Richthofen’s War
...A Fun Game
The Jan.-Feb. issue laid a rather large egg. It was not only our worst response (3.38) since we began rating issues, but it formed a sharp contrast to the 2.84 of the previous issue which represented our best effort. Although it was still applauded by some who felt it was our best ever, Vol. 11, No. 5 will have to go down as a very mediocre effort. The scattered, twelve article format just didn’t make it with the majority of the readership so we’ll be returning to a more focused in-depth feature. On an individual article basis, the lead feature failed to top the 1200 point ratings for the first time ever.

Decade With Das Africa Corps: 291
The Unfought Waterloo: 1704: 218
Sieg der Eisen: 706
D-Day Airborne Operations: 63
Avalon Hill Philosophy: 26
Experimental Panzerblitz: 32
Design Analysis: 31
France 1939: 18
Blickrieg: 4
Infiltrator’s Report: 1

Inquiries as to the nature of new titles to be offered this fall have been coming in with increased regularity. We hesitate to announce new titles prematurely to avoid disappointing people in the fall if something happens in the interim. Recently, we gave up on one title after considerable research and playtesting because it just didn’t play right. A new game system was required... time for which was not available. This brings up the matter of where we stand on the playability/reality scale. The Avalon Hill philosophy has always been one of approaching wargames as games first and simulations second. Other companies tend to take the other course, emphasizing the historical replay or puzzle over the game aspects. While we attempt to make our games as realistic as possible we attempt to do so without sacrificing the fun of a game environment. This is not a knock against those who take the other tack, but a statement of our own philosophy.

Even the rejection mentioned above left us with 9 different games in varying stages of development. While it is highly unlikely that more than 5 of these will see print in the fall we do hope to add at least 1 retail and 3 mail order games to the line at that time. We are relatively sure of a few of the new titles however: Randall Reed’s annual contribution will be a Sci Fi tactical game tentatively titled STARSHIP TROOPER based on the popular works of Robert Heinlein. This will be a first in tying a novel into a simulation (itself, a literary form of sorts). We are in negotiations with Mr. Heinlein for the rights for such a tie-in. By then we’ll have a good idea which parts you’ll actually get other than that you’ll receive one of everything that we still have in stock at that time.

The order dept. has also asked us to inform you that orders of GENERAL back issues must be accompanied by sufficient funds to cover postage and handling. Postage is free on subscription but a handling charge must be paid for back issues. They also urge those of you with P.O. Box or Rural Route addresses to give alternate mailing addresses if possible. UPS is by far the safer and quicker parcel delivery service and is unavailable to these types of addresses. You might be well advised to have packages sent c/o a neighbor or relative so your order can be handled by UPS. We also regret to announce that we must discontinue the postage coupons for Canadians and overseas customers. The expense of foreign shipments forced us to take this step, much to our displeasure.

We are continually forced to reject “For Sale” or “Wanted to Buy” ads because of the volume of such philosophy.

A.R.E.A.
Response to the Avalon Reliability, Experience and Ability Rating service has been mixed and the jury is still out on the question of whether it will be implemented or not. In either case, don’t expect any action on it before June. By then we’ll have an idea of which parts you’ll actually get other than that you’ll receive one of everything that we still have in stock at that time.

ORIGINS I
The lion’s share of the Philosophy this time around shall be devoted to the entire boardgame. In ORIGINS I. Perhaps the first order of business is to mention that this expansion is a very special project. At this time, we have no plans to repeat it again next year as it is just too much of a drain on our limited staff time; time we need to design and playtest games. We’ve

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Richthofen's War...A Fun Game

An Analysis and Critique in One Package
By Scott Duncan

Because it can be played with so very few playing pieces and brought to a definite conclusion in perhaps as short a span of time as 5-10 minutes, RICHTHOFEN'S WAR must indeed rank as the most elemental struggle currently in the Avalon Hill line. Despite attractive graphics, several scenarios with basic and advanced options, tournament and optional rules plus a campaign game—all indicative of a more complex game—the basic wargaming objective of positioning oneself such that you can inflict more damage upon your opponent than he can upon you is nowhere more vividly portrayed than in this game. The initial appearance of complexity and involvement on levels of play deeper than one ultimately learns (is not due to any commercial 'padding' of the components to make it more marketable but to the associations which we bring to the product based on elements we see in it that suggest other games with 'simulation' properties. RICHTHOFEN'S WAR does not stand up to much in-depth analysis; it will not adequately reward the kind of study we are used to applying to other wargames.

If the game is approached expecting too much more than a few planes trying to shoot down or drive off a few other planes, it will inevitably find its way to collecting dust on the bottom of some closet. It is a good game to be played and not an engrossing contest to be studied; it will offer some genuine enjoyment but will fail to provide long-term strategic/tactical satisfaction; it exhibits numerous qualities which a desirable wargame must possess but on a scale far smaller than is normally enough for most wargame buffs over extended periods of play.

Yet it seems to me to be this very simplicity and straight-forwardness which holds the real attraction since wargames seem to increase in complexity and sophistication without always correspondingly increasing in enjoyment. The game's basic problem is that it is strictly an air conflict simulation with land units merely as targets—not a particularly popular setting for wargames up to this time. Air wargames have several strikes against them: no real terrain over which to struggle so it is often hard to tell who is 'winning' except by damage done to planes or targets as expressed in a point system (also not always popular because of the drawn decisions it engenders); the limits of strategic and tactical manipulation cannot be extended too far without striking increasingly cumbersome record-keeping requirements due to the factors which make up such warfare; the 'historical flavor' so necessary for a successful game can only occasionally be claimed by air simulations as the incidence of uniquely air struggles is low as they are more commonly adjuncts to more well-known land/sea operations. The situations of LUFTWAFFE and BATTLE OF BRITAIN seem to me to be the unique exceptions and both are grand campaigns requiring several hours of playing time for even basic level play. WWI is possibly the only period where a truly tactical air battle could be simulated with the necessary historical identification to realistic situations plus the playing simplicity of many of the 'older' games in the Avalon Hill line: a desirable combination which has helped to lift games such as WATERLOO, AFRIKA CORPS and STALINGRAD to long-standing popularity despite consistent criticisms of the inaccuracies and lapses in sophistication present in each of them.

I can in no way agree, however, that RICHTHOFEN'S WAR is in any way destined to attain the 'cult' status of which some seem to feel it can honestly hope to achieve and deserves. This places far too great a burden and value upon a game which cannot hope to carry the load. There are too many fine points in RICHTHOFEN'S WAR which work against it becoming a massively popular game such as DIPLOMACY, even STALINGRAD have attained. And while it is clear that the object and procedures of play are basically very elementary in all three games, RICHTHOFEN'S WAR suffers from the fact that there is no readily identifiable 'game' situation since the numerous scenarios are almost 'experiments' rather than true games—they are more moments of involvement. The game truly begs for manipulation of scenarios and aircraft through testing of various combinations of both (not to mention the auxiliary listing of aircraft for further experimentation). DIPLOMACY'S success rests upon the utter simplicity of the simultaneous play and the 'political' maneuvering going on behind the scenes, making actual moves and combat abstract, even symbolic, in nature. STALINGRAD offers a singleness of objective and clarity of situation without hordes of optional rules and scenarios to complicate matters—it is a classic struggle of position and maneuver formulated around a consistent playing situation offering a range of strategic tactical decisions to both sides plus an historical identification which gives one the sense of 'realism' if only in the abstract.

I might have been a bit facetious and called this article "RICHTHOFEN'S WAR: A Game You Can Count On" since it would have appropriately conveyed the significance which can be attributed to the many numerical factors during the course of play; however, more than in some other game, RICHTHOFEN'S WAR yields up a good deal of playing enjoyment without that too familiar gnawing sense of necessity to premeditate one's each and every movement. Naturally there are important considerations which study will reveal and which judicious application will reward with greater success in playing the game, but the mechanical use of statistical information and analysis tends to retard the motion and reduce the simulation quality of the game to mere counting and computing. Yet it can be viewed as curiously contradictory to say this when one realizes that this game above many others would probably reward a very detailed hex-by-hex analysis due to the very few pieces and relatively few options during play. It might almost seem feasible to attempt to uncover the mathematical formula which would result in the 'best' move in a given situation in the same way that a Tic-Tac-Toe game can be shown to be a draw every time if played properly. I do not doubt that there is some chance to discover such a formula; however, I am certainly highly uninterested in such analysis as it...
would assuredly reduce \textit{Richthofen's War} to such a mechanically elementary level as to weaken it and mar its enjoyment factor quite distinctly. Statistical analysis and table crunching, even if any true flaws in the design and play of a game, can only assist materially by indicating trends of play and chances for certain die rolls.

I say this all because moving and firing are about all you have to work with in \textit{Richthofen's War}—should either become too routine, too predictable, the game will drag unbelievably. To exemplify my position, I find it most important that a time limit be placed upon the making of individual moves as rapidly as possible once the system of play is familiar enough such that constant referral to the rules is no longer necessary. Without imposing some sort of time limit, play can degenerate into plotting and planning and numerical figuring in a fashion wholly uncharacteristic of and unsuited to a WWI air combat simulation. The kinds of decision-making found during this period of combat cannot be simulated when there is too much time for tinkering with counting of hexes, etc.—there was never such a generous allotment of time made to the pilots of the era and it seems very reasonable to attempt to hang on to this bit of the feel of the period. Of course, it is far more hopeful to merely the message that warfare and wargaming are not the same, that the former is not conducted in a series of sequential "turns." And while some of the feel of air combat might be achieved even more successfully to attempt to hang on to this bit of the feel of the game, perhaps the awarding of Ace status is the only real game element that involves evaluating the pilot and this can be earned according to the rules; however, it requires play extending past the range of a single game unless it is a given factor in a particular scenario.

The Ace status seems to deserve a bit more comment since it carries a weight during play that cannot be underestimated as it not only affects the attack value of a plane but its defensive value in that it lowers attacks against it as much as it enhances its own attacks against other aircraft. As an element of play it ranks with the Critical Hit Table—which will be covered later—both are no common occurrences but their presence can be an important element in any game played since one will take its toll slowly but surely and the other will deliver sudden blows and perhaps alter the entire course of play. Of course, they are little more than the message that warfare and wargaming are not the same, that the former is not conducted in a series of sequential "turns." And while some of the feel of air combat might be achieved even more successfully to attempt to hang on to this bit of the feel of the game, perhaps the awarding of Ace status is the only real game element that involves evaluating the pilot and this can be earned according to the rules; however, it requires play extending past the range of a single game unless it is a given factor in a particular scenario.

The "Target Damage Table"—

The issue of wargaming and combat inevitably leads us to an investigation of the combat tables as they are the components over which the most intensive statistical concern is expended, virtually beggars the question of a single roll. The probability laws which accompany the use of dice make it logical and beneficial to analyze the chances for each type of combat unit under the basic combat situation presented. \textit{Richthofen's War} is no exception and has already been the source of much analysis. The figures were accurately presented (See Vol. 11, No. 5) and I do not wish to criticize the effort expended in the study, I think such a presentation is too literal a statistical effort and that a thorough analysis of the TDT truly mean: deliberate planning and numerical figuring in a fashion which simulates the often questionable reliability of WWI armaments as reflected both in specific columns for various kinds of aircraft and the general random results for aircraft in actually scoring hits at various degrees of the probability laws which accompany the use of dice. The intention of the designer if I read the combat game properly and understand what the results of analyzing the TDT truly mean: deliberate planning as opposed to random design.

However, graphical presentations are often more striking than purely numerical ones, and for this reason, the numerical analysis of the four columns (A, B, C and D) at various ranges using the unadjusted die rolls appears here to suggest patterns of combat for each type of aircraft at various distances from the Nieuport 17 example: three different 'averages' at work: 1.00, 1.00, and 1.00. Choosing the proper one really does have to be a matter of what you want out of the analysis you plan to do. I find it more valuable to think of the situation when you have a Nieuport 17 example, as the mixture of the three columns which such that the over the course of 10 rolls, you can reasonably expect to score 9 to 11 hits; however, I temper that with the knowledge that some ill luck with the dice can result in substantially less than that. If this is an important feature of the Target Damage Table: its randomness versus the often questionable reliability of WWI armaments.

For example, taking Graph A (corresponding to the same column on the TDT), we see three very distinct patterns: even distribution at 1-2 hexes, a sharp dropping off of higher results at 3-4 hexes with a slight bump at 2 Hits and finally very distinct dropping off of results other than just 1 Hit at ranges of 5 or more hexes. Hence the graphs will reveal trends and will provide very useful comparisons between aircraft—both of which are important factors during play than statistical summaries of just numbers.

The patterns formed are largely what one would expect in that they do not reveal any gross flaws which allow a weaker rated aircraft to enjoy undue superiority over a supposedly stronger aircraft under particular circumstances which are merely a result of the TDT's design and not of some positional advantages, etc. That is the graphs do not provide any gimmick for winning and at best to the even randomness of the TDT as a general condition. But there are several things...
which show up visually that might not have been as obvious were we to deal only in numerical factors. A comparison between the individual planes is much harder with only numbers and percentages than with a graphic display of these mathematical elements. One such example is possible by overlaying the graphs of the particular aircraft and comparing their relative strengths and weaknesses. Taking the case of an A versus a C aircraft—the common situation as we shall see a bit later when we compare Allied and German rosters—the A has the expected advantage at all ranges but its advantage drops off considerably as the range increases since the number of hits which will be scored is less and less even if, in the long run, an A will score more hits. This fact is important as the time element results in many victories since scenarios are not merely based on shooting down aircraft but in reaching certain missions for recon, spotting and strafing of trenches and the defending aircraft are there to prevent too much damage to their trenches and too much information from being taken back to enemy lines. The graphs indicate that the 3-4 hex range is the best one for the C aircraft to both achieve a mission while inflicting some damage upon the A aircraft as well—longer ranges will prevent much damage from being caused under average rolling of the dice. One further trend noted in this comparison which holds up throughout the analysis is that as the ranges increase, the relative advantages between planes drops very sharply and the issue becomes one of time; will there be enough to roll up the number of hits for a win given the chance that only a hit or two will be possible and not even on each roll. (One may wonder why there is the emphasis on the time element and the longer ranges since anyone can see that the better aircraft will close and try to maul the weaker planes; however, matters of sighting and altitude differences bear heavily upon the ability to do this and will make consideration of these longer distances more important.)

Another interesting comparison is between the A and B aircraft since even though there is but one plane in the B column, adjustments may bring the equivalent situation between an A and a C aircraft. Note the peaking at 5 hits for the B aircraft at 1 hex and the peaking at 2 hits at 2 hexes: this suggests an advantage but only if the opponent since the B chances drop sharply around the peaking. As the range increases, both pilots will score fewer hits though the A pilot does enjoy the slight advantage; however, at the extreme ranges, the same thing occurs as in the A to C match-up: time is the factor since both players are sure to miss a great deal of the time and cannot hope to score more than a couple hits when they do find the mark (at least the chances for each to score 3 hits are the same or very, very nearly the same at 5-7 hexes).

Basically except for the D column which is very weak indeed past 2 hexes, there is a pattern that suggests that at 3-4 and then higher, the A-B-C aircraft are not so drastically different that there is a sure thing for any of them and that time is often the issue as range increases. Luck will have a good deal to do with certain victories and certainly this is an element of the era of combat the game simulates—one cannot find fault with the matter of luck in this situation and still purport to being 'realistic' himself if he does so accuse the luck factor to be 'unrealistic.' This is simply part of the game and a part with which I can have no personal quarrel since it gives the game some of the excitement which the uncertainty of WWI aerial combat surely engendered in the men who participated in it.

Firepower: Allied vs German—

The object now becomes to relate some of this graphical information to specific instances and this is most usefully done by comparing the aircraft specifications for each side as to combat elements: the TDT column to be used, the accumulated damage and the ammo supply. Dave Bottger has noted the advantage on the TDT when he correctly gives the German player an edge. Out of 12 planes, 6 use the A column and they are all fighters while, in comparison, the Allied situation reveals only 5 out of 22 planes in the A column (all fighters but that's still 5 out of 16) with most Allied strength in the C column. Thus the Allied player has to count on other elements of play to bring down the edge the German has here. And the edge is not limited merely to the TDT as the German has the generally higher number of bursts to be fired and can take a bit more damage than his Allied opponents.
A Solitaire Version
THE KETTERLING AERIAL TORPEDO

By Mark Sahu

The Kettering aerial torpedo was developed and built for the U.S. Army Signal Corps by the Dayton Wright Company from 1917-1918 and was the world's first guided missile—though science fiction terminology of the day would probably have labeled it a "robot bomb." But to the Signal Corps it was known simply and affectionately as the "bug." It had a speed of 55 mph and a range of 60 miles, and weighed 540 pounds—including 120 pounds of explosives.

The following Richthofen's War game variant assumes that the "bug" was in mass production in late 1917 or early 1918, and generous quantities were sent to Europe even before American doughboys had set foot on French soil. And any German gamer foolhardy enough to fly against them will find the pesky little varmints can dazzle the senses, bamboozle the unwary, send the mere mortal mind reeling—and leave you swatting and ranting in a cold sweat in your sleep tonight muttering, "Bugs, bugs, bugs!"

The Situation: It's a blustery cold day between winter and spring somewhere in France, early 1918. Richthofen collapsed the previous year, and as a result the Germans have transferred over a million men to the Western front. The Kaiser would have been well advised to use the threat of this manpower to open peace negotiations and end the bloody and much too long and bitter war. Germany is starving and on the brink of internal collapse. But no, after so bitter a struggle, there is no mood for compromise. Hindenburg and Ludendorf are to use these million men in one last massive offensive to knock either France or England out of the war before American manpower can make itself felt. Total German victory is at hand. Thus, even now, mighty German herds of men and material are assembling only a few miles behind the German line of your RW gameboard in preparation for the big push.

The Allies are also in desperate straits after four years of war, and so—knowing full well what's up—are unwrapping every new weapon they have. Including the Kettering flying torpedo—the "bug." Because it requires no elaborate launching facility, they have dispersed sites at random behind their lines and are sending the little beasts in increasing numbers and at random altitudes across the front into German rearward assembly areas.

Admittedly, used in this manner, the "bugs" can do little or no practical damage. Nonetheless, like the buzz bombs over London in 1944, this is a new and frightening weapon to German troops who have never seen them before. Also like the buzz bombs, their random and erratic nature makes them all the more frightening. A devastating blow is being dealt to German morale and coming on the eve of a major offensive this could prove fatal.

Therefore, YOU, lucky fellow, have been sent up on patrol to shoot down as many of the little rascals as you can. Enthusiasm swells your heart—though reality tells you it ought to be quite easy, really. A sport. A quail shoot. After all, the little beasts only travel 55 mph—and in a straight line at that—except as shifted by the wind. So go on—pull on your goggles and set your goggies comfortably in place, and conquer your lucky stars that you've drawn this dream of solo assignment rather than out dogfighting and intercepting missions with the boys.

But be careful. You are likely to come back the laughing stock of the squadron—having made a complete fool of by the "bugs"—and you may not even come back at all.

I. INTRODUCTION:
Kettering Aerial Torpedo is a solitaire game variant for Richthofen's War. All Advanced Game RW rules are in effect except as qualified here because of special problems posed by shooting down the aerial torpedo. The optional Prevailing Wind rule is also in effect; and the chart for this rule has been reproduced on the aerial torpedo's ASP for convenience of the player.

The game assumes the player to be a lone German pilot, not an ace, on patrol. He has been assigned to intercept and shoot down as many as possible of the new aerial torpedoes or "bugs" launched from dispersed sites behind Allied lines, entering the gameboard from random directions at random altitudes. While such use of torpedoes by the Allies does little practical damage, their appearance behind German lines in the final weeks of preparation for Hindenburg's big 1918 offensive is wreaking havoc with morale of German troops who have never seen this frightening new weapon before. Thus, the player has been pulled from regular combat duty and assigned to patrol this sector to let through as few "bugs" as possible.

He may choose any German plane he wishes for this assignment, though in the course of the Campaign Game (a series of twelve "bugs" in one day) he may never change planes and accumulated damage may thus eventually affect his aircraft's performance.

II. HOW TO START:
(1) Select any German aircraft you wish, including the Fokker DRI, but do NOT designate yourself an ace. Set the aircraft anywhere on the south edge of the gameboard and face it as you desire. Then choose your current altitude and speed and set them on your ASP sheet. You are now on patrol and ready to intercept a "bug."

(2) Roll a single die and consult the "bug" Starting Hex chart on the aerial torpedo ASP sheet. The numbers and letters on this chart refer to six possible entry hexes behind Allied lines. Thus, hex "34" is the specific hex bearing that number on the west edge of the gameboard, and "kk" refers to the specific hex bearing that notation on the eastern edge of the board. Notice that while both "3" and "21" are north-east hexes, "bugs" entering on these two hexes have different facings—Southwest and Southeast, respectively.

Place the "bug" on the gameboard on the hex indicated by the die roll, and face it either Southeast or Southwest as indicated by the brackets on the Starting Hex chart. These are the only two facings a "bug" may ever have.

(3) Roll a single die to determine the entering altitude of the "bug." Consult the Starting Altitude chart on the torpedo ASP sheet and set the altitude accordingly.

(4) The average speed of the "bug" is 4," so roll the die to determine whether it is entering at average speed. If the die cast is even, it is—set the Speed Track on its ASP at 4." If the number is odd, it is traveling at either faster or slower than average, so you must roll the die again to determine which: if the number is odd, it enters at 3," if even at 5." Set the ASP Speed track with the correct reading.

To follow this line you have to roll the die twice to determine the torpedo's speed. Hereafter, a single die roll moves the Speed indicator one way or the other as indicated, though it may never read faster than 5." or slower than 3."

(5) You do not roll the wind chart on the first game turn. Both aircraft and torpedoes have been given the windless advantage of the first turn.

(6) You are now ready to play. The "bug" moves first, in strict accordance with rules which are given below. You may move your aircraft at will in compliance with usual Advanced Game rules.

III. GAME TURN SEQUENCE:
(1) Roll the die for wind and consult the Wind Chart on the aerial torpedo ASP sheet. "Shift" both torpedo and aircraft as applicable according to wind rules. (Notice you do NOT roll Wind Chart on the First Game Turn ONLY!)

(2) Roll die to see whether the "bug" will increase, decrease, or maintain speed this turn.

(3) Move the "bug" its full movement allowance according to current ASP Speed Track reading. This is in addition to any forward or backward "shifting" due to a headwind or tailwind. Also, remember to add or subtract one movement point from the Speed Track reading if the bug has climbed or dived this turn (Climbing and Diving rules are given below.)

(4) The German aircraft may now move according to usual Advanced Game rules. However, special combat rules for attacking the "bug" must be observed.

That is a Complete Game Turn; this sequence is followed until the "bug" successfully crosses the gameboard or is shot down by the aircraft.

IV. AERIAL TORPEDO MOVEMENT RULES:
(1) FACINGS: The aerial torpedo is always placed on the board on one of the six starting hexes given on the Starting Hex Chart. It is then faced either Southeast or Southwest according to the Starting Hex Chart designation for that specific hex. Thus, a torpedo placed on hex "21" on the north edge MUST face southeast.

Once placed on the gameboard, a torpedo may NEVER change its direction. It proceeds directly across the board along the hex grainline upon which it has been placed. Thus, a torpedo placed
on hex 21 would travel Southeast and theoretically exit the south (German) edge at hex A-21. 

Once the bug has reached the SEA, the torpedo will be considered "shifted" by the wind from one grain line to another. Nonetheless, it will simply continue Southeast along the new grain line, always at its full current movement capacity, until it either exits the board or is shot down.

(2) WIND EFFECTS: All aircraft in this game are affected by wind according to the Optional BW Prevailing Winds rule. However, the "bug" being much lighter, is always shifted ONE HEX FARTHER than an aircraft within the same altitude bracket. Thus, aircraft above 2,000 meters are shifted TWO hexes and the bug THREE hexes; aircraft between 2,000 and 850 meters inclusive shift ONE hex and the bug TWO hexes; aircraft below 850 meters are shifted NOT AT ALL and the bug ONE hex. 

(3) CLIMBING AND DIVING: Whenever the bug encounters a direct tailwind (i.e., it is heading Southeast and encounters a Northwest wind), it CLIMBS at 5 meters per turn and LOSSES one movement point on that turn. This is in addition to being "shifted" backwards by the wind according to its altitude bracket. When this happens, change the altitude reading on the ASP but DO NOT change the Speed Track reading; simply remember to subtract one movement point from whatever that reading is when the bug executes movement. Whenever the bug encounters a direct tailwind (i.e., it is heading Southeast and encounters a Northwest wind) it DIVES 50 meters and GAINS one movement point on that turn. Again, adjust the altitude reading on the ASP but NOT the Speed Track; simply add one movement point to the Speed Track, reading at a time of execution of movement. 

Thus, it may be seen from this that a "bug" could theoretically travel a straight line of 5 hexes in one turn. This would happen if it were hit by a tailwind while traveling at 2,050 meters at a speed of 5, or "shifted" forward three hexes by the wind, dive 50 meters and gain one movement point, to move six hexes in its movement phase. Finally, notice that "bugs" usually enter the board very near Prevailing Winds altitude brackets. Thus, diving or climbing may easily put them in a new bracket and increase or decrease the degree to which they are "shifted" by the wind. The best illustration in case in point, having dived 50 meters from 2,050 to 2,000, the bug will now be shifted only two hexes rather than three by the wind on subsequent turns. Unless it's hit by a headwind and climbs again to 2,050 meters.

If, due to a constant tailwind, a torpedo at low altitude should descend to zero altitude - i.e., crash - not due to the ASP but due to the consequence as determined by the hex of impact. A crash in German territory is an Allied success. A crash in Allied territory or in "no man's land" is an Allied failure, and may count as a German success. Notice that torpedoes which exit the board over "no man's land" still count as Allied successes.

(4) LOCAL WINDS & GROUND SPEED: The above rules are consistent with Prevailing Wind rules as regards the wind effect on the ASP. However, remember, we have said that the game takes place on an unusually blustery day with very unstable and choppy atmospheric conditions. These more immediate local conditions have no affect on aircraft on this time scale. However, they do affect the much lighter aerial torpedo. Its smaller engine must attempt to pull its payload through this turbulent air in what amounts to a series of random sputters and sudden forward jolts.

This is handled by Step 2 of the Game Turn Sequence above and is quite simple. During this step you roll a single die; if the number is ODD, you decrease the bug's ASP Speed Track by one movement point; if EVEN increase the reading by one movement point. Notice that the Speed Track can NEVER read lower than "3" or greater than "5." If the Track reading is three and an odd number is rolled, the Track reading simply remains at three. Moreover, notice, it would take two consecutive even rolls to increase the speed from "3" to "4" - where it would again remain. without too many more even rolls, until decreased again by an odd numbered roll.

H. HOW TO ATTACK THE AERIAL TORPEDO:

All the RW Advanced Game rules of combat, especially those of "range and "sighting," apply except as further modified here by special problems presented by this unique target on a blustery spring day. At first glance, it might seem that the aerial torpedo is "a piece of cake"; it's traveling at a fairly low rate of speed - 55 mph - and on a fixed course. However, it also happens to be a tiny little devil and is bouncing around a lot in the wind. Moreover, even its slow speed can catch experienced combat pilots by surprise because the more quickly you overtake it, the less time you have to properly "line up your shot. So you have problems, and they are incorporated in the following combat restrictions:

(a) No deflection shots are allowed. You must either strike a tail shot or head-on or a forward shot. You must expend the usual last 2 movement points to "sight" in either case. 

(b) You must be at the EXACT same altitude as the "bug" to "sight" and "fire" on it. Not 30 meters higher or lower.

(c) You must be within 50 meters range hex of your target to fire at it without penalty. A head-on shot may not be attempted at all from greater than 50 meters. A tail shot may be attempted from 100 meters but a penalty subtraction is made from the roll on the die. 

(d) The faster you are traveling relative to speed of the bug, the more difficult it is to line your shot and the greater the subtraction penalty to the die.

VI. FACTORING AN ATTACK:

While rules for attacking an aerial torpedo may seem a little complex at first, in fact they are simpler than Advanced Game dogfights. Remember, you may only make head or tail shots, and at the exact same altitude as your target. If you have properly sighted your target and are entitled to fire according to range and altitude, here is how to factor any penalties:

(a) RANGE: No head-on attacks are allowed at greater than 50 meters. 

(b) Tail shots are allowed at 50 or 100 meters; but if at 100 meters you must subtract three (3) from the die.

(c) SPEED: If your Speed Track reading at the time of firing exceeds the Speed Track of the "bug" by one or more points, subtract one (1) from the die. If you exceed the Speed Track of the bug by TWICE its current reading (i.e., he's going "4" and you're going "8"), subtract two (2) from the die. If you are traveling at TRIPLE the bug's Speed Track (he's at "3" and you're at "9"), subtract three (3) from the die. 

(d) DIVED the turn of your attack, you must add any dive bonus hexes to your Speed Track reading before comparing it to that of the bug.

A head-on attack is also a special case; in this event, you must ADD your Speed Track Reading (including any dive hexes) to the bug's Track reading and compare this TOTAL (since you are approaching the bug at this velocity) to the bug's Track reading to assess your speed penalty. While this is not quite accurate, it's a reasonably close approximation to what you're doing and what penalty you should incur.

VII. SHOOTING DOWN THE AERIAL TORPEDO:

We warned you that the aerial torpedo was hard to hit, both because of its size and being bounced around by the wind. Nonetheless, if you do hit it, you're likely to knock such a small ship right out of the sky - there is no such thing as "accumulated damage" to the torpedo. Thus:

(a) Only a CRITICAL HIT destroys an aerial torpedo - anything else, no matter how many hits, are counted as misses and have no effect.

(b) However, a critical hit destroys the torpedo instantly. It is not necessary to roll the Critical Hit Table.

(c) However, the torpedo carries 80 pounds of explosives, which may detonate if your critical hit has penetrated the payload. Thus, when you destroy a torpedo with "hits" you roll as follows:

If you are at 100 meters distance, it has no effect on your aircraft.

If you are 50 meters distant on a tail shot, destruction of the torpedo results in an "attack" on your aircraft on the 8-6 CRT table with no modification of the die.

If you have destroyed the torpedo with a head-on shot, you are "attacked" on the A-1 CRT chart with no modification of dice.

If you receive a critical hit in either case, you must immediately roll the Critical Hit Table against yourself.

VIII. REPAIRING DAMAGE:

During the Campaign Game of twelve bugs, a certain amount of emergency repair may be made between interceptions. "Fuel Line Severed," "Aircraft Cables Fouled," Controls Jammed," and "Gas Tank Punetured" results may all be repaired at the cost of letting one "bug" pass free overhead. Elevator cabs severed may be repaired by letting two "bugs" pass overhead. Struts shattered are permanent and affect performance for the remainder of the game. Engine damage - Pilot killed or wounded and you lose everything.

Also, "accumulated damage" is permanent and when it exceeds 50% begins to effect aircraft performance as per standard Accumulated Damage rules.

IX. CAMPAIGN GAME RULES:

The Campaign Game is simply a series of twelve individual encounters with a "bug" by your aircraft, which is assigned to patrol this particular sector for the entire day.

After each encounter, you are assumed to have landed and may refuel your machine guns to ammunition capacity without penalty. You may also make any emergency repairs by paying the penalty in "bugs" passed overhead as indicated. Accumulated damage, as you have noted, is permanent, and not repaired after landing.

At the start of each new encounter, you may place your plane on a different start hex with different altitudes and speed in accordance with set-up rules. Then, of course, you roll for random entry hex, altitude, and speed of "bug" intruder.

X. WINNING THE GAME:

The odds of shooting down any one "bug" are given on the odds breakdown chart, although they...
are based on somewhat ideal range and sighting figures and disregard problems you may have with wind. Nonetheless, depending on the aircraft you have selected, you may judge from that the expectations of your commanding officer and whether you have pleased him or not.

Incidentally, he will certainly not be pleased if you've done damage to his fine, beautiful new aircraft he's "loaned" you for the day. So a critical hit not subject to emergency repair or accumulated damage greater than 50% will each "trade off" (i.e., delete) one "bug" killing, and 5% damage deletes two "bug" killings. So be nice to your aircraft!

A "bug" must exit the gameboard over No Man's Land or German territory to be considered an Allied success. If the wind blows it off course so that it exits over Allied territory, you may credit yourself a "win" even though you don't deserve it. But don't place your hopes too high as I've never seen it happen yet. (Please note that, as in standard Prevailing Winds rules, an aircraft or "bug" can never be "shifted" off the mapboard; such results are ignored.)

**XI. DE-BUGGING THE "BUG".**

There is no exception to standard **RW Advanced Game rules which should be noted here. The "bug"—but not the aircraft—is exempt from the rule that you may not enter your movement on a hex occupied by another aircraft.

Thus, it is not uncommon in the course of a game that the "bug" will encounter a headwind with an aircraft 50 meters (one hex) on its tail. Since the "bug" is "shifted" back one hex further than the aircraft, they will both end up on the same hex. This is allowed, and no collision occurs.

Moreover, the "bug" always expends its full forward movement allowance, even if this would place it on a hex occupied by the aircraft.

The aircraft is NOT exempt in this fashion. It may never end its movement on the same hex as the "bug."

---

**Wind Chart**

Between 50 and 800 meters alt wind shifts bug one hex; between 850 to 2000 inclusive shifts bug two hexes; above 2000 shifts bug 3 hexes. Aircraft use standard wind rules.

**Kettering Aerial Torpedo**

*Also see HEADWIND AND TAILWIND special rules.

<table>
<thead>
<tr>
<th>Starting Hex</th>
<th>Starting Altitude</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,000</td>
</tr>
<tr>
<td>SE 2</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>950</td>
</tr>
<tr>
<td>3</td>
<td>850</td>
</tr>
<tr>
<td>4</td>
<td>0,50</td>
</tr>
<tr>
<td>5</td>
<td>2,000</td>
</tr>
<tr>
<td>6</td>
<td>1,100</td>
</tr>
</tbody>
</table>

**The Odds Against You**

This variant presents a very interesting version of the Random Walk problem, worth a deep and detailed analysis (which I have not given it). I present here a rough approach (hopefully sufficient for readers to apply for themselves), and its application to two of the German planes. I realize that most will only be interested in the final answer, but some may wish to see how they are doing with planes other than those I have selected.

My basic assumptions are that you, being the hotshot flyer you are, will make no errors in maneuvering and will enter at a reasonably optimum altitude and position, likewise you have been able to convince your commander that you want one of his better planes. (If you think a chunker will do, wait until you see what happens with a good plane.) This, then, represents the best average you can hope for with the two planes I have chosen. If you are lucky, you may do better; but you cannot expect to average much better.

The first thing we need to know is the behavior of the torpedo. I will not give the methods by which I arrived at these numbers, but the table below gives the average speed after the first turn:

<table>
<thead>
<tr>
<th>Heading Southeast</th>
<th>Southwest</th>
</tr>
</thead>
<tbody>
<tr>
<td>Altitude</td>
<td></td>
</tr>
<tr>
<td>Low</td>
<td>4,90 4,66</td>
</tr>
<tr>
<td>High</td>
<td>5,15 4,89</td>
</tr>
</tbody>
</table>

Speed is perhaps a poor term in this case; what I am referring to is the mean displacement per turn towards the southern edge of the board. There is in addition an Eastward displacement that I had to use, but it is not necessary for your purposes. There is also an average drop of 17 meters per turn for torpedoes headed southeast. Using this, we can arrive at the following for the average number of turns the bug remains on the board:

<table>
<thead>
<tr>
<th>Entry Hex</th>
<th>KK 21 28 34</th>
<th>Altitude</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Low</td>
<td>9,16 8,94 8,08 7,90 8,80 8,70 7,92</td>
<td>40 77 8,57 7,75 7,20 8,40 7,60</td>
<td></td>
</tr>
<tr>
<td>High</td>
<td>8,77 8,57 7,75 7,20 8,40 7,60</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

For the remainder, it is necessary to handle each aircraft in an individual fashion. I have chosen to examine the Fokker D-7 and the Albatros D-3. The Fokker is the best in the German arsenal; it has a maximum speed of 10, a dive speed of 8, a dive limit of 500 meters/tum, and a maneuver chart D. For the Albatros (the workhorse of "Bloody April") these are respectively 9, 6.350, and C; this is still pretty good. I assume the Fokker to enter at about 200 meters; the Albatros at about 1900 meters. Both fly at maximum speed until they reach the torpedo.

Going by the averages, the Fokker may expect to reach the torpedo on turn #3 no matter where it has entered. Approximately 67% of the time it will have a tail shot, 33% a head shot. By taking the maneuver chart D and considering every possible combination of wind directions and torpedo velocities, it is possible to conclude that the

<table>
<thead>
<tr>
<th>Current Bug Speed</th>
<th>Albatros New Speed</th>
<th>Probability</th>
<th>Current Shot</th>
</tr>
</thead>
<tbody>
<tr>
<td>SW 50</td>
<td>3</td>
<td>1/12</td>
<td>6 NO</td>
</tr>
<tr>
<td>SW 50</td>
<td>3</td>
<td>1/12</td>
<td>8 NO</td>
</tr>
<tr>
<td>SE 50</td>
<td>5</td>
<td>1/6</td>
<td>6 7</td>
</tr>
<tr>
<td>SE 50</td>
<td>5</td>
<td>1/6</td>
<td>8 NO</td>
</tr>
<tr>
<td>EF 50</td>
<td>3</td>
<td>1/6</td>
<td>6 ANY 5</td>
</tr>
<tr>
<td>EF 50</td>
<td>3</td>
<td>1/6</td>
<td>6 NO</td>
</tr>
</tbody>
</table>

The last two columns give the restrictions on the current speed of the plane to get a shot this coming turn (keeping in mind the speed limits). (NO means no shot possible; ANY means shot always possible.)

---

**THE GENERAL**

Fokker can maintain a position on the torpedo's tail (distance of one hex) and continue to shoot for all cases of a SE directed torpedo, and 95% of the turns for a SW directed one. Thus we get the following mean number of shots using the Fokker:

<table>
<thead>
<tr>
<th>Entry Hex</th>
<th>KK 21 28 34</th>
<th>Altitude</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Low</td>
<td>6.9 6.7 5.8 5.0 6.8 5.0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>High</td>
<td>6.5 6.3 5.4 5.2 6.4 5.6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This gives an overall average of 6.1 shots. The mean probability of a shot being successful is about 0.125. Our expectation of destroying the torpedo therefore comes out to be 56%.

The Albatros does not do as well. It may get a head shot on the torpedo on turn #3 if it enters low, but expects a tail shot on turn #4 for high entries. Furthermore, using chart C (and once again looking at all possible combinations), the probability of an immediate follow-up shot is only 67% if the current shot is head-on, and 75%-80% if the current shot is a tail shot. Our overall average number of shots in this case is only 4.5; and the expectation of destroying the torpedo 45%.

Keep in mind that all of the above assumes there has been no loss in the airworthiness of the plane from damage by a previous torpedo. Should that occur, you can expect much poorer results. If you under go no significant damage, you may expect to get 6-7 shots with the Fokker out of a sequence of 12, and about 5 with the Albatros. Still think you want to use a Halberstadt?

For those of you that want to extend this to the other planes, I obtained the figure of 12.5% probability of a successful shot by estimating that 15% of the shots have no subtraction, 50% subtract 1, 20% subtract 2, and 15% subtract 3. Remember also that you do not add the probability of hits, but multiply the probability of misses. Hence, for the Albatros and Fokker, I used the following:

<table>
<thead>
<tr>
<th>Number of Shots</th>
<th>Probability of Success</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>0.33 0.41 0.59</td>
</tr>
<tr>
<td>4</td>
<td>0.33 0.41 0.59</td>
</tr>
<tr>
<td>5</td>
<td>0.33 0.41 0.59</td>
</tr>
<tr>
<td>6</td>
<td>0.33 0.41 0.59</td>
</tr>
<tr>
<td>7</td>
<td>0.33 0.41 0.59</td>
</tr>
<tr>
<td>8</td>
<td>0.33 0.41 0.59</td>
</tr>
</tbody>
</table>

In trying to do your own calculations, keep in mind the fact that you must not "guess I'll get 4 shots in 5 turns," but set up every combination of wind directions and bug speeds, find its final location, and see what restrictions exist for the plane to get a shot this next turn. If it is possible, then take the next speed required for the shot and see whether all possibilities (or, rather, which ones are not. You will find few cases of 100% coverage.)

You will find that maneuver charts A and B start to impose severe limits on the probability of successive shots, hence seriously reduce the total number of shots you can take. Here is a sample part of my table:
There truly seems to be nothing the Allied player can do about such a situation within the realm of the tournament if the enemy is to be stopped, until the Allies are ready for combat situations worthy of that. In this case, the Allied player should have a better maneuver system of sequential play where you have a chance to stop the mission or shoot down an aircraft. Again, the Allied player is a winner, but not always by any means. The Allied player can sometimes be successful, but not always by any means. As to the altitude differences between planes can be reduced during combat by utilizing the relative positions of the aircraft, i.e., flying the plane effectively will obviously help the combat situation. The Allied player always has the maneuvering advantage.

General Combat Conditions—
I have been assuming the use of Tournament rules thus far as the use of Basic rules leaves much to be desired and does seem to me to give a very large advantage to the German player as the 'pure' state of no divisions between aircraft serve on the TDT makes combat a sure thing to turn against the Allied player sooner or later. You may as well be playing a game on the order of **U-BOAT** for all the challenge there is without the Tournament rules. Now I'm sure someone will rush to the defense of the Basic game, but I have not found it very satisfactory inasmuch as **RICHTHOFEN'S WAR** itself depends on these little differences and turns of play to make it worthwhile—strategy and tactical satisfaction, as previously noted, doesn't carry as far in this game as in others.

The rules covering combat which seem to make particular difference in play are the requirement to expend your last two movement points within the field-of-fire and the target altitude differences. These both have roots in maneuvering since they involve position and movement points, but they are directly a function of combat values and illustrate how maneuvering turns into combat very easily.

The former is a function of the you-move-then-I move system of sequential play where you have a stationary target which allows such a thing. Dave Botger quite rightly notes the fact that this regulation emphasizes speed and not maneuver when in the real combat situation it seems to have been the other way around. But perhaps without simultaneous play, this is the most accurate representation of the situation that could be managed. The point is that it attempts to simulate the need to have a good fix on the enemy aircraft before you can even begin to think about firing a burst.

In this respect one might argue that this should have been represented by deductions from the die roll rather than the inability to fire at all. Maybe so, but what does this rule really demand? Not very much as you must expend your last movement point in the field-of-fire or you won't have the field-of-fire since the movement stops with that point being expended! All you are being asked to do is expend ONE extra movement point to get the field-of-fire and sighting properly coordinated and that does not seem to me to be an unreasonable requirement—in fact it strikes me as a very logical one given the way the game is being played for the moment. If firing of the guns should be done before you depress the trigger else you'll end up with a velocity in a perpendicular direction sideways from the one you want to shoot in. Try it with a rubber band on your finger by turning and firing without setting the rubber band off so. Probably you'll discover that the rubber band tends to fly off a bit in the direction of the turn as well as straight forward, curving a bit away from the intended target. Remember the machine guns were generally fixed in their mountings and did NOT swivel from side to side (they had the propellers to synchronize with, remember) and had to fire in the direction of the nose (for forward firing weapons). As to the altitude differences, the ruling suggests the rationale and importance of this: geometry. The use of this factor is actually more a manifestation of maneuverability than anything else. That is, it does suggest that combat discrepancies between planes can be reduced during combat by utilizing the relative positions of the aircraft, i.e., flying the plane effectively will obviously help the combat situation. What this ruling allows is the use of time once again in the maximum altitude we find the enemy. In technical hex distance but separated from his opponent by altitude, giving a lengthier result as to range on the TDT. In this way it is possible to maneuver close to an opponent without suffering great damage in preparation to ascend or descend to meet the opponent on more direct terms for a more heated battle on your own terms. As to the example in the rules indicates, you can be within 2 hexes but actually at a combat range of 5 hexes by having a 250 meter difference in altitude. Perhaps the advantage of this is best left to discussions of changes in altitude, but as it affects combat belongs here if only to be mentioned—and it is an important consideration.

Aircraft Maneuver—
Speed, Maneuver Schedules, climb/dive rates and maximums of altitude are the aircraft capabilities which have been felt to be the ones wherein the Allied player has the advantage. Before we discuss the relative effects of these upon the individual player, let's evaluate the relative differences between the German and Allied aircraft. First we compare the maximum speeds of the aircraft and discover that the Allied planes, even though more numerous, get the edge in speed with three planes rated at 11 hexes, 5 rated at 10 hexes (German have 2) and then a fairly even break of 5 to 4, 6 to 5 and 3 to 1 at 9-8-7 hexes respectively. When we limit this to fighter aircraft we discover that, as expected, there is little change for the German as most of his aircraft can function as fighters; however, we see that the Allied edge is significant the faster the plane moves. The faster the plane moves the more heated battle on your own terms. (all deductions being from the 8 hex rate, except one from 7 hexes). Minimum speeds do not provide any truly unusual results—more Allied planes have a minimum of 3 but then there are more Allied planes—no real pattern is evident. Turning to maximum altitude we find the German aircraft breaking into three distinct levels: bombers stay at under 4200'; about half of the fighters are between the levels of 5000'/5500'; and remaining fighters are from 6100'/6300'. Allied aircraft generally rate at higher altitudes overall but this is, again, because there are more of them; however, most Allied bombers are below all German
I. Distinct Groups (Bombers at 200–250, Most Fighters
Group with Most Aircraft and Most Fighters
at Combat and Not Necessarily the Aircraft to Choose From at These
Can Be Considered to Than an Addition of Sides).

II. Being Equal Such as the Speeds Being About the
Same at the Moment of Comparative Movement
German Does, Indeed, Enjoy the Edge, Being Able to
Overdive, Which Carries Out Most Combat as the Mission
Aircraft Are Not Expected to Be Concerned with
Having to Wage Dogfights Plus Do the Recon,
Strafing or Bombing. Bombers Are Generally
Defensive Fighting Aircraft and as Such There Is Not the
Need to Have Them Engage in Many Turning Maneuvers—If They Do Then the Mission Is
Probably Not Such a Situation in Which to Merely Press On With It and Take Your Chances or
Get Out of There and Not Push Your Luck. This
Is Important: Living to Fight Another Day. It Is a
Basic Max of the Campaign Game (Scenarios Don’t Always Drive This Home as the Scenarios End and
There Isn’t a ‘Next Time’ to Contend With).

III. The Achievement of Altitude and the Rate of
Change of Altitude Are Truly Keys Issues Because They
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out upon the TDT, other equally interesting little figures would be discovered; however, to avoid any further forays into mathematical fields which just might be too much, I suggest you try this with a few other TDT columns at other ranges. You might also try the effects of a double-Ace (in the above example where the Allied player defends, the German player would be reduced to only a 1-in-4 chance for a single hit and 1% for 2 hits with the odds at 58% for a miss while the Allied player would be working with odds of 16% (miss), 42% (1 hit), 25% (2 hits) and 8% (3 and 4 hits each).

The final Optional Rule is the Angle of Deflection and there is not a great deal to say about it other than it is straight forward; however, it is of importance because of the effect it has in altering the die roll. My understanding of the rule’s logic suggests that it was easier to maintain a good shot on a moving target from directly ahead or behind since there is no lateral displacement to deal with as in the case in firing from the side when the target is moving across your field-of-fire. It is this rule which will probably provide the most interesting results when introduced since it will make the question of maneuvering more significant. I do not feel that the Allied player can hope to add much to the advantage when such deflection play is adopted—perhaps some small boost since there is a maneuver advantage of small proportions which we did note—however, the maneuvering of greatest advantage is vertical rather than horizontal and the deflection rule is a function of horizontal maneuvering (the Maneuver Schedules) which we’ve seen is not vastly in the Allied player’s advantage. I do recommend adoption of this rule since it makes maneuvering important by itself irrespective of which player may benefit slightly.

Other optional rulings will alter the play of the game but do not seem to me to be as important in play as these three. One may question leaving any of the others out (“Isn’t wind direction important? you might ask) but these all seem to be less sweeping changes in play which can be added or subtracted without really changing things too greatly. For example, the variable defense for balloons would not seem to make sense in any but the scenarios involving balloons and this makes the adoption of the rule simply a manner of varying one of the scenario parameters. For the game of itself the same can be said for the special characteristics listed for various aircraft: important when using them but not an element of importance in all scenarios. The issue of wind direction is one which I even consider unimportant sometimes—often it is just a thing to do at the end of the turn rather than an important part of play since the randomness of the event is fairly predictable: it’ll be westerly most of the time as noted. One may argue that the Critical Hit chances are less important because they are more rare but if third for third the importance but I prefer to consider the effect it has, even if potentially, on play and the Critical Hit Table can shake up play a lot more seriously than the prevailing winds.

Scenarios—

Inevitably, one must discuss the situations given. They can hardly be ignored or by-passed in favor of rushing into the Campaign Game since one of the game’s attractions is the faster, shorter play that it offers in the scenarios. I find the scenarios most useful for practice sessions for the Campaign Game and more than just contrived situations to justify the game’s existence (and price tag). In fact, I find some of the scenarios much more interesting than the Campaign Game because they offer the chance for a quick, indolutable conclusion where there are few distractions and time-wasting excuses to drag the game on.

Scenario #1—Obviously, this scenario is an ideal one to use as a practice situation when you’re learning to play because there are just the two six plans to account for, but it seems to me to last beyond mere training’ sessions and offers the purest level of play: the combatants have identical situations as to relative abilities of aircraft—there are very few differences between a Sopwith Camel and a Fokker Dr1 though it does seem to me that the climb/dive statistics would favor the Camel over the being hault between the two. In any event, there appear to be a couple strategies one can employ: try it on a one-for-one basis as the planes are equal; or attempt to isolate one enemy plane against two of yours while fending off the other two enemy planes with your remaining aircraft and occasional support from either of the other two. The latter strategy is one which makes for interesting results but can hardly be considered a particularly ‘safe’ one. What makes it hard to say a great deal about this scenario in and of itself is that the results are very much dependent on the individual position. Position is very important in this situation and thus the scenario is very interesting even after you have learned more about the play of the game—going back to the scenario should reveal more interest rather than that its basic skills will be very significantly emphasized.

Scenario #2—This is nothing more than a non-historical version of the first scenario with a varied plane line-up and, as such, there is not much to say about it. One could go into every plane match-up and consider the characteristics of the planes involved should be fairly simple. For example, taking the very first match-up of the Nieuport 17 and Halberstard D3, we find that the German plane is largely superior as it has a better fire-power and accumulated damage rating as well as a higher maximum altitude. The Nieuport can only hope to outclimb the Halberstard for a while as it can climb faster but not as high—then the Halberstard can dive further each turn though the Nieuport can dive at a slightly faster speed. The Nieuport’s slightly superior Maneuver Schedule can do something about the deflection but it looks to be a very mobile battle with perhaps the attempt by the German player to ‘corner’ the Allied player vertically if the Allied plane tries to run. The Allied player might be hard-pressed to hang on in this situation—perhaps trying to waste enemy fire, hoping he misses, is a possible strategy if things look bad, getting in your own shots when possible, but the 4 burst/2 damage factor edge of the German is not pleasant.

Scenario #3—The basic and advanced level are pretty nearly even as to be the problem facing the player. The advanced situation is: the Allied player is very alive and get the job done since the photo-recon plane is generally, as pointed out in the rules and notes, inferior. For example, the first situation gives the Allied player an even poorer shot at winning than in the dogfight scenarios (#2) since the Halberstard is inferior to the Halberstard than the Nieuport 17 was! The lower accumulated damage factor does not help any but the very low climb rate and inferior dive rates and speed to the Halberstard cannot be said to be balanced by a higher maximum altitude. Its climb rate is less than half that of the Nieuport plane and the Allied player’s schedule will keep him up there fast (which is hard with the climb rate being what it is). The German player should try to get on top and stay there because, if the Allied player does get above him, he can photograph all day long and not be touched.

Admittedly, starting at 3500 meters with the German player above him from the beginning doesn’t make the situation look good for the Allied player. However, the Allied player start at the same minimum speed and the Allied player does not get a big maximum speed as compared to the German player—the one hex difference cannot be expected to be felt for a while. In any event, you can see the difficulty of the situation and I find that adding the final German player to the plane with the opponent getting a second plane is perhaps a worse situation than the one-on-one case.

Scenario #4—This situation seems to put dive and climb rates at a real premium since the strafing must be done at 350 meters or less yet the planes start at some of the highest levels in any scenario. Thus getting down fast, strafing a bit and getting out are the primary requirements for the Allied player. The first situation pits an Allied plane with equal dive speed but a slightly superior climb rate. Couple this with the very superior firepower of the German Albatross and the Allied player is very hard-pressed once again. The Allied player’s chance is that he gets in a few hexes for points and then gets off OR manages to collect more points than the German will get for shooting down one plane then sacrificing one if need be—not a particularly pleasant alternative but one which would serve to fulfill the victory conditions.

Scenario #5—The tactical bombing mission is even worse than the previous missions as far as the Allied player is concerned. The requirement to make the pass over the target once and then immediately return to actually bomb the target sets up the bombing aircraft for attack; however, it is in the points for victory that the Allied player has a chance though he may have to opt for sacrificing a plane as in the last scenario. Getting a hex successfully bombed will give you 9 points and the enemy can only salvage 6 points for the destruction of the bombing aircraft. Thus if the Allied player can get the target and sacrifice the plane for the mission, he stands a very good chance of winning. At this point you may bego wonder about the logic of sacrificing planes, but my own slim knowledge of the period does seem to support the ‘suicide-mission’ atmosphere of many of these situations.

Scenario #6—This scenario looks better for the spotting player as he gets two aircraft; however, the point situation reveals the fact that shooting down an aircraft is worth quite a bit as compared to merely being in the air. If you aren’t the spotting player, the best idea seems to be to meet the enemy as soon as possible to keep him from getting any edge in being beyond the limit listed for spotting. Getting in some damage to him before he even gets to the designated area will help since the 1 point per turn can build up slowly but surely as he tries to avoid being shot down once he is behind the line. The situation seems to be to throw it back in the lap of the defending player once more as he gets another plane and an Ace, at that.

Scenario #7—The balloon-busting situation struck me as pretty interesting for a while as it was very different from the others with the Basic game version of a static target (more or less since it can only lower itself by 50 meters per turn) and static defenses. I find that the plane usually ends up with the best of it as the MG and AA chances for a hit are quite slim when compared to the plane’s combat capabilities. The advantage of the situation then becomes the machine gun’s chance to net 30 points for a hit. The version in the advanced situation then turns to make it very hard for the attacking plane to hang on for a victory unless it really does go
Three More Campaign Games

THE CAMPAIGNS OF JASTA 11

Of all the units that took part in the first war in the air, no other British or American Squadron, French Escadrille, or German Jasta had quite the mystique or charisma of the German Air Service's Jasta 11. The pilots of Jasta 11, and the air battles they fought were, without a doubt, legendary. There were few Allied airmen who did not both respect and fear the wildly painted airplanes of von Richthofen's "Big Red Circus."

Most of the high scoring German aces flew with Jasta 11 at one time or another during their careers. Many of these men have become legends in the same right as von Richthofen himself:

Karl Allmenroder (30 victories), Richthofen's deputy Jastaführer during the first half of 1917 and the man who led Jasta 11 in their first encounters with the Sopwith Triplanes of RFC No. 6 (Naval) Squadron.

Ernst Udet, Germany's second highest scoring ace with 62 victories. Richthofen was so impressed by Udet's abilities that he had him transferred from Jasta 37, where he was commanding, to take command of Jasta 11 in March of 1918 (The Rittmeister at that time was leader of Jagdgeschwader Nr. 1).

Erich Lowenhardt (56 victories) who would later become commander of J.G. 1.

Werner Voss (perhaps the most famous of Richthofen's protégés) who, at the ripe old age of twenty was transferred from Jasta 11, on Richthofen's recommendation, to become leader of Jasta 10 and rolled up a score of 48 victories before he was finally brought down by six pilots of the RFC's No. 56 Squadron in an air battle that is considered an epic in aviation history. Voss was considered to be a pilot whose aero dynamic abilities were superior to Richthofen. He may have only been Germany's fourth highest scoring Ace, but he was without a doubt her best dogfighter.

So much so, that the first two Fokker Dr. 1's delivered to the front were sent to Richthofen and Werner Voss.

Between March, 1917 and April, 1918, Jasta 11 was involved in two major offensive campaigns and numerous other air battles. Of those, "Bloody April," the campaign against the RFC No. 10 (Naval) Squadron, and the second Arras offensive proved to be the most influential. The first saw Jasta 11 arise as a force to be reckoned with, the second almost proved their demise, and the third saw the death of their beloved Richthofen.

BLOODY APRIL

Take the cylinder out of my kidneys,
The connecting rod out of my brain, my brain,
From the small of my back take the camshaft
And assemble the engine again.

RFC Mess Song

During April, 1917, Jasta 11 saw action against many of the British squadrons operating in the Arras area of the Western Front. One of these squadrons, No. 48, was equipped with the new Bristol BR/12a. The squadron leader was a man named Leeke-Robinson who had the good fortune to shoot down a zeppelin and the bad luck to be awarded the Victoria Cross for it. The British High Command, therefore, thought that he would make the perfect man to lead the new "Brisfit" squadron. But Leeke-Robinson knew nothing of the air war and be and his men were totally unfamiliar with the new aircraft. On April 5, 1917, while on their first offensive patrol, six Brisfits of No. 48 were jumped by von Richthofen and Jasta 11. Leeke-Robinson was the first to go along with three of the others. Two fell to the guns of Richthofen himself. In less than 10 minutes, No. 48 lost eight men and four aircraft, a quarter of their squadron!

But it was later realized that the Brisfit was no ordinary two-seater, and in the hands of an experienced pilot was, to say the least, a highly lethal airplane. For when attacked, the Brisfit's best defense was to break formation and be used as a fighter with the observer's gun to cover the tail. Captain A. E. McKeeever of No. 11 Squadron scored most of his 30 victories flying the Brisfit as a fighter. Jasta 11's later encounters with the Bristol fighters would not be quite as easy as the first.

THE BATTLE WITH THE BLACK FLIGHT

One must first overcome the inner "schweinehund"

Manfred von Richthofen

Later that year, Jasta 11 would encounter a squadron of the Royal Naval Air Service that would almost cost them their reputation, and did cost them the life of their deputy commander. In June, 1917, No. 10 (Naval) Squadron was sent from the relatively quiet Flanders sector to the Ypres sector to aid the disconected RFC units in that area. There the Sopwith Triplanes of No. 10 wreaked havoc across the Ypres salient. Its core was Lt. Raymond Collishaw and the four other Canadian pilots who comprised the "Black Flight" of Naval Ten. Their reputation developed so rapidly that a price was put on their heads by the German high command and Jasta 11 was sent to the Ypres sector to deal with ravaging Triplane pilots. This little gun battle went on for two months with the end result of three pilots, including Allmenroder, lost and von Richthofen himself being shot down and wounded by the observer in an obsolete two-seater that was being escorted by the Black Flight.

Late July saw three of the Black Flight killed and Collishaw sent back to England. This came to an end the brief, but fiery career of Naval Ten and the gallant company of Black Flight were disbanded. The end of the service life of the Sopwith Triplane came about soon afterwards with the introduction of the Camel. The Sopwith Triplane, although fragile, difficult to maintain, and underarmed was to be one of the best Allied fighter planes of the First World War. Anthony Fokker copied the Triplane design for his Dr. 1, and, again a very good aircraft design gave birth to yet another very good aircraft design.

THE SECOND ARRAS OFFENSIVE

Despite the victory, and even if it is a hard-wrested victory, there is always that sad regret, that human sympathy for the victim, who was, after all, another pilot like oneself...

Hermann Becker

In March, 1918, German Chief-of-Staff Erich Von Ludendorff launched his offensive against the British forces in the Arras sector. The purpose of the offensive was to drive the British back across the Somme River. His plan was to defeat the Allies on the battlefield before the American entry into the war could have any effect. Unfortunately, the plan didn't work. After several separate offensives through two different parts of the Front (Michael and Georgette), the end of April saw an end to the fighting and the German Army was pushed back to where it started.

Despite the fact that the British were equipped with a much improved generation of aircraft, their losses, as usual, were heavy. This was due to the fact that the RFC's high command ordered its squadrons to bomb and shoot up anything and everything that wasn't on their side of No-Man's-Land—no matter what the cost. But quantity once again saved the British and quality kept it from being the German turkey-shoot it was the year before.

During this period, the German Jastas were beginning to suffer from a shortage of quality replacement aircraft and pilots. Even the crack Richthofen circuses had become a potpourri of different aircraft types and models. The highly maneuverable Fokker Dr. I was in short supply and went only to the more experienced pilots (who were also in short supply). The Albatross D-V and D-Va had reached their obsolescence and the new Pfalz III, while able to sustain a lot of punishment and dive like a brick, was, at best, only a mediocre fighter.

The great strain was beginning to show on Jasta 11 in March of 1918. But the greatest blow was yet to come; on April 21st, von Richthofen was shot down and killed, and the effects were felt throughout the Jastas. For the German air service, after the second Arras offensive, the handwriting was on the wall...

THE CAMPAIGN AGAINST THE BLACK FLIGHT

TIME: June 25th and 27th, 1917.
PLACE: The Ypres sector of the Western Front.
UNITS INVOLVED: RFC No. 10 (Naval) Squad. and Jasta 11.

THE SITUATION: Jasta 11, under the temporary leadership of Karl Allmenroder has been ordered to the Ypres sector to seek out and destroy the Triplanes of No. 10 Squadron.

HISTORICAL NOTES: This campaign against Naval Ten actually lasted over a period of two months. This time span, however, is too great to condense into campaign-scenario form, so only the first two days in which the units engaged are covered. During these two days Jasta 11 engaged only one aircraft, a two-seater from Ten's Black Flight.

SPECIAL GAME NOTES: This Campaign Game is recommended only for multi-player games due to the number of aircraft allowable on the board simultaneously. The limit of 3 planes per side on board at one time is suspended. Players may put up as many as they wish.

GAME RULES: Tournament level Campaign Game rules No. 10, 11 and 12 and Forced-landing rules.

ORDERS OF BATTLE

No. 10 (Naval) Squad.: 5 SOP/Tri, 5 pilots (designate one ace), one replacement aircraft and pilot available for the second day.
THE GENERAL

Jasta 11: 6 ALB/d3, 6 pilots (designate 2 aces), two replacement aircraft and pilots available for the second day.

MISSION SCHEDULE
April 25th: 5 SOP/Tri at 2500 meters vs 6 ALB/d3 at 3000 meters. British player moves first. April 27th: all available Allied aircraft at 3000 meters. British player moves first.

THE FIRST ARRAS CAMPAIGN

TIME: April, 1917—Prelude to the Arras Offensive
PLACE: The Douai-Oisy sector of the Arras area.

UNITS INVOLVED: RFC No. 6 (Naval) Sqd., RFC No. 48 Sqd., and Jasta 11.

THE SITUATION: While most of the British squadrons involved in the Arras Offensive were assigned to line and close offensive patrols, the 6th and 48th were assigned to conduct distant offensive patrols as far east as Douai and south to Oisy.

HISTORICAL NOTES: The greatest disadvantage the British had was the fact that the Douai-Oisy sector lay well behind the German lines. They had, however, the advantage of the use of the new British BR/2a instead of the slow and fragile FE/2 and BE/2 aircraft. Also, the British had the great misfortune of working the sector patrolled by von Richthofen's Jasta II.

SPECIAL RULES:
1. Because this area was so far behind the German lines ignore all trench lines and apply the Forward-Landing Table only to German aircraft.
2. The German player may enter and exit anywhere on the east mapboard edge only.
3. The British player may enter and exit on the west though hexes AA39 to AS2 only.
4. Because of the critical shortage of pilots and observers during this period, the British would often send replacements to the front with only the minimum of training and little or no experience. For although it meant the British on the ground as well.
5. Photo-recon targets (2 road hexes each): X24; HHI7; II3; JJ12; LL11; FFIO; F32; Q29; V19.
6. Use the Victory Point system as per Dogfight Campaign Game rules including photo-recce, tactical bombing, and Ace rules. Game lasts one week.

MISSION SCHEDULE

TIME: March and April, 1918—The Ludendorff Offensive on Arras
PLACE: The Lys Battlefield

UNITs INVOLVED: RFC SQD. Nos. 54 & 84 and Jasta 11.

THE SITUATION: During this period air-to-air combat took a back seat to air-to-ground tactics as both sides concentrated on the close support of infantry troops. The British were ordered to bomb and strafe advancing German infantry no matter what the cost. The Jagdstaffeln assigned to the sector were ordered to achieve local air superiority.

HISTORICAL NOTES: During the offensive, each side came to regard the poor weather conditions as much an enemy as the other's aircraft. Fog became the German ground force's most effective "air cover". For although it meant their own air force could not support them, it kept the British on the ground as well.

SPECIAL GAME NOTES:
1. British may assign joint squadron flights (to the three-plane-per-side maximum). Either squadron may bomb or strafe.
2. British player must attempt to fly four missions per day—two missions per each 'AM' and 'PM' portion of the day.
3. To depict the poor weather conditions the British player must roll the die and consult the Weather Effects Table prior to each day's AM and PM missions to determine if flying is possible.

ORDERS OF BATTLE

GERMAN
Jasta 11
ALBED 4 (4 ALB/d3, 5 ALB/d2a)
PILOTS 12 (designate 1 Double-Ace, 10 (no Aces)
RESERVE AIRCRAFT 4 (SOP/Cam), 3 PFAL/43
REPLACEMENT PILOTS 10 (2 Double-Aces)

BRITISH
No. 84 Sqd.
12 (designate 1 Double-Ace, 10 (no Aces)
RESERVE AIRCRAFT 4 (SOP/Cam), 3 PFAL/43
REPLACEMENT PILOTS 10 (2 Double-Aces)

WEATHER EFFECTS TABLE

DATE TRENCH STRAFING BOMBING
3/24/18 3 1
3/25/18 3 1
3/26/18 3 0
4/1/18 2 0
4/7/18 2 1

*Earliest date of arrival for replacements

MISSION SCHEDULE

DATE TRENCH STRAFING BOMBING
March 24 to 27
AM 1 F 1 F
PM 1 F 1 F
April 6 and 7
AM 1 F 1 F
PM 1 F 1 F

C - Clear (Flying possible)
F - Fog (No flying possible)
Professional Russian
PanzerBlitz Notes of a Professional Russian: The Combined Arms Offensive
by Carl Hoffman

Why, the reader will ask, why that ridiculous title? No self-respecting PanzerBlitz player will soon forget Dean Miller's admirable analysis of Situation 10, in which he lambasted the "professional Russian" from Kursk to Prochorovka and back again. The truth of the matter is that Mr. Miller's article set the wheels turning in the mind of at least one perennial Soviet player, trying to determine if it's really that easy to be the Russians.

Mind you, I didn't become a "professional Russian" by choice. To this day the superiority of some of the German AFV counters over my mouth water, especially those with names instead of numbers: Panther, Hummel, Nashorn, Wespe. The thought of maneuvering them across the gameboard, even in limited numbers, sends me into temporary nirvana. My naturally cooperative disposition, however, combined with the psychological propensities of my opponents, has condemned me to "professional Russian-hood" for the simple reason that nobody I play ever wants to be anything but the hideous Hun, and I'm not the person to stand in their way. By force of circumstances I've played the Slavic fall guy for a half-dozen or so pbm and ftf opponents bent on in vain.

One thing I've learned, for instance, is that by and large it's easier to be the Russian than the German in PanzerBlitz — the way it's easier for a novice to fly a Sturmovik than a Messerschmitt 262. The Russian is often able to make up in mass what he lacks in finesse, a luxury the German cannot afford, and in early games this may be the margin between, if not victory and defeat, at least defeat and ignominious defeat. As a matter of fact, I think it advisable that even the most stalwart "professional German" serve a middling-long apprenticeship where he commands only Russians against more experienced opponents. That way he'll learn the basics without gaining too many painful memories, and will afterwards be able to go on to better things — either command of the more sophisticated German forces, or more sophisticated command of the Soviets. For, despite what its detractors may say, the Red Army in PanzerBlitz is more than just mass. Superior Russian play is nearly as intricate and challenging as superior German play, hinges on a proper combination of the three basic combat arms — infantry, armor, and artillery. As always, this fact comes most clearly into focus in those scenarios where each side commands a mobile force.

Tank freaks who play PanzerBlitz (and let's face it, how many of its players aren't tank freaks?) know that only four of the twelve scenarios that come with the game are satisfactory duelists of armor: Situation 1, 4, 6, 7, and 10. Of these, 6 and 10 are or less hopelessly one-sided in favor of the Russians simply because of the way the rules are written. Situation 4's victory conditions are flawed so as to make for another easy Soviet triumph; however, these can always be changed for a more even game. Situation 6 is also lopsided, this time towards the Germans, but it is in nowhere near the shape of 7 or 10. Of the quartet of "armor" (i.e. mobile) scenarios then, only 4 and 6 are salvageable without completely overhauling the original rules (which, by the way, AH has to large extent done with Panzer Leader). It is with these two scenarios that the remainder of this article will be concerned, for it is in them that the Russian's skill as an offensive fighter is most decisively tested, and most especially his prowess at orchestrating a mobile "combined arms" offensive.

At first glance there is a fair resemblance between the two situations. In both of them a large Russian force is pitted against a much weaker German battle group, the two doing battle the length of the three boards with the Germans trying to delay the Soviets and the latter attempting to destroy units and attain the farther end of the board. In each case the composition of the German forces is approximately the same, single Wespe and Hummel SPA units accompanied by two or three tank or TD platoons and various supporting infantry and anti-tank artillery. The Russian forces vary somewhat more, as does the terrain, matters which will be taken up briefly when we examine the individual situations. The most important similarity between the two scenarios, however, is that they each are exercises in movement. The Russian player is faced with the necessity of outmaneuvering (that is, getting behind) his opponent and at the same time seeking to maintain the mobility which will enable him to pursue the German to its ultimate destruction. This mobility must never be allowed to slip away by unloading too much infantry or artillery unless a large advantage can be obtained. By the same token, the German is under the heavy burden of not staying too long in one place; if he dawdles he may find himself up to his eyeballs in his SPA and other long-range units to the rear, at the same time providing a screen of transport, both with good attack, defense, and range factors. Where the T-34's provide the immediate threat to German positions, the SU's provide the punch to remove them. In effect they say: "Go ahead, you lousy Kraut, go ahead and wipe out those T-34's. See what you'll get!"

Of course this outline is a little too stratified: both SU-85's and SU-152's can and should take the place of T-34's in up-front spotting work, but the SU's are the heart of any Soviet mobile offensive, and the Russian player will do well to follow where they lead. With this general plan in mind, let us move on to consider the scenarios individually, and see where the other two branches, infantry and artillery, fit into the "combined arms" overview.

Situation 4 has always been one of the easiest PanzerBlitz scenarios for me to visualize. Being originally from the Midwest and knowing what it's like in the summertime, I don't find it hard to imagine the sunblasted plains near Minsk in July, 1944, the clouds of dust raised by mechanized columns, the sweating individual soldiers (this may not be the way the battle actually was, but it's the way I picture it). In this scenario the opposing sides meet mainly on boards 2 and 3, decidedly level terrain, and the Russian finds himself in command of a force rich in infantry as well as armor and guns. There are a good many problems with the victory conditions in Situation 4 because the Russian must reach only board 3 (the central of the three boards laid end-to-end) to prevent his opponent from winning, and he gets to advance more than half the distance to it on Turn 1 before the German is even on the map. It seems to me the easiest way to improve the victory conditions would be to let the German set up on the map before the Russian enters, or perhaps make board 1, the mapboard most distant, the necessary goal, adding two or three game turns. Other players of my acquaintance have proposed reinforcing the German battlegroup and making the west side of the north-south gully on board 3 "paydirt." In any of these variants, however, along with the usual tactics of movement and counterfire, the Russian should keep in mind the possibility of what I like to call a "tidal wave" attack. This tactic is particularly suited to the open country, victory conditions, and infantry-heavy Russian force of Situation 4, and is as subtle and potentially devastating as a Stalin tank. This is how it works:

The chances are that the German will be employing the time-honored tactic of deploying his SPA and other long-range units to the rear, at the same time positioning a screen of transport...
and infantry (perhaps buttressed by a tank platou or two) well forward to impede the Russian's progress and expose him to bombardment from the big guns. In Situation 4, a matter of fact, the almost-predictable first move by the German is advancing light units to hill 129, the gully and hedgerows around 2-G-9, and the woods near 2-1-4, with Wespe and Hummel in Golod in anticipation of falling back to the slopes of hill 107 on Turn 2. However, the German is very precise about the deployment of the forward units there is a strong possibility he will leave some hole open, through which the Russian can advance one or more tank companies to threaten the SPA's. With Wespe and Hummel and the other big guns faced with the choice of firing at the forward German tanks or retreating, the Soviets can then surround the German screening units with masses of infantry and artillery. This is the "tidal wave" the Russian should rank his units two or three deep around the forward Germans, leaving the unhapy Hun with the choice of using his heavy guns to blow a hole in the Slavic multitude for the surrounded units (and in all probability finding himself, the following turn, or retreating with the heavies and leaving the screen to whatever mercy is in the Russian's heart. It should be noted here that though the crest of the tidal wave is necessarily the infantry (everytime I gaze upon one of those Rifle companies with its defense factor of 16 soft points my eyes cloud with tears of gratitude), the anti-tank guns also play their role. At close range a 76.2mm AT battery is as effective as a company of T-34's, and even though their defense factor isn't spectacular, they make one more target the German must disperse or destroy to ensure the safety of his forward units. Against halftracks, the kind of target they are likely to sight on, they can be devastating.

This, then, is the routine for Situation 4, a relentless tango of movement and counterfire, tank probes and tidal waves. The Russian should pursue, pursue, pursue his opponent, keeping his eyes open for a tidal wave attack by which he can surround and destroy carelessly placed enemy units.

It's rather a different story in Situation 6. Here the Russian gets a few more tanks, in the shape of T-34-85's, but all right, smart and sharp. The terrain is against him, and the victory conditions are still, requiring ten Russian units on board 3, the one farthest away, by the end of the game for a marginal victory. This is no small order given the slightly larger German battlegroup and horrendous terrain over which the fighting takes place. Additionally, the tidal wave is invalidated because the number of German units destroyed is largely irrelevant according to the victory conditions, and the many Russians required to execute it would only slow down the offensive. To put it simply, the Russian is up against the Dneper. The solution for these problems is simple indeed; given the same basic setup, the Russian should be able to move first. This will enable him to reach the "C" row of board 1 on the initial turn, but he won't have enough movement points to occupy either hills 104 or 129, the latter being the German's favorite nest for SPA's. From there, given the "channeling" terrain of board 2, it should still be an exciting race (perhaps limited to 8 or 9 turns) to board 3.

At this point the reader can be heard snorting almost out of place, "What is the surefire method of winning Situation 6? Unleashing the Cossacks? Turning loose the Mongol horde? The answer, of course, is obvious: there is no surefire method. The Russian can only play his

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STRATEGIC SIMULATION AND GAME DESIGN

By John Prados

With a Game Development Addenda

By Donald Greenwood

Strategic simulations are still a recent innovation of gaming but they seem to be catching on rapidly. There was a time, only a couple of years back, when people at game companies were saying that strategic games ought to be avoided like the plague. The few that had been done were largely regarded as failures. Today I can think of several strategic games already out and as many more that are in a couple of stages of production. It may be that what makes a grand strategic game is its great scope. But it is precisely this scope that makes the strategic game the most difficult to handle in terms of design and development. In this article I want to address some of the problems of designing the strategic simulation, framing the discussion in terms of the Third Reich game. Third Reich is, I think, a groundbreaking in bringing certain types of activity within a game framework.

Strategic Simulation and Realism

Fundamentally, a game tries to be realistic in two ways: for war games the ways are simulating the battlefield environment and duplicating the forces involved in an actual situation. The historical evolution of game design, however, has made realism more difficult to secure in the design of a strategic simulation. Tactics II, the first of the widely distributed designs, was an operational-level game, using division-sized units. The early Gettysburg amounted to a tactical game which was only slightly different than the operational design of Tactics II. Since then, considerable progress has been made in the direction of refining tactical and operational designs, but strategic design has lagged.

Why has it been easier to improve tactical designs, having started from the operational design? Much of the answer lies in the fact that designers had a natural advantage working from the operational level to the tactical one. The divisional-equivalent units used in the operational simulation contained a mix of units within its own structure. As designers moved down the TOE ladder from the division to the platoon and squad level, the tactical simulation could be brought closer to reality because once the different patterns of using weapons were distinguished from each other and worked into a design, the game as a whole was able to give an excellent impression of the development of a battle.

The strategic simulation offers a different problem. With the strategic simulation the difficulty lies in the fact that the tactical uses of formations must be aggregated and brought together rather than separated and distinguished. The strategic game enthusiast will agree that it is impossible to learn much about World War II as a whole from playing Panzerblitz. In fact the strategic simulation seeks a different aim altogether than the tactical one. This has been the dilemma of strategic game design. With the tactical design one can make design decisions with a reasonable confidence of their accuracy. For example, the ability of an anti-tank unit to destroy an approaching tank is a function of a few variables that can be controlled with fair ease. The number of variables involved in a strategic simulation is much greater, and the variables themselves tend to be more difficult to deal with.

STRAEGIC VERSUS OPERATIONAL

Designers have tried two approaches to simulations that might be of strategic scope. The first of these is the simple expansion of the operational-level simulation to a massive set of thousands of pieces and many boards. This has been the operational freaks' dream by and large, with Eastern Front games leading the pack. The trouble with this approach is that a player has to make so many individual decisions, regarding attacking and so forth, on his turn that a game takes forever to play. At the same time, the game itself is frozen within a certain defined context that ignores events of even more global importance that could affect the operational situation being portrayed in the game. Consequently, massive expansion of an operational simulation is not the answer to the strategic simulation dilemma.

A second approach has been to design games that are explicitly strategic in their orientation. Here a start has been made with Third Reich. Here again, however, major differences in approach are apparent, basically because of the difficulties confronting the strategic designer. The strategic designer must figure exactly which factors are important enough to simulate.

A good example of the problem for a strategic designer is the selection of a unit size for the countermix. A division-level unit is clearly too small for his purposes, but an army-level unit may well be too large. In the case of a simulation of World War II in Europe, army-size units would mean that some armies like the Norwegian and Dutch would be overtaken. These countries' forces would then be more powerful than warranted by history. It was with this in mind that the Third Reich counters range between a corps and an army in size, depending upon the nation a piece belongs to and that nation's military system.

Another difficulty of the strategic simulation is the selection of a mapboard. As the simulation increases in scope the rationale for a hexagon system disappears. Hexes are supposed to allow representation of terrain with minimal distortion so that terrain can serve as a playing area. The importance of terrain is that it channels maneuver. But in the strategic simulation one reaches a certain stage at which terrain tends to lose all
in a given historical situation there are a few elements, maybe even one, which exercised a determining influence. Game design has sought to capture the historical situation, recreating the feeling for the player. But if the historical reality of the real world were the outcome of the game each time, then it would not be a game. The point has been made that "quirky" things happen in Third Reich. There is no quirkiness here, there are only players unwilling to adhere to sound strategies. Here we are speaking of turns that represent three months' time. Can you think of a minor country in the war which was not overrun in less time? Greece is the lone exception, but even then only against the Italians. In the game they can. The point is that in this turn by turn fashion the board reflects the players. The rules are no more than an agreed method of procedure and resolution. I would argue that this is the only way it can be. The alternative amounts to no more than an operational game system illegitimately expanded to strategic scope. This has been precisely the problem in most of the strategic games I have seen.

Different historical situations have different determinate elements. World War II, because it was technological, was a war that depended on industrial base and raw material. The Panic Wars, on the other hand, were decided far more upon manpower mobilization and population. The game has to represent that element to recapture the past, like the great photo it conveys a feeling of a time when things were happening. The fascination of the strategic game is its glimpse at the possible worlds there might have been.

PLAYABILITY AND THE GLOBAL SCALE

Ideally, the strategic game approaches chess in its number of plausibly winning strategies. A good player will analyze several different lines of play. For this reason alone turns take some time. Ever wonder why it takes so long to play a good four-man Risk game? This characteristic of strategic games means the designer should make the mechanisms as simple as possible. This is the old "playability versus realism" argument at a new level. Realism must distinguish every function, but is not that approach impossible at the strategic level? You could turn phases ad infinitum. The truth is that strategic realism is not required enough. Strategic realism is impossible to achieve in tactical terms.

Granting the impossibility of such realism, what can a game design do? This game design chose to emphasize free choice and player identification elements. For this purpose armor and airpower-use were made "tactics" and units were given identifications. The system teaches much about the dynamics of World War II, but the game has to be played before it can be appreciated. Playability is but an alternative to realism. It was for playability that navies were de-emphasized and strategic attrition substituted for unit combat. Playability also means no bookkeeping and that precluded a time-creation BRP system for activating units in the Force Pool. The concept was that from such a system outweighs the gains in realism.

Before rejecting realism completely, there is one important point which I must make. Realism of a sort is possible in strategic simulation. It is possible for players in the course of the game to make the same maneuvers as actually occurred in 1939-45 for their own purposes. This amounts to saying that realism in design consists of establishing a logic in the game which leads players inexorably to decisions similar to those of history. Realism cannot be imposed by rules for such a game would模拟 nothing. This is the measure of the strategic simulation. The wheel, however, comes full circle for this realism must be the result of playability.

CONCLUSION

Recently some figures were shown to me that indicated a third of gamers are mostly interested in strategy simulations. This was quite an encouraging figure because it showed substantial interest in a gaming field that has been little touched in the past. We experienced a great number of new strategic designs. This is important for two reasons. First, designers must be much more conscious of "infrastructure" elements within which events occur (things like BRPs). Second, and of greater importance, now is the time to begin to articulate and refine concepts of strategic design in the literature of the hobby.

GAME DEVELOPMENT

Third Reich, perhaps more than any other game we've ever played, poses the interesting problem of eliminating "perfect" plans which might stultify play possibilities. A game of this scope and with such bizarre mechanics is especially prone to such problems. Such was our concern with weeding out these "solutions" that it punctuated the greater part of our development time—time that had been needed for a restructuring of the rules in a more concise format. Given time limitations however we decided to spend our "game design BRPs" on further hunts for perfect plans and merely amended or added to the original Prado rules rather than completely reorganizing them. The result was a bulky, albeit largely complete, set of rules which bears several readings for full comprehension.

Many questions have arisen as to why certain aspects of the design are handled the way they appear in the game. This article will attempt to answer those queries as well as list the most frequently asked questions on the rules. I hesitate to refer to this as an errata list (although many of you will claim it so) because most of the questions asked are answered in the rules. However, for the sake of listing the most common questions conveniently in one place they are presented below for the edification of all involved. What follows is not undertaken in any precise order but rather a frank, behind-the-scenes rational answer for the many decisions which went into making Third Reich. And lest it appear otherwise, let me hasten to add that the game has been widely acclaimed as a stunning success.

The gameboard has drawn its share of criticism for being simplistic and not encompassing the super realistic 4 color printing of a 1914 or 1915. Our defense can be read (and anticipated from the Prados design prologue above). High piece density is so paramount a feature of Third Reich that it was considered imperative to do whatever was possible to make the terrain readily recognizable at a glance without losing stacks of counters. Thus, the mountain symbols fill each hex rather than following a more picturesque natural curve. Similarly, the usual tan press varnish is not present for fear of obscuring the beach hexes. And for those who dislike the "cuts" in the board created by the different board sections we can only say that the Prados board is a "paper one. The latter would certainly save us a lot of money, but the vast majority of gamers still favor mounted boards. This remains true even in the case of Third Reich where the board is so large that the panels can't be taped together due to excessive pressure on the tape during assembly.

The GENERAL

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   - Abyra Karst. = AK: Alexander the Great = Alex: Antic: Boarding Strategy = IB St: Battle of the Bridge = BB: Basketball Strategy = BR St: Blic: DBay = DD: Football Strategy = FT St: France, 1940 = FF: 1940 = F19: Footbal = FTP: Gettysburg = Get; Guadalcanal = Guad; Jedeland = JU; Kogop: Krig; Luftwaffe = Luf; Midway = Md; 1914: Origins of WWII = ORIG; Golden Surrounded = Gaur; Peabody = PAN; Paper Leader = Pap Ld; Play-by-Mail = PBM; Play-by-Phone = PBP; Rhythm’s War = RW; 1236; Stalingrad = Gra; Tactics II = TAC; Third Reich = TR; Waterloo = Wat.

Name

Address

City

State

Zip

Phone

CONTEST NO. 65

It is the beginning of a THIRD REICH game. The Italian player has set up for a probable invasion of Yugoslavia. The French defenses are as shown above. This defense is extremely vulnerable to a German first turn attack capable of taking Paris. Correct it to the French player’s best advantage by moving some or all of the units shown to new positions. Show this by drawing an arrow from a unit’s previous position to the new location. In the event of ties, drawings will be held to determine ten winners.

ISSUE AS A WHOLE: (Rate from 1 to 10; with 1 equating excellent, 10: terrible)

1.

2.

3.

4.

5.
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Payment for all pre-registrations on this form must be made payable to INTEREST GROUP BALTIMORE regardless of the sponsors involved. Mail your check to I.G.B. c/o Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214.

- Admission - $3.00 for entire weekend

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<tr>
<td>PWA—Avalon Hill 500</td>
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<td>1st round — Friday at 7 PM</td>
<td>$3.50</td>
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<td>1st round — Saturday at 10 AM</td>
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<th>PANZER LEADER MACRO GAME</th>
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| WAR IN THE EAST — Pre-Registration Only   | $3.00 per player |
|                                            | $9.00 per 3 player team |

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**FRIDAY**

- 4 PM: Doors Open and Registration Begins
- 6 PM: 1st Front Panzer Leader Macro Game
- 8 PM: 1st Trip into Dungeons & Dragons
- 8 PM: 1st round Football Strategy
- 7 PM: War in the East Begins
- 7 PM: Split 1st round of PWA—AH 500
- 7 PM: 2nd round Football Strategy
- 8 PM: 3rd round Football Strategy
- 9 PM: 4th round Football Strategy
- 2 AM: Doors Close

**SATURDAY**

- 9 AM: Doors Open
- 10 AM: 2nd Front Panzer Leader Macro Game
- 10 AM: Split 1st round of PWA—AH 500
- 10 AM: 20th Century Tactical Shootout
- 10 AM: Blue & Gray Tournament Begins
- 12 AM: 2nd Trip into Dungeons
- 10 AM: Semi-Finals Football Strategy
- 12 PM: Finals—Football Strategy
- 1 PM: 2nd Round PWA—AH 500
- 1 PM: Diplomacy Tournament Begins
- 1 PM: SPI Napoleonic Begins
- 1 PM: Wooden Ships & Iron Men Begins
- 1 PM: Split 1st round armor miniatures
- 4 PM: Imperialism Tournament Begins
- 4 PM: 3rd round PWA—AH 500
- 5 PM: Stats-Pro Indianapolis 500 Race
- 5 PM: Split 1st round armor miniatures
- 7 PM: 4th round PWA—AH 500
- 6 PM: 3rd Front Panzer Leader Macro Game
- 6 PM: 3rd Trip into Dungeons
- 9 PM: 2nd round armor miniatures
- 10 PM: 5th round PWA—AH 500
- 2 AM: Doors Close

**SUNDAY**

- 9 AM: Doors Open
- 10 AM: 4th Front Panzer Leader Macro Game
- 10 AM: Semi-Finals PWA—AH 500
- 10 AM: 4th Trip into Dungeons
- 10 AM: Richtofen’s War Demolition Derby
- 10 AM: Origins of WWII Tournament
- 1 PM: Judging of dioramas
- 1 PM: Auction
- 2 PM: Presentation of Awards
- 6 PM: Doors Close

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Take the time to print on the back of each counter the number 1 to 9 corresponding to its arrival in the PAA Order of Appearance. The counter can then easily be placed on the card in its proper position with a minimum of time. The remaining AA units should be designated on the reverse side with either an N or QB to facilitate initial set-up of units in Nivelles and Quatre Bras. Similarly, the French units starting at Gosselies and Marchienne au Pont should be designated with a G or M. Units with no marking on the back are then free for initial set-up within the Prussian and French starting areas.

**WATERLOO Playing Aid**

**WATERLOO**

The new WATERLOO rules are now available from the Parts Dept. for $1.25. While the game remains essentially the same, changes to river and forest rules affecting movement will probably alter play balance considerably in favor of the French player. The old battle manual is incorporated into the new rules as are directions for printing grid coordinates on the board. Numerous small changes were made which are too lengthy to go into here but consist primarily of removing ambiguities from the old rules. Do not expect to find the new rules in a recently purchased WATERLOO game as it will probably take a year to exhaust current stocks of already assembled games. The new rules will be available only from the Parts Dept. for the time being. This price will probably increase after June 30th to cover the expense of our redesign effort.

**PBM EQUIPMENT**

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:

- **AFRIKA KORPS**
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- **PANZERBLITZ**
- **GETTYSBURG**
- **STALINGRAD**
- **WATERLOO**
It is ironic that a game as complicated as *Third Reich* draws most of its criticism for being too simple. The realism advocates desire explanations of why battles would be lost. Critics point out that there are almost infinite additions that can be made to the game to increase realism, but each one will detract from playability to some degree. The playability realism line had to be drawn somewhere, and having drawn it we'll leave it to others to overstep it in their own variants of the game.

Others attack certain historical aspects such as the Allies being free to attack Minor Neutrals. They point out, quite correctly, that Britain would not have invaded Belgium having just fought the Great War to guarantee Belgian neutrality. Yet, other areas are not necessarily clear cut. Britain did plan to invade Norway and was saved the label of "aggressor" only by the fact that the Germans beat them to the draw. However, rather than create artificial rules which limit the strategic options available, we chose to let common sense be our restricting rule. An Allied invasion of the Low Countries is an extremely foolish move which will be rewarded in the game by granting the German what amounts to free declarations of war against suffer states which she must take to get at France anyway—plus the bonus of Allied—neutral casualties that would otherwise oppose the German. Generally speaking, the game reinforces sound strategic decisions without imposing additional limiting rules and time tables for the players to adhere to. In the *Questions & Answers* segment which follows you will find no answers to such questions as, for example, "Can fleets move up the coast?" or "Can fleets move over land?"

**Q. Why isn't Helsinki a port?**
A. Helsinki is a port. Making Helsinki a port makes it too easy for the German to reinforce Finland. A correct German commitment of force in Finland makes it extremely difficult for the Russian to defend his entire front and subsequently to stay in the game. Note that the German can deploy up to 25 factors in Finland at the start of the game—see 3.582.

**Q. Why are so many obvious historical ports inactive in this game?**
A. Again, simplicity... rather than rate each port differently (and virtually every hex would have had a port) we gave all ports a set capacity. If every actual port were given that capacity, any one coastline would have far exceeded its total advisable capacity. Resorting to variable port capacity would have in turn broken down the basic 9 factor fleet simplification. So ports were selected to give a reasonable spread along any one coast. The same reasoning applies to beaches—for example—Anzio. On this scale, practically every hex could have been invaded at some point which would have made any attempt at shore defense impossible. Thus, taken together with our other choices that represented the % advisability of amphibious operations along that particular coastline.

**Q. The two hexes south of Oslo are obstructed by the red boundary line. Can fleets move up the water area of these hexes to bombord Oslo?**
A. No—this is why the red boundary line was drawn in such a way as to obstruct the water hexes. Although possible to pass large forces up the Oslo Fjord in peacetime, such action was suicide against the strong Norwegian coastal defenses. The Germans tried it during their invasion and lost the heavy cruiser Blucher for their trouble. The force was turned away with heavy losses and was not able to enter Oslo until two days later after the city had been already taken by land forces. In no case are fleets allowed to penetrate rivers such as the Nile regardless of the width of the opening.

**Q. Is a unit in the Maginot Line assumed to have the advantage of fortification if attacked from the rear? Do other fortresses extend their defensive benefits to an invader after he has captured them?**
A. Generally speaking, French mainland forces must trace their possession awaiting Strategic Redeployment to a French port in the Atlantic. When Paris falls they return to mainland France and suffer reduction in the normal manner when determining Vichy forces. If all 3 fleets survive intact, two become Vichy and one is scuttled. The rule is necessary to keep the French from turning their fleet over to the British by gamboling on it becoming Free French.

**Q. Reference: 3.583—is "through" the same as "into"; i.e., if Russia declares war on Rumania but doesn't actually attack it, can Germany thenarrison it?**
A. Yes—in which case the Russians could not proceed with their attack on Rumania prior to Fall, 1941.

**Q. Reference: 6.2—what constitutes occupation of the Nazi-Soviet Pact area and how long does the Russian have to accomplish it?**
A. Occupation of all cities in the "ceded" area must be accomplished within 2 turns or the Russian must declare war on the areas separately, if at all. Such occupation, of necessity, requires an offensive option so it is to the Russian's advantage to complete the occupation in one turn.

**Q. Can air units lend DAS to other air units being subjected to Counterair?**
A. No

**Q. I know the Soviet Union cannot be taken by capture of Moscow but in this event where does the Russian draw his supply from?**
A. Off the east edge of the board.

**Q. Can you move freely overlard from the mainland to an island in the same hex?** If so, can...
Q. Are italy's BRPs added to the Axis total to determine who moves first even before the Italiens declare war on the Allies?
A. Yes.

Q. Can neutrals attack forces across their border?
A. Yes—as long as they do not leave their country and are at war with the country in question.

Q. In the 1942 Scenario it is impossible to stop Germany after adding everything she gets at start.
A. Read the 2nd paragraph on Pg. 6 and try playing again. Nothing is added to her BRP totals except 45 for her German Minor Allies and whatever she is able to conquer from that point on.

Q. The Germans have taken Paris and the French counterattack results in an exchange which destroys all units involved. Neither side occupies Paris. Who controls it?
A. The Germans who were last to occupy it. France falls.

Q. France conquers Spain and then falls to Germany. What happens to Spain, the French forces there and on Corsica?
A. Spain and Corsica are now German possessions. All French units are divided between Vichy status and elimination. Only the French African possessions are rolled for to determine Free French status. German units can SR into Spain at will.

Q. Must Minor German Allies in the Mediterranean exercise the same option used by Italy on that front?
A. Yes—or take a pass option.

Q. At least 1 minor neutral ground unit must be placed on its capital when first invaded. Must it remain there?
A. No

Q. Can you amphibiously assault any port—or only those on beach hexes?
A. Only those on beach squares. Gibraltar is a special case and like all ports—if garrisoned by a fleet, is immune to amphibious assault.

Error: The list of objective hexes on Pg 13 lists Kharkov twice. One of them should be replaced by Krakow.

Q. If more than 4 units occupy a breakthrough hex and proceed to attack an adjacent hex, can the exploiting player move more than 2 units into that hex?
A. No—unless one is an airborne unit whose elite status allows it to ignore stacking limits. The only time pieces can be stacked in excess of the stacking limits is when the situation has been caused by an attrition option—and the defender must correct this situation in his very next move.

Q. Are the hexes containing Antwerp and the Hague and the hex north of it, considered adjacent for purposes of ground combat?
A. Yes

Q. Do the Allowable Builds limit what you can replace each turn such that France cannot replace any air units?
A. No—losses are always replaceable subject to BRP limits. Allowable Builds merely show the maximum number of new forces it is possible to build beyond those given at Start.

Q. In the '42 Scenario can Italians be set up in Greece despite German possession or Axis units in Vichy French possessions?
A. No—they can be deployed there during play however. Forces must start in the areas they control as listed on their Scenario cards.

Q. Can more than two armored units attack out of a bridgehead as the result of a breakthrough?
A. Yes—but only in Exploitation—unless one is an airborne unit.

Q. If France is conquered do the Free French colonies or conquered Vichy colonies add to British BRP totals?
A. Yes and if Free French or conquered Vichy colonies are taken by the Germans the BRPs are added to Germany. But while Vichy, no one gets their BRPs.

Q. Apparently, the Turkish navy cannot be used in Greece despite German possession or Axis units in Vichy French possessions?
A. No—they can be deployed there during play however. Forces must start in the areas they control as listed on their Scenario cards.

Q. Can you amphibiously assault any port—or only those on beach hexes?
A. Only those on beach squares. Gibraltar is a special case and like all ports—if garrisoned by a fleet, is immune to amphibious assault.

Q. If naval losses are taken in Shore Bombardment to satisfy an exchange are they taken at 1 fleet = 9 factors or the shore bombardment rate of 1 fleet = 3 factors?
A. The latter.

Q. If a bridgehead is attacked and a CA is the result do 2 or 5 units CA?
A. All 5. This is a different situation than an attack from a beachhead. Since all 5 units defended the beachhead all 5 must CA.

Q. Can you put replacements adjacent to enemy armor units at your border if not yet at war?
A. Yes

Q. Is reduction of BRPs due to strategic warfare permanent?
A. Yes, if reduced below the base BRP level there is a new base until further strategic warfare or economic growth changes it.

Q. Can the intervening power in Belligerent Intervention use SR to move directly into the country in question and stack with their fleet, air and ground units?
A. Yes

Q. Assuming the Germans retake the Baltic states does the Russian subtract the 25 BRPs immediately or is this a special situation where you don't lose BRPs for losing an area?
A. Immediately.... however all cities of eastern Poland and Bessarabia must be taken as well. Incidentally, Bessarabia was not part of the Nazi-Soviet Pact. Russia grabbed the province when war in the west and a Hungarian-Rumanian incident distracted attention. It was only later that Hitler, concerned for his Rumanian oil supplies, cemented relations with the Rumanians and enlisted them in an anti-Soviet crusade.

Q. Can the U.S. make Strategic Warfare builds in the 1942 Year Start sequence even though it doesn't come into the game until Spring?
A. Yes

Q. Suppose the Russians take Turkey and wish to sail their fleet into the Mediterranean and hence to the Baltic. Are they allowed to use British ports on the way?
A. Yes—in this case the restriction against basing in English ports is lifted—but only for fleets from the Black Sea.

Q. Once fallen, can the Axis take a German Minor Ally and resurrect its forces for the German force pool?
A. No

Q. Are air units eliminated without loss to the attacker in a counterair mission if attacked in the turn of construction since they can't be used?
A. No

Q. What do you do with captured Russian airbase counters after Moscow falls?
A. Place them to the east of the Urals from where they must be strategically redeployed to be constructed again closer to the front.

Q. Can Italy & France build forces in their possessions such as Sicily or Corsica?
A. No

THE GENERAL

Q. Why didn't you underline the 6 and 9 on the variant counters? It is impossible to distinguish them otherwise.
A. Oops! Suggest you do so.

Q. Can the intervening power in Belligerent Intervention use SR to move directly into the country in question and stack with their fleet, air and ground units?
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Q. Can Italy & France build forces in their possessions such as Sicily or Corsica?
A. No
Q. If a land unit uses all of its movement factor to get to a port is it allowed to make an amphibious assault that turn? And if a land unit uses only part of its movement factor to get to a port, may it use the rest after landing on a Naval Transport Mission?
A. No. Yes
Q. If Russia refuses to take the Baltic States can Germany do so at the same cost and rewards as the Russian?
A. Yes—but Germany need not occupy Kishinev or Cernavoda as these would remain under Romanian control.
Q. Can out-of-supply units take part in Attrition Options?
A. Yes—but they cannot move and thus cannot force a defender to vacate his hex. A unit must be supplied to move into the defender’s hex.
Q. Are there any exceptions to the Russian winter rule?
A. Yes—it doesn’t affect Finnish forces and is in effect only through 1941.
Q. Can units be attritioned out of Luxemburg?
A. Yes—because it has no capital.
Q. When can Option 10 on the Axis Minor Variation Chart be played? A. During the 1943 Strategic Warfare sequence.
Q. Can German units pass the Nazi-Soviet partition line as long as they withdraw after the fall of Poland?
A. Yes
Q. If Turkey is a German Minor Ally do German units there count towards the East Front garrison?
A. No
Q. The British 1939 air allotment is confusing. A. The British get two 5-4 air units and four 1-4 air units to meet deployment requirements. They may build another 5-4 air unit and if all the 1-4’s are eliminated or combined they may build 1 additional factor for a maximum strength of four 5-4 air units.
Q. The supply rules allow Egypt and Libya to be used as supply sources but if it isn’t defined further units can never be surrounded in these countries. A. Supplies must be traced to any port in these colonies.
Q. Are partisans subject to normal supply requirements? A. No—partisans are never isolated.
Q. May a fleet be Strategically Deploymet and provide Sea Escort in the same turn?
A. No
Q. What is the maximum number of air factors which can be based in 1 hex? A. 15 in hexes such as Portsmouth or Essen which already contain two bases.
Q. Can naval units be taken as losses under the Attrition Option?
A. No
Q. When the German Minor Allies are activated in the Summer ’41 turn are they considered automatically at war with Germany’s enemies or must they pay Declaration of War costs?
A. They are automatically at war.
Q. An invasion fleet forces a sub-9 factor defending fleet from a beach/port hex. Can it choose to remove none of it’s own force and if so what happens to the defending fleet?
A. Yes. The defending fleet merely moves to another port although it could choose to intercept and force an exchange.
Q. 5-7 states partisans cannot be created two turns in a row. Does this mean all partisan units or just those in a particular country?
A. The latter.
Q. Does rule 8.3 apply prior to 1944 in the Campaign Game?
A. Yes
Q. Under Axis Minor Variation Chart Option #2 how does the British player divert his 10 factors to Ireland?
A. Either by Naval Transport or Strategic Redeployment.
Q. Can units exploit off an undefended beach?
A. Only armor and the beach is considered the breakthrough hex and must be occupied by at least one armored unit.
Q. Can the British amphibiously assault Copenhagen without a port on the Baltic?
A. No
Q. When the German gains control of either Suez or Gibraltar does he have to hold it against any conquest?
A. No
Q. Does rule B.4 apply prior to 1944 in the Campaign Game?
A. Yes
Q. Can naval units change bases during a Pass Sequence?
A. No
Q. Can German units be SR through or into Italy while it is neutral?
A. Yes. . . providing the Italian player allows it.
Q. Can it lend SR to Germany while the former is neutral?
A. No
Q. Can naval units change bases during a Pass Option?
A. No. . . unless there are no enemy fleets presently based on that front. Fleets can always change bases through SR.
Q. If Spain or Turkey are to become Axis Minor Allies can the Axis move forces into or through them before they become active?
A. No—unlike German Minor Allies—they are not inactive—they are neutral until activated. Once the Axis to move through them before they were activated it would be tantamount to a Declaration of War despite the cheat drawn.
Q. It is becoming a “perfect strategy” for the Axis to mass his airpower in the channel ports and attempt a 1-1 air assault on London which cannot be prevented—at least on the first turn of the ‘42 Scenario. The Italian air force then provides DAS to any/all other Allied bombers. Most problems the British experience in defending Britain are rooted in too much trust in the Navy and the Channel to protect them such that they send the army and airforce in too large quantities to the Mediterranean and thus are inviting disaster. Britain must stabilize the situation—which takes time—before she can go on the
counteroffensive. The British player who forces his recovery of the initiative too soon is merely leaving himself open for the "unrealistic" fall of England. He must wait until the German has been committed to other fronts and other battles. Yet, we will grant that England would probably have continued to fight on after the fall of London—especially if the only opposition was a German airborne corps. Yet, rather than obstruct the game system we will make official two slight changes which do not take away the possibility of the airborne landing but merely make it more expensive. To wit:

4.71 The elimination—every-time aspect of the CRT does not mean that every man in the units involved has been killed. Rather, the force has suffered enough casualties and disorganization that it is no longer effective and must be withdrawn for rest and refitting at the expense of the game's BRP system. There would always be some remnant of a unit upon which to rebuild. However, any airborne force unsuccessfully dropped in Britain would be subject to complete annihilation. Therefore, if an Axis airborne unit is lost in Britain it cannot be replaced until Britain actually falls.

5.31 Reflect the nature of the more determined resistance of the English people by allowing the British to stack their replacement (1-4) units high in London—in addition to the normal stacking limit of 2 units per hex. The British player may also opt to start the '42 Scenario with all 6 replacement counters on board in lieu of two 3-4 infantry counters which would be Allowable Builds instead. If attacked by conventional ground forces the British player may defend London via the normal stacking limits and any excess defense factors caused by overstacking are ignored.

These rules make the maximum attack on a well defended London in Spring '42 a 36-33, chance 1-1. The British player in his turn could muster a guaranteed 10-6 counter-attack which would give them an 83% chance of retaking London. Failure by the German may well cost him the game just as it certainly would for the Allies. It is now a much less palatable risk for the German, yet a possibility for a coup still exists if Britain does not defend realistically.

Q. Why didn't you include a PBM system?
A. Between the different phases and defensive intercept capabilities, PBM didn't look very likely for this game. In addition, the charts printed on the mapboard would make a comprehensive grid system difficult to print without adding another feature of the mapboard to be explained and confuse the novice. However, for those of you attempting to play the game by mail we offer the following grid system courtesy of Tom Olson.

The horizontal rows are lettered A-NN from North to South. The diagonal columns are numbered 1-66 starting in the Southwest corner and running to the Northeast. Reference points would be: Marrakech —EE2, Lisbon —V8, Dublin —H22, Rome —Y22, Berlin —L31, Helsinki —D41, Moscow —I47, Stalingrad —N49, and Pervia D61.

Q. Can fleets exercise shore bombardment in support of an exploitation battle?
A. No

Q. If a capital is captured what good does it do to have a turn to counterattack? With all your forces out of supply, you could only attack with those forces directly adjacent to the capital.
A. Not necessarily. You still can trace a line of supply from a colony or ally.

Q. Can airborne units take a port and then use Naval Transport to bring in forces that same turn?
A. Yes, but only if the port is unoccupied. If combat is necessary to take the port you could not utilize Naval Transport into that turn. You could Strategically Redeploy into it if it is not adjacent to an enemy however.

Q. Can British units set up in France at the beginning of the game?
A. No—initial set up is limited to areas controlled by each country in question.

Q. Suppose a beach hex is being amphibiously assaulted in conjunction with a normal ground attack from an adjacent hex. Is the defender doubled or tripled?
A. Tripled.

Q. Assuming partisans are able to regain control of their capital and hold it against attack for one turn, and the Germans are unable to forfeit the BRPs derived from that country, what happens?
A. The German BRP track is reduced to 0 and the balance due plus an additional 10 BRPs is subtracted from the amount due the German in the next Year Start Sequence. This does not affect his BRP base only the sum total of BRPs he can expect in the coming year. Note also that the German cannot lose BRPs in this manner in the 1942 or 1944 Scenarios because the German already controlled the territories at the start of the game.

Q. Are units which start their turn in supply but end it out of supply eliminated at the end of the turn?
No —See 4.3 which states that units which are not in supply and remain so at the end of their turn, are eliminated.

Q. If a capital fails, how can you counterattack it if your units are out of supply?
A. See 4.3 which states that units are in supply whenever they can trace a line of hexes free of enemy ZOC overlap through controlled hexes to a "conquered nation, or an allied country" at the beginning of their turn.

Q. Does the "at least 1 hex away from enemy units" criteria apply across sea hex sides also?
A. No—for example, the Germans could SI into Calais despite British units in Dover.

Q. Suppose an airborne unit drops on an enemy unit and both are lost in the exchange. Who controls the hex?
A. The defender.

Q. When sending BRPs from the U.S. to Russia, must the required Sea Escort fleets be based in the U.S.?
A. NATO.

BARBAROSSA should be launched as early as possible in the 1941 Campaign season and it usually takes two turns to fully redeploy to the new front and set up the western defenses. We can assume then, that Mr. Prados handled his forces in fine fashion. Mr. Prados also had to return his troops home at the conclusion of the game. Although one is tempted to cast more blame on the German than praise on the British, an error not taken advantage

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Series Replay

Continued from Page 25 move. Therefore, simultaneous invasions of Turkey and the Baltic are not possible unless the Russian takes an Attrition Option against the Turks. This rules out any landing at Samsoun and probably will result in Turkey lasting 3 turns (and into 1941—making its capture far less than a break even proposition). In any case, Turkey will never fall in one turn given a competent defense. Therefore, I would seriously doubt the wisdom of taking Turkey at the expense of having the Baltic States in hand for the 1940 Year Start Sequence. Only if the German unduly prolongs the fighting in Poland, should the Russian have even the slightest provocation to expand into Turkey. The best Russian course is simply to play a waiting game—building forces and BRPs for as long as possible before the onslaught begins.

The French and British players do not favor us with a commentary so we can be less critical of them. The fact that the French player was put out should not be held against him—such is the fate of France in the game, barring a disastrous course of events for the German. Indeed, the Prados-Isby team should be congratulated for holding onto the country that long. For the German to win he usually must have France by the Fall, 1940 turn. If it goes in the Summer, 1940 turn he is in relatively good shape. If he waits until Winter he is usually fighting an uphill battle the rest of the way. Barbarossa should be launched as early as possible in the 1941 Campaign season and it usually takes two turns to fully redeploy to the new front and set up the western defenses. We can assume then, that Mr. Prados had the situation correctly. As Fashion, Mr. Isby must also be given part of the credit as French defense is inexorably tied to British cooperation. And we cannot overlook the British manner of bringing the game to a close. Although one is tempted to cast more blame on the German than praise on the British, an error not taken advantage

Continued on Page 28
The Series Replay was originated to demonstrate turn by turn moves of expert players in a normal game format and expose these moves to critical analysis. Frequently our judges have been harsh in their criticism and such is again the case in this issue. This would, at first glance, be surprising in that our players are all "names" of considerable repute in the wargaming field having professionally published or assisted in the publication of a considerable number of wargames. Yet, your criticism should be tempered by the fact that it was a first attempt, and few of the players professed being well versed in the play of the game. Indeed, some extremely foolish moves were made by both sides, but getting burned is often the only way to learn not to play with fire. Regardless of what you may think about the quality of play, this demonstration game offers an excellent chance to show first impression strategies and just how valid or invalid they may be. Combined with the Design Analysis column in this issue one is left with a very valuable lesson on the play of this complex and intriguing game.

**OPERATION STALL-BARBAROSSA**

By Lenny Glenn

For the Soviet Player, the 1939 scenario is a situation characterized by a few basic facts: A) He cannot attack Germany until the Fall, 1941 turn; B) If the German player garrisons his minor allies: Rumania, Hungary, Finland, and Bulgaria, they are also invulnerable to Soviet attack until Fall, 1941; C) Germany will invariably be deeply involved in a Western Front campaign for at least three or four turns. Even an anti-communist alliance with the Western Powers to conduct a "Phony War" while the Germans invade Russia can't work. The Allies are not allowed to make a true, formal peace with Germany, so their armies in France represent a major threat that must be watched, and until the Allied position in France is eroded, the German cannot afford to invade the Soviet Union. The combination of these factors dictates Soviet strategy.

Assuming that the German garrisons his minor allies, the Soviet player's search for Basic Resource Points to meet the inevitable German invasion is canalized southward, toward Turkey. In Turkey, the Soviet player finds the combination of these factors dictates Soviet strategy.

For the Turkish invasion; two of the Soviet players are all "names" of considerable repute in the wargaming field having professionally published or assisted in the publication of a considerable number of wargames. Yet, your criticism should be tempered by the fact that it was a first attempt, and few of the players professed being well versed in the play of the game. Indeed, some extremely foolish moves were made by both sides, but getting burned is often the only way to learn not to play with fire. Regardless of what you

**THE GERMAN DILEMMA**

**ECONOMIC CAUSES, MILITARY CONSEQUENCES**

By Lee Euler

One can analyze the German position in *Third Reich* in terms of its advantages (central position, enormous force pool) and its disadvantages (inferior resources, weak Italian ally). However, in doing so, we soon come up against the fact that nothing inherent in the German position is decisive to the outcome of the game. This is because *Third Reich*, to an extraordinary degree, leaves everything up to the initiative of the individual player. The game gives the player a mere handful of limiting factors—his force pool and his economy are *donors*—and lets him carry the ball from there. This is appropriate to a game of grand strategy: Hitler, after all, didn't have a big rulebook in the sky telling him he couldn't have a new air force until the fourth turn. As grand strategist, he dictated his own moves, and planned his own rate of reinforcement. This is precisely what *Third Reich* asks the German player to do.

Thus, the German should realize that management of the economy is not just a kingly novelty grafted onto a conventional military game. It is central to his strategy. Decisions in one turn affect his ability to wage war for many turns in the future. For example, a brilliant but costly campaign early in the year can turn to bitter defeat later if the player's BRPs have evaporated in the process.

One must also bear in mind that the German, as the player with the initiative, must pay for offensive options which the Allied player can stop with no-cost attrition turns. Moreover, the forces needed to generate offensive momentum—aircraft and tanks—are both expensive and likely to suffer heavy losses. The Allied player can meet offensives with comparatively cheap infantry forces.

The BRP system is an elaborate feedback mechanism governing policy over a period of months and years. It is the player's strategic reserve. As a result, BRPs must be rationed out carefully, for maximum effect. To overcome the great odds against him, the German player must maximize his own economic position while forcing his enemies to spend themselves into oblivion. To an astonishing degree, campaigns are decided by who has the BRPs on the fourth turn of the year.

**PRECARIOUS POWER: ITALY**

By Albert A. Nofi

Playing Italy in *Third Reich* presents an interesting set of problems. Italy is considerably weaker than any of the other players in the game. Indeed, several of the neutral countries—namely Spain and Turkey—actually have larger ground combat forces available to them than does Italy at the beginning of the game. Even when the Italian force pool has been exploited to its fullest, and assuming no irreplaceable losses, Italy is still inferior in ground combat strength to what France has on the first turn of the game. But, of course, by that point it is assumed that France will have been thrown out of the game by Italy's Axis partner, Germany.

Italy is not merely an ally of Italy's in *Third Reich*, it is a necessary fuel of life. And, while the situation is not completely one-sided, it can be readily demonstrated that Italy needs German assistance far more often than Germany needs Italian assistance. But this is where an interesting situation seems to develop. Germany needs whole-hearted and complete Italian cooperation to strike in Southern France, thereby forming a left wing to the massive German forces which will smash into Northern and Eastern France on the game's second turn. In other words, take this, Germany can knock France out of the war quickly. Failure in this means that when the Allies begin to collect together enough strength to enable them to start looking for places to pick up, the Germans will be unable to spare resources to go to Italy's aid in the Mediterranean. So cooperation with Germany must be a cornerstone of Italian strategy, even in a game with separate victories.

The next important consideration in Italian strategy is the defense of Italy. Italy is the most vulnerable of the players, with several practicable landing beaches within easy reach of Rome. These must be held at all costs, necessitating a rather considerable garrison in Italy itself. Obviously, the necessity will severely hamper Italian offensive and defensive operations on virtually all fronts.

But there is a way in which the Italians can assume a moderately aggressive posture, while still conserving sufficient strength for the defense of Italy. This is the evacuation of Libya.

Usually, games of *Third Reich* result in a massive Axis commitment of forces to North Africa, with the conquest of Egypt and its occupation.
offensive option against Turkey costs the Soviet player $25 BRP and the occupation of the Soviet zones of East Europe costs an additional 10 BRP. The remaining ten BRP that the Soviets may expend on the first game turn must be used to build infantry units to support the Russian invasion should be added in the very next turn. Two Soviet air units should be based on Sevastopol to support an invasion at Samsun if the Turk hasn’t overwhelmingly garrisoned the beach there. If Turkey end up being seized and held by the Soviets, Ankara, and not the Turks, will fall swiftly. If not, Turkish resistance may drag out two or three turns. The Soviet player should carefully calculate the odds of an air-supported sea invasion at Samsun, to take account of the possibility of losing expensive and difficult-to-replace naval and air units in exchanges.

The Soviet Black Sea Strategy outlined here was the one I adopted going into our test game. But the failure of the German player to garrison his minor objectives once he has completed his first six turns of the game, sharply cut into his BRP capabilities for the year’s following. Of course, the player should not anticipate such German errors. Once burned, twice wise. Few Germans will fail to make the investment of half a dozen combat factors to bar the Russian from the Balkans and Finland.

The Soviet problem then is how seriously to take the German threat at various stages of the action, how to prepare for the expected invasion, and how to stymie it when it comes. On the first point, the Soviet player need not worry. A German invasion of the Motherland before the Fall of France is almost impossible. In many respects, however, such an invasion is strongly in the Soviet interest since as long as France and England are actively fighting on the Western Front the German cannot afford to throw the full weight of his resources into Russia. Thus, the goal of Soviet-American diplomacy should be to trigger a German withdrawal on the very first turn of the game from its popular Balkans. The Soviet player has nothing to gain from placing the German, and whenever possible should be direct to irritate him and draw him into an attack against Russia before France falls. Of course, if the German player has minor allies, the Soviet will be hard pressed to find ways to irritate Germany, but if the German fails to hold any of his allies, the Soviets should attack it immediately, both to seize the turf, and its BRPs, and to provoke the German to intervene. One possible Russian move would be to agree with the Allies to lure the Germans into Russia in exchange for a free Allied hand against Germany. This is a safe strategy. If the German buys it, invades Russia, while the Allies attack Italy and its colonies, the Allies will have the option of switching its immediate attack against the Soviet player in the Western Front, forcing Germany to pull forces out of Russia. Yet Russia and Germany will be engaged—indeed, in the second front of a two-front war. In any case, even if the Western Allies would like to betray the Russians, they simply cannot afford to lose a Soviet victory in the East until implausibly defeat: the sheer number of objective hexes in Russia overrun by the German would preclude an Allied win.

If the German is shrewd and sets out systematically to destroy the West, the Russian is in most respects helpless. Barred by German garrisons from invading the Balkans or Finland, the Italian player will have the option of entering the Balkans or siding with the Allies. The Italian player is most likely to side with the Allies, since the Balkans will continue to be invaded until the Italian player’s position becomes untenable. In this case, Italy will switch immediately to the Soviet player.

The Allied player will be faced with the problem of countering the German’s Allied aggression. The Allied player will have the option of entering the Balkans or siding with the Italian player. The Allied player is most likely to switch immediately to the Italian player, since the Balkans will continue to be invaded until the Italian player’s position becomes untenable. In this case, Italy will switch immediately to the Soviet player.
British to turn Malta over to the Italians, in exchange for Italian non-involvement in the fighting in France for one game-turn. Now, of course, this sort of deal was attractive. However, on the other hand it did have the disadvantage of tending to harm mutual Axis interests. Without Italian support it would have been impossible to overrun France as quickly as necessary for a rapid redeployment into other theaters. Yet, the deal was not binding beyond one game-turn; there was no way for the Allies to retrieve Malta should the Italian player later reneg. So, I accepted the offer. Needless to say, my Axis partner was extremely unappreciative. On this note, the game began.

Game Turn 1: (Fall 1939) While Germany overran Poland, Belgium and Luxembourg, the Italians stood down from offensive positions on the French frontier and transferred naval forces to Malta. By not involving myself in the fighting, I was able to conserve BRPs and thereby managed to build up my entire Force Pool, save for the additional naval unit. Meanwhile, the British took advantage of the Italian withdrawal to launch an invasion of Rumania. At this point, the French, by striking their Alpine frontier, were able to form a fairly solid line against the Germans and the Italians, having been agreed upon to one another. The Germans and the Italians, having been agreed upon to one another. The French, by striking their Alpine frontier, were able to form a fairly solid line against the Germans and the Italians, having been agreed upon to one another. The Germans, having been agreed upon to one another. 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Game Turn 2 (Winter 1939) This turn found the Germans still gathering in France, knocking back the Allies but suffering a steady loss of units. Meanwhile, the Italian Fleet, plus forces previously deployed to Albania, launched a combined land-sea invasion of Greece and overran the entire country save for one unit in Athens. At the end of this move, after replacing some minor losses suffered in Greece and developing their final naval unit, (thus achieving a full Force Pool) I began to redeploy to reinforce the German main thrust, with strong armistice reserves and the threat of possible Soviet counter offensives. The threat of losing armored units and the time consumed in extricating them wears down German morale and exhausts BRPs. If the Soviet has planned his first year and a half of moves well, he will have ample BRPs to spend replacing units lost to the Germans in such aggressive and risky action so Turkey, the Soviet Zone in Eastern Europe, and any German minor allies he may have seized become money in the bank for the Soviet player to expend stopping the German. A major commitment of man and air and armor should be made, however, unless the German extends an armored column too far and presents the Soviet with a fifty-fifty chance of inflicting heavy casualties. One or two such defeats in Russia and the German is through. The Soviet player should use behind the main sector of the German on guard against such a possibility. Weaker Soviet units should be used in the forefront: 1-3's and 2-3's with 3-3's and 2-3's in a second line of defense. Such a deployment facing the Germans with trouble in executing exploitation attacks and enables the Soviet to stay just a hex or two per turn. Since German invasions before Spring 1941 are unlikely, and since the game ends in Summer 1942, the Germans' chances of putting Russia out of the war are slim. However, their chances of seizing five of the Soviet's objective hexes: Riga, Lvov, Dnepropolis, Kharkov, and Smolensk are very good unless the Soviet player acts after the invasion.

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occupations of Rome itself, things looked dim for Italian survival. But it was not all that bad. While the German player continued his operations in the Balkans, he redeployed his land and combat units to cover Northern Italy. And then the Italian fleet began pulling in troops from Libya, Albania and Greece, accumulating a dozen points of ground combat strength in that fashion. This, added to the few troops still in Italy, the Italian air units, and the newly raised naval units were able to destroy a major British army and liberate Rome. Of course, this left minimal forces to contain the Greeks and hold Libya and Malta, while the Allies were stretched to the limit in Italy. The Allies, seeing the way the situation was developing, wisely abandoned one contingent to its fate, while evacuating the other. They attacked, throwing two groups of units into Greece, landing on Malta, and overrunning Libya. The Russians, meanwhile, leisurely acquired Bulgaria. In general this turn had not gone badly for the Axis. Although Malta and Libya had been lost, and although the situation in Greece was highly unsatisfactory, the Allies had been badly handled in their Italian adventure. Moreover, the Allies had stretched themselves to the limit and had reached the end of their resources. The situation, if not overwhelmingly favorable, might still turn out well for the Axis.

Game Turn 4 (Summer 1940): Having cleared the Allies from Italy itself, the Italians proceeded on two fronts. Air units were transferred to Germany to support the German drive on Paris, which succeeded in taking the city at great cost to the defenders, while Italian-German ground forces were transferred to Greece in hopes of improving the situation there. Meanwhile, the Allies had only minimal forces to reach the end of their resources. The situation, if not overwhelmingly favorable, might still turn out well for the Axis.

Game Turn 5 (Early 1941): This turn, and the three immediately following it, were more or less 'flat' periods in the game, corresponding historically to the periods of equilibrium which prevailed in Europe in 1940-1941, early 1942, early 1943 and early 1944. The Italians and Allies passed in the Mediterranean, East, Russia took Rumania and redeployed to Rumania after the Paris defeat. While all sides paused to rebuild and reorganize, it was possible to make a landing in the North Sea but only against either a very foolish German player or a very handful one who has suffered severe naval losses. A conservative German player should be able to protect both the North Sea and Norway for an entire Campaign Game with a minimum of force. The other major German error which has already been pointed out by his co-players is the completely inexcusable failure to garrison Finland and Rumania. For an investment of 6 infantry, a yearly allotment of 45 BRPs plus an addition to the German Force Pool of 32 infantry and 4 air forces could have been saved. And only 3 factors must come from the German initial forces, as an infantry or even a replacement unit can turn out to be of no use to the Germans after the combat phase of the Fall turn. While perhaps the initial oversight is excusable, standing by while the Russian captured an additional ally with each succeeding turn is not! Not when an investment of a single BRP and SR would have saved them! Although Germany's dependence on the Soviet Allies is not as important in the '39 Scenario as in the Campaign Game or later scenarios they are only needs 3 or 4 Russian objectives to win the war, and he should be able to bludgeon his way through to these. Optimum strategy is to head for the objectives in southern Russia, rather than toward Moscow. Pick up Riga early in the invasion, but don't press for Leningrad because it's invincible.

**Overall Commentary**

By Donald Greenwood

Even one playing of *Third Reich* is a great learning experience. Apparently, this statement holds true in this game because the commentaries on strategy included in this 'trial run release', are by and large, much more erudite than the play demonstrated in the game. Were these same players to attempt another game I'm sure the game would be quite different as a result of the experiences derived from the first turn. However, even though we are talking in terms of strategic misconceptions rather than tactical errors, their after-game comments are still open to considerable debate.

The German player seems to have lost in remarkable fashion not so much because he made mistakes, but because he made more costly errors than did his opponents. Nevertheless, he lost the game in a quite unsuitable manner so he is a logical place to start. His sudden downfall in early 1942 was not due to any colossal undertaking by the British but merely a logical and expected consequence of his own completely unrealistic defense. Had he merely placed a fleet in Wilhelmshaven with a token ground force the beach would have been impregnable. Although air raids could gradually reduce this fleet it couldn't be done in the same turn as an invasion and additional naval forces would be impossible lest the threatened area to maintain the shore defenses. It is possible to make a landing in the North Sea but only against either a very foolish German player or a very handful one who has suffered severe naval losses. A conservative German player should be able to protect both the North Sea and Norway for an entire Campaign Game with a minimum of force. The other major German error which has already been pointed out by his co-players is the completely inexcusable failure to garrison Finland and Rumania. For an investment of 6 infantry, a yearly allotment of 45 BRPs plus an addition to the German Force Pool of 32 infantry and 4 air forces could have been saved. And only 3 factors must come from the German initial forces, as an infantry or even a replacement unit can turn out to be of no use to the Germans after the combat phase of the Fall turn. While perhaps the initial oversight is excusable, standing by while the Russian captured an additional ally with each succeeding turn is not! Not when an investment of a single BRP and SR would have saved them! Although Germany's dependence on the Soviet Allies is not as important in the '39 Scenario as in the Campaign Game or later scenarios they are...
continued pledge not to attack France. The Italian player must be extremely wary of such offers because he does not know what those who would stab him. His forces are just large enough to make the all important difference at certain crucial points in the game. Once those points have passed and Axis strength is on the wane the Italian's feelings can be cast aside with impunity. Italy is nothing without a strong Germany as Mr. Nofi so correctly relates. So if Germany is denied a fast kill in France no amount of double talk will win the game for the Italians. A snubbed German certainly won't help you when it's too late for him to win the game, and without a strong Germany nothing much can be done.

The Russian player who benefited from the German mistakes in the Balkans is, nevertheless, subjective criticism. Instead of making a personal and personal his premise that invasion of Italy is a good idea. His rationale for the move is to gain BRPs, yet considering the time he will probably be able to hold it is actually detracting from his BRP possibilities by such a move. Assuming his opponents take two moves to gain 40 BRPs plus losses taken against the Turks. Turkey is worth only 30—so unless the invasion is successful by the 1940 Year/Start Sequence the Russian can expect a net loss of 10 BRPs by the time of which is the exact case. With an Italian turn has passed and Axis strength is on the wane enough to make the all important difference at certain crucial points in the game. Once those points have passed and Axis strength is on the wane the Italian's feelings can be cast aside with impunity. Italy is nothing without a strong Germany as Mr. Nofi so correctly relates. So if Germany is denied a fast kill in France no amount of double talk will win the game for the Italians. A snubbed German certainly won't help you when it's too late for him to win the game, and without a strong Germany nothing much can be done.

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One of the best features of 1776 are the mini-games whereby one can play an interesting and exciting game in a short period of time. This is a feature that certainly does not appear in enough games on the market today, as not everyone can devote an entire afternoon to a game all the time.

Greene's Southern Campaign Scenario (93) is one that I constantly play and enjoy. There are several thoughts and strategies that I would like to present concerning it. There are four main sections that should be presented. They are, a general overview of the scenario, the basic strategy of the British player, the basic strategy of the American player, and, finally, a modified victory condition. It would be best for the reader to set up the scenario before reading further.

Greene's campaign is the prelude to Yorktown which would take place a year later. The entire idea of his campaign was to keep the rebellion alive in the Deep South. The essence of the campaign is to establish the iron rule of England in the south and then move upon Virginia and Maryland. General Greene's campaign presented this from being accomplished.

The American strategy is one of a Fabian nature. It starts on the first turn when Greene sets up and can place, even then, Cornwallis on the heartland of the South. His discipline will throw his chance for victory away. It would be best to split his force between the main army, the Tory unit in Georgetown, and move it to Fort 96. Cornwallis has a twofold goal. He must protect his conquered territories plus move North and take Hillsboro. To do this, the best strategy is to destroy the enemy armies. Cornwallis has but five turns to do this in and the Americans have the last move. If a city is left uncovered to the American player all is lost.

Greene's forces can usually expect the American player to split his force between the main army covering Hillsboro and threatening Camden and Morgan's force(s) in the mountains to the west. Cornwallis should first convert the magazine in Camden and move it to Fort 96. Cornwallis should also convert the entire straking range of 3-18 with 1 supply unit, the Tory unit in Georgetown, the main army, the Camden force, plus the mounted Tory unit from Fort 96. This gives one a total striking force of two mounted units, two regular Tory units, and nine British regulars.

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THE GENERAL

A.H. Philosophy (Continued from Page 2) given into this first attempt in a big way to help promote simulation gaming with a showplace for all of its following. It is our hope that this hobby as well as promote greater mutual cooperation within the industry itself. Over 200 military minded manufacturers and groups were invited to participate in ORIGINS I. Most of the true wargame oriented concerns have responded with widespread support. We hope that in future years other companies will step forward to shoulder the burden of a national show in their geographic region on a rotating basis so at least several years. All of which goes to say that allers from all parts of the country will have been promoted in the fashion it deserves.

To attend a national con and the hobby game extravaganza of this sort again for simulation gaming with a showplace may well want to make a week of it and plan a vacation around ORIGINS I. There are a wealth of places of interest within easy driving distance of Baltimore. The nation's capitol is less than an hour away and offers such attractions as the Library of Congress, Smithsonian Institute, National Archives, the Pentagon, and even Watergate. Just a bit further in the opposite direction is Philadelphia; the Bi-Centennial city of Liberty Bell and Independence Hall. Historic battlefields abound within easy driving distance including Valley Forge, Gettysburg, Antietam, Appomattox, Harper's Ferry, Fredericksburg, Spottsylvania and Chancellorsville. The U.S. Naval Academy at Annapolis is a convenient stop on the way to seaside vacations in Atlantic City and Ocean City just 3 hours away. Richthofen's War fans might even want to visit Flying Circus Aerodrome in Bealeton, VA.

One need not go that far afield to be entertained however. Baltimore offers tours through the US Frigate Constellation and US Submarine Torsk, Fort McHenry and famous Pimlico Racetrack (home of the Preakness). Other local points of interest include the Shot Tower, Edgar Allan Poe's home, Washington Monument, Poe Ruth's birthplace, Walters Art Gallery, Peale Museum, Baltimore City Zoo, and Port Welcome cruises. Railroad buffs would enjoy touring the Camden Railroad station and the Streetcar Museum. And for the sports minded, major league baseball is available with our own Baltimore Orioles at home vs. the World Champion Oakland A's on July 19, 20 and 21st, vs. California on the 22nd and 23rd, and the Cleveland Indians on the 28th, 29th and 30th.

COMPETITIONS

The starting times for the various tournaments have been staggered to allow for their varying lengths and to allow losers in early rounds to enter later starting events. Involvement is the only way to enjoy a competition of this type so we hope you'll get into as many events as time will allow. A uniform hexagonal wall plaque has been designed for 1st place winners of all 16 events at ORIGINS I. Valued at $35.00, these plaques will serve as first place prizes for all events in addition to whatever else the sponsoring company donates to the prize pool. In addition, we hope to have medals for finalists in all events, courtesy of TAURUS, LTD. All events will be single elimination except those specified otherwise.

THINGS TO SEE & DO

Those of you traveling to Baltimore for the show may well want to make a week of it and plan a vacation around ORIGINS I. There are a wealth of places of interest within easy driving distance of Baltimore. The nation's capitol is less than an hour away and offers such attractions as the Library of Congress, Smithsonian Institute, National Archives, the Pentagon, and even Watergate. Just a bit further in the opposite direction is Philadelphia; the Bi-Centennial city of Liberty Bell and Independence Hall. Historic battlefields abound within easy driving distance including Valley Forge, Gettysburg, Antietam, Appomattox, Harper's Ferry, Fredericksburg, Spottsylvania and Chancellorsville. The U.S. Naval Academy at Annapolis is a convenient stop on the way to seaside vacations in Atlantic City and Ocean City just 3 hours away. Richthofen's War fans might even want to visit Flying Circus Aerodrome in Bealeton, VA.

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Snacks will be available for purchase in the Student Union and Cafeteria meals may be served at the dorms for an extra charge.

P.W.A.—AVAILON HILL 500 TOURNAMENT: The biggest prize money event at ORIGINS I will be the A.H. tournament co-sponsored by the Professional Wargamer's Association. Although the fees are the highest of any at ORIGINS I, discounts are available for PWA members. Those wishing to join P.W.A. may pre-register, sending Treasurer Allan Edsell a check for $4.00 (early dues) to his 2630 Forest View Dr., Antioch, TN address. Despite the entrance fee the ratio of average yield to fee expenditure is better for this tournament than any other at ORIGINS I. Over $500 in cash and games constitutes the prize pool of this event. Although the plaques for first place will be of considerable value, the winner will receive $100.00 cash. The runner-up will walk away with $50 while the 3rd and 4th place finishers will manage $35 and $25 respectively. 5th through 8th place will be good for $10 plus an A.H. game of their choice. 9th through 32nd place holders will win free Avalon Hill games.

Entrance will be both by pre-registration and open until 10 AM, July 26th up to a maximum of 128 entrants. Entrants may play any A.H. game they can agree on but the judges may adjudicate the winner anytime after the rules of this event. The prize pool is $2000 of games. Players must be pre-registered for the event. They may come prepared with a list of games they'll play but must adhere to the rules of the event. The 1st place winner will receive $100.00 cash. The runner-up will walk away with $50 while the 3rd and 4th place finishers will manage $35 and $25 respectively. 5th through 8th place will be good for $10 plus an A.H. game of their choice. 9th through 32nd place holders will win free Avalon Hill games.

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PANZER LEADER MACRO GAME: Sponsored by IGB, the Panzer Leader tournament is something everyone can participate in without monopolizing all his time. Play will be broken into 4 'fronts' which will begin at different times during the convention. Each front will be composed of a maximum of 24 boards, 24 Allied and 16 German players. Entrants will play 1 game and be given a point score for their performance based on objectives gained or held considering forces at their disposal. They are then free to participate as they wish in other events or can reenter the tournament at a different front and time and try to better their first score. Winners will be determined by point totals. Prizes will be given to top participants in each 'front' plus the overall winner for the con. Entrance is $1.00 per front. Be sure to specify time. Open and Pre-Registration.

WORLD IN THE EAST: The Barbarossa scenario of SPI's popular monster game of WWII on the Eastern Front. Entry is $3.00 per player or $9.00 for a 3 player team. The event will be officiated by AIHKS and consist of a single elimination but with a maximum of 4 games going on the opening day. Those who like Campaign Game, multi-player, subordinate commander games should enjoy this. Field is limited to 24 entrants; Pre-Registration only.

DUNGEONS & DRAGONS: The fantasy craze sweeping the midwest is co-sponsored by IGB and Tactical Studies Rules. To be run by either (or both) Brian Blume or Gary Gygax (creator of D&D). This event will be run similar to the PANZER MACRO games. Each trip into the "dungeon" will be limited to 15 individuals. The survivors of the group which claims the most booty will be considered the winners and each will receive a prize from TSR from their line of fine miniatures rulebooks. One individual from that group will be selected as the individual winner of the plaque. You may take as many trips as you wish. Fantasy gaming is something you really need to know a lot about. A good imagination will carry you through. A good event for beginners. Open & Pre-Registration.

FOOTBALL STRATEGY: Sponsored by Avalon Hill. A seeded event with a maximum field of 64 players with 1 hour rounds. Among the participants will be Thomas Shaw, designer of the game, and Rich Chodnicki and Don Greenwood, past winners of the Avalon Hill Football League Super Bowl. Prizes awarded to the top 4 places. Pre-Registration only.

BLUE & GRAY: A tournament utilizing all 4 games of SPI's new quad system: Shiloh, Antietam, Cemetery Hill, and Chickamauga. Play is in single elimination rounds of approximately 2 hours each. Officiated by AIHKS. Entry fee is $1.00. Both Open and Pre-Registration.

20th CENTURY TACTICAL SHOOTOUT: SPI's tactical trilogy: Sniper, Tank, and Patrol. Same characters as those described above for Blue & Gray.

SPI NAPOLEONICS: Napoleonic era event utilizes SPI's popular Borodino game along with Austerlitz and Napoleon at Waterloo. Same particulars as for Blue & Gray.

WOODEN SHIPS & IRON MEN: A naval tournament utilizing 2-4 ships per player in single elimination, one hour rounds. Play is quick and simple in this excellent game by Battline Publications utilizing simultaneous movement. Entry fee is $1.00 with both Open and Pre-Registration. A $50 1st prize supplements the customary plaque offering.

IMPERIALISM: Flying Buffalo, Inc. will conduct a tournament in IMPERIALISM, the game of fleets and armies, colonization and exploration, pirates, storms and sudden changes of fortune. This game simulates the age of sail when heroes would discover new worlds, and exploit them for the benefit of the homeland. A multi-player game, as many rounds will be played as necessary to determine a winner. The champion gets free game besides the 1st place plaque while finalists get an official Flying Buffalo T-Shirt. Entry fee is $3.00. Open & Pre-Registration.

ARMOR MINIATURES: This event is sponsored by IGB and run by the JHU Historical Simulation Society. Entry will be by pre-registration only and be limited to 16 three man teams. The first round will be single elimination and split into two starting times with heats beginning at 1 and 5 PM Saturday. Winners will advance to the second round to be held at 9 PM. The winners of this round will battle for the championship in the final round Sunday morning at 10 AM. Entry fee $2.00 per individual or $6.00 per team. Be sure to indicate which starting time you wish on the pre-registration form.

ORIGINS OF WWII: Sponsored by IGB in honor of Origins I. Actually, a good game for a tournament as it is multi-player and can be played in 1 hour rounds. Scoring will depend on number of entrants. If 19 or less, it will use the point system described in Vol. 11, No. 4 of the GENERAL. If 20 or more, it will be single elimination with winners advancing into a game of all winners. Side determined by lot. $1.00 fee. Open and Pre-Registration.

DIPLOMACY: Sponsored by Games Research, Inc. The multi-player classic game of all time. Open and Pre-Registration limited to 49 entrants. Top 7 finishers will advance to final game. Diplomacy games to 2nd and 3rd place finishers. Like all events with Open Registration, Diplomacy will accept entrants until the maximum field is full or until the tournament begins.

DIORMAS: Judged by Jay Hadley of the Military Figures Collector's Association. Fee is $1.00 and the event is open to registration throughout the show. Actually not a diorama contest, judging will be on the basis of presentation of the best miniature army.

This completes the list of competitions scheduled for ORIGINS I. In addition, there will be open gaming, videotape, miniatures, and computer game demonstrations plus a series of WWII movies to fill any vacant hours. We also hope to have shows put on by the 5th MD Light Infantry and the Maryland Medieval Mercenarry Militia on the college grounds. These tentative demonstrations will feature authentic costumes and weapons of various periods in history.

DEALERS

Although more dealers will probably be added between now and the Convention the following list includes all those who have paid the necessary fees and should be in attendance: Game Designer's Workshop, Conflict Games, A.H., S.P.I., Lou Zocchi Games, Wonderful World of Games, Battline Publications, Taurus Ltd., ISTC and Attack Wargaming Association, Flying Buffalo, Inc., Rand and Stats-Pro. Among those who've indicated they'll be in attendance but have not yet finalized financial arrangements are SDC, GHO and JagdPanther Publications. In addition, there will be a Combined Exhibit booth where products of those unable to attend will be available for sale.

DIRECTIONS

Those arriving by plane should take the limousine service from the airport to 101 W. Fayette St., walk to Baltimore St. and from there a taxi or Bus No. 11 to John Hopkins. Greyhound Bus travelers should take Bus No. 10 to 29th St. while those arriving on Continental should go to Baltimore St. where they'll board Bus No. 11 to JHU. Train passengers should also board Bus No. 11 on North Charles St. which passes JHU.

That about sums up the convention rundown. We hope to see you in attendance if you can possibly make it. Those playing in the SPI, PWA-AM 500, Battle Line, and Football Strategy events should bring their own games.

SERIES REPLAY Continued from Page 20

is a nullity and we should congratulate Mr. Isby for taking advantage of the situation as it was offered to him.

In all, this game was played only moderately well. The best players or at least those most accustomed to the game system, were cast in the role of the Allies which is unfortunate. The Axis, especially the German player, is working on a strict time schedule. One missed move may never get a chance to be made up. Therefore, the Axis side should generally be played by the more competent players at least until a considerable degree of proficiency has been reached.

Cast of Characters:

<table>
<thead>
<tr>
<th>Country</th>
<th>Character</th>
<th>Judge</th>
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</thead>
<tbody>
<tr>
<td>Germany</td>
<td>Lee Euler</td>
<td>Donald Greenwood</td>
</tr>
<tr>
<td>Italy</td>
<td>Al Nolfi</td>
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<tr>
<td>Britain</td>
<td>Dave Isby</td>
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<tr>
<td>France</td>
<td>John Prados</td>
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<td>Soviet Union</td>
<td>Lenny Glynn</td>
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The General
Dear Editor,

I am quite impressed with Larry McAmory's "Piecing it Together" article. Larry McAmory's article is most helpful, in my opinion, three outstanding features: 1) a helpful, detailed unit analysis, 2) reader participation, and 3) delightful! The unit-by-unit consideration has augmented my understanding of the Panzerblitz game and has made me a better opponent. Most helpful were Larry's comments on how specific units may be used in combination to increase their effectiveness. Being more a veteran of games like Stalingrad and Bulge, I had never really contemplated the manifold intricacies of Panzerblitz.

After reading half way into Larry's analysis, I began to actively participate with my comments. Before reading his ideas, I would examine the unit figures, take my own judgments, and then compare notes. By the time I'd finished the article, I felt a subtle connection with the author and his ideas.

And finally, Larry's wit kept the writer always alive to the usual "natural" humor. I hope you will keep us all with us.

Larry McAmory

Dear Mr. Beckman, Nov. - Dec. letter analysing the D-Day beach defenses presented in the May

June issue, speaks directly to several points. His approach against my Britannia defense is marginally superior to Greenwood's in his paratrooper plan of attack. Before reading Lieutenant Colonel Greenwood's article, I would prefer Beekman's Normandy attack against the Sicinago defense, but I think even Greenwood's defense has a better chance to win against the Sicinago defense, and certainly better than the Beekman Biscay attack. This Biscay attack fails more than 50% of the time, whereas in exchange, Sinoguns' 3-4-3 in Nantes immediately counterattacks Beekman's Biscay with a 33% chance to wipe the Allied invasion. Greenwood's Biscay attack is marginally better, succeeding exactly 50% of the time.

But Greenwood's Calais attack has a 55% chance to permanently capture either Calais or Boulogne, and even if every other Allied invasion attack failed, this would probably foreclose German chances to handle the 2nd invasion, especially with pre-invasion SAC. Thus Greenwood's Calais attack is considerably better than 55%, but I think a Normandy attack is even better, as it was historically. The Allies have a 100% chance to hold Calais, especially if French troops are not massed, and although the Biscay landing is by no means fatal to German chances as Calais and Boulogne, it certainly wouldn't hold our beachhead in the same way that it could in Nantes immediately counterattacks Beekman's Biscay with a 33% chance to wipe the Allied invasion. Greenwood's Biscay attack is marginally better, succeeding exactly 50% of the time.

German defense which minimizes the prospect of a sudden win through luck alone is preferable because it will result in a game determined largely by the balance of ideas. Even the DRK players of equal ability, a defense similar to mine will maximize the influence of the Germany's powerful German chances toward at least a 50-50 chance to win. To put it another way, the player with the inherent disadvantage should always try to make the game as simple as possible for the man who plays the best game is more likely to win. And that is why D-Day is a great classic game. If anyone wants to know how to make "the wrong move at the right time."

David Roberts
Houlton, Maine

Letters to the Editor...
ALEXANDER THE GREAT:

Q. Darius is in a hex with a Class B unit which is not facing an enemy. Can he fire on the Class B unit?

A. No.

Q. If a phalanger attacks a cavalry unit, what is the outcome?

A. The phalanger is destroyed.

Q. If a phalanger moves into a hex occupied by an enemy phalanger, what happens?

A. The units are destroyed.

Q. If a phalanger moves into a hex occupied by an enemy phalanx, what happens?

A. The units are destroyed.

Q. If a phalanger moves into a hex occupied by an enemy phalanx, what happens?

A. The units are destroyed.

FRANCE 1940

Q. Suppose a German 7-6 attacks a British 6-3, in which the German 7-6 holds with only one Close Support Aircraft element, Does the German get the benefit of the -2 against both hexes?

A. Yes.

Q. If an Allied unit in a fortification attacks an adjacent German unit with a CA result, does the Allied unit get the benefit of the fort while defending?

A. No.

Q. Do Air Landing units need supplies to attack and move at full strength?

A. No.

Q. Not on the first turn of use; yes thereafter.

MIDWAY

Q. Can an Allied attack be made from the shore?

A. Yes.

Q. Can the Japanese abort a raid on Midway after seeing U.S. fighter cover?

A. No.

Q. What happens if a player has no forces entering the square where the combatants are held in combat?

A. They enter the battle from the last row of rectangles.

Q. Same as above.

AFRIKA KORPS:

Q. If a German unit moves into a hex occupied by an enemy unit, can the enemy unit be destroyed?

A. Yes.

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Infiltrator’s Report

The picture below might well be labelled “always a bridesmaid—never a bride.” In truth, however, it’s perennial Super Bowl loser (and designer of Football Strategy) Tom Shaw congratulating Rich Chodnicki for his victory in the Avalon Hill Football League Super Bowl II. Chodnicki, whose Atlanta Falcon franchise finished the regular season with only a 3-5 record came from behind to culminate a playoff sweep with a 27-20 besting of Shaw’s Colts. It marked the 2nd straight year Shaw dropped the $100 game in the closing minutes, despite finishing with the league’s best regular season record (13-1). Many of the league’s 26 players will be participating in the ORIGINS single elimination tournament including both Shaw and Chodnicki.

In the meantime, action continues at the I.G.B. gameroom where the Basketball Strategy League is going strong with 10 teams utilizing a common player draft of NBA stars. The next wargaming tournament is an Anzio Panzerblitz event scheduled for May 3rd. All interested in friendly competition on Saturdays should make plans to attend the gameroom at 1501 Guilford Ave. in Baltimore.

When we request that gamers send a stamped, self-addressed envelope with their questions we do so for a reason. Namely, after paying an individual to answer your question (which more often than not is answered in the rules anyway) we feel that you should be willing to pay the postage both ways. While this seems insignificant on the surface, postage costs quickly mount up when you answer hundreds of such letters every week. Therefore, we must request your indulgence in returning any requested questions. This means don’t send questions in our postage paid envelopes or expect them to be enclosed in orders. The people who work in the mail order department don’t know how to play the games—they can’t answer your questions. They must be forwarded to the proper designer for answers and by that time your order has long since left. In addition, it would help greatly if you question were phrased in a “yes” or “no” format. This often means including a diagram where appropriate as our designers don’t have the time to set up virtually hundreds of situations by grid-coordinates. Lastly, if you want faster service be sure to mention that you are a GENERAL subscriber, as GENERAL readers get preference over non-subscribers.

Our agent in Hollywood, Mark Saha, reports fresh from a recent Guild screening that The Great Waldo Pepper looks better than Redford. There are no “always a bridesmaid—never a bride.” In truth, however, it’s perennial Super Bowl loser (and designer of Football Strategy) Tom Shaw congratulating Rich Chodnicki for his victory in the Avalon Hill Football League Super Bowl II. Chodnicki, whose Atlanta Falcon franchise finished the regular season with only a 3-5 record came from behind to culminate a playoff sweep with a 27-20 besting of Shaw’s Colts. It marked the 2nd straight year Shaw dropped the $100 game in the closing minutes, despite finishing with the league’s best regular season record (13-1). Many of the league’s 26 players will be participating in the ORIGINS single elimination tournament including both Shaw and Chodnicki.

Due to the immense amount of paper work caused by our last “Collector’s Item” sale, we must ask that you send in the required amount for the game immediately, rather than just stating that you’re interested in it. The latter system necessitated a lot of letter writing on our part and caused problems when people changed their minds and we had to hold new drawings for a back-up winner. The first paid bid for a game gets the game. Be sure to add a postage coupon to cover postage. After the games are gone, we will refund late bids with credit slips good towards the purchase of other Avalon Hill merchandise. These credit slips will not be refundable for cash so bid for these games only if you are genuinely interested.

Address your order to the attention of Chrissy Shaw—“discontinued game bid.”