THE GENERAL

The Avalon Hill GENERAL is dedicated to the presentation of historical articles, reviews, history, and analysis of Avalon Hill games of strategy. Historical articles are included in each issue as they provide useful background information on current Avalon Hill titles. This issue's GENERAL is published by the Avalon Hill Company solely as an aid to salesmen and dealers. It is not intended to be part of the Avalon Hill game gear.

Avalon Hill Philosophy Part 47

Let's start with our apologies for the lateness of the last issue. Doubtless a few of you were considering delays in having your mail orders processed but we are finally shipping all of the new games. The problem was primarily the slow progress of Panzer Leader which threw more than one monkey wrench into our time tables. One production problem led to another and ruined our time schedule. Normal press and camera breakdowns were magnified in effect by the fact that we were putting seven games through the same production pipelines which normally service only two titles! The situation was made worse by the fact that many of our staff who picked this year as the time to come out with a novel line of stationary items which further reduced our available press and assembly time.

The net result was that we simply didn't have all the games available when the orders started to come in. Most orders were filled promptly enough but the early purchasers of Panzer Leader -- and to a lesser extent, Blitzkrieg, had a long wait for delivery. The problem was acute only in the case of those individuals who had answered ads in Scale Modeler as early as August. This ad was a mistake on our part and should never have been placed. The decision to place it looked even worse in light of the fact that Scale Modeler pre-dates their issues -- their December issues hitting the newstands in October for instance. We apologize to those of you who had to stomach any fault with our Blitzschnell mail order service. Our design staff were working hard to get their kits on (hold onto your hats) the Elite Club plan was formulated with much earnestness of the offer. Regular Opponents was a mistake on our part and should never have been placed. The decision to place it looked even worse in light of the fact that Scale Modeler pre-dates their issues -- their December issues hitting the newstands in October for instance. We apologize to those of you who had to stomach any fault with our Blitzschnell mail order service.

The Opponents Wanted section of the magazine continues to cause problems. We think we've latched onto a temporary solution by using the back of the Readers Response page for the overflow. However, we still have to be particular about what we'll accept in this vein lest we be buried in a deluge of ads. Over 100 ads were thrown out last issue due to sloppiness or content. We cannot allow advertisements that try to sell or trade games you've simply grown tired of. When such games are readily available new from reputable stores and mail order sources, we would be doing a disservice to the majority of the readership by printing these offers. We will print ads dealing with discontinued games that now enjoy Collector's Item status but only when accompanied by a 25¢ token fee to ensure the earnestness of the offer. Regular Opponents will continue to print at no charge. The "For Sale" ads which appear in this issue are holdovers from earlier issues in which we ran out of room. They will be the last ones printed without the 25¢ charge. We trust this to be a visible solution to the problem for everyone involved. All that is sacrificed is the post card return system of the Readers Response items which we were dropping anyway. You'd be surprised how many people would cut out three different items, affix a 10¢ stamp to each, and mail them in rather than use just one stamp and an envelope.

We continue to get orders for new rules to the old games. None of these are available yet with the exception of Afrika Korps. In the case of others, Avalon Hill simply does not have the staff to handle them. Authors of published articles which receive favorable response from the membership will be reimbursed with free merchandise of their choice. We continue to get orders for new rules to the old games. None of these are available yet with the exception of Afrika Korps. In the case of others, Avalon Hill simply does not have the staff to handle them. Authors of published articles which receive favorable response from the membership will be reimbursed with free merchandise of their choice.

Despite selling more games in 1973 than in any previous year, Avalon Hill operated at a loss in 1973. The prime reason was inflation which drove up the cost of materials, labor, and shipping costs. It got to the point where our profit margin was as small as 4¢ per game on some titles. This is why we've had to do away with the slip cases on the bookcase games and cut corners wherever we could to reduce our costs. Although this will help it probably won't be enough. There is every indication we may be forced to raise prices in 1975 if inflation continues at the current pace. Completing your collection this year may save you money in the end.
The Pieces of Panzerblitz

By Larry McAneny

Panzerblitz counters are beautiful. Particularly if you have an older set with the red or black backings. They are bigger than most counters: no fumbling. They are easy to read. The gray and brown tones on the front have a vaguely historical flavor. Some of them come equipped with silhouettes.

Some not-so-obvious beauties appear only after several games. The units move farther and move more and in more different directions than units do in other games. Units have a greater number of functionally distinct types than units in other games, and among the types the individual variations are more complex.

The complexity has two effects on my play:
First, I am more aware of the historical identities of my Panzerblitz units than I am of, say, my Budge units; because in Budge one 4-4 is the same as any other, no matter what regiment it is. But when I play Panzerblitz every unit has a slightly different factor. I am forced to learn their names just to keep me straight. I have to know, the game forces me to know, each of their weaknesses and strengths; and since I know a little military history as well, I find that all of a sudden the counters take on a life of their own, and I am following the fates of individual units, cheering this one on, holding that one back, mourning when one gets X'd out of existence.

My wife doesn’t understand this.
In point of fact, it does sound a little on the twiddly side — but I’ve had a couple other games confess to the same feelings and I’ve observed the symptoms in a bunch who’d never confess. And it happens in other games, in naval games like Bismark aren’t you always just a little uneasy bringing the Hood into battle?) and in miniatures (cf. Featherstone), and in other land games (remember the look on that Russian’s face when you smashed his T-16-47).

Here’s the point: each wargame unit has an invisible psychological factor which affects the way the player thinks about and utilizes that unit. This is sometimes true for Budge and five times as likely for Panzerblitz. And occasionally you can use that factor against your opponent. Occasionally.

To repeat: Each Panzerblitz unit has a psychological shading which affects the way you and your opponent think about it.

The second effect of the complexity of Panzerblitz units is the chess-like nature of play. This characteristic goes far to explain Panzerblitz’s sustained popularity in the polls. There are five factors printed on a Panzerblitz counter, and one or more of them always implies some weakness, some vulnerability. To fill the chinks in each other’s armor, the units must work together. As in chess, the essential concept of play is the combinations. No unit exists which is so strong that it can perform all necessary operations unaided. (Can that be said of Budge?)

As in chess, it takes a lot of thinking to put together a brilliant Panzerblitz combination. So you can spend all kinds of time thinking out your move, designing perfect defenses, concocting alternate attack plans but, as in chess, unless you are a top-grade player you will risk alienating friends by slow play or, alternately, frustrating yourself when your grand schemes fall through.

I advocate taking a loose-and-easy stand on Panzerblitz combinations. Your play will be sloppier, you’ll lose some games, but you may have more fun (and, I might add, a better simulation; strategic and operational commanders spend hours pondering their next move, but tactical commanders haven’t that luxury).

In this kind of hip-shooting game you will have little time to think out combinations; so you must do your thinking earlier, before you set up. Then is the time to decide what units work together best, and how, and to what end; and if you go into a game with those problems resolved you will find that luck occasionally brings a smart-looking combination ready-made to your hand.

Please don’t misunderstand. I don’t mean that cooperating units must be stacked together—that would be a little too Napoleonic—I simply mean that you must think of each piece as a part of a certain kind of fighting machine and that you must make sure that the other parts of that machine are available at the proper range, and not otherwise occupied. That is how a “combined arms” operation works.

Let me put my thesis in a nut shell: To make the best use of your Panzerblitz units you must consider not only the material factors printed on each counter but also a “social” factor—how they work together and occasionally a “moral” factor — what your opponent thinks of them.

The Static Counters

The static counters are the least interesting counters in the game. Most gamers don’t even think of them as units. So naturally they tend to be deciding. None of them move, and they are all strictly defensive. The only use for them is to monkey with the normal terrain; to make predictable paths for your enemy; to channel his attacks.

1. Fortifications

Fort: Defense factor.

Feintable: Movement factor. When you deploy a fortification it stays deployed. You can’t retreat it if your enemy concentrates on it; you can’t send it elsewhere if you misjudged the direction of his attack. Therefore, deploy carefully.

Threat: Channelizing. Expect an enemy to go by some other path.

Pals: Heavy artillery, inside the fort. An infantry unit outside helps to make things rough on close assaulters. It also prevents vehicles from moving over the top of the fort.

Natural Enemies: Heavy artillery supporting infantry assault.

Probable Fate: Survival. You may lose one fort in a game; if you lose two, you are doing something wrong.

Loss: Demoralizing. For 2 reasons; (1) When you lose a fortification you generally lose something else with it, possibly as many as three other units. (2) When you lose a fort you often lose a geographical advantage: The fort guards a crucial hill or bars an attack corridor.

Deployment: Hilltop hexes. Covered positions are a nasty trick, since moving adjacent to forts in order to spot them is work for suicide squads. Uncovered positions are temporarily tenable, but eventually your opponent will master enough force to do you in.

2. Blocks

Fort: Permanency. There’s no way your enemy can get rid of them once they are placed.

Feintable: Porosity. Eventually your enemy can move through a block.

Threat: Channelizing. No one will move through a block if he can find some other way.

Pals: Artillery, to give covering fire.
3. Mines
Foible: Movement factor.
Threat: Channelizing.
Prey: Vehicles. On the offense the Russian will have a couple of these weapons straggling along behind the tanks. Trying to find the forces with BT-4s is historically easy, and for about the same reason: the BT-4 was an offensive weapon, though the BT-60 has fewer offensive uses. (1) To count off and destroy units on opposite sides of a minefield. (2) To counter exposed flanks of an attacking force. (3) To suppress enemy troops in halftracks and trucks and then deploy to delay deployment. (4) To surround and contain by-passed units while the real warriors push on. Notice that the last 3 uses are really defensive functions as part of an offensive strategy.

Likely Range: 1 hex.
Expected Execution: About 1/3 chance of dispersal. Most of the time the best you can hope for is to slow your enemy down a little. (1) Figure this category on the basis of Selective Attacks for fire on the most common target. A combination attack is rarely profitable and then only for close-in weapons firing on weak targets.

Pals: Infantry to ward off close-in attacks without a large loss of force. Horses to carry. Cars for service.

Natural Enemies: Infantry. With an A type weapon and a low defense factor, a lone A/T has little chance against infantry.

Probable Fate: Death after a short delay. The first tank to reach a 45mm may only disperse it, or may even be dispersed by it. But the infantry will surely close assault it if they come up, or a herd of tanks will overpower it, when you deploy a 45mm, expect to trade it for a little time.

Loss: Irrecoverable.

Deployment: Woods hexes where the enemy is likely to travel. Not alone in town hexes – that quadruples vulnerability to tank attack. Don't bother deploying on hill tops; this weapon hardly has the range to reach down the slope. It's not a hit and run weapon, so deployment and target selection is critical to effective use. It is a hit and run weapon, but the tradeoff is effective use.

4. Wrecks
Fort: Permanent.
Foible: Cost to Deploy.
Threat: Channelizing. On a road a wreck works more or less like a block except that you can deploy it during the game when you have the spare armoried unit to sacrifice.

Pals: Artillery to cover.

Natural Enemies: None.

Certain Fate: Survival.

Loss: Impossible.

Deployment: The dammedest thing about wrecks is that positioning of often works against you. There are lots of helpful places for deliberate wrecks, on road hexes mostly; but these accidental wrecks left over from an attack you didn't quite calculate right are terribly annoying. Two wrecks, and a hex is forbidden to Russians; three wrecks and Germans can't stay there either. If you mix too much armor into your assault forces you stand a good chance of making a second breachwork around your enemy's position.

The Panzerblitz anti-tank gun is in a bad way. Historically, the advantage of the A/T artillery was that it was low to the ground and easy to produce. But here no real concealment is possible, and the A/T gun is work as much as anything else in the victory conditions. An opponent is never surprised; he either goes around, if he is weak, or attacks, if he is strong. Accordingly the A/T guns are most difficult to deploy effectively.

5. Russian 45mm A/T
Fort: Attack factor.
Foible: Range.
Threat: Channelizing.
Prey: Vehicles. On the offense the Russian will have a couple of these weapons straggling along behind the tanks. Trying to find the forces with BT-4s is historically easy, and for about the same reason: the BT-4 was an offensive weapon, though the BT-60 has fewer offensive uses. (1) To count off and destroy units on opposite sides of a minefield. (2) To counter exposed flanks of an attacking force. (3) To suppress enemy troops in halftracks and trucks and then deploy to delay deployment. (4) To surround and contain by-passed units while the real warriors push on. Notice that the last 3 uses are really defensive functions as part of an offensive strategy.

Likely Range: 1 hex.
Expected Execution: About 1/3 chance of dispersal. Most of the time the best you can hope for is to slow your enemy down a little. (1) Figure this category on the basis of Selective Attacks for fire on the most common target. A combination attack is rarely profitable and then only for close-in weapons firing on weak targets.

Pals: Infantry to ward off close-in attacks without a large loss of force. Horses to carry. Cars for service.

Natural Enemies: Infantry. With an A type weapon and a low defense factor, a lone A/T has little chance against infantry.

Probable Fate: Death after a short delay. The first tank to reach a 45mm may only disperse it, or may even be dispersed by it. But the infantry will surely close assault it if they come up, or a herd of tanks will overpower it, when you deploy a 45mm, expect to trade it for a little time.

Loss: Irrecoverable.

Deployment: Woods hexes where the enemy is likely to travel. Not alone in town hexes – that quadruples vulnerability to tank attack. Don't bother deploying on hill tops; this weapon hardly has the range to reach down the slope. It's not a hit and run weapon, so deployment and target selection is critical to effective use. It is a hit and run weapon, but the tradeoff is effective use.

6. German 50MM A/T; Russian 57mm A/T
Fort: Attack factor.
Foible: Range. Better, but still inadequate.
Threat: Channelizing.
Prey: Vehicles.
Range: 1 hex.
Execution: 1/2 chance of dispersal.
Pals: Infantry and tanks.
Enemies: Infantry.
Fate: Death after a delay.
Loss: Irrecoverable.

Deployment: As 45mm A/Ts.

Historical Marker: The German weapon is the 5.1cm Pak 35, successor to the 3.7cm Pak 36 with which they started the war. The Russian weapon is 45mm. The German is a second generation A/T gun similar to the British 6 pdr.

7. German 75mm A/T; Russian 76.2 mm A/T
Fort: Attack factor.
Foible: Defense factor.
Threat: Channelizing.
Prey: Vehicles.
Range: Either 1 hex or 5-6 hexes; seldom in between.
Execution: Dispersal, with normal luck.

8. German 88mm A/T
Fort: Attack Factor and range.
Foible: Defense factor.
Threat: Pressurizing. The 88 tends to hinder movement in the enemy backfield and to lean pretty heavily on any concealed position. Once the 88 is trained on you, you have to fear every potential spotter.

Prey: Everybody. The 88 made its reputation as a tank killer, but it worked well against ships, planes, infantry, and artillery. Some gamers forget this and save their 88s for the tanks alone. It's a mistake; the 88 is worth firing at anything it can spot.

Range: 4-20 hexes. Whenever enemy infantry gets closer than 4 hexes, load up and move back. Being a German with an 88 is like being a tall boxer with long arms; you can hold the short guy off with a hand held Form while he bears himself out swaying at the air. Don't let him get close to you; he might land a punch.

Execution: Against hard targets, a kill at close range and a dispersal at long range. Against infantry, half a chance to disperse out to 20 hexes – an 88 makes for a slow approach march.

Pals: One halftrack, to get on and off hills in a hurry. Rifle platoons to do the spotting. On defense, fortifications, mines and blocks.

Enemies: Russian infantry, when you see that the Russians have enough vehicle-born infantry close in, you have to napalm them to get them out of the way. It's a short fight.

Fate: Decimated by battle. An 88 can be killed, but not quietly. A massive tank attack will kill, with high Russian losses. An infantry assault will also do it, but then the German has a chance to pack up and get out, or to reinforce for a fight.

Loss: Shocking. Because of its fame and high combat value, the German player may become demoralized or disinterested after he has lost an 88. Then again he may not be historical; he may think 88 is a turntable speed. But watch for the signs of shock anyway, and if you detect them attack harder, take a few more risks. You may be favored with a careless blunder or even a resignation.

Deployment: Woods or town hexes, on hilltops, if possible; where you find a long field of fire.
Historically, howitzers are the great killers, the weapons that do most of the blood letting. In the game this is not true but most of the game scenarios take place away from the front lines, where the howitzers are at the disadvantage of their low mobility, entailing the smaller ammunition supply which they can haul around and the resulting lower rate of fire. In the scenarios where the line has had a little time to consolidate the howitzer comes a bit more into its own. (cf. scenarios 5, 8, 12)

Flak is a anomaly. There are no Sturmaviks in Auserblitz, so flak can never be used in its primary role. In effect the flak units are converted to howitzers and operate in the same manner - a use which made the real-life flak commanders tear hair out by the handful. In the German army particularly, the anti-aircraft people had to battle constantly to retain or regain their weapons for air defense.

9. Russian 12.7mm MG

Forte: Attack factor. Large for a small cheap weapon.
Foible: Weapon class. An 'I' weapon can't do much against tanks.
Threat: None. Most likely no opponent will give the presence or absence of this unit a second thought.
Prey: Infantry.
Range: 1-6 hexes. You might as well let an attacking German come get you; saving the piece is a waste of time and effort unless every other unit has already been evacuated.
Execution: Half a chance of dispersal.
Pals: Infantry and one class "A" weapon. The 12.7mm is an infantry support weapon, and should be sited above and behind the infantry with at least one A/T stacked with it or close by to ward off the tanks the 12.7 can't hit.
Natural Enemies: Tanks.
Fate: A quick death if attacked. The best you can hope for is that this unit will block an important hex for a crucial turn. If it dies, don't bothers it in any way. "Die mortis nil mai bumbum."
Loss: Shruggable.
Deployment: A good place for this weapon is on the shoulders of a main artillery position. For example: with a heavy artillery piece on IM4, you might site a 12.7 on IN5 overlooking the woods where an infantry attack is likely to come.

Historical Marker: Is this weapon the U.S. 50 cal. Browning machine gun shipped to Russia as part of Lend-Lease? Or is it one of those ghastly wheeled machine guns the Red Army was always lugging about? The poor mobility would imply the latter.

10. German 20mm

Forte: Range.
Foible: Movement factor and defense factor, as always with artillery. But the weak attack factor is the real problem.
Threat: None.
Prey: Transport and transported units. Note that the attack factor is just big enough to do in anything being carted around. Your opponent may not lose much that way, but he will have to be careful to run from cover to cover within your range. And of course this is a good unit for adding that last factor needed for a 4-1.
Execution: Kill - if you get to shoot.
Pals: Trucks for offense, A/T for defense.
Enemies: Tanks and Infantry.

Fate: A quick death. Possibly without firing an effective shot.
Loss: Shruggable.

11. German 20mm quad

Forte: Attack factor. This is not the same weapon as the single 20mm. Twice the number of 20mm barrels makes for a more formidable weapon.
Foible: Defense factor.
Threat: Pressurizing.
Prey: Infantry.
Range: 4-10 hexes.
Execution: Dispersal half the time.
Pals: Trucks. The A/T gun which the single 20mm needs is not necessary here because the greater fire power of the quad is a protection in itself.

Enemies: Russian Infantry. Against a close assault you will not have the chance to intensive fire.
Fate: If attacked by infantry, a quick death. If attacked by tanks, a possible Parthian shot, providing you use the intensive fire rule. (I recommend it.) A single 20mm can still cost you a quad, but the enemy will take the T-34 with it when it goes. Large H class weapons tend to be vindicative.
Loss: Annoying. There will be a gap.

Deployment: This weapon is heavy enough for a main artillery position. It can serve as the principle armament of a fort.

12. German 75mm Howitzer, Russian 76.2 Howitzer

Forte: Range.
Threat: None.
Prey: Transports and artillery. Another good weapon for factoring up to 4 to 1.
Range: 1-12 hexes. Unless you have ample advance warning of an attack these weapons are too small and cheap to worry about limbering up and retreating. Since they are the last thing anybody worries about saving, they will often fight until the enemy gets right up to the gun barrel.

Execution: Dispersal half the time. This makes it wasted effort to shoot at transported units if you don't suspect your enemy of wanting to discriminate them right away.
Pals: Carts for reserve; Trucks, for offense if you have plenty. A/T guns.
Enemies: Tanks and Infantry.
Fate: A quick death.
Loss: Shruggable.

Deployment: Shoulder positions. If you are using these howitzers with carts or trucks as a reserve, I suggest placing them to one side of your enemy's advance rather than to his front - leave that to the infantry and the A/T guns.

Historical Marker: The Russian weapon may be the "Crash-Boom" again in its other incarnation or it may be an antique short-barrelled infantry gun. The German weapon is either the 7.5cm lelG 18 or the 7.5cm leFK 18, probably the latter, since the infantry gun would presumably have a little better movement capability.

13. German 150mm Howitzer

Forte: Attack factor.
Foible: Range. Rather short for an artillery piece of this calibar.

Fate: A quick death. Possibly without firing an effective shot.
Loss: Shruggable.

Deployment: As with all weapons in the category of artillery: towns, woods, forts only. Never in the open. The simple 20mm is another good weapon for the shoulders of a heavy artillery position.

14. Russian 122mm Howitzer

Forte: Attack factor and range. Each as good as the other Russian unit.
Foible: Defense factor.
Threat: Pressurizing.
Prey: German infantry and tanks.
Range: 4-20 hexes.
Execution: Kill. You might even try Combination Attack with a unit this size as a delaying tactic. You can hope to disperse a stack of German infantry every other turn.
Pals: Russian Infantry well ahead to spot. This is true for offense or defense. Tanks can spot also if the target is worth the risk.

Enemies: Infantry.
Fate: Decided by battle. Life or death after a whopping fight, which the value of the piece forces the Russian to make as soon as he notices the danger. Expect him to reinforce if he can.
Loss: Shocking. This unit is a big eye-catching unit. A Russian player is likely to put it at the core of his defense. So if he loses it, his defense breaks down a little and so does he. When the Russian is on the offensive I suppose the shock reaction would still apply; but I have never seen it, because few Russians would care to move a piece of this size far enough forward to face serious risk.

Deployment: The main artillery position; the hexes on the hill crest with a wide field of fire. Fortified if possible.

Historical Marker: Why can't these big batteries use indirect fire? Surely they had the equipment.

When I talk about mortars I always assume that the Indirect Fire Optional is in effect. Otherwise mortars would be like any other artillery, and CPs would be a useless liability, as they are in scenario 1. The beauty of the mortar is that it is a high trajectory, low velocity weapon small enough to be hauled around easily and capable of hitting targets without exposing itself.

15. German 81mm, Russian 82mm Mortars (both motorized and foot)

Forte: Movement factor. These units are the only artillery units which can move around on their own. Their range is also very good for their size.

Foible: Attack factor.
Threat: None. The small mortars are like sniper's rifles firing from hidden positions. If the enemy is going to overlook any unit, it's likely to be a mortar. With their ability to change positions
THE GENERAL

constantly, and their relatively long range, it’s a strain to keep track of the field of fire of an enemy’s mortars.

Prey: Transport and transported units. It is altogether too easy to forget when there is an infantry counter charged under the tank counter which has ventured out from cover. That infantry counter becomes a perfect mortar target. A mortar is also a good weapon for factoring up to odds.

Range: 3-13 Hexes – but most of the shooting will be done at the longer ranges. The small mortars need not lumber quite so soon as other artillery, because they can often retreat a hex or two to the protection of another unit.

Execution: Dispersal. A second unit usually will be necessary to make the kill.

Pals: CPs and a truck. Infantry, to keep enemy infantry at bay. Mortars get along well stacked with or close by a larger artillery piece: The mortar provides an all-around defense and can contribute with or to the protection of another unit.

Enemies: Infantry. Tanks don’t pose as much of a threat; a 120mm howitzer is still not quite big enough.

Fate: The quick death or the Parthian shot. A fight for this unit’s survival is unlikely. If the German has many other units, he will probably have a Wespe or a Hummel, making the mortar less vital.

Deployment: On defense, a good reserve unit. On offense, a fine unit for deploying in static positions to hold a door open or to destroy an opposing artillery piece once it is spotted.

17. German 120mm mortar

Forte: Range.

Foible: Attack factor – not quite big enough.

Threat: Pressurizing.

Prey: Russian infantry.

Range: 4-20 hexes.

Execution: Dispersal half the time.

Pals: A truck or halftrack; tanks or infantry forward to spot. And CPs, of course.

Enemies: Infantry.

Fate: The quick death or the Parthian shot. A fight for this unit’s survival is unlikely. The German has many other units, he will probably have a Wespe or a Hummel, making the mortar less vital. If he has only the long range mortar, his force will probably too small to allow a fight.

Loss: Damaging. Particularly when this unit is the German’s only major artillery piece.

Deployment: On defense, a good reserve unit. On offense, a fine unit for deploying in static positions to hold a door open or to destroy an opposing artillery piece once it is spotted.

18. CPs

Forte: Range.

Foible: Movement factor and defense factor. One would think 6 guys and a radio could move around pretty well, and conceal themselves well, too.

Threat: Pressurizing. It is not pleasant to have someone watching your every move.

Prey: Anybody, but mostly soft targets.

Range: On a clear day you can see forever.

Execution: Depends on the type and number of weapons tied to the system.

Pals: A truck or halftrack. SPA’s and mortars. A large AT gun deployed close by is also very helpful.

Enemies: Infantry and tanks.

Fate: A quick death if alone. Otherwise the unit’s fate rests on the outcome of the battle for the position.

Loss: Shruggable. Among this unit’s charm at all. Actually with its capability for tying widely separated weapons into one system, and its high utility point value in some scenarios, the loss of a CP ought to be considered a more damaging – but nobody ever seems to feel that way about it.

Deployment: Covered hilltops with good views. The tactical positioning is forward of the artillery and, there is some merit to this disposition in the game, particularly when tied in with SPA’s, which can’t use the CP at short ranges. CPs are easily destroyed if caught alone, but when the enemy is still to deal with the gun itself. In effect, a forward deployment gives the gun two lives. A position in the rear has its merits also: The vulnerable CP is protected, and the mortar or SPA may move forward in dead ground to extend its range.

Historical Marker: Judging by function, these CPs are really OPs. Whoever named them deserves KP.

19. Engineers

Forte: Unit type. That is to say, when you see an engineer unit in company with infantry approaching your position, the tendency is to move out so that the close assault which is coming will have no target. Now, sometimes the opposite will occur, and the threat will be Antagonizing: An important artillery unit, say a Russian howitzer. This unit is vulnerable CP is protected, and the mortar or SPA is a perfect mortar target.

Deployment: On defense, a good reserve unit. On offense, a fine unit for deploying in static positions to hold a door open or to destroy an opposing artillery piece once it is spotted.

Execution: Dispersal is certain, an eventual kill is likely.

Pals: Fellow infantryman, plus a fast tank or halftrack to ride on.

Enemies: Artillery and assault guns.

Fate: Blown away by fire. Engineers are a prime target, and always seem to be the first to go, particularly Russian Engineers, who are not much weaker than German Engineers in concrete terms but are a good deal weaker in relative terms. German Engineers do much with the support of the German infantry units, and so in a stack they have some protection from selective attack. Not so Russians, who are almost the weakest of their kind.

Loss: Damaging. Sometimes one badly needs engineers, especially where minefields are encountered; in those special situations the loss of an engineer is a hard blow.

Deployment: Infantries love woods, and engineers love being close to other infantrymen. Don’t put engineers in towns, and don’t leave them alone. An engineer and a few infantry in trucks make an excellent reserve for defensive positions – a real hole pluggers.

20. German Security and Russian Reconnaissance Units

Forte: Defense factor.

Foible: Attack factor.

Threat: Mobilizing.

Prey: Artillery.

Range: 1 hex. I’ve never found the German range factor to be any significant advantage for security units.

Execution: Dispersal half the time.
Beyond Situation 13
MORE PANZERBLITZ SCENARIOS
by 2nd Lt. Robert D. Harmon

PANZERBLITZ has inspired a rash of “Situation 13” variants, many of which have appeared in this magazine. Many of these variants — to call them what they are — have required the players to make counters; the Orders of Battle often look like they’ve been drawn from a revolving drum. Here, we offer twelve situations — something for everybody. All are reasonably plausible; all are geared as one set of counters — they’re ready to be played. The “mini-game” concept in Situation 19 consisting of 10 or less units per side, played on one board in 8 turns or less was first suggested by Randy Reed but the situations are those of Robert Harmon.

Pals: Artillery, to shoot whatever these units spot. Tanks make pretty good transport; these units aren’t much more vulnerable riding on a tank than footing it.

Enemies: Tanks and larger infantry units.

Fate: Blown away by fire.

Loss: Shruggable, Expendable units.

Deployment: On offense, spotters to be directed against the enemy’s secondary artillery positions. Good sacrifices for overburdening. On defense, best place these units with important artillery pieces to give a little protection against close assault.

Historical Marker: Both these units are curious. The Germans used a hodge-podge of new recruits, veterans on leave, foreign volunteers, and local levies for security; I suppose PanzerBlitz security units are vaguely representative, in that they are weaker than front line troops. The Russian reconnaissance troops were often an elite group, but in the game reconnaissance is not really necessary, since both terrain and enemy positions are known. So the Russian elite troops wind up looking much like the German second line: just weaker infantry. The arms of both units appear to be the same as the arms of more powerful units on their respective sides, and it is not clear to me why the ranges vary. Perhaps the ranges of all the infantry units in the game are a sort of average, depending on the mix of automatic weapons and rifles.

21. Russian Rifle and Guards Companies

_Forte_: Defense factor.

_Foilb_: None beyond the general disadvantages of infantry.

_Threat_: Mobilizing/Antagonizing.

_Prey_: Artillery. German infantry platoons.

_Range_: 1 hex. The Guards Might have a rare chance to fire at full range now and then.

_Execution_: Dispersal.

_Pals_: Trucks and tanks for transport. Artillery to his spotted units.

_Enemies_: What, me worry?

_Fate_: Occasional dispersal. Except when these boys tangle with a Weap or a Hummel, they can expect to survive the game. Of course an oversight can always lose you one if you expose the unit while being transported.

_Loss_: Annoying. It would be damaging, except the Russian has such a store of these that losing one is not that serious. Still, they are hard to move up to the front, so the Russian would be advised to keep track of how many he has lost. If it is too many the Russian will be hard put to attack or defend.

_Deployment_: Almost anywhere. A superb unit for a static line. In advance against weak German units with little armor it is feasible to move right out into the open — but calculate the German’s strength carefully. Mess up, and the infantry will be shot up by a battery of Wespe’s or crushed in a multiple overrun. In a retreat one of these units makes a dandy road block, holding out for a couple turns even when surrounded. The Guards may die but they never surrender.

_Historical Marker_: The flesh of the Red Army. Tanks are only the bones. Too often in “Scenario 13” the Russians go into battle with the skeleton of a giant.

22. German Rifle Platoons

_Forte_: Defense factor.

_Foilb_: Attack factor. Not enough to do battle with a Russian company, as they are often asked to do.
THE GENERAL

Threat: Mobilizing.
Prey: Artillery.
Range: 1 hex or 5-6 hexes. German riflemen have rather a dandy range; if you are looking for that last attack factor, don’t overlook your rifles.
Execution: Dispersal half the time. But that means a kill if Weispe and Hummel are around.
Pals: Tanks, not only as transport but as a bolster to defensive power. Other German infantry. And of course, the SPA’s.
Enemies: Russian infantry companies. And SU-152’s.
Fate: Blown away by fire — from heavy artillery only. German rifle platoons can hold out a long time in a sea of Russian tanks, but when the Russian infantry comes up expect to be dispersed immediately and eliminated a turn or two later.
Loss: Damaging. German infantry are seldom many, and often they are vital to any counter-attacking or defensive blocking functions.
Deployment: In wooded areas, blocking roads. Not in towns alone.

Historical Marker: Some players mistake the quality of German infantry. I have said that the foible is the attack factor; but that is not strictly true: The real flaw is the three little dots over the infinity symbol. German platoons are simply outnumbered 3-1 by Russian companies; players who do not take unit size into account do the German rifle units grave injustice. To see how good they really were, stack three units together to make a company. You get a unit like this:

When you have plenty of infantry units to go around, I recommend maneuvering in companies rather than in platoons. This is a little clumsy, since you have to break the company up to transport, and the Germans can never put as many men into a single hex as can the Russians; and to make matters worse the company is always vulnerable to piecemeal destruction — but not by close assault. In an infantry action alone between equal forces (i.e., a ratio of 3 German companies to one Russian) you can count on the Germans getting the upper hand. Also, the game is mostly post-Stalingrad and post-Kursk, and German parity in infantry is a thing long past.

23. Submachine gun units

Forte: Attack factor.
Foible: Defense factor, if only because the SMGs are the weakest infantry in the stack. Otherwise movement factor.

Execution: None. 
Pals: Tanks. These are the boys to do the old panzerblitz assault trick. Halftacks are also good. The Russian T-34 carrying SMG is the most fearsome combination on the board — expect to see it often — because the T-34 provides what the SMG most lacks, mobility, and the SMG has the close assault capability the T-34 need to remove road-blocks.

Enemies: Towed and self propelled artillery. Assault guns. For the Germans, Russian infantry.
Fate: Blown away by fire. Generally while being transported.
Loss: Damaging, particularly for the Russian. The Germans may expect to lose some SMGs but they can do a fair job with their superior tanks alone. The Russians need the combination.
Deployment: Not in towns alone. Good reserve units with transport. Best of all in the forefront of the attack.

24. Cavalry

Forte: Attack factor. The best close assault weapon in the game.
Foible: Movement factor. Cavalry is weird. As long as everybody’s on foot, cavalry is the fastest infantry around. But in a motorized army the cavalry can’t keep up. Not being able to mount in trucks makes the cavalry useless in pursuits and dead in retreats.

Execution: None. 
Pals: Engineers and other infantry.
Enemies: Artillery, and the tanks which can spot for them.
Fate: Blown away by fire half the time, generally while trying to cross some open space. The other half of the time the cavalry never gets into the fight.
Loss: Annoying. There are only 4 of these units, and they have rather special qualities.
Deployment: Not in towns. Woods are a cavalryman’s delight, because those pesky green hexides can be ignored. If there is any question of a long retreat, cavalry should do the blocking: the units will be lost anyway.
Transport Units

Transport is vital to a combined arms force, particularly for a force on the attack. Without transport neither artillery nor infantry can keep up with the battle. Now, most PanzerBlitz games are so short that you rarely see the aftermath of a battle, when the survivors have to pick themselves up and move along. And so if the transport is all shot up, most players don’t realize how badly the force is crippled. In point of fact, Panzerblitz encourages one to be a truck-burner. I find that almost all the transport which is lost is sacrificed, deliberately sent out to die while spotting, blocking, or unloading adjacent to an enemy. None of this is realistic, and it might not be a bad idea to double or triple the victory point value of transport killed in order to persuade us truck-burners to mend our ways.

25. Wagons

Force: Weapons class ‘C’. This is all that justifies their existence.

Foible: Movement factor. So slow.

Threat: None. There is an excellent chance your enemy will never even notice what your wagons are doing.

Pals: Artillery, almost solely. It isn’t worth the trouble to transport infantry in carts. The increase in speed is minor; the increase in vulnerability is terrific.

Enemies: Tanks.

Fate: Caught and killed. Wagons “neither have the heart to stay nor wit enough to run away.”

Loss: Shruggable. If you have a friend you are anxious to alienate, I suggest that, when he eliminates a wagon unit early in a scenario, you leap up, congratulate him warmly for his generalship, and resign the game. He will not miss the sarcasm.

Deployment: Behind a static front, on a road junction hex, perhaps loaded with a defensive reserve unit. Wagons will rarely have the speed to make it across open terrain, so it is best to deploy them where there are patches of cover. In an advance wagons are sure to be left behind; during a long retreat wagons may be expended as blocks, since they will be caught and killed anyway. A road hex on a reverse slope is a good place; a wagon there will slow enemy vehicles for 2 turns. Of course blocking tanks with horse-carts is a Nasty Trick, totally unrealistic; but it is not specifically forbidden in the printed rules.

26. Trucks

Force: Movement factor, On road.

Foible: Movement factor, Off road.

Threat: Pressurizing/Antagonizing if the trucks carry infantry.

Pals: Infantry or artillery.

Enemies: Tanks, halftracks, and enemy trucks. To trap a truck bent on staying alive it is usually necessary to surround it with vehicles and green hex sides.

Fate: Killed if caught. Frequently sacrificed.

Loss: Shruggable.
and has no halftracks to spare: a Russian who burns halftracks may have difficulty moving his infantry away from the road.

Loss: Shruggable.

Deployment: In the forefront of the attack — but don’t run away from your passengers.

Historical Marker: The Russian counter may be another “averaging” counter rather than a counter representative of one type of vehicle. The silhouette is that of a Lend-Lease U.S. M3 halftrack, roughly similar to the German SdKfz 251. The other vehicle listed, ZIS-33, is a halftracked version of the ZIS-5 truck which equips some of the truck units. As far as I know, neither wheeled nor halftracked version of this vehicle (A Ford imitation dating from the early 30’s) was armored or armed.

Reconnaissance Vehicles

All the reconnaissance vehicles in Panzerblitz are German. The Russians had some — you might find T-70 light tanks and an assortment of armored cars still around in 1944 — but they had found them to be less than useful and were phasing them out.

In the game you are likely to find the German recon units less than useful. Everything is known — terrain, enemy positions, enemy strength. The recon units are not armored well enough to spot, and, because they are frozen in place during the opponent’s move, their speed is no defense for them. With their reconnaissance function denied them, all they can do is harass, block, and transport friendly units.

Note the difference between the actual Lynx (top) and the PzKw III (below) which it is falsely labeled in the Campaign Analysis booklet.

28. Lynx

Fort: Movement factor.

Foil: Attack factor. The weakest attack factor in the game.

Threat: Very Little. A Panther or a halftrack can go wherever a Lynx can.

Prey: Russian transport.

Range: 9 hexes.

Execution: Dispersal half the time, unless you overrun, and if that leaves the Lynx out in the open someone will blow it away. Not worth doing unless whatever was in the truck was very valuable.

Pals: Infantry carried as a passenger will help the blocking function.

Enemies: Russian tanks.

Fate: Sacrificed for spotting/overburden.

Loss: Shruggable. If the German is at all daring with this piece, he may expect to wind up with a missing Lynx.

Deployment: As far forward as possible.

Historical Marker: Contrary to what the Campaign Analysis book tells you, this vehicle is not a PzKw III. It is a PzKw II Ausf L. The designation was later changed to Panzerspwanwagen II to indicate that its function was strictly reconnaissance. In mid-1943 the Germans finally gave up on scouting tanks and ceased production of this vehicle.

29. SdKfz 234/1

Fort: Movement. This is the fastest unit in the game.

Foil: Attack factor.

Threat: Pressurizing/Agonizing. The dandiest trick to pull with this unit is to slip through your opponent’s lines and take up some ambush position on the other side where you can block reserves, delay reinforcements, and generally annoy. Often when you do this, your opponent will feel insecure enough with you back there to form a hunting party to attempt to trap the armored car, thus pulling in reserves needed elsewhere and possibly creating a weak point.

Prey: Transport.

Range: 15 hexes.

Execution: Dispersal.

Pals: Another scout car, to insure that an overrun will really be effective. Infantry passengers for blocking.
31. Maultier
   Forte: Attack factor.
   Foible: Range factor.
   Threat: Pressurizing.
   Range: 3-12 hexes, most likely at the long end of that range. The Nebelwerfer is an odd weapon to deploy, since it lacks the sine qua non of self-propelled weaponry; i.e., long range. There is a temptation to give it an armored escort and send it in to do assault-gun work — but it is so weak that the move is likely to be a suicide against any organized opposition in strength. The factor which keeps this unit in the SPA class is its movement factor; in pursuit or retreat, the Maultier is just nimble enough to be able to choose its own range. Execution: A kill half the time. Pals: Other SPAs. Infantry in front to spot. A wireblend is handy for up-factorizing.
   Enemies: Russian infantry. A close assault will give the Mule no chance to kick.
   Fate: Eliminated if surrounded. Since that isn’t easy, the Maultier will probably survive the game.
   Loss: Damaging.
   Deployment: Because of the short range it is futile deploying the Maultier in orthodox SPA positions on hilltops. If you do, you will likely find that your targets scurry around carelessly at the end of your reach or beyond. Better to give up the visibility advantage of height and deploy in cover at ground level, closer to the front than other SPAs, with as good a field of fire as the situation will allow.

PanzerBlitz
Situation #22

RUSSIAN FORCES
Advance elements of the Soviet 131st Rifle Corps enter on East edge.

GERMAN FORCES
Forward units of the 6th Mountain Division set up anywhere on board.

VICTORY CONDITIONS:
German wins if Russian cannot fulfill victory conditions.

Self-Propelled Artillery

Schwere Panzer Sphä Rhe Wagen — 1938 Heavy Armored Recon Vehicle 231-233 model which was the forerunner of the 224/2.

Without the backup threat of shellfire his thin defensive lines will be overrun. Therefore, both historically and in the game, the German’s SPAs are pillars of strength to him — with plenty of Slavonic Sampsons loose on the premises.
THE GENERAL

Historical Marker: The Maultier is an improved imitation of a Russian weapon not included among the counters — the famed M-13 Katyusha mounted on a truck. This weapon is given among the additional units in the Campaign Analysis booklet. It is almost the only true Russian self-propelled artillery.

32. Wespe
Forte: Range. Highest on the board.
Foible: Defense factor.
Prey: Any Russian unit.

Range: 5-32 hexes. The Wespe can fight closer, but in a mobile situation it is seldom worth the risk. If anybody gets that close, just move back and blast them.
Execution: Dispersal for infantry targets. At close range a kill is likely on armored targets.
Pals: Other SPAs, CPs, Infantry and tanks to the front to spot. Self-propelled artillery is almost self-sufficient; a few pieces positioned with interlocking fields of fire will make destruction of any one piece quite expensive.
Enemies: Infantry.
Fate: Decided by battle. Expect a terrific fight. Dispersal will generally mean destruction on the following turn. Russian attackers should keep in mind what happens when a Wespe uses intensive fire.
Loss: Shocking. Expect extreme German demoralization.

33. Hummel
Forte: Attack factor. Largest on the board.
Foible: Defense factor.
Threat: Pressurizing.
Prey: Everybody.
Range: 5-24 hexes.
Execution: A kill half the time. All the time on armor at close range.
Pals: CPs; other SPAs; infantry and tanks to spot.
Enemies: Infantry. Close assault will not give even a Hummel a chance to fire.
Fate: Decided by battle.
Loss: Gott ein Hummel!! The German may resign.
Deployment: Hilltops with cover.

34. The Nashorn
Forte: Range.
Foible: Defense factor.
Threat: Pressurizing.
Prey: Vehicles. And infantry, if delay is necessary.
Range: 4-20 hexes.
Execution: Against vehicles, dispersal at long range, a kill at short range. Against infantry there is about half a chance of a dispersal.
Pals: H class SPAs. Infantry to spot. Infantry, incidentally, should not ride on any of the SPAs.
Enemies: They are vulnerable to fire, and if the SPAs are used properly the infantry will never make it to the front where it can be used.

Deployment: Main artillery positions; Hilltop hexes. The Wespe has enough range to deploy on open, "build" hilltops, providing no Russian unit is within shooting distance. Be careful with such a deployment during mobile retreats — it will take a T-34 in the target area only two turns' unhindered movement to reach firing range, so an exposed Wespe might well have to flee before doing much damage. The basic skill in using SPAs is to move very seldom so as to spend as many turns shooting as possible. Cover is still best for this.
should travel ahead by other means to begin the assault. If the troops can delay anything, the SU-152 will kill it when it comes up.

Pals: Infantry, but not transported. The infantry will be sometime before you can get your position and then to follow along behind him as closely as possible. If he ever slows down you can kick him in the pants.

Prey: Russian infantry. An SU-152 can also take up against the German to scare him out of his position and then to follow along behind him as closely as possible. If he ever slows down you can kick him in the pants.

Execution: Dispersal half the time.

Pals: Infantry.

Enemies: Tanks.

Fate: Occasional dispersal. An SU-152 ought to survive the game.

Loss: Shocking. The Russian army is a little better balanced than the German, so that the loss of any single unit is not so damaging as the loss of a Wespe or Hummel, but a close infantry assault is always a psychological vulnerability, it is the SU-152. This unit is intended because the German units can operate from safe positions, but the Russian must have his SU-152 to danger if he is going to get full value from them. The Russian must overcome his tendency to hold these valuable units back from the assault.

Deployment: Up front. Only when the action becomes completely static is an artillery position for an SU-152 justified. However, none of the special SPA rules apply; the Nashorn cannot use indirect fire, and may make overruns. Incidentally, this vehicle uses the same chassis as the Hummel. Originally the vehicle was called "Horsa" (Hommot); but in early ’44 Hitler decided that he didn’t want his armor named after ancient heroes. He ordered that the name "Horsa" and "Hommel" be abolished. Thereafter this unit was called the "Nadorn": the other two were still called "Wespe" and "Hummel" — but very quietly.

Assault Guns

Army Assault guns are used against enemy infantry positions. Generally, they are heavily armored, carry low-velocity, high-explosive weaponry, and move somewhat ponderously. Their reach is generally too short to allow them to double as SPAs. The best way to use them is up close. No commander can do very wrong if he places his assault gun alongside as enemy.

Deployment: As close to enemy infantry as possible.

Prey: Infantry.

Execution: Infantry targets will be dispersed half the time. Tanks would be obliterated if shot at. The best way to employ these two alone is on flat ground as close to the target infantry unit as possible without risking a close assault.

36. GW38(M) and Wirbelwind

Pals: German infantry. GW38 is a heavy infantry gun, a transitional model dating from 1940, kept in service more for a now more clearly defined role. The other two alone is on flat ground as close to the target infantry unit as possible without risking a close assault.

Execution: Dispersal half the time.

Pals: Tank destroyers or heavy tanks stacked with SPA and assault gun are blurred with these units, and with the Maultier, StuH 42, the SU-152 became completely static an artillery position for an SU-152 regiment. The SU-152 regiments were for offensive purposes only; once the front became static the Soviet high command would pull them out for a new offensive elsewhere.

Deployment: Hilltops with cover.

Historical Marker: Two US nicknames for this vehicle were "Conquering Bear". The same is important because it shows how the SU-152 was used. The SU-152 regiments were for offensive purposes only; once the front became static the Soviet high command would pull them out for a new offensive elsewhere.

Prey: Infantry.

Execution: Infantry targets will be dispersed half the time. Tanks would be obliterated if shot at. The best way to employ these two alone is on flat ground as close to the target infantry unit as possible without risking a close assault.

Deployment: Up front. Only when the action becomes completely static is an artillery position for an SU-152 justified. However, none of the special SPA rules apply; the Nashorn cannot use indirect fire, and may make overruns. Incidentally, this vehicle uses the same chassis as the Hummel. Originally the vehicle was called "Horsa" (Hommot); but in early ’44 Hitler decided that he didn’t want his armor named after ancient heroes. He ordered that the name "Horsa" and "Hommel" be abolished. Thereafter this unit was called the "Nadorn": the other two were still called "Wespe" and "Hummel" — but very quietly.

35. SU-152

Fort: Attack factor.

Forte: Tank destroyers or heavy tanks stacked with SPA and assault gun are blurred with these units, and with the Maultier, StuH 42, the SU-152 became completely static an artillery position for an SU-152 regiment. The SU-152 regiments were for offensive purposes only; once the front became static the Soviet high command would pull them out for a new offensive elsewhere.

Execution: Dispersal half the time.

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38. JgdPz VI

Forte: Attack factor. Weapons class ‘A’ ought to take this vehicle out of the assault gun category; but the Jagdtiger is so slow that it is hard to imagine how else it might be used. It is a poor tank destroyer — too easily flanked, and worthless in an advance.

Deployment: As close to enemy infantry as possible.

Prey: Infantry.

Execution: Infantry targets will be dispersed half the time. Tanks would be obliterated if shot at. The best way to employ these two alone is on flat ground as close to the target infantry unit as possible without risking a close assault.

Deployment: Up front. Only when the action becomes completely static is an artillery position for an SU-152 justified. However, none of the special SPA rules apply; the Nashorn cannot use indirect fire, and may make overruns. Incidentally, this vehicle uses the same chassis as the Hummel. Originally the vehicle was called "Horsa" (Hommot); but in early ’44 Hitler decided that he didn’t want his armor named after ancient heroes. He ordered that the name "Horsa" and "Hommel" be abolished. Thereafter this unit was called the "Nadorn": the other two were still called "Wespe" and "Hummel" — but very quietly.

37. StuH 42

Forte: Defense factor.

Forte: Range.

Deployment: As close to enemy infantry as possible.

Prey: Romanian infantry.

Prey: Infantry.

Forte: Weapons class ‘A’ ought to take this vehicle out of the assault gun category; but the Jagdtiger is so slow that it is hard to imagine how else it might be used. It is a poor tank destroyer — too easily flanked, and worthless in an advance.

Deployment: As close to enemy infantry as possible.

Prey: Infantry.

Execution: Infantry targets will be dispersed half the time. Tanks would be obliterated if shot at. The best way to employ these two alone is on flat ground as close to the target infantry unit as possible without risking a close assault.

Deployment: As close to enemy infantry as possible.

Prey: Romanian infantry.

Prey: Infantry.

Forte: Weapons class ‘A’ ought to take this vehicle out of the assault gun category; but the Jagdtiger is so slow that it is hard to imagine how else it might be used. It is a poor tank destroyer — too easily flanked, and worthless in an advance.

Deployment: As close to enemy infantry as possible.

Prey: Infantry.

Execution: Infantry targets will be dispersed half the time. Tanks would be obliterated if shot at. The best way to employ these two alone is on flat ground as close to the target infantry unit as possible without risking a close assault.

Deployment: As close to enemy infantry as possible.

Prey: Romanian infantry.

Prey: Infantry.

Forte: Weapons class ‘A’ ought to take this vehicle out of the assault gun category; but the Jagdtiger is so slow that it is hard to imagine how else it might be used. It is a poor tank destroyer — too easily flanked, and worthless in an advance.
THE GENERAL

Loss: Possibly shocking - more likely just surprising.
Deployment: As far forward as you can get it.

Tank Destroyers

A tank destroyer is a turretless tank. Some fellows - Guderian, for example - seemed to feel that there was a functional as well as a mechanical distinction between tanks and tank destroyers. If so, the distinction is not apparent in Panzerblitz. Historically, the tank was the weapon preferred by the experts; yet in Panzerblitz a TD unit seems more powerful than the tank from which it borrows its chassis. You can explain away this phenomenon for German units by pointing out that the TD units have one more vehicle than tank units - TDs come in six-PAKs, like beer - but what do you do when you come to the Russian units? It looks as if there is something which a tank unit can do and a TD unit can't do that is not taken into account in the rules.

Deployment: As far forward as you can get it.
Loss: Any reasonably speedy TD can duck out of an argument; for strategic reasons you may prefer to have it stay to fight. When a Marder stays to engage there will generally be so many other units in the battle that the Marder's fate is insignificant. If the Marder does engage in a duel, there is about a half chance of its being killed in the first exchange of shots.
Fate: Depends on the shoot-out. In an individual duel dispersal is likely.

40. StuG III and Hetzer
Forte: Defense factor.
Foible: Movement factor. The Hetzer is especially slow.
Threat: Mobilizing/antagonizing. Most tanks and tank destroyers of medium weight or more will threaten to surround and spot an opponent's unit if they can reach jump-off positions in cover within four hexes. If the unit is worth saving, a wise opponent either moves it or reinforces it.

Prey: Russian tanks and artillery.
Range: 1-4 hexes. It is important to keep the Hetzer close to the action because of its low speed. It is a great help to both units to have their attack factors doubled.
Execution: Dispersal most of the time. A lone Sturmgeschutz attacking the average Russian tank at close range is not likely to kill it or be killed by it. Whichever side reinforces first will win the duel.

Pals: Infantry, to administer a follow-up close assault. Other armors are always helpful if available, particularly the Pz IV. Wespe and Hummel help to crack infantry.
Enemies: Russian tanks.
Fate: Depends on the shoot-out. In an individual duel dispersal is likely.

Deployment: The front of the battle. The rear of the retreat. The reserve of the static line. Good units for spotting in all three situations.

41. JgdPz IV
Forte: Range. Better than that of its contemporaries, StuG III and Pz IV.
Foible: Defense factor.
Threat: Pressurizing. Essentially a souped-up replacement for the Marder III, the JgdPz IV likewise lacks the requisites for close-in combat, and should be used to apply pressure rather than for violent assault.
Prey: Russian tanks.
Range: 3-12 hexes.
Execution: Half a chance of a kill at close range.
Pals: Pz IV; StuG III.
Enemies: Russian tanks. Infantry can also be worrisome.

42. SU-76
Forte: Movement factor.
Foible: Range. The SU-76 is not a very strong unit defensively, but the short range forces the Russian to use it up close.
Threat: Channelizing. It is best to use this unit mostly for defense.
Prey: German armored vehicles.
Range: Adjacent. Either the German walks right up to you or you walk up to him. Overrun opportunities are rare.
Execution: Dispersal.
Pals: Infantry, T-34s.
Enemies: German armored vehicles.
Loss: Annoying - nearly shruggable.
Deployment: This is a unit which is often found working with the infantry. As such, it may constitute almost the only vehicle a rifle regiment will have, a case which justifies its being taken away from its TD role and used solely for special transport missions. Scenario 2 is a fine example of such a situation. Otherwise the SU-76 should serve as a reserve for a static line or as a tail-end Charlie for a tank assault.
Historical Marker: The "Crash-boom" again, on tracks.

43. SU-85
Forte: Defense factor.
Foible: None really. A well-balanced unit.
Threat: Mobilizing/antagonizing.
Prey: German tanks and artillery.
Range: 1-10 hexes. This unit has the speed to do overruns, and the strength to engage close in.
Execution: Dispersal.
Pals: Infantry, especially SMG units. T-34s make good friends, particularly T-34/85s blessed with the same speed and the same range.
I

in a T-34, lots: in duels.

Deployment: Well

SU-152.

Foible: Again, none.

Guard in a retreat An

Deployment: The

Pals:

Execution: A kill at close range.

Foible: Enemy tank and artillery.

Range: 1-12 hexes. Try to get in close. This unit has the speed to do it.

Infantry in attack situations only. If possible it is better to let Panthers or SGII's do any spotting that needs to be done.

Forte: Movement factor.

Enemies: As far as possible. Forte: Defense factor.

Deployment: The van of the attack; the rear guard in a retreat. An excellent mobile reserve unit, preferably with an infantry passenger.

Deployment: As far as possible.

The German; when the German tanks and artillery, possibly even German tanks and artillery, are superior in number, they reply to every Russian move and effectively prevent the Russian from getting a foothold.

Enemies: Enemy tank and artillery.

Range: 1-6 hexes. With either unit, close the

Execution: A kill half the time.

Deployment: The mobile reserve.

Deployment: As far forward as possible.

Deployment: As far forward as possible, and generally with infantry passengers. You should rarely see a T-34 unit alone, and rarely on the defense. Uncle Joe will have held them all back for the big counter-punch.

Historical Marker: The T-34/76 is something of a graybeard in the game. It is essentially the same tank that met the Germans in 1941, but the German tanks from that era are not included among the counters. And the T-34 is by no means obsolete. The time of Kurisk (Scenario 10) the Germans were just beginning to overtake the Russian technological lead.

The T-34 and the

Range: 1-8 hexes. The German can afford to close with this tank only because he has a quantity of them, and not infrequently nothing else to work with.

Execution: Dispersal.

Pals: Infantry in attack situations only. If possible it is better to let Panthers or SGII's do any spotting that needs to be done.

Enemies: Enemy tank and artillery.

Forte: Spent in spotting or in shoot-outs. An attacking Russian player should lose half of the T-34s in his starting OB; if he loses less he is moving too slowly; if he loses more he had better watch it or he will soon be faced with a tankless job.

Loss: Almost negligible. What is one dead rat to the pack?

Deployment: As far forward as possible in attack, and generally with infantry passengers. You should rarely see a T-34 unit alone, and rarely on the defense. Uncle Joe will have held them all back for the big counter-punch.

Historical Marker: The T-34/76 is something of a graybeard in the game. It is essentially the same tank that met the Germans in 1941, but the German tanks from that era are not included among the counters. And the T-34 is by no means obsolete. The time of Kurisk (Scenario 10) the Germans were just beginning to overtake the Russian technological lead.

**THE GENERAL**

44. JgPz V

Forte: Just beautiful all over.

Threat: Mobilizing.

Range: 1-6 hexes. With either unit, close the

Execution: A kill half the time.

Deployment: The van of the attack; the rear guard in a retreat. An excellent mobile reserve unit, preferably with an infantry passenger.

Pals: Panthers. Infantry on the attack only.

Enemies: A multitude of Russian tanks. But no single tank need give pause except perhaps the SU-152.

Deployment: As far as possible.

Deployment: As far forward as possible.

Deployment: For the Russian:

Deployment: As far as possible in attack, and generally with infantry passengers. You should rarely see a T-34 unit alone, and rarely on the defense. Uncle Joe will have held them all back for the big counter-punch.

**HISTORICAL MARKER**

The JSU-122 is not to be confused with the SU-122, a 122mm howitzer mounted on a T-34 chassis which was employed as an assault gun but was inferior to the SU-152 and not much good against armor.

Tanks

The only reason that tanks and tank destroyers are in a separate category is that I am sentimental about such things. In the game the tactical doctrine for each type is the same. Both units work as much by threat as by actual fire. The recurring pattern in the game is for the tanks (and TDS) to roll up adjacent to an enemy unit, which then either retreats if it can or dies, exacting whatever casualties it can before it is killed. If both have a large number of tanks, an equilibrium is reached in which neither side dares to advance. The situation then becomes static and the slower moving arms, infantry and artillery, become dominant.

Most of the actual firing with tanks occurs when one side uses tanks to block the other's mobile stack. At that point firing breaks out between individual units and is either quickly resolved or becomes a miniature engagement, with each player trying to bring more fire to bear on the enemy's engaged units. These are the actions I have referred to as tank shoot-outs, and they are peculiar to the armored forces; you seldom see artillery engaging in individual duels, and somebody always horns in on an infantry fight to break it up.

Actually the most efficient way to use a tank is to Overrun. Unfortunately there are several factors which limit overrun opportunities. First, a target in the open where it can be overrun is likely to be destroyed by fire before the tank can move up to it. Secondly, an unsuccessful overrun always leaves one adjacent to an enemy unit capable of spotting and inclined to be a poor sport about the matter. And finally, even a successful overrun will generally leave the overrunning tank out in the open where it can be fired upon or overrun in turn. As Dr. Johnson said, the pleasure is transient and the position is ridiculous.

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**44. JgPz V**

**Forte:** Just beautiful all over.

**Foible:** Again, none.

**Threat:** Mobilizing.

Pals: Panthers. Infantry on the attack only.

Enemies: A multitude of Russian tanks. But no single tank need give pause except perhaps the SU-152.

Deployment: As far as possible.

Deployment: As far forward as possible.

Execution: A kill half the time.

**Historical Marker:** This is the unit depicted on the box.

**45. SU-100 and JSU-122**

**Forte:** Attack factor and defense factor.

**Foible:** Movement factor.

**Threat:** Mobilizing.

Pals: German tanks and artillery, possibly even infantry. As with the JgPz VI these units are so slow that the distinction between TD and assault gun is blurred.

Range: 1-8 hexes. Get as close as you can.

Execution: A kill half the time at close range.

Pals: Russian heavy tanks and the SU-152's.

Enemies: Wespe and Hummel, very heavy German tanks and tank destroyers.

Deployment: The mobile reserve.

**46. T-34c**

**Forte:** Movement factor.

**Foible:** Range.

**Threat:** Mobilizing/ Antagonizing.

Pals: German tanks and artillery.

Range: 10hexes. Generally the Russian has enough T-34s to burn that an overrun becomes a serious worry for the German. When the Russian makes fire attacks he should try to be as close as possible.

Execution: Dispersal most of the time.

Pals: Infantry. The T-34 and the SMG or the rifle company is the Russian stock in trade. If that combination goes wrong, nothing will be right, Tovarische.

Enemies: German tanks and artillery.

**47. PzKpfw IV**

**Forte:** Attack factor.

**Foible:** Defense factor.

**Threat:** Mobilizing/Antagonizing.

**Pals:** Russian tanks and artillery.

Range: 1-8 hexes. The German can afford to close with this tank only because he has a quantity of them, and not infrequently nothing else to work with.

**48. KV-85 and Tiger I**

**Forte:** Defense factor.

**Foible:** Movement factor.

**Threat:** Mobilizing.

Pals: Enemy armor and artillery.

Range: 1-6 hexes. With either unit, close the

Execution: A kill half the time.

**Pals:** For the Russian: T-34c. For the German: Pz IVs – and SPAs.

**Enemies:** Enemy armor.
Fate: Depends on the shootout. In duels dispersal is likely.
Loss: Annoying. When the heavy tanks are about, there are usually enough mediums to replace any losses.
Deployment: Keep as close to the enemy as possible.
Historical Marker: These are first generation heavy tanks, not so markedly different from their contemporary mediums that any separate tactical role can be clearly visualized. The KV-85 is an upgunned version of the KV-1, which had the same 76.2mm gun as the early T-34. The KV chassis was fitted with a new turret which served as a prototype for the turret eventually fitted to the T-34/85. Once that latter tank came out the KV-85 was taken out of service. The Tiger was a German attempt to one-up the Russian T-34. The attempt failed because the design was difficult to mass-produce. When the Panther entered service the Tiger I was gradually phased out.


Forte: Attack factor.
Foilé: Movement factor.
Prey: Russian tanks and infantry.
Range: 1-8 hexes.
Execution: A kill half the time at close range.
Pals: Infantry, especially SMG units. T-34/76s and SU-85s can keep right up without trouble.
Enemies: German tanks and SPAs.
Fate: Damaging, if only because of the fame and reputation of this vehicle.
Deployment: As far forward as possible.

Historical Marker: The JS-III nicknamed "Pike" because of its pointed hull, really has no place in a World War II game. I have never read an account of its being employed against the Germans before hostilities ceased. The nature of its design as well as the nature of its employment puts this vehicle in the Cold War Era, and that is beyond the scope of this game. I have never read an account of its being employed against the Germans before hostilities ceased. The nature of its design as well as the nature of its employment puts this vehicle in the Cold War Era, and that is beyond the scope of this game.

PBM EQUIPMENT

Tired of playing solitary or humiliating 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 tournaments 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 CRT's for postal play.

Kits are available for the following games:
**Opponent Wanted**

We're experiencing growing pains. More subscribers means more Want Ads. We just don't have the space for every subscriber to list them as he has in the past. To make it easier and more meaningful for all concerned, we introduce the Mini-ad.

1. Want-ads will be accepted only when printed on this form.
2. For Sale, Trade, or Wanted-to-Buy ads will be accepted only when they are dealing with collector's items (games no longer available from AM and are accompanied by a token $5 fee.
3. Invent copy where requested on lines provided and print name, address, and phone number where provided.
4. Nondescript contests will be accepted only when your ad will not be accepted.
5. Ads will be accepted early on forms from the preceding issue except in those cases where a Opponents-Wanted form appeared in the preceding issue.
6. So that as many ads as possible within our limited space, we request you use the following abbreviations in wording your ad. Likewise with State abbreviations.

**Alpha Keys**

- A: Alexander the Great
- A: Alex. Athletic
- Baseball Strategy = BB
- Battle of the Bulge = BB
- Basketball Strategy = BK
- B: Bike: D-Day = BB
- D-Day in WW II = BF
- Football Strategy = FT
- France 1940 = FRFR
- Face-off Game = FG
- First Battle = FB
- Gettysburg = GET
- Greatest: Table Talk = GUAD
- Guad: Justified = JF
- JFK: King = KD
- Kushner = KQ
- Laff:Squad = LS
- Liberty War = LW
- Mid-War = MW
- Mind = MI
- Might: 1776 = MM
- Napoleon = NA
- Pan: Panzer Leader = PL
- Play-by-Mail = PB
- Play-by-Phone = PB
- Play-by-Phone = PB
- Play-by-Phone = PB
- Rodgers: Win = RW
- South of the Border = SB
- Strategic = STR
- Third Reich = TR
- Warm: Warm Up = WA

**Contest No. 63**

It is late in Situation No. 6, the Russians are forced into making desperation drives in order to achieve their victory conditions. The map shows a portion of the Russian units engaged in an attempt to break through through the southern end of the German line. As the German player how do you best exploit this situation, i.e., how do you maximize your chances of destroying units while making sure that surviving units have no chance of a breakthrough. List any attacks in the accompanying chart and show any movement by drawing arrows to the hex moved into.

The decision of our judges is final. No entry will be accepted without votes for the three best articles of the issue.

**Readers Response**

<table>
<thead>
<tr>
<th>ISSUE AS A WHOLE</th>
<th>__________</th>
<th>(Rate from 1 to 10, with 1 equating excellent, 10 terrible)</th>
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<tr>
<td>34</td>
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</tbody>
</table>

Match the numbers with the appropriate copy in the AM Philosophy and indicate those which you would definitely buy.
Selling

Will sell 1914, will take best offers for TAC, FR '46, OUT, PAN and Mid. Fill any good, or mint condition Civil War, please. Bill for $4.00. For sale: Bismarck, Buy for $14.99. For sale: Gett. Wally Williams, Jr., 1507 W. 13th St., Panama City, FL 32401, (904) 763-1608. Wish to sell Civil War ($26) postage included, 32nd Ave., Ocala, FL 32670, 694-2972.

FOR SALE: 1914 ($13.00) includes postage. William Keirn, RFD 5, Box 208, Orchard Pk., NY 14127, (415) 461-1907.


FOR SALE: Bismarck in mint cond for sale! Want $16., but will take low bid. 1914, $10.00. F. Lee Johnson, 1411 Edgeworth Rd., Sanford, NC 27352, (219) 255-1860.

FOR SALE: Hex-Gett. Wally Williams, Jr., 1507 W. 13th St., Panama City, FL 32401, (904) 763-1608.

FOR SALE: Bismarck in mint cond for sale! Want $16., but will take low bid. 1914, $10.00. F. Lee Johnson, 1411 Edgeworth Rd., Sanford, NC 27352, (219) 255-1860.


FOR SALE: 1914 ($8.00), will pbm average or better. $25.00 for perfect Chancellorsville map board. For Sale: Civil War, Ch-ville. Will learn others. Leslie Howard, 803 Crestwood Dr., Sturgis, SD 57785, 276-5148.

FOR SALE: 1914. Best bid to $3.00. Steven Petrin, 5076 New Street, Brandon, Manitoba, Canada R0C 2H0, (204) 738-3051.

FOR SALE: Bismarck, Trump, Strand, 714 N. Lowell Ave., Ironwood, MI 49938.


Another Situation 13: Parablitz

Parablitz was conceived out of a desire for a totally unique PANZERBLITZ situation. Although the following rules are laden with various charts, Parablitz is not really very complex.

The situation dealt with in Parablitz is that of an attempt by the Russians to stop a German offensive before it begins. The Germans are beginning to mass forward elements of a tank regiment on the western half of board two. However, most of the regiment is still over a week away. Behind the forward elements of the regiment is a vast road network which is susceptible to Russian counterattack, especially counterattack from the air. To the protection of this road network, the Germans have assigned remnants of an assault gun brigade as well as elements of a reconnaissance battalion.

The Russian objective: Force the forward elements of the German tank regiment back, at the same time cutting off roads within German held territory. The more roads the Russian cuts deep within German territory, the farther the main German battle force must push to get back to its original starting point.

However, the Russian's forces are very limited. Although the exact size of his force is not known to the German player as the game progresses, it consists of elements of a tank brigade and a SP artillery regiment, along with the Russian paraforce.

Step 1: The German secretly records the positions of all his units, which may be set up anywhere on boards one and two. No German unit is placed on the board at this time, for the hold territory. The more roads the Russian cuts deep within German territory, the farther the main German battle force must push to get back to its original starting point.

Step 2: After the German records the position of his units, the Russian rolls the die to determine wind direction and speed.

To determine wind direction, the die is rolled once. If a one is rolled, the wind is blowing to the north. If a two is rolled, the wind is blowing northwesterly, and so on. To determine wind speed, the Russian player rolls once again, consulting the Wind Speed Table. Wind speed and direction should be kept track of carefully, as they are very important with regard to paradrops.

Step 3: The Russian player then rolls to determine the size of his main battle force. The die is rolled separately for each of the columns in the Russian Attack Force Table.

**Wind Speed Table**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>No wind</td>
</tr>
<tr>
<td>2</td>
<td>Low wind</td>
</tr>
<tr>
<td>3</td>
<td>Medium wind</td>
</tr>
<tr>
<td>4</td>
<td>High wind</td>
</tr>
</tbody>
</table>

**Russian Attack Force Table**

<table>
<thead>
<tr>
<th>Roll</th>
<th>8x8</th>
<th>T-34c</th>
<th>T-34b</th>
<th>SU152</th>
<th>Trucks</th>
<th>Ranges</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
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<td>6</td>
<td>6</td>
<td>6</td>
<td>5</td>
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</tbody>
</table>

The number of Russian units in the main battle force is never revealed to the German player. The Russian player must also roll to determine the size of his paraforce, as well as where it enters the board. To determine the paraforce size, the Russian player rolls the die separately for each of the following columns:

**Russian Paraforce Table**

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Guards</th>
<th>Rifles</th>
<th>S.M.G.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>2</td>
<td>2</td>
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</tr>
<tr>
<td>6</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

These "die roll dependent forces", though they may turn many of you off, are necessary to maintain the element of surprise for the Russian. As in real life, the German player will not know exactly how many Russian units will be dropping upon him from the sky. However, it should be noted here that only enough variance has been built into these charts to insure uncertainty on the part of the German, without affecting play balance considerably.

Step 4: The Russian player must separate his main paraforce into three separate smaller ones. The number (not type) of units in each of these paraforces must be made to be as equal as possible. Any leftover units which cannot be divided evenly are distributed as the Russian player wishes. In dividing his units into separate paraforces, the Russian player needs this information:

A - The first Russian paraforce always must paradrop on turn one.
B - To determine on which turn the second and third paraforces must drop on, the Russian player consults the Paraforce Entrance Table.

**Paraforce Entrance Table**

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
</tr>
</tbody>
</table>

Explanation: The Russian player cross-indexes the paraforce number with the die roll. The resulting number is the latest turn that the Russian player is allowed to bring that paraforce onto the board. If the Russian player does not bring that paraforce in by that turn, it is considered eliminated, although the German player need not be told of this elimination. Paraforce 1 must always paradrop on turn one.

Example: To determine which turn the second paraforce enters, the Russian rolls a five. This means that paraforce 2 may never paradrop after turn four.

OUTLINE OF PLAY

**Turn 1:** After determining the size of his forces, wind direction, and wind speed, the Russian player drops onto the board all units in paraforce one, as well as any, none, or all of his para-units which paradrop on a later turn. The Russian has the choice of dropping his units on any or all of the boards. The German units are then placed on the mapboard. They are free to move and attack, except that they may not enter board three unless Russian units have paradropped into or immediately adjacent to it.

**Turn 2:** To begin with, the Russian player must first determine if the wind speed or direction has changed. If the wind speed on the previous turn was high, and it remains so, the Wind Direction Change Tables determine how much, if any, the wind has changed direction.

**Wind Direction Change Table**

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>No</th>
<th>Low</th>
<th>Med.</th>
<th>High</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
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<td>3</td>
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<tr>
<td>6</td>
<td>6</td>
<td>7</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

Explanation: The die roll is cross-indexed with the wind speed of the previous turn to determine the wind speed of the present turn.

After wind speed and direction is determined, the Russian then paradrops all units, any that may be paradropped on turn two. He is also free to paradrop any units which enter on a later turn. The Russian is then free to move and attack. He has the option of entering any or all of the units of his attack force onto the western half of board three. Once any Russian unit has entered or moved adjacent to board three, the German player is free to move and attack on this board. Whether Russian units have entered board three or not, the German then takes his half of the turn. This procedure is followed for the rest of the game.

**PARADROPPING**

A - The Russian player may never paradrop a unit after the turn that its paraforce is assigned to drop on by the Paraforce Entrance Table. The units may, however, drop anywhere on the entire board. The Russian player need not plan ahead where to drop his para-units, rather, he makes that decision when he drops them.

B - Paradropping units are subject to being scattered throughout a number of squares. Hereafter, this scattering will be known as "dispersal". This is not to be confused with combat results.

C - The unit being paradropped is first placed onto the square which the Russian player wishes to drop it on (Hereafter known as the "target square"). The unit being paradropped is then subjected to dispersal, dependent upon speed and direction of the wind.

D - How badly the paradropping unit is dispersed is determined by the Parablitz Dispersal Table.
THE GENERAL

Example

ever, they may join together. For example, five an entire Rifle Company, but the Rifle Company units land in target square X, but they are scattered in a wind. He wind. He

This holds for any amount of breakdown units in the result of 02211101. Thus, no breakdown with

SMG
wind. He

The Russian player is attempting to paradrop a SMG Company into target square X in a medium wind. He rolls a 6 which he cross-indexes with the column “medium” in the Paradrop Dispersal Table. The result is an “E” which, when matched with row “E” in the SMG Dispersal Chart, gives the result of 02211101. Thus, no breakdown units land in target square X, but they are scattered in a string downhill from it. Note also that, due to the zero just before the last 1 in the result, no breakdown units land in square Y. No breakdown units drop past square Z.

E - Breakdown units may never separate. However, they may join together. For example, five Rifle breakdown units may join together to form an entire Rifle Company, but the Rifle Company may never separate into five breakdown units. This holds for any amount of breakdown units in the same square belonging to the same company. F - Breakdown units, until (if ever), they have joined together to form an entire company, may be attacked selectively, in combination, or in any other manner subject to the normal rules.

G - Breakdown units’ defense and range are cumulative. For example, two Guards breakdown units stacked together have a combined defense of six and a range of two. However, each may fire separately, in which case their ranges are one. Range is cumulative because range is dependent upon how much fire one can accurately pump into a square. Obviously, the fewer guns one has, the less they can pump. H - The only exception to the above is that when seven SMG breakdown units are stacked together, their defense becomes ten, not seven. Also, when six are stacked together, their defense is nine. Eight, when five are stacked together, their defense is merely five. However, SMG breakdown units of different companies cannot obtain this bonus by stacking together.

J - In order to form a complete company, the breakdown units must begin their turn in the same square. In the turn of forming the company, the breakdown units may not attack in any manner, although the complete company may move in that turn (but not at the road movement rate). Breakdown units of different companies may never join together as one company.

K - Notice that landing “A” on all three Dispersal Charts has all of the breakdown units landing in the same square. These units may form into a company no sooner than the turn after the landing.

L - Para-units may not attack or move until the turn after they paradrop.

M - Breakdown units which, as a result of dispersal, land off the board, are considered eliminated.

N - Breakdown units which paradrop onto a German unit other than a lone wagon are considered eliminated. If breakdown units land on a loaded wagon, that wagon must vacate that square on its next move. If breakdown units land on a loaded wagon, the wagon immediately unloads and the breakdown units landing in that square are eliminated. German units of all types except lone wagons may not move in a turn which Russian units paradrop directly onto them.

O - If a Russian player picks as a target square a square in which the German player has a Wirbelwind, that complete para-unit is eliminated (its plane was shot down.)

P - The same stacking rules exist for the Russian as always, except that now fractions must be taken into consideration. A stack in which a Russian AFV is stacked with breakdown units which, when totalled, equal less than one company, is considered to be an armored target.

VICTORY CONDITIONS

Basically, the Russian player tries to cut roads, while the German player attempts to prevent the cutting of roads with minimum casualties. Cutting a road is defined as having any unit, except unloaded transport, occupying any square along the length of the road at the end of the game. In some cases, holding an intersection will block two roads simultaneously.

To block a road from a city square, it is necessary to hold the city square into which the road first enters.

The Russian player receives the following amount of points for cutting the following roads. Obviously, the closer to the German territory the road cut is, the more it hurts the Germans, so the more points the Russian receives for cutting it.

<table>
<thead>
<tr>
<th>Road</th>
<th>Points for Cutting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opatroshchina to Grbivnja</td>
<td>1</td>
</tr>
<tr>
<td>Grbivnj to Berezov (12)</td>
<td>2 or 1</td>
</tr>
<tr>
<td>North-South road to Bednost</td>
<td>3</td>
</tr>
<tr>
<td>Bednosti to Glogod</td>
<td>4</td>
</tr>
<tr>
<td>Glogod to Drohobycz</td>
<td>5</td>
</tr>
<tr>
<td>Uzhoch to O-10</td>
<td>4</td>
</tr>
<tr>
<td>Uzhoch to O-9</td>
<td>4</td>
</tr>
<tr>
<td>J-5 to O-9</td>
<td>4</td>
</tr>
<tr>
<td>J-5 to A-3</td>
<td>4</td>
</tr>
<tr>
<td>J-5 to O-1</td>
<td>3</td>
</tr>
</tbody>
</table>

PLAY BALANCE

Generally, the game is well balanced. However, if you find the German winning too easily, use hidden movement. If you are using third person hidden movement, consider breakdown units landing within four squares of a German unit to be seen by the Gtitacker. If the Russian player wins too easily (a more likely occurrence), use Jerry Thomas’ Experimental Paratroop rules as given in the General, Volume 10, No. 1.
The Participants

In a multi-player game the characteristics of the players are much more important than in a two-player game. A player may acquire a reputation for honesty or deceit in previous games, and no one wants to trust a deceitful player if he can avoid it. Of course, the matter is seldom clear-cut. In this game all players but John Caton had played Postal DIPLOMACY for some time before they began playing ORIGINS. All had previously played each other in Postal ORIGINS except John Caton and Bill Drakert, and Caton and Herb Barents. In particular, a well-known DIPLOMACY player, and this combined with his record might lead one to expect others to gang up on him in a normal game. In a demonstration game, however, all players are "experts" and the tendency to oppose the player with the best record is small.

Player Records At Start

<table>
<thead>
<tr>
<th>Player</th>
<th>Germany</th>
<th>France</th>
<th>Russia</th>
<th>Czechoslovakia</th>
<th>Austria</th>
<th>Romania</th>
</tr>
</thead>
<tbody>
<tr>
<td>Herb Barents</td>
<td>USA 2</td>
<td>USA 4</td>
<td>USA 2</td>
<td>USA 2</td>
<td>USA 3</td>
<td>USA 3</td>
</tr>
<tr>
<td>Bill Drakert</td>
<td>USA 3</td>
<td>USA 2</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 2</td>
<td>USA 2</td>
</tr>
<tr>
<td>John Hendry</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
</tr>
<tr>
<td>Ed Biron</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
</tr>
<tr>
<td>John Caton</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
<td>USA 1</td>
</tr>
</tbody>
</table>

This was the fourth postal ORIGINS game I have gamemastered. I have also GMed many other postal games.

A peculiar fee schedule was used for this game - the US and French players paid for free because they have so little chance of winning, and I felt that there ought to be some incentive to persuade people to play such positions in a game observed by so many people. As it turned out, both US and France scored very high, and France in particular played very well. Each player submitted a country preference list which was used to assign positions in the one case of a tie I flipped a coin to determine which player received the choice.

As you can see, players generally shunned France and especially the United States. Herb Barents picked those two countries early in order to experiment, according to his comments.

PREGAME PLAYER COMMENTS:

USA: It is very hard to do anything with the US due to the lack of PFs. Nevertheless I plan to embark on a very aggressive policy. The first part is to secure the targets in the "No Control" column a bit. Poland and Czechoslovakia (9 points) are the targets of the first years. It is a guessing game vs. Germany which I must win. I left the Baltic alone as it is a toss up between Russia and Germany, but France and Britain will join me in Poland and Czechoslovakia so I have a better chance to hold out than in the second year. The second part is to play a first-turn Understanding where and when I get the chance. I-1 attacks will be the order of the day. With luck I can get 17 points; any more than 11 and I'll consider my plan of attack a success.

FRANCE: Basically, my plan is to ensure Alsace, stop German Controls when I can, and pick up any Understandings I can. To that end I have informed the Germans I will stay out of the Rhineland if he keeps out of Alsace. I have suggested to the English that he direct the Anti-German alliance, and to the Russians that I would like to ally with them vs. the Germans. I told the US that I thought he need our best plan was to cooperate with the English (which is true - but doesn't let us win). I have heard from all the players. There is, of course, a strong Anti-German sentiment, surprisingly little Anti-Russian though they always do well. Germany and I have agreed to non-aggression in Alsace/Rhinealnd although he will not be pleased to see me in Czechoslovakia. Britain is presumably going for the understanding in Germany. I considered allocating 2 PFs for Romania instead of France, but decided it was not vital to me and that I could wait to see how best to block the Russians. I will attempt to control Alsace in '36.

BRITAIN: My main concern is in Poland and Czechoslovakia - the only Understandings which I can permanently lose to a German Control. If I save these, the other Understandings will fall in place later in the game.

GERMANY: My first objective is to convince the others that I will not work jointly with Russia unless they give me no alternative. If I'm successful Russia will not get a turn in the game. Britain will not attempt an Understanding in Germany until the second year, and I'll be able to pick up Controls in Rhineland, Czechoslovakia, Austria, and Romania. If Britain establishes an Understanding in Germany on the first turn, my alternative will be to work for joint Controls in Romania and Poland. Once accomplished, I will place everything in Germany to eliminate any Understandings there until the final year.

(Later correspondence) It appears that France and the USA didn't buy my suggestion of 2 PFs each to the Baltic. Everybody seems to be thinking about Poland so I'll change my placements to 5 in the Rhineland and 7 to Czechoslovakia. (GM Note: this change was received too late and hence was not allowed.) By taking Czechoslovakia I cost the Russian 3 points and the American 4 - thus eliminating any grounds for mutual interests among the Allies. This depends on Britain staying out of Germany on the first turn so I can grab Austria and Romania on the second.

1936 Placements

<table>
<thead>
<tr>
<th>Player</th>
<th>Teams</th>
</tr>
</thead>
<tbody>
<tr>
<td>USA</td>
<td>1 Pol, 1 Cze</td>
</tr>
<tr>
<td>FRA</td>
<td>2 Fra, 2 Cze</td>
</tr>
<tr>
<td>BRN</td>
<td>5 Ger, 2 Pol, 1 Cze</td>
</tr>
<tr>
<td>RUS</td>
<td>6 Bal</td>
</tr>
<tr>
<td>GER</td>
<td>5 Pol, 5 Cze, 2 Pol</td>
</tr>
</tbody>
</table>

USA: The initial placements have stopped Germany cold. A British Understanding in Germany will hinder his movements for the next two years. Germany guessed wrong on Austria and Czechoslovakia and will now have to fight for both of them, which could be costly. Germany is left out of the Baltic and will have trouble in Poland. Russia is now the one to watch out for.

FRANCE: My cooperation is the key to anyone winning (except the US). I will continue to allow Britain to dictate the "anti-" moves for the time being.

GERMANY: The British Understanding in my homeland has ruined the old gameplan, I must now come up with a new strategy. Tentative move for 1936 is 5 to Aus and 11 to Pol.

1935 ATTACKS:

Germany 5, 1 vs. Britain in Czechoslovakia: DE
FRANCE: My cooperation is the key to anyone winning (except the US). I will continue to allow Britain to dictate the "anti-" moves for the time being.

GERMANY: The British Understanding in my homeland has ruined the old gameplan, I must now come up with a new strategy. Tentative move for 1936 is 5 to Aus and 11 to Pol.

USA: Expect a big German-Britain confrontation in Germany this turn which will give Russia a free hand in Romania.

GERMANY: The only effect my unallowed move change would have made is that I might have heared two countries out of Czechoslovakia instead of just one. My real mistake was not trying for Austria - it is such an obvious German move that no one would have tried to block it. Sometimes the obvious is the best, especially when your opponents are as clever as these.

I have to hope Britain wants an immediate Understanding in Russia and stays away from Austria. If Russia gets a control this turn it will have to be shared with me. If he goes for Poland then I get Romania and a share of Poland. At this point, nothing ventured (even at minimum possibilities within realities) nothing gained. After this turn my only recourse will be to knock Britain out of Germany and be prepared to do the same to Russia.

1935 Placements

<table>
<thead>
<tr>
<th>Player</th>
<th>Teams</th>
</tr>
</thead>
<tbody>
<tr>
<td>USA</td>
<td>2 Aus, 1 Cze, 1 Pol</td>
</tr>
<tr>
<td>FRA</td>
<td>5 Als, 1 Fra</td>
</tr>
<tr>
<td>BRN</td>
<td>5 Ger, 2 Cze, 2 Pol, 1 Aus</td>
</tr>
<tr>
<td>RUS</td>
<td>8 Rom</td>
</tr>
<tr>
<td>GER</td>
<td>1 Cze, 6 Aus, 4 Pol, 5 Rom</td>
</tr>
</tbody>
</table>

FRANCE: There were some interesting rumors and hearsay plans, apparently started by Russia, indicating an effort to keep me out of Alsace. I never considered this a serious threat;
Postal Origins

It ought to be clear from the ORIGINS rules that post play is unlike that of any other Avalon Hill board game. Furthermore, it has post reality: players other than Avalon Hill game fans. About 30 postal games were started in 1972, including at least one in Great Britain, and another in 1973. This year the total has dropped off considerably. In the past each game has been given a unique identifying number, but this practice may have been abandoned recently. For information about opening moves for postal play contact Raymond Heuer, 102-42 Jamaica Ave., Richmond Hill, New York 11418.

The biggest problem with postal play, aside from determining which player was the one to slip, is that a gamesmaster (GM) may decide to "drop out," leaving his players with the game partly finished. He may do this because of personal reasons, or because he's bored, or even because he just set up the game so that he couldn't pocket the game fees, though outright dishonesty of this sort is rare. It is difficult to avoid this problem, which has fortunately become less prevalent as the average age of players increases. All the GMs are more than willing to play, but no player will take the risk of playing a GM who is known for this.-

GERMANY: I plan a joint control of Germany with Russia unless he is foolish enough to attack at 1-1. My immediate objective is to disrupt the 1937 placements of France and the USA so to be certain that they do not have a combined strength in excess of 10 PFs in Poland. I have proposed a plan to Russia which could get us joint control of Poland. If Russia accepts it he is to put all 10 PFs in Poland, while I would put 14 there as well as three each to Austria and Czechoslovakia. If he does not, I have to put two in 20 and all remaining PFs in a mighty bloody 1940. All as the threat. That can be handled by the British diplomatically into a P-draining game of trying to maintain an Understanding in Germany and thus preventing them from building large reserves for 1940 point gathering.

1936 ATTACKS

France: In line with my policy of British support I will allocate 10 PFs to Romania, placing maximum pressure on the Germans and Russians. Their threat to share control in Romania is clearly of great interest and presages an English victory. I am asking the British for help vs. the Germans.

FRANCE: No comment but following move changes: 3 Pol, 3 Czech (common to all 3 sets) plus 3 Aus, 3 Ger: 2nd set - 1 Aus, 2 Rom, 3 Ger; 3rd set - 2 Aus, 2 Ger, 2 Pol. The third and last change came after the games were split (see below).

RUSSIA: Can't believe the Germans didn't agree to control in Romania -- the fool!

GM: When I read the above comment I realized something was amiss. It turned out that Russia had sent an agreement to share control in Romania, but this had not reached me. I had not revealed Germany's offer to share control in Romania to the other players, since it was my hope that they could not obtain a 1TF game unless Germany deliberately revealed it.

A missed move is the responsibility of the player, Ed Bins in this case. I decided to split the game into two sections. In the first, Germany and Russia were allowed to share control as though their moves had arrived. In the second, no change was made. The second is what would have resulted had this been a normal postal game, and not a demonstration.

The games shall hereafter be referred to as the "Shared Control" game (SC) and the "Missed Move" game (MM).

FRANCE: Continuing moves in line with my alliance with the British vs. the Russo-Germans. These placements are in places which give me points for Understandings.

RUSSIA: First, a move change, switching a placement of 1 Pf in Cze to Pol (SC). My overall strategy is to maintain an alliance with Germany for purpose in Poland and Romania as well as to direct the western powers to support Czechoslovakia. I do this because of Germany, so to prevent Germany from walking away with the game. Then, in 1938 I'll shift to something more decisive by a full out attempt to stop Britain, who by that time will have so antagonized Germany that he will throw away his chances for a win by concentrating on me with "Stop Britain" effort. Hopefully, Poland can be maintained as a constant drain on the west's PFs in order to allow a quick, final effort against British Understandings in, say, Czechoslovakia and Italy. With the exclusive Russian control of the Baltic and Poland still free, Germany has a maximum of 20 points, still below my own of 21. France's joint control of the Baltic and Poland has a total possible tally of 21 which requires a minimum of 40 PFs to maintain. With a total of 54 for the game there is not much room for error or fighting anywhere. This brings us back to the British threat. That can be handled by drawing the British diplomatically into a P-draining game of trying to maintain an Understanding in Germany and thus preventing them from building large reserves for 1940 point gathering.

MM 1937 Placements

USA 1 Aus, 1 Cze, 2 Fra, 2 Pol
FRANCE 1 Aus, 1 Cze, 2 Fra, 2 Pol
BR1 2 Aus, 3 Cze, 2 Ger, 3 Pol, 2 Rom
RUS 8 Pol, 2 Rom
GER 14 Pol, 1 Rom

SC 1937 Placements

USA 1 Aus, 1 Cze, 2 Fra, 2 Pol
FRANCE 1 Aus, 5 Pol
BR1 2 Aus, 3 Cze, 3 Ger, 3 Pol
RUS 10 Pol
GER 14 Pol, 3 Aus, 3 Cze

FRANCE: It is interesting to note the variation between the move plans (MM) vs. Romania still contested. The MM version is much more in Britain's favor since I am doing the bulk of the battling at this time. However, if Britain looks overly powerful the others may forget about me long enough for me to grab some quick Understandings at the end and win.

GERMANY: The games have changed more than I had thought. The only real surprise in SC was USA putting 2 PFs in France, but I haven't figured that out one on.

MM, on the other hand, was full of surprises. France putting 10 PFs in Romania was unbelievably Russian's attempt at a double-cross in Romania was expected but disappointing. Poland would have been up for an easy grab if Russia hadn't been so greedy.

1937 ATTACKS MM

Russia vs. Great Britain at 1-1 in Poland: –
Germany vs. USA at 3-1 in Austria: –
Germany vs. USA at 2-1 in Czech: Ex
Germany vs. USA & France at 2-1 in Poland: Ex

1937 ATTACKS SC

Germany vs. USA at 2-1 in Austria: –
Germany vs. USA at 2-1 in Czech: Ex
Germany vs. USA & France at 2-1 in Poland: Ex

GAMESMASTER: Once again Russia made a procedural error. He did not submit moves for 37 attacks, and so I used general orders submitted a few turns before. Obviously, Russia wanted to attack Britain at 2-1 in Poland in the SC game so that he could share control with Germany, who was eliminating the French and USA. His orders were written and so instead he did nothing and Germany and Russia lost their opportunity to gain Poland. A postal multi-player game cannot be held up for no to let a player rewrite sloopy orders; and in this case it was possible that Russia intended to miswrite his orders; a tactic not unheard of.
FRANCE: I have little else to do except hoard points in France. My moves continue to cooperate with Britain and I am informing them accurately of my moves. The difference in the games is obvious; in SC the Russo-Germans have more points and an easier disposition of factors and should, presumably, do better. I still have a possible score of 21 points if the others overlook me.

RUSSIA: In SC I must remove some of the French PF's so that my moves haven't enough to cover all bases. In MM I must punish the Germans for their transgression and establish a hard-nose policy against stabs for influence of future games.

GAME: I'm unhappy about the progress of both games. If it were not for the many blunders by Russia, Poland would be safely in our hands. So would Romania in MM. He last might have given the whole works to Britain. In MM, Romania is closed for good, it's not worth the effort to bust up France and Austria will be a tough nut to crack by the time I get Britain out of Germany. Things are equally as tight in SC.

FRANCE: With the last move my only problem is allocation of insufficient resources. I must go where the points are.

GAMES: The USA will be higher than usual, mainly due to the defensive blocking of the Russo-Germans—particularly in MM. The Romanian maneuver and British-German confrontation in Germany has given the game an unusual flavor.

GERMANY: If my placements appear to be a depreciation move with the hope that the Allies cut each other's throats it is because they are. The Russo-German situation has been one

THE GENERAL

The Nature of the Beast

A person accustomed to Avalon Hill's other wargames must be careful to recognize the differences between those games and ORIGINS.

1) ORIGINS play requires a different type of thinking because it is a multi-player game. The difference between a multi-player and a multi-commander game is much greater than the difference between the latter and a two-player game for this reason: players in a multi-player game are free to choose and change sides; players in a multi-commander game have no freedom to change—enemies and friends (or non-enemies) are determined by the game and remain the same throughout. ORIGINS is not an example of a multi-player game because the history conditions tend to force an east vs. west alignment on the players, but the choice is available, and some peculiar-looking combinations can result.

2) The complexity and much of the action in ORIGINS is not visible. It is the interaction between players that is most important. You can spend hours reading through a turn and not see anything significant happen. Player comments help give some idea of what is going on "behind the scenes."

3) Mechanically, ORIGINS is a simple game. This in itself is good in a multi-player game, but the play-balance is so poor, and the luck factor so high, that it is relatively easy for a player to reach his maximum possible points in many turns. ORIGINS is an excellent parlor game, but most wargamers prefer sterner stuff in their wargames.

4) It is impossible to say exactly what ORIGINS must be. Such-and-such a move or tactic is best. ORIGINS is not open to the kind of nearly rigid analysis one can provide for the German move in BULGE, the Russian set-up in STALINGRAD, or the best invasion beach defense in D-DAY. Such analysis can be made because there is only one opponent, and each player has (very approximately) one half of the force in the game. The ideal in a multi-player game is to devise sets of moves such that the opponent can do nothing to save himself. You attempt to maximize your minimum gain. Theoretically it is possible to do so, but the use of mathematics (game theory). ORIGINS is more subjective, more psychological, more intangible. The theoretical ORIGINS player who never makes a strategic or tactical mistake can win if he has enough points to overcome deficiencies. Even the stronger nations are effectively only one-fourth of the strength in the game. (I am not referring to counting PF's—PF's can only be considered in relation to objectives, so that Britain and Russia are as strong as Germany although they have fewer PF's.) No ORIGINS player can "do it alone" and win, given decent play by the other players. Game playing theory and mathematics don't help here. In fact, it is very difficult to advise a new player in the psychological aspects of negotiations. Experience and native ability count for much more than any amount of written instructions.

Scoring an Origins Tournament

ORIGINS is potentially a good tournament game, it is short, simple, and accommodates many players. Unfortunately, the great lack of balance must be overcome so that a tournament will be fair. The method which most games would try first is to assign handicapping points. But such attempts can only create new imbalance, because it is just as unfair as anyone can have enough playing experience, with top quality opponents, to know exactly what handicapping values ought to be.

The following method eliminates the need for attempts at objective judgements. Players are compared only with persons in the tournament who are playing the same country, on the basis of total points scored, and of their place in their specific game. The reason for the latter is to prevent alliances designed to score points without regard for who wins the game. The players for each country are ranked according to points scored, with one tournament point given to the player at the bottom, two to the next, and so on. Tournament points for place are assigned in the same way, ideally, each person ought to play at least three games in order to decrease the effects of poor luck in one game. Here is an example using 3 players in 3 games.

<table>
<thead>
<tr>
<th>Player</th>
<th>Country</th>
<th>GS</th>
<th>LS</th>
<th>LA</th>
<th>Game 1</th>
<th>Game 2</th>
<th>Game 3</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Al</td>
<td>USA</td>
<td>0</td>
<td>5th</td>
<td>7th</td>
<td>22</td>
<td>21</td>
<td>21</td>
<td>64</td>
</tr>
<tr>
<td>Bill</td>
<td>FRA</td>
<td>12</td>
<td>3rd</td>
<td>2nd</td>
<td>11</td>
<td>5</td>
<td>21</td>
<td>37</td>
</tr>
<tr>
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COUNTRY PERFORMANCE TOTAL POINTS

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<thead>
<tr>
<th>Country</th>
<th>(High)</th>
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<th>Low</th>
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<th>2nd</th>
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</tbody>
</table>

Cal wins the tournament. Note that Bill was stuck with playing both USA and France. He played well with those countries, however, and that showing gave him enough points to move ahead of Al. On the other hand, Ed did not have to play United States and also played Russia and Germany, two strong countries. If the country combination had not been used, he would have been fourth, not fifth, primarily because he had the strongest set of countries.

This scoring system helps eliminate unfair comparisons.
Origins Bourse

The Bourse (currency market) game was developed by bystanders of face-to-face multi-player games, but it is better suited to postal games. In many cases the players of the game around which the Bourse is based (Origins in this case) are also players in the Bourse. Origins is particularly easy to use for a Bourse because no country is eliminated, and all countries have a simple point-score at game end. The following rules are one of the many forms of Bourse, this one designed for postal play. It can easily be adapted for FTT play using a chalkboard, play money and tokens.

1. At the start of the Bourse, each player has 500 units of each currency (United States-dollars, Germany-marks, France-francs, Russia-roubles, England-pounds) plus 10,000 gold units.

2. When the Bourse begins, players start sending in "bids" (i.e., prices they are willing to pay per unit of currency they are interested in buying) and "offers" (i.e., prices at which they are willing to sell currency). All prices are in G, and all bids and offers must include amount as well as price.

3. As soon as any bid is equal to or greater than an offer, a deal is completed, and the bids and offers are canceled.

4. When a bid is less than any offer, no sale takes place.

5. In cases of multiple bids/offers received on the same day, the highest bids and lowest offers are executed first.

6. Bids and offers are accepted continuously throughout the Bourse, except when the market is closed due to the deadline for turn placement.

7. Bids and offers may be conditional events in the game, or fluctuations in price (i.e., "sell 50 marks at 85 if the price of pounds drops to 70 or if Russians in Poland destroy their currency with their own hands.

8. Fractions may not be used in bids or offers. Bids and offers remain valid ("outstanding") until withdrawn or supplanted. Split bids and offers are allowed (e.g., "buy 200 marks at 75 and 200 marks at 78").

9. Bids and offers may be accompanied by a stamped, self-addressed envelope or postcard for the gamesmaster to use in notifying the player making a bid or offer upon execution of same.

10. The start of the market is at four days before the deadline for each turn of the Origins game (placements or attacks) shall be published with the more accurate results of the game. Information given shall include a) taking, giving, selling, name of name, buyer's name; b) highest bid/lowest offer outstanding; c) if space allows, other bids and offers outstanding.

11. During each interval between deadline dates, the gamesmaster shall list units of each currency up for auction to the highest bidders during each period. Bids shall be accepted, in G, on individual units of each currency in the same way units of other bids and offers received by the gamesmaster to use in notifying the player making a bid or offer upon execution of same.

12. All transactions must be made through the gamesmaster, G may not be loaned or given away.

13. At the end of the Origins game the currency held by each player shall be redemned for G. The amount of G shall equal the number of points scored by that nation at the end of the game, plus 10 points added to the winning country's total (divided in case of a draw), times 5. The winner of the Bourse is he who holds the largest number of G after this reemption. For example, if the score is USA-6, BRA-20, GERM-20, BRI-14, and RAD-12, the player receives the following G:

Country Points scored Points for first 5 units of currency
USA 6 50
BRA 20 100
GERM 20 100
BRI 14 70
RAD 12 60

When the player has at game end 4,000 G, 20 dollars, and 5,000 marks, he holds 629,600 G after redemtion.

The object of the Bourse is to 1) buy currencies at low prices and sell them at higher prices, clearing a profit equal to the difference in prices, and 2) buy currencies for less than their final value, and sell them for more than their final value — this means that a person who accurately predicts the final score, and who therefore has a better idea of what prices heought to pay for currencies than another player who fails to correctly estimate what the outcome will be. Both methods must be used. A player who tries to win solely by profit-taking, or solely by predicting the final outcome accurately, will seldom succeed.

As an example of 1) a player places a bid of 100 G for 50 marks, and a second player is willing to sell at least that many at that price. The first player pays 5,000 G to the second and receives 50 marks. (Of course, all transactions actually take place through the gamesmaster, but this is in effect what occurs.) Later the first player offers to sell 50 marks at 110, and a third player bids to buy that many at that price. The first player receives 5,500 G for the 50 marks, compared to the 5,000 G he originally paid for them — a profit of 500 G or 10 mark.

For example 2), if a player thinks that the United States will have zero points at the end of the game he will not wish to buy dollars at any price unless he is sure that he can sell them again at a high price. He expects dollars to be worthless at game end, if a player expects Germany to win with 20 points, then he can calculate that German currency (marks) will be redeemed for 20 + 10 X 15 or 300 gold units per mark. Therefore the player ought to be willing to pay up to 140 G for each mark he believes he will have to redeem mark at the end of the game. He ought to be willing to sell marks for over 150 G, because this would be more than he expects to gain from holding marks at the end of the game. Of course, calculations are rarely so certain because one is sure how the game will end. If in the above example the player bought marks for 140 and held them, and Germany scored 20 but did not place first, marks would be redeemed at 20 X 5 or 100 G, and the player would lose 40 G per mark on the total transaction.

Sample first period (before the deadline for first turn placements) Only three players shown — normally there will be many more.

Player A. Sell 500 dollars at 35. Buy 10 marks at 100. Bids for GM currency: 10 dollars at 15, 100 francs at 30, 10 marks at 100, 100 marks at 80, 10 francs at 20.

Player B. Sell 500 dollars at 15. GM currency: 10 dollars at 10, 10 marks at 90, 100 francs at 85, 100 marks at 80, 5 francs at 50, 50 francs at 50.

Player C. Buy 300 dollars at 10. Sell 400 marks at 105. Buy 100 rupees at 100. GM currency: 10 dollars at 20, 10 marks at 80, 100 francs at 100, 100 marks at 80, 10 francs at 30.

Transactions: C buys 300 dollars from B for 175 G each.

Outstanding: Cash: 0, Bids: 0

GM currency sold: 10 dollars to C for 206 g, 10 marks to A for 100 G each, 10 pounds to B for 90 each, 10 rupees to C for 100 each, 6 francs to B for 35 each, 5 francs to C for 20 each.

Probably next turn C will lower his asking price for marks to 100 in order to sell them to A. He might hope that A will instead raise his price, but C spent a large number of G on the first turn and needs something in order to continue balancing in large amounts. In order to avoid stagnation, it may be necessary to introduce G into the game (to replace leaving for GM currency). This may be done at a rate, or as dividends for currencies which rise in price.
At the beginning of the game my feeling was that if I held on to Czechoslovakia and Poland I'd win. Minor plans of equal importance were to gain an Understanding in Germany as soon as possible, help enforces areas that Germany could control, and have at least 20 factors going into the final turn. I think my plan has been proved correct.

The Gyp Factor

The term "luck factor" has been used in Series Play to signify the degree to which combat results have diverged from the expected average in favor of one player or the other, or both. Such a theoretically-based concept is not really valid in ORIGINS for two reasons. First, the concept is based on an average, which is less valid as there are fewer attacks. In ORIGINS some countries widow if an attack, as France in the present game, and perhaps only Germany attacks often enough to make the mathematical average useful. Second, in ORIGINS much more than in the present type of Avalon Hill game, a single attack can make or break a player. No average can adequately reflect this.

This leads to the concept of the "Gyp Factor." Given competent play by his opponents, i.e., experienced, not too imaginative play without many mistakes and no "expert" player a win? (NOTE: considerably less than much more than in the common type of competent play by his opponents, i.e., experienced, not winning every time in a two-player game against a competent expert because single attacks are so pivotal in the latter part of the game, the more often the expert will lose because his luck is bad, or his opponent's is good. In the latter part of the range of possibilities, the expert doesn't win much except if the opponent is a less competent player, when he is gyped by the game. Multi-player games are not necessarily greater "good" than two-player games if you allow for the difference in number of players. That is, an expert playing with four competent players would win with more than one-fifth of the time if no luck were involved, and he would win about five out of ten tries, i.e., there would be many draws. ORIGINS, however, has a very high gyp factor because single attacks are so pivotal in the latter stages of the game.

The most obvious effects of luck are seen in the German attacks on Britain in Germany in 1939. In MM the attack succeeded, and Germany scored higher and placed better than SAC, where the attack failed. Germany scored much better in SC, where his understanding held on. The following table shows the theoretically possible range of scores before the final attacks, and helps indicate how much luck can affect the outcome:

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AVALON HILL PHILOSOPHY

Continued from Page 2

The GENERAL

Continued on Page 30
The Southern Gambit

by Gary Gygax

AN ANALYSIS OF A RUSSIAN DEPLOYMENT IN STALINGRAD

A gambit is by definition an opening move which offers a sacrifice to gain some advantage in position, thus inviting discussion. What is not said is the correlation to the advantage of position; that is, the advantage in position is desirable for it should eventually allow the gambit-user to regain his loss with appropriate interest. Most gambits have an element of risk involved, and thus they are always open to argument pro and con. They are particularly interesting because the more wild among them offer a possibility of gain commensurate with the chance of loss first hazarded. The Russian ploy herein called "The Southern Gambit" has appeal for several reasons.

First, it is coupled with a basically sound defensive set-up which allows a strong attack in Finland and a firm defense elsewhere. The positions, reading from north to south, for the Russian units are:

**Finland:**
- B36 (2) 4-6-6; D36 (2) 4-6-6; G34 4-6-6, 5-7-6; J31 (2) 5-7-4.

**North and Central Fronts:**
- b18 4-6-4, 5-7-4; c18 7-10-4; e18 3-3-6; X15 7-10-4; Y16 (2) 4-6-4; Z16 (2) 4-6-4; A15 7-10-4; B15 (3) 5-7-4; C14 (3) 5-7-4; E12 6-9-6; AA25 2-3-6.

**Southern Front:**
- J31 5-7-4; K14 4-6-4; NN13 4-6-4; NN14 (2) 5-7-4; NN15 4-6-4, 5-7-4.

An analysis of the German attack possibilities on each hex along the front line will reveal that the defense is a reasonably sound one which offers but one seeming flaw, the italicized position and unit in the south which will be dealt with after the other positions have been examined. (Units in Finland are disregarded hereafter.)

There are some attack possibilities, but they are positional, and the cost in soak-off units will probably be high. Hex X15 offers a positional advantage if the attack comes from Y15 also, for the units which remain at Y15 after combat resolution will impinge upon hex Y16, thus negating it for any future defensive role, excluding the possibility of a counterattack from this hex — a highly unlikely probability. However, the gain is doubtful, for the first turn defense often grants this hex anyway.

A 7-10-4 on AA15 is a must for any initial Russian deployment, for a unit of not less than nine defense factors is required on this hex, and because the 7-10-4 will be necessarily positioned at V19 eventually (Russian second turn usually), it is the choice unit to place at AA15. A 5-7-4 (regardless of what else goes on in the city) will allow a 3-1 and impingement on Hex BB15.

Hex BB15 is a key position, for if the Germans place it in their ZOC the front is effectively cut in half, and units being switched from north to south and vice versa must pass around the eastern end of the marshes. While this will become an eventual necessity, this initial deployment (like most others) does not contemplate the detour. But while an attack on AA15 or BB15 does not leave the Germans much hope of controlling BB15, and this includes an attack all down the line (X15 at 7-1 with a soak vs. Y16, a soak vs. X16, and a soak vs. Z16 and BB15, and two units each from Y15 and BB14 and three units from AA14 attacking the 7-10-4 at 2-1) for there is a good possibility that an "AACK"- latter ELIM—will come up, that an exchange leaves the Russians in a fair counterattack position. There is enough, a slightly superior chance with another combination, and it is usually less costly in either success or failure.

Some form of attack is usually staged against the units on CC14, and for this reason many players opt for a sacrifice on EE12, but this offers the Germans too easy a gain, I believe. The standard method of attack against these units is a series of three 1-2's versus the 3 5-7-4's made in hopes of an exchange (imagine two!). The possibilities inherent in throwing one attack with a 4-4-4 and another with a 4-4-4 and a 3-3-4 against the two remaining 5-7-4's are quite interesting. The real threat, however, is a 4-1 versus one 5-7-4, with two of the attacking units, probably two 8-8-6's being placed on BB14. While soaks will have to be made against the 7-10-4 in Brest, the 42 defense factors behind the river (BB15), and the two remaining 5-7-4's on CC14, there is absolutely no possibility that the units on BB14 will be elsewhere after combat. The front will be cut and a counterattack required. No matter; there is usually difficulty in using the 7-10-4, three 5-7-4's, and two 4-6-4's to counter with a 3-1 against one of the 8-8-6's and throw a good old 1-2 versus the other. If the Russians get lucky there, it is about time for Jerry to toss in the sponge. In any event this series is a threat to the Soviets even if it is hazardous to the Nazis. Most German players are hesitant to throw away the necessary units (like the 7-7-6 Panzer Corps which must soak against the units at BB14) for a AA15 versus the BB15's. As Jerry can't win, he won't arise to worry the Russian defense often. This brings us to the gambit.

Other than the obvious throw-aways (UI8, X15 and NN13, and there is a word or two to add about the latter momentarily), the unit defending on KK14 seems to be the only other "safe" one to attack. It is a gambited unit, and it is not safe to attack. An astute opponent will quickly recognize this and decline the offer, but most assuredly there will be those who will...
accept the gambit, and here is where the Russians can have a bit of fun early in the game. (What Soviet player doesn't grow a little weary of endlessly retreating and sacrificing while enough replacements are hoarded for the staging of a counterattack late in the game?) The gambit is a two-part one, and the second part is the hoped for.

Should the German decline to advance after accepting the first part of the gambit, you have at least attained the goal of having him deploy too much of his strength in the south. If he advances with infantry units, the counterattack can be made from behind the river at good odds with nothing lost anyway as far as positions on the first Russian move are concerned, and there is no necessity for a costly soak' against 24 defense factors of armor doubled because of rivers! Any counterattack will require slightly greater commitment to the southern front than usual, but there is never a need for so many units as to jeopardize the defense in the north or center. The heavy concentration of Panzers in the south reduces German attack potential sharply, and the entire affair is over quickly if a counterattack is made. If none is staged, then there is no requirement for more than the usual number of units to the south, for three 8-8-4's are still not sufficient to get 3-1 against a doubled 5-7-4 from but two hexes.

The deployment of three eight factor units in the south decreases German attack potential elsewhere, while even assuming the aid of three 5-5-4's, the attack potential of these units, given two hexes to attack from is either 39 (six units attacking) or 34 (five attacking, one soaking'). Note that at 5-7-4's doubled or two little 4-6-4's doubled become 3-1 proof in the south, because three 8-8-4's are too much and too little all at the same time.

As a final note there is a way for the Germans to accept the "Southern Gambit" and perhaps make some gains. The German sets up on NN11 in order to reinforce the KK14 area on the July move, or better still (for him) attacks the unit at NN13 despite the necessity of a rather costly soak. Coupled with strong commitments along the northern Hungarian border (MM) and the inclusion of yet another 8-8-6 in the southern

**Diagram 2:** Typical attack on hex BB15, with 8-8-6's remaining after combat resolution. A strong counterattack can be mounted from AA15 and BB15 negating the threat.

soak-off. The surviving armor will have to attack at unfavorable odds, probably from a surrounded position, and in all likelihood all three of the 8-8-6's will wind up in the eliminated pile! That is a neat trick for August, 1941, and it will have cost the Russians but little in comparison. Any counterattack will require slightly greater commitment to the southern front than usual, but there is never a need for so many units as to jeopardize the defense in the north or center. The heavy concentration of Panzers in the south reduces German attack potential sharply, and the entire affair is over quickly if a counterattack is made. If none is staged, then there is no requirement for more than the usual number of units to the south, for three 8-8-4's are still not sufficient to get 3-1 against a doubled 5-7-4 from but two hexes.

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**Diagram 3:** Russian counterattack on KK14. One 8-8-4 is attacked at 31: 8-8-4's surrounded, a 4-6-4 (KJ16) rolls at 1-4, and the 4-6-4 at MM12 rolls at 1-3. Units not indicated by arrow arrive from the central front (hexes Y16, AA15, BB15 or CC16).

The second part of the gambit is the invitation inherent in a 3-1 attack on a doubled position: advance after combat. If the unwary German advances his powerful stack of 8-8-6's, he will have neatly thrust his proverbial neck into your noose. The unit at NN13 will preclude any likely aid reaching the units which attacked KK14.

The Russian counterattack against the Panzers is a 3-1 surrounded versus one of the 8-8-6's, while a 1-4 soak' takes care of the other two. Some soak-off is also necessary against the other units involved in the original battle, and the result of the original attack (whether or not an Exchange resulted) will modify the resulting serious problems. That, however, is a topic better discussed in another article. As a final word of advice, don't try the gambit on your toughest opponent, for he'll spot it in a minute (unless he's used to you blundering and will think it nothing more than yet another mistake). Hook the unsuspecting, and have some fun.
Sophisticated Jutland

by Kurt Nordquest

I have been playing Jutland for more than five years now and I have developed a series of changes which are designed to make the game more historically accurate. I can hear the cries of the playability people ringing in my ears but please read on. The changes I propose add to the accuracy of the game without decreasing playability. In fact, I believe the game is just as playable as ever, just more interesting and challenging.

It seems to me that the most glaring fault in the standard Jutland game is the fact that the fleets hundreds of miles apart know the general locations of each other. Even regardless of the weather conditions! If Jellicoe could have performed such a remarkable job of spotting, the war at sea would have come to a rapid conclusion. Since this is the major fault of the Jutland game it is also my most important area of change.

One of the ways to circumvent this problem, also the cheapest way, is to use a third person when you play the game. This third person would record both players' moves and let them know when and where they had contact. If any of you have tried this method you know that it is difficult to find a third person that is willing to help you out and once he is found the method itself is cumbersome and slow.

My solution to the problem involves no third party and it is faster than the standard Jutland. It does involve, however, a certain expense which places the game beyond the scope of a low cost war game such as those released by Avalon Hill. The positions of ships are marked such a remarkable job of spotting, the war at sea would have come to a rapid conclusion. Since this is the major fault of the Jutland game it is also my most important area of change.

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Now for the time consuming part. You must connect each of the rods to its corresponding rod on the other board. For example, the rod that signifies sea square K-18 on the German board must be connected, by wire, with the rod that signifies sea square K-18 on the British board. Be careful and do an accurate job. It is a lot of soldering and it holds up well if you do a good job.

The best procedure is to lay the two boards side by side while soldering and then attach them to the interior box. If need be, the interior box can be built around the connected wires. The interior box must be hinged so that you can make repairs if needed and install the rest of the circuit and its components. A similar effect can be achieved by building a simplified version of the Jutland Box. Rather than trying to preserve the shape of the map, just install rods all the way through to the opponent's side of the board. You'll save yourself a lot of soldering. After you have completed the sea square grid and the interior box you have to install the basic circuit (See Diagram B.) The diagram includes equipment for mine warfare which you may or may not wish to include in your own Jutland Box. The exact positioning of lights, batteries, switches, etc., is left up to your own desires but I suggest that the main contact light be located at the top of the box so that both players may quickly see when they have contact. Make sure that you provide each player with enough alligator clips so that his strategy or deployment is not limited beyond reason.

In the case of mine lights, if you choose this option, make sure that your opponent cannot see when your mine light is on because it will help to give away your position. The sides of the box can be made out of whatever wood you choose and the dimensions of the box will depend on the size of the map grid and amount of wire you use. The dimensions of my Jutland Box are 12" x 10" x 5", but I think that is about as small as you can get it.

The rest of this article is devoted to optional rules that I have added to incorporate factors not included in the standard Jutland game but which were, in my opinion, important enough historically to be included in the advance version of Jutland that I present here. With the inclusion of these rules the game begins to take on some of the aspects of WWI naval combat and leaves the scope of a single battle such as Jutland behind. As such, a complete game usually takes longer to play but the game can be left and come back to again and again if needed. The game becomes more of a challenge for both players as they struggle to achieve decisive results.

Optional Rules

As mentioned earlier, and as provided for in the schematic, I have made provisions for mine warfare. During the first World War the Germans laid some 43,000 mines which accounted for 46 British warships (including 5 battleships and 3 cruisers), 214 minesweepers, 225 auxiliaries, 259 merchant ships, and several ships of other types. Surely a weapon of such importance as this cannot be ignored.
In the years just prior to the war the British Admiralty felt mines to be unimportant and somewhat "underhanded." They considered mines to be against the traditions of naval warfare and therefore their use illegal. Due to this backward attitude they failed to maintain a suitable mine development program and they suffered accordingly. The British mines which were laid in response to German mine warfare were notoriously ineffective. In fact, many German warships carried a British mine as a souvenir! The British were unable to produce a reliable mine until they copied a captured German mine piece by piece.

The threat of mines had a profound effect on Admiralty thinking and accordingly, had an effect on strategy and tactics. "When engaging the enemy's battlefleet it must be borne in mind that all German destroyers carry mines, and it is therefore dangerous to cross a locality that has been occupied by those vessels." Such orders as these held an important place in the minds of British commanders and in many cases, including the Battle of Jutland, they failed to pursue a retreating German fleet for fear of hitting mines.

**Rule:** Any grouping of 5 ships may lay mines in two sea squares. They must travel through both squares in which the mines are laid. Once placed the mines may not move and they effect both sides equally. There are no safe paths through mined areas. As ships move through a mined area they are hit as follows (See Diagram C).

If the counter is a capital ship it is sunk, if a flotilla or squadron, 1/3rd of it sinks. Make note of your losses but you need not tell your opponent about them as it may reveal your position. If the German player is searching with Zeppelins he must turn off his mine light as it would spot the mines.

To remove mines, minesweepers must be used. You will have to make your own counters to represent these. They have a movement factor of 8 and a defense factor of 1. Give both sides about twenty or so. To sweep mines the minesweepers must be traveling at ½ speed to pass safely through a mined area. If other ships are with the minesweepers they must be behind the minesweepers and in a line ahead formation. They too must be traveling at the same speed as the minesweepers. If a fleet with minesweepers travels through a mined square while traveling at normal speed the minesweepers will not protect the fleet nor will they remove the mines. The mines in squares AA-16, AA-17, BB-15, BB-16, and BB-17 may not be removed as in standard Jutland.

Due to the electronic board, searching becomes a realistic and important process. More time is spent in strategic maneuver without losing any of the importance of tactical abilities. All these factors help to recreate the atmosphere of World War I naval warfare on the North Sea. Many of the same problems and fears challenge the players as they command these two fleets from the past in hopes of controlling the North Sea and the key to victory.

Sources:
- Battleships and Battlecruisers 1906-1970
- Sagfried Bremer
- British Battleships 1895-1967
- Randolph Pears
- Die Deutschen Kriegsschiffe Vol. I, II
- Eric Granner
- From Dreadnought to Scapa Flow
- Arthur J. Marron

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**Diagram B.**

**Diagram C.**

**Example:**

A British fleet of eight ships in two columns of four ships each travels through a mined sea square without being engaged in sweeping procedure. The British player rolls the die twice, once to determine which column is hit, and once again to determine which ship in that column is hit. On a roll of 2, 4, or 6 the right hand column would be hit while on a roll of 1, 3, or 5 the left hand column would be hit. (You count the columns left to right until you reach the number rolled. Since there are only two columns you repeat the columns until the number rolled is reached.)
Eventually most serious wargamers get around to playing by mail (PBM), either because they have distant opponents, or they prefer to study each move at leisure. PBM can be done on the honor system, but even if you trust your opponent, you wonder how he can keep trusting you when you get a run of luck. You can also use a monitor, or a die-roll sheet such as that pioneered by one of the oldest wargaming clubs, AHKS (whose president is Omar DeWitt, 78 Wickham Drive, Williamsville, NY 14221).

Probably the most common PBM method is referring to the sales-in-hundreds column of the daily New York Stock Exchange transactions list. This has one big disadvantage: the 6-digit die-roll results must be changed to a 10-digit basis to conform to the stock tables. Not only can this alter the odds in the game, but some games, such as Anzio, do not have 10-digit chance tables.

To overcome this problem, there is a simple way to use the daily stock tables to generate 6-digit results. Virtually all sizable daily papers list N.Y. stock transactions. Some do not list them all, but that doesn't matter if you can send your opponent a photostat or the original copy. It is also usual to list the 10 or 15 most-active stocks.

In order to PBM using stock results on a 6-digit basis, follow this procedure:

1. Do your move, and list your attacks in the order desired, together with anything else needing a die roll, such as a weather table.

2. A day or two in advance, select a date for which you will use the stock results.

3. In order to generate the die rolls, you must pick a key stock on the "most active" list. Any one will do, but to remove any chance that you could predict which one it would be, don't pick above the 4th most active, say. Some news development might make the top stock somewhat predictable for a few days, but surely no one can predict the 5th most active, or the 7th.

4. Mail your PBM turn.

5. On the day you have chosen, take the newspaper (as an illustration, I am using the Baltimore Sun), and check which stock fell in the "key slot". In this case, I picked 9th most active, which was Grand Union. Now find Grand Union in the overall stock listings. Draw a line below that stock on the list, and after each sixth stock thereafter (6th, 12th, 18th, 24th, etc.),

6. This gives you a random series of six stocks sufficient for the die-rolls needed for virtually any game. Each group of six represents a single die-roll. The stock with the highest closing price determines the result. For example, in the first group of six, the last stock (GINNe) has the highest price, so the roll generated is a 6. In the second group, the high stock is Gr Wn Unit, No. 2, hence die roll 2, and so forth.

7. Note that this is a completely random digit generator. If a group of six stocks has more than one stock tied for highest closing price, you can either discard that group, or agree on tie-breakers, such as the stock with most volume.

8. In the event that both players do not have access to the same paper, which is probable, then they must either determine that both papers list all stocks, or they must exchange a verifying copy.

9. Usually, but not always, stock data is accurately reported, but in the case of a discrepancy, a good solution is to agree that the Wall St. Journal will rule, as it is available in libraries and brokerage houses all over the country. Of course, the problem of discrepancies is not any different when using the 10-digit system.

Personally, I think it's a bit of a nuisance to shift to a 10-digit system. If you agree, here's your answer.

**GAME DESIGN EQUIPMENT**

Like to make your own variants for Avalon Hill games? Or perhaps you'd like to try your hand at designing a game on your favorite period? We have all the materials you'll need to turn that budding idea into a workable prototype. All orders should be addressed to the Parts Department and include $1.00 extra for postage and handling charges.

- **22" x 28" Plain White Hex Sheet**: $1.00
- **Unmounted; specify size**: 5/8" hex or 13/16" hex
- **Blank Mapboards**: $1.50
- **Specify size**: 8" x 16", 8" x 22", or 14" x 22"
- **Blank Troop Counter Sheets**: $1.00
- **Die-cut white only. Specify size**: 1/4 units or 5/8 units
- **Dice**: ca. $0.25
Dear Sir,

I have been enjoying the Leuchtturm articles by Tom Hazlett in the June-August ‘74 volume of the

THE GENERAL

Dear Sir:

I was really surprised and pleased with these results. The ingenuity of the designers in creating all of these games is truly amazing. I think that the Roberts defense is a good one, but I would like to see more use of the “tactical” cards. I also think that the airpower in the game is a bit weak, but I think that the game is still competitive.

Gentlemen:

I have already made up my CRs as well as many of the other maps. For most of the maps I use the “standard-tan” defense, but in a few cases I use the “standard-blue” defense. In the case of the “standard-blue” defense, I find that it is easier to play with and more effective. I also find that the airpower in the game is a bit weak, but I think that the game is still competitive.

THE OLD SYSTEM:

Dear Sir:

Your games have brought me a great deal of enjoyment, and I think that the Roberts defense is better than the one before. Currently, I am preparing for the new rules and I think that the Roberts defense will be better. I also find that the airpower in the game is a bit weak, but I think that the game is still competitive.

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I have been playing and analyzing D-Day since 1969. I often feel qualified to offer some critical remarks on this classic game. The Allied “Beach” strategy is one of the key elements of the game. Both Roberts and Mr. and Mrs. Sanioglu have made some improvements. Undoubtedly, both of these games will win over half of their games against a selection of the best players. There are two points that I would like to take exception to. First, the Roberts defense allows a virtually unthreatened landing in Brittany. Against a far more capable Allied player, this means that the Allies would lack the necessary airpower to mount an amphibious operation. In the case of D-Day, I would imagine that the Allies would be able to land without too much difficulty.

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Randall, CA

Dear Sir:

I have been an avid wargamer since I was eight years old, and have bought almost every game that you have ever published. I feel that the best game you ever produced. This is the next in another, which I will buy when I can afford it. I recently purchased ‘776, and I think that the best game you ever produced. (I can't wait for the next one.)

1776 has a central system which is ideal for both the game and the players. The matrix system of pre-combat attack or defense plans gives one the “You-arc-there” feeling, and the players can practically anticipate the outcome of the battle. This, I feel, is the greatest aspect of the system, and it could be used in many other games as well, including Blitzkrieg. I think that the system could be used in many other games as well, including Blitzkrieg. I think that the system could be used in many other games as well, including Blitzkrieg. I think that the system could be used in many other games as well, including Blitzkrieg. I think that the system could be used in many other games as well, including Blitzkrieg.
The claslc played pbm "stmulatlon" cur wargaming tory function which particular until bsing k due Q. but could the British play tr still area. MVC? A. Q. What is TR FGS. One might think the days of the old “classic” games are numbered until one realises that, while the Middle Ages, poor ratings are considered good on the 1-10 scale. Taking that same tack a bit further we can find many Classic simulation games that are the supposed death knell of the classics. For Waterloo's 2.01 rating in the Ease of Under- standing category set a new mark for that particular classification. It is this great introductory function which the classics provide for wargamimg which ensure their continued place in our marketing picture.

The forts of the classics is their ability to be played by mail. In this day of multiple phases and defensive options, great games cannot be easily played by mail as rare and when “simulation” is pressed over the “game” aspect - play balance often suffers. Here too Waterloo does well, placing 4th in the play balance category while being one of the most popular pbm games. It is this same characteristics which contributed to its lasting showing - the Realism category. Without modern design techniques unit differentiation went begging in Waterloo – artillery being undistinguishable from infantry for all practical purposes.

Waterloo, although old and relatively simple, is still a challenging simulation enjoyed by many. An already relatively clean set of rules will not be improved upon in the near-to-be-revised version and the already strong play balance showing should benefit by the planned changes in the river rules which will tend to help the French.

WHAT THE NUMBERS MEAN: Put simply, the move point cost of being in the fort as well as under 5.00 is pretty darn fantastic, Scores ranging from 2.5 to 3.0 are excellent while 3.5 must 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 3.29 2. Mapboard 3.27
3. Maneuverability 3.11 4. Ease of Understanding 2.01
5. Completeness of Rules 3.11 6. Play Balance 2.27
7. Realism 3.42 8. Excitement Level 2.21
9. Overall Value 3.01 10. Game Length 2 hours, 42 min

Q. If the French must withdraw their land forces due to French fleets being sunk, what happens to supply units and artillery units used to build forts and magazines? A. Forts, supply units, and magazines remain, but all strength points and artillery units must be withdrawn.

Q. The BRMC state that in 1777 control of all Strategic Towns in an Area is a possible MVC and, in 1779, a necessary one. In New England and the Middle States control of all Strategic Towns in the area doesn’t necessarily imply control of the area (because of Montreal and Quebec). Question: is control of these two Canadian towns a necessary condition for the MVC? Also, by the same token, is control of these two towns considered for CA Winter Reduction purposes?
A. In regards to Minimum Victory Conditions, the British player still controls Strategic Towns, but could NOT claim credit for control of an area. For example, in 1777, the Middle States and Middle States Strategic Towns could be used to fulfill the ten Strategic Town requirement even if Montreal was un-controlled, but the Middle States Area could not be used to fulfill the requirement. In regards to Winter Reduction, Continental Army strength points would be reduced by 50% (instead of 75%) if all Strategic Towns were controlled, but Montreal or Quebec was not (as in Case ‘C’ or ‘E’ on the Area Status Chart.

Q. Can TIR units serve as ferries, as hinted in the Winter Reduction Rules (p. 17)? A. Yes, under the Bureama rules for ferrying.
Q. Boston and Montreal are entrenched at the start of the CCG. Assuming that the converse of the Entrenchment rules are true and no Fort can be built on top of Entrenchments (Yes, how do I construct the Fort, as long as I have the necessary units? A. Build the Fort, removing 1 CA/BR, 1/8, 1/8, and the entrenched counter.
Q. If “change” cannot be made due to lack of appropriate unit/coination counters not in play, is the entire force (or at least a larger part of it then called for by losts) eliminated. A. Yes.
Q. Is artillery considered a “combat unit” such that it can force march? A. No.
Q. In what the movement point cost for Cooper's Ferry (RR33-RR34) across the class 3 river? A. It would cost two additional movement points, same as class 2 river.
Q. Situation: British units move into a hex and attack CA units both outside and inside the fort in a simultaneous attack. Two units were lost in the next combat (during the same combat phase) the CA units counterattack. On the third combat, the British units attack again. QUESTION: may the British units attack only the CA units outside the fort in a separate attack, or does their first simultaneous attack commit them to attack the CA units inside the fort? A. The CA units outside the fort may be attacked separately. Note: attacking simultaneously or separately in one combat does not commit the attacker to that method of attack in subsequent combats. Merely, when attacking, the units outside of the fort must be dealt with first either in terms of direct combat or inflicting casualties.
Q. If there are no British strength points in Halifax, may British reinforcements and replacements appear there? A. No.

PANZERBLITZ!
Q. The rules state that food hexes are treated as plain terrain for all purposes, therefore, doesn't a unit moving along a gully have to pay 1 MF to leave the gully in addition to moving onto the food hex? A. No.
Q. The rules state that food rations are treated as plain terrain for all purposes, therefore, doesn’t an individual unit moving along a gully have to pay 1 MF to leave the gully in addition to moving onto the food hex? A. No.
Q. What is the stacking limit for fortifications? A. 3 for Germans; 2 for Russians - i.e., the same as combat.
Q. The rules state that stacking limits do not apply during movement - only before and after movement. Therefore, might units pass through a hex already occupied to its maximum stacking limit without being wrecked? A. No.
Unmounted PANZER LEADER mapsheets are available for half price to GENERAL subscribers. You can order a set of all 4 mapsheets for $3.00 rather than ordering them individually mounted on cardboard for $6.00. This trial offer is being made due to the wide popularity of the unmounted PANZERBLITZ sheets offered earlier through the GENERAL, and because one of the sheets has a small imperfection on one of the woods hexes. Address your order to the attention of the Parts Dept. and make it clear that you want the set of 4 unmounted mapsheets.

Christmas shoppers will be seeing the first sleeveless Avalon Hill bookcase games appearing soon. Our backing of sleeves for the old bookcase titles has just about run out and many retail shipments are now receiving the sleeves 1776 style package. In most cases the COR's or Tec's printed on the inner box lid are now merely included separately on a piece of paper. Gamers acquiring these games should take the time to carefully mount these separate sheets on the inside of the current game box to protect it from wear as well as providing it with an effective platform for display.

Contest No. 62 was one of our more successful competitions. Less than 15% of all entrants submitted a defense capable of holding the Germans at bay for a full turn. However, this still left us with dozens of correct answers. These were pared down by eliminating those which gave up more territory than necessary – especially when the encampments of Alam Halfa were concerned. The flaw in the British defense was in the placement of the southernmost three units, Bologna, 21/104, and 15/33 can move to Q61 and get an automatic victory against 50/69, 15/8 moving to C61 can get the same against 70/23. Then 21/5 to 0-61 wipes out 25A/4 (with Pavia scaling off against 9A/18), while 21/3 whips through to J-62 to pick up the supply unit and the Home Base.

The flaw could very simply have been corrected by moving the three southernmost units each one hex to the east. That would have put 25A/4 out of reach of any attack, because although automatic victory attacks are possible against all of the initial 1-16's, advance through their hexes is not possible due to the ZOC of the backup units. It is not legal to actually occupy the hex of an automatically eliminated unit except as a result of advance after combat.

The winning tacticians who survived the luck of the draw included: Lanny Johnson, Belfair, WA; D. Stearns, Tampa, FL; V. Borile, Louisville, KY; R. Finke, St. Peters, MO; J. Sato, Austin, TX; J. Brown, Santa Monica, CA; J. Tremblety, Webster Groves, MO; R. Halley, Corpus Christi, TX; A. Whitsker, San Jose, CA; and T. Kuhn, Phoenix, AZ.

Congratulations are in order for Paul Oldaker whose Pittsburgh Pirates edged Don Greenwood's New York Yankees with a run in the 9th inning of the final game of the Avalon Hill baseball league World Series. The Baseball Strategy League is just one of many regularly scheduled events which occur at the garemos in 1501 Guilford Ave, in Baltimore every Saturday of the year. Oldaker won $550 for his first place finish.

Other IGB events for the coming year include the 2nd Annual AHFL Super Bowl on January 11th (closed competition); a PANZERBLITZ tournament February 1st; AFRICA KORPS tournament on May 3rd and a RICHTHOFEN'S WAR conference on August 2nd. Entry fees for all tournaments are $1.00 – the public is invited.

The ROTC Department at Arkansas, AR is just the latest in a long list of such organizations that report outstanding results in the use of Avalon Hill games in their activities. The game they utilized so successfully was GETTYSBURG.

Speaking of the Army, Avalon Hill has given permission to yet another Army organization to utilize its games in the classroom. This time it's Rensselaer Polytechnic Institute where plans are underway to utilize the games to instruct the ROTC cadets in tactics.

European subscribers are urged to renew their subscriptions and order games directly from our English agent Michael Hodge at his 646 High Rd., N. Finchley, London, Great Britain address. Mr. Hodge also handles our Mail Order Division line for direct sale to overseas customers.

Foreign subscribers are reminded that the postage coupons are good for only $1.00 – not the entire amount of postage necessary to ship games to other countries. Therefore, Canadians must send an extra dollar with their postage coupon for each game ordered, and overseas customers must add $2.00 to their postage coupon in order to meet shipping costs.

Winter Cons seem to be catching on. The MOW organization will be having a convention on Sunday, the 8th of December in the St. Clair Shores Civic Arena near Detroit. Among the tournaments to be held will be competitions in Lemans and 1776. For further info call Len Scannell, 317 Linwood, Rochester, MI 48063 (313-773-5918).

Now in its third year is the WINTER CON III gathering sponsored by the MITSSG to be held on the second floor of the Student Center at MIT, Cambridge, MA on January 18th and 19th. Among the scheduled events is a 3 round STALINGRAD tournament and competition in TACTICS PI - BLITZKRIEG carried to an extreme. Address any questions to Robert Sacks; 15-F Tang Hall, 550 Memorial Drive, Cambridge, MA 02139.

Unofficial results of the summer conventions are now in. The biggest winner was Tom Hazlett of Wheeling, W. VA who walked off with the P.W.A. trophy and $100 after winning the Avalon Hill tournament at the Cincinnati Convention. Reports have it that the final game of Afrika Korps went down to the very last turn. Ray Clark of East Hartford took the honors at two summer tournaments; winning both the Norton III and the prestigious Lake Geneva, WI 7th Annual Avalon Hill Competition. Paul Siragusa, also of Connecticut, rounded out the summer champs with a victory at the 2nd Annual Devcon in Maine.

ORIGINS I

ORIGINS I is the first national wargaming convention to be held in Baltimore – the city that originated the wargaming craze in 1958 with the publication of TACTICS II. For the first time ever Avalon Hill sponsors a convention - through the auspices of Interest Group Baltimore - a group of 150 Baltimore area gamers with gaming interests as diverse and entertaining as they come. Make plans now for the pilgrimage to Baltimore – the site of wargaming's showplace convention. Additional information will be presented in these pages every issue.

THE DATE: July 25 – 27, 1975
THE PLACE: John Hopkins University, Baltimore, MD
THE TIME: of your life!
Among the fun to be had at ORIGINS I:
★ A $500 cash prize Avalon Hill Classic Tournament presented and officiated by the P.W.A.
★ Fantasy trips through Dungeons & Dragons – the latest miniatures craze.
★ Diplomacy Tournament – the ever popular game of political intrigue.
★ A Richtofen's War demolition derby.
★ Origins Tournament – in honor of our name.
★ Exhibitions from the far corners of the wargaming world.
★ Auctions, private gaming, half-priced tables, and other events as they're added – all scheduled in such a way to give you the maximum participation – whether you win or lose.
★ Inexpensive on-campus lodging and meals.
OPPONENTS WANTED

Dennis Cook, 1406 Linda Vista Dr., Birmingham, AL 35212, (205) 940-5756.

Wanted: opponents for PBM DD, ’Grad, FR ’40. Also play Blitz. FTF a lot. Address: P.O. Box 4338 U. of AL, Tuscaloosa, AL 35480.

Help! I need help in Mid, PAN and Luft. Easy for you! Write me at P.O. Box 4338 U. of AL Tuscaloosa, AL 35480.

Average adult player wants PBM opponents in tuft. FTF college or older opponents who like to lose.

Wanted: opponents for PAN, FTF college or older opponents who like to lose. FTF college or older opponents who like to lose.

Wanted PBM opponent in FR ’40. Also any FTF opponents who like to lose.

Teenage warrior age (16) needs opponents for R-101864. I will take side you dislike. FTF or PBM.

Need opponents in Blitz. PBM. Have kits, will supply games. PBM if you supply kits. Any clubs in Seattle area? Prefer FTF but will PBM.

Novice player (15) wants PBM opponents for AK and want to learn how to play it; I will teach new players. Will travel up to 60mi. Lance Simmons, 5511, Bethesda, MD 20814, 365-0283.

Average player for Blitz in Broward area. Also play most other AH games. Prefer BB, Blitz, PAN and ’Grad. I'm Germans. Any FTF in Atlanta me? Will play and go half on most PBM games. Bryan Warren, 5280 W. Red Oak Rd., Spring, TX 77373, 789-0824.

15 year old player seeks mature wargamer for PBM or FTF. I will take side you dislike. FTF and Rl01864 (401) 183-0936.

Novice college adult age player seeks FTF. Have small club; club can supply games. FTF if you supply kits. Any clubs in Seattle area? Prefer FTF but will PBM.

High school age player seeks PBM or FTF. Have small club; club can supply games. FTF if you supply kits. Any clubs in Seattle area? Prefer FTF but will PBM.

Average high school player seeks FTF, PBM, FR. I'm Germans. Any FTF in Atlanta me? Will play and go half on most PBM games. Bryan Warren, 5280 W. Red Oak Rd., Spring, TX 77373, 789-0824.

Average player for FTF and PBM games. Love new players; willing to travel up to 60mi. Tyrone Screggins, 2414 W. Sunset Pl., Chicago, IL 60618, (312) 639-4390.

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