you are planning on playing and using Horse Artillery could be a boon for realism, but I feel it would have little, if any bearing on the game. The Artillery Reserve, but adding these would only complicate things further. I do realize that the two sides would never use the same kind of artillery. The Confederates let their artillery travel with their infantry whereas the Union artillery was usually on or near the field of battle. The only difference all of this would make is in the time of arrival.

Once again, I disagree with Mr. Boslet in regard to combat factors and artillery units. Specifically, why does he suggest the diminution of combat factors in artillery units? I do not believe that it was a division and a good idea to use the same kind of artillery. The Confederates were only a division and not a battle. The Artillery Reserve, but adding these would only complicate things further. I do realize that the two sides would never use the same kind of artillery. The Confederates let their artillery travel with their infantry whereas the Union artillery was usually on or near the field of battle. The only difference all of this would make is in the time of arrival.

Peter Fraser
Saskatoon, Saskatchewan
1776

Q. If the British control all Strategic Towns in New England, but not Montreal or Quebec, the area is considered uncontrolled. Question: where are CA and RM replacements placed?

A. Within one hex of any Strategic Town hex.

Q. When the Optional Transport Costa are used, the French fleets can carry their allotted forces.

A. Yes, if the transport is not carrying any forces.

Q. The rules state that if more than one French Battle Fleet is ever sunk, the rest of the French forces must be withdrawn to the West Indies. What happens if all three French BFs are sunk?

A. Yes, in this case, the French fleets would be eliminated from the game.

Q. Can British fleets control ports?

A. No. Control is defined as occupying with at least one C3P0 of British Regular Infantry.

Q. If all friendly land units are eliminated in combat in a Fort hex, are the friendly fleet units in that port destroyed, captured, or unaffected?

A. They are unaffected as it is assumed they would move out of sea.

Q. If a magazine is used to construct a fort as long as 1 CA/Br and 1 A are present?

A. Yes, if the magazine is in the same hex.

Q. Can units move into and out of besieged Fort down from river to waterways by using Bateau?

A. Yes, if the fort is located adjacent to a class 3 river/lake hex.

Q. What happens to American units at sea when the winter attrition must be carried out?

A. CA units at sea at the end of December receive an automatic 75% reduction. Additionally, all CA units in the West Indies are totaled in with the Deep South Area.

\[\text{THE QUESTION BOX} \]

Q. If a British unit expends six movement points moving adjacent to a class 1 river and attempts to Force March, does it roll on the "2" column (because it has one MP remaining) or on the "1" column (because it cost 2 MP to enter the adjacent hex from across the river)?

A. It must roll on the "2" column. Any remaining movement points are lost when attempting a Forced March.

\[\text{A PHILIPHERSON Continued} \]

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\[\text{PHILIPHERSON Continued} \]

The issue as a whole poles a 2.78, our third best of the year. The readers seem to like the game without a variant game, so we will not abandon the historical lead, but do subject all of them to be as detailed as the Saha piece. We are continuing to experiment with the feature article and are so edged by this month's lead that exactly a game variant such as: we call it a simulation variant in that it does not make for an entirely new game, but rather simulates the author's view of a very close recreation of the opening moments of the actual battle. We would like to do more leads along these lines where the history actually backs up or forms part of the game. Of some interesting, that is the nature of the joining is generally not taken down; but we do not have the same number of latitude in this case, we believe it to be in the correct and also, the story due to readers rating both the Campaign Game and Scenarios indiscriminately. Generally speaking, the Campaign Game will take more than 8 hours while the Scenarios can range from 1 to 2 hours. 1776 appears to be one of those are variants that the reader will either love or hate. Reviews have been mixed— ranging from the "breathtaking" turkey since the Pilgrims landed". Your BFG responses ran the same range with responses ranging from a complete set of 1 to all the other. Obviously, the 1's outnumbered the 6's by a considerable margin.

WHAT THE NUMBERS MEAN: Put simply, the results can be considered like this: Anything under 2.00 is pretty damn fantastic. Scores ranging from 2.05 is about the biggest 3's can be considered good, 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor.

1. Physical Quality 2.16
2. Mapboard 1.76
3. Components 2.45
4. Ease of Understanding 3.27
5. Completeness of Rules 2.62
6. Play Balance 3.08
7. Realism 2.72
8. Excitement Level 2.63
9. Overall Value 2.36
10. Game Length 5 hours, 34 minutes

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A. No. Control is defined as occupying with at least one C3P0 of British Regular Infantry.

Q. If all friendly land units are eliminated in combat in a Fort hex, are the friendly fleet units in that port destroyed, captured, or unaffected?

A. They are unaffected as it is assumed they would move out of sea.

Q. If attacking enemy units in a Fort and outside of it in a combined attack, are Tactical Collisions allowed?

A. Yes, Note: however, that tactical cards are not used in subsequent multiple attacks after all of the units outside the Fort are eliminated.

Q. What happens to American units at sea when the winter attrition must be carried out?

A. CA units at sea at the end of December receive an automatic 75% reduction. Additionally, all CA units in the West Indies are totaled into with the Deep South Area.
Infiltrator's Report

The first set of revised rules for a classic game is now available in the form of the revised Stalingrad rules. The rules remain basically the same with the exception of a few important changes which hopefully clear up the few ambiguities which existed in the 1st edition. The rules can be obtained direct from Avalon Hill for 25c plus 25c postage and handling charges.

Bruno Sinigaglio, AH staff member who received considerable hobby coverage for winning the East Coast Spartan Avalon Hill boardgaming tournament this past summer has also been the subject of numerous newspaper accounts and army bulletins as a result of his feat. The information office at the Aberdeen Proving Grounds where Bruno works in a civilian capacity has issued numerous press releases featuring the above photo of Bruno at work (play?) over a Panzerblitz board.

Also receiving considerable press coverage for his gaming exploits of late has been fellow staff member SP4 Dan Evans who was the subject of a major article entitled "GAMES AND NOT GAMES" which appeared in the September issue of Soldiers magazine. Like many boardgamers Dan delves into miniatures once in awhile as the photo shows. The article covered both aspects of wargaming and should do much to "spread the gospel."

Contest No. 61 set new records for reader participation and when all was said and done there were well over 100 perfect responses despite a high rate of "casualties." After discarding many for failure to plot their moves on the map, failure to list the issue's best 3 articles, and just plain sloppiness we still had to resort to a drawing to pick ten winners. In Contest No. 61, one had to assume that the German's objective was short term (i.e., survival for one turn) due to the imminent arrival of reinforcements or the end of the game, otherwise the German forces are ultimately lost since they lack the necessary firepower to deal effectively with the Russian infantry. In such a case, the important tasks to accomplish are the elimination or disruption of the Russian spotting units and the reinforcement of the 88's position. To this end, the 88 will execute direct fire against the T-34 with an 83% chance of an elimination. SMG 186 will move into the 88's hex providing additional defense against a CAT by GD 161 and allowing it to CAT the Engineer and Truck units in conjunction with SMGs 184 & 185 who will attack from the latter's hex. This 2-1 CAT provides a guaranteed dispersal and a 50% chance of a kill, ensuring that the Engineer will neither spot nor CAT during the Russian's turn. Although this allows the GD 161 to CAT the 88 at 1:2, the Russian has only a 50% chance of dispersal with such an attack and cannot destroy the 88. Thus, the solution restricts the Russian's chances of getting the 88 on his next turn to less than 16% and should the worst occur (a "G" against the T-34), the German will still be able to CAT the T-34 at 1:2 with SMG 186 — leaving him a 1:1 CAT against the Russian Engineer and Truck unit.

COMING NEXT ISSUE:

A Panzerblitz Special Issue featuring:
The Pieces of Panzerblitz
More Situation 13's
SERIES REPLAY: ORIGINS OF WWII
plus our usual features

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Flying Buffalo, Inc. of P.O. Box 1467, Scottsdale, AZ 85252 has announced a special offer for readers of the GENERAL. Their computer will generate random number tables such as were described in the last issue's "COMPRENDIUM OF PLAYING AIDS" article. They are willing to provide these tables free of charge to interested readers of the GENERAL. Merely send them two stamped, self-addressed envelopes (one addressed to each player of a PBM game) and tell them where you read about the offer. They'll then send each player a table with 260 numbers on it. Each time a player needs a die roll, he picks a row and column on the opponent's table which has not yet been used. The opponent replies with what the number was. After the game is finished, the tables are exchanged so that they can be checked for accuracy.

Another opportunity for European wargamers (and anyone else interested in international competition) has opened up with the British National Games Club's inauguration of a special section for simulation gamers. The special concern of the NGC will be to bring all the pleasures of postal tournament play to the many isolated Avalon Hill enthusiasts around Europe, and to promote international competition in simulation gaming. Full details can be had from Nicky Palmer, Lehwaldsevej 3, 8g, DK 2800 Lyngby, Denmark.

Once again we find it necessary to remind GENERAL subscribers of basic procedures to be followed in regards to their subscriptions. When renewing, please be sure to state which issue was the last one you received. Otherwise, you may miss an issue or receive two of the same one. Subscribers are also reminded that we will not answer questions on play which are not accompanied by a stamped, self-addressed envelope or the necessary diagrams.

Local gamers and travelers to Maryland are reminded that they can pick up slightly damaged games at the Avalon Hill Gameroom for half price. If you're in the area, feel free to drop in at 1501 Guilford Ave. We're on the 2nd floor of the Fallowway Bldg. and open 8 to 5. Saturdays Interest Group Baltimore meets for playtesting and competition from 10 to 5.

Partial Photo credits are due the World War II Historical Association for the photos of the American artillery and Sherman in action.

With the end of summer comes the announcement of Winter War II: the Second Annual Convention of the Conflict Simulations Society at the University of Illinois, Champaign-Urbana January 17 - 19. Dorm lodging will be available at reasonable rates for those who inquire in advance. Entrance fee is only $1.00 for the weekend. Additional information can be obtained from Gerald Delker, 2200 E. University Ave, No. 30; Urbana, Illinois 61801.