The AVALON HILL GENERAL
The Game Players Magazine

The AVALON HILL GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill games of strategy. Historical articles are included only if they provide useful background information on current Avalon Hill titles. The GENERAL is published by Avalon Hill Company for the dual purpose of preserving the living history of the serious game aficionado, in the hopes of improving the game player's proficiency of play, and providing services not otherwise available to the Avalon Hill game BufF.

Publication is bi-monthly with mailings made to the end of February, April, June, August, October, and December. All editorial and general mail should be sent to the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, Md. 21214. One year subscriptions are $7.50. Trial subscriptions of 4 issues for $6.00 are available. A two year subscription is only $12.00. Send checks or money orders only. Non-resident of Maryland. All subscriptions sent via bulk permit. All first and 2nd class delivery must be pre-transferred with the subscription department in addition to rate. Address changes must be submitted to the subscription department 6 weeks in advance to guarantee delivery. No past advertising of any type is included in the subscription, and therefore the subscription rate remains firm. The mailing of a new magazine is included in the subscription, and general reading is primarily printed free of charge and is solicited. Articles from subscribers are considered for publication as the discretion of our editorial staff. Articles should be typewritten, double-spaced, and include the return of original. There is no limit to word length. Accompanying examples and diagrams should be neatly done in black or red ink. Photographs should have caption and credited line written on back. In all cases, articles will be returned whenever possible. In any and all cases, Avalon Hill accepts no responsibility for unsolicited material. Authors of published material articles which receive favorable response from the readers will be remunerated with free merchandise of their choice.

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GRAPHICS: Jim Hamilton, Randall Reed, Scott Moore, Elaine Atkins, Bob Haynes
Cover by Jim Hamilton
CONSULTING EDITOR: Thomas N. Shaw
CARDCONVERTOR: T. Snelia, S. Harduck

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Articles for Publication: Letters to the Editor; Requests for Brochures; and Readers Response Page submissions. Editorial Dept. - Donald Greenwood

Photograph Credits: Photo Film, Avalon, California
Typoetting: Colonial Composition
Printing: Heineen/Prime Office Services, Inc.
ENGLISH AGENT: Michael Herard, 645 High Road, N. Fechley, London, Great Britain

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The AVALON HILL Game Company
4517 Harford Road, Baltimore, Md. 21214

AVALON HILL Philosophy Part 49

The past year has been an eventful one with many changes initiated in many games which machine-gun fashion. We trust you'll bear with us as we retrace, refrain from new proposals, and generally try to solidify what we've already done. What follows may prove old hat to many of you but it will serve to bring us up to date on the various efforts initiated thus far and to get a reading on your reactions to these programs.

A.R.E.A.

The Avalon Reliability, Experience, and Ability Rating system announced in Vol. 11, No. 5 is off and running with approximately 700 members. This total was disappointing but we decided to run the service anyway and give it a chance to grow. All registered members should be in receipt of the required materials by now and doubtless many rated matches are currently underway. If the system catches on we may go ahead and sponsor PBM tournaments and "Top 20" lists of gamers in the GENERAL based on their A.R.E.A. Stamps. So remember to fill in the Registration card to register your votes on this matter.

GENERAL MISCELLANY

You don't need to be told that we've been having trouble getting the GENERAL out on time. Each late issue makes it increasingly difficult to get the next one done on schedule. We haven't been making any headway in solving this problem and have finally given up the ghost and switched to an announced mailing date of the end of every second month. This means we've lost a month but hopefully gives us a schedule we can adhere to. If we can beat the postal rates have also forced us to switch over to a bulk rate mailing system as opposed to our old 2 page index stock used in the past. We've decided to run the service anyway and give it a try, based on various computer printouts and they can pick up on your reactions to these programs.

We are considering allowing paid advertising in the GENERAL. We've always rejected this in the past because it takes valuable space from the game we felt most readers were interested in seeing devoted to subject matter. Also under consideration is a change to a permanent four page colored lightweight insert such as in this issue as opposed to the old 2 page index stock used in the Volume 10 and 11 series. It had been thought that the latter was better for printing various counters which appear occasionally in the magazine but indications are that many readers who utilize these counters remount them on sturdier backing anyway. Again, your chance to influence these decisions awaits you in the Reader's Response card.

Many enthusiasts have wondered why, with the reissue of ANZIO and TACTICS II, we don't reissue PBM kits on these games. The answer is simple—there's no money in it. With the increased cost of paper, printing, postage and labor it simply costs us more to sell one than we charge for it. But again, we've requested your opinion on the Reader's Response to see if sufficient interest is there to warrant our providing this service.

ORIGINS

Interest continues to grow in the national wargaming convention here on July 25th—27th. Many new dealers have been added to the list of those attending originally announced in Vol. 11, No. 6. They include: Imperial Games, CONSID (computer sci-fi), Hausman Associates (for Hippocrene Books), Panzerchiffes, Alnacro, Polk's Hobbies, Conquest Games, C.-C., Battle Flag, and the C.H. Johnson Co. Pre-registrants will be notified from us until they arrive at the Registration Desk where their names will be properly listed on various computer printouts and they can pick up their convention programs, badges, etc. JHU will confirm room reservations, however. The 65 double rooms and 46.5 singles cannot be reserved any earlier than 64 weeks prior to the convention and will be reserved on a first come, first served basis. If the room or the parking lot fills up, the JHU staff will reissue the Registration forms. The registration form in Vol. 11, No. 6 listed prices for two days only. Parking will not be available on campus lots until after 5 PM Friday so those arriving for 4 PM registration must park off-campus. A map of the campus area has been printed in this issue to familiarize convention attendees with the area beforehand.

GAMES '75

Work on new releases for 1975 has been slowed appreciably by the enormous amount of work we've had to put into ORIGINS I. If the truth be known, the convention has probably cost us a fifth title for fall release. However, we are proceeding with an Ancient game based on the Roman Legion from Caesar to Vespasianus. It will be a strategic game borrowing heavily from the 1776 game system but requiring not nearly as much time to play. A fourth game, yet untitled, based on sailing ships of the late 18th and early 19th century will be our last mail order item for the coming year. All of which leaves us totally unprepared for the coming year. Those already belonging to the Elite Club are not affected but those who missed out on the deal last year are still seeking admission. We won't make the deal as attractive this year as we did for the introductory offer in 1974. It will probably amount to qualifying for the Elite Club lifetime 5% discount on mail order only games plus free postage in return for purchasing all four new titles. Again, a question to determine your interest has been provided on the Reader's Response card.

Vol. 11, No. 6 bounced back with a pretty good showing on a 2.88 rating—good enough to be the sixth best effort in the last two years. We think the Vol. 12 series will be a considerable improvement due to some outstanding contributions by various members of our literary staff. The Best Article ratings of the first 200 random readers were good enough to earn Sleeping Beauty a Best Article rating.

A.H. PHILOSOPHY . . . . Continued on Page 15
Those wargamers who have had the fortunate experience of playing 1776 will have undoubtedly noticed that it is a unique game. The 1776 game system introduces many innovations and represents a sound advance in the art of wargame design. The Campaign Simulation Game is quite an experience and has the potential of becoming one of the classics.

1776 succeeds very well as a simulation of the Revolutionary War. The War for Independence was essentially a guerrilla war. Players that lose sight of this will find the game rough going. British play is characterized by deliberate subjugation of a region and the reduction of the American ability to create troops. The American player must necessarily avoid major combat while attempting to hold on to as much area as he can.

1776 is an excellent blend of strategy and tactics. A well conceived and flexible strategic plan is essential in this game. The game mechanics allow considerable room for gamesmanship between the two opponents. The nature of combat creates a tactical flavor during many engagements. There is a lot of room for the "feel" and personality of the players in 1776.

There is a tendency after playing a new game once to start analyzing who holds the advantage and how to win. Most of the people I know seem to feel that the British have a decided edge in the Campaign Simulation Game. They seem to trip over their muskets in their haste to sit down on the British side of the board. There is a myth that the "Americans don't stand a chance". This just isn't so. The British possibly have an advantage the first couple of times that the game is played between inexperienced players. After that, however, the game is about even with the Americans possibly holding a slight edge.

The following pages will be devoted to analyzing and playing 1776. The emphasis will be placed on playing and winning with the Americans. This will include the development and implementation of a sound American strategic plan.

Analysis of the victory conditions shows that the British must virtually conquer the entire board. Examining the starting positions reveals that the Redcoats control only Boston. Clearly, the basic British strategy will be the expansion of control from the coastal ports to whole areas of the colonies. American strategy, in fundamental terms, becomes one of containing British expansion while minimizing the risk to the small Continental Army forces. This sounds easy enough but it is a bit more difficult to accomplish.

Since 1776 is essentially a guerrilla warfare game, there are no rigid front lines. Actions usually center around major forces contesting a strategic town hex. There are likely to be several of these actions going on simultaneously at different places on the board. There may be some fluid fronts in areas more or less controlled by both players. Many of the strategies used in other games will not apply here. Players will have to develop new ones.

**TERRAIN**

An elementary knowledge of early American geography should suffice for appreciating the sound simulation of the terrain and scope of the playing board. The entire East edge borders on the sea and the majority of the interior is mountainous. The British have the capability to transport large numbers of troops up and down the coast and even along some of the larger rivers. Key coastal cities such as New York, Philadelphia, Norfolk and Charleston are particularly vulnerable from the sea. The American Army usually finds itself in a defensive posture between the coast and the interior. Time-distance factors prevent any rapid overland deployment of troops. Thus, the American player must allocate his forces carefully and retain as much mobility as possible. He should always leave open the option of withdrawing into the interior if the going gets too rough.

The board is divided into four areas, each containing 5 or 6 strategic towns. Much of the game centers around controlling these towns and particularly the entire area.

New England is the most valuable area to the Americans but is also the most difficult to defend. This is because all of the strategic towns, except perhaps Norwich, are easily accessible to the British, American forces there are vulnerable to naval landings and a flanking move along the Hudson Valley. The relative proximity of the strategic towns makes New England easy for the British to defend once captured.

The Middle States are the second most valuable area in terms of troop production. This area is really the key to the game. Possession of the Middle States should leave the British player in an excellent strategic position. Interestingly enough, the Middle States are also the most difficult area for the British to capture and hold. This area has the roughest overall terrain and the strategic towns are well dispersed. This makes it very difficult for the British to drive on all of the strategic towns simultaneously. The enemy columns normally are not mutually supporting. The American forces can use their superior mobility to maneuver between towns and will likely keep one or two of them free of British control.

The South Central area is usually a rear area for the Americans, and a good source of troops and supplies. The key town is Alexandria. The American north-south line of communications passes through here. Curiously enough, few British players launch major drives in this area, particularly during the first year. American forces can converge on Virginia from the Middle States and the Carolinas in the event of a British drive in the South Central area.

The Deep South can be a tough area for the British. It is a long way from the main front and is not extremely valuable to the Americans. There is a lot of territory to cover and a large number of gritty American militia to fight. The British may well be content to grab Charleston. The Americans should concentrate on holding Hillsboro and moving newly created forces northward.

**ORDER OF BATTLE**

The American player is likely to feel that he got the short end of the order of battle in this game. The chart below shows the approximate number of available forces during the first year. These figures represent the probable number of factors available but do not include estimated losses.

1776—AMERICAN STYLE
by Robert Beyma
The above chart assumes British control of New England by the end of September. Militia is of only marginal value in an area in which no significant action is taking place. The British forces are easily concentrated while some of the Americans are spread out and must be assembled. Also, winter reduction hits the Americans hard at the end of the year. The British should significantly outnumber the Americans from about mid 1776 until the French arrive. The Americans just have to live with this. Actually, this is typical of a guerrilla war, The British receive steady reinforcements but these originate in a very important aspect of 1776. The strategy of optimizing American allocation, their placement, and their movement to the front is a significant improvement over the British, which can be done to counter the Tories. Militia units are expendable to the British so he may not hesitate to attack you. There are several things which can be done to counter the Tories. Militia should "escort" American regulars to absorb casualties. A supply unit should accompany the American reserve force. The Tories will almost always be unsupplied. This will, in effect, double your force. If your forces are small, they should be accumulated until enough can move out in safety. At times the American supply line can seem like nothing more than a Uboat infested Atlantic. These tactics are applicable any time that small forces are moving around in the rear. When the British enter an area the emphasis shifts to contesting British control of the area. The higher numbers of Rebel Militia can be thrown into the battle to attrite the British regulars. This is a particularly good tactic during the last turn of a quarter as militia are easily replaced during the interphase. This is one reason why a British player may be reluctant to enter unless he plans to conquer the entire area. There is another school of thought on this subject. Some British players take selected ports, such as Norfolk and Charleston, without pursuing further operations in those areas. The objective is to reduce CA and supply allocations and to maintain a base of operations. The tradeoff is the high Rebel to Tory Militia ratio. The Americans should strive to keep the numbers with militia if possible. The British will have to maintain a sizable garrison to prevent attrition. Positioning of units at the end of a quarter is important. Placement of a CA factor could change your allocation for the upcoming interphase. Good positioning at the end of December will minimize reduction losses. If redistribution of some militia in an area is desired, they can be moved out of the area. When the militias are reallocated they can then be brought back into play where desired. If the British control an area the minimum rebel allocation, which will be moving back into the area. Although no more troops can be brought on in this area, these militia factors may remain.

Assembling American troops from all over the Colonies quickly and with minimum losses is essential to the war effort. I refer to this whole operation as the American supply line. Normally, the supply line runs from the Carolinas through the South Central area and up into New York or Albany. The two biggest threats to this supply line are British naval movements and the Tory Militia. The naval threat can be minimized by staying a safe distance inland. It is helpful to have control of the Alexandria-Baltimore region. The Tory Militia tends to be the strongest in the areas through which your supply line passes. Nothing is more discouraging than to have a fresh group of reinforcements bushwacked by a roving band of Tories. Tory Militia units are expendable to the British so he may not hesitate to attack you. There are several things which can be done to counter the Tories. Militia should "escort" American regulars to absorb casualties. A supply unit should accompany the American reserve force. The Tories will almost always be unsupplied. This will, in effect, double your force. If your forces are small, they should be accumulated until enough can move out in safety. At times the American supply line can seem like nothing more than a Uboat infested Atlantic. These tactics are applicable any time that small forces are moving around in the rear. When the British enter an area the emphasis shifts to contesting British control of the area. The higher numbers of Rebel Militia can be thrown into the battle to attrite the British regulars. This is a particularly good tactic during the last turn of a quarter as militia are easily replaced during the interphase. This is one reason why a British player may be reluctant to enter unless he plans to conquer the entire area. There is another school of thought on this subject. Some British players take selected ports, such as Norfolk and Charleston, without pursuing further operations in those areas. The objective is to reduce CA and supply allocations and to maintain a base of operations. The tradeoff is the high Rebel to Tory Militia ratio. The Americans should strive to keep the numbers with militia if possible. The British will have to maintain a sizable garrison to prevent attrition. Positioning of units at the end of a quarter is important. Placement of a CA factor could change your allocation for the upcoming interphase. Good positioning at the end of December will minimize reduction losses. If redistribution of some militia in an area is desired, they can be moved out of the area. When the militias are reallocated they can then be brought back into play where desired. If the British control an area the minimum rebel allocation, which will be moving back into the area. Although no more troops can be brought on in this area, these militia factors may remain.

The strategy of optimizing American allocation, their placement, and their movement to the front is a very important aspect of 1776. The first step, of course, is to keep open as many areas as possible for the quarterly interphase. It should be noted that having but one open strategic town is sufficient to get most of your allocations for an area. Often times the American player is one who seeks a strategic town and reopens an area just before an interphase. The recapturing force can then be immediately reinforced and will constitute a major threat to the British in that area. Note that the British cannot control New England with the Middle States unless they conquer both Montreal and Quebec. Players should study the area status chart carefully. Many times this chart will have a significant effect on strategy, particularly just before an interphase. Several important observations concerning this chart are noted below. Continental Army allocations are at a maximum only when the British do not control any strategic towns in an area. If the British control some towns it is a good idea to have at least one CA factor in the area. The Rebel Militia allocations increase rather sharply when the British move into an area. The Tory Militia allocations drop off when the British enter an area. This results in a somewhat ironic situation for the British but a beneficial one for the Americans. The ratio of Rebel Militia to Tories is at a maximum when the British are attempting to seize control of an area.

Placing American allocations is one of the "little details" of the game that demands attention. Two important points to keep in mind during placement are:
1. the British move next, and
2. the Tories are placing after you.
Whenever possible the American player should avoid placing units where they can be attacked at all good odds. Remember that you may place units within one hex of any uncontrolled strategic town.

**CA REGULARS**

The Continental Army Regulars are the backbone of the American army. They constitute the bulk of what I refer to as the main forces. Large CA forces will be found in nearly all of the major battles fought during the war. Strategy will be greatly influenced by the number of available CA factors.

Creation of new regular troops depends on area status. Unlike rebel militia they can be accumulated from quarter to quarter. The American player should strive to build up and maintain a strong regular force. Be careful not to prematurely commit a major CA force against a superior British army early in the war. Typically, one major force up north will be watching the British while another one is assembling further south. Winter reduction will keep the Continental Army from getting too large but good play should enable the American player to field a good size army by spring.
THE GENERAL

The regulars should always attempt to join up with militia before a battle. This will enable the militia to fight on even terms and will allow the casualties to be taken by the militia. If the Americans hold the area the militia can be easily replaced. Normally, you should leave at least one factor of regulars in each area to assist the militia.

REBEL MILITIA

The Rebel Militia is extremely valuable to the Americans. It might be said that they provide a lot of the American muscle in this game. Add a regular factor to a stack of militia and they essentially become as effective as regulars. Although not normally capable of forming large stacks, they can substantially beef up a force of regulars. The patriotic Rebel Militia generate their greatest strengths when their area is invaded by the British.

The chief advantage of militia lies in their capability to "regenerate" themselves each quarter. This in a sense makes them expendable, particularly on the last turn of a quarter. militia can be lost all day without lowering allocated strength. This is why the tactics of having militia stack with CA regulars to absorb casualties is so useful. Another prime use of militia is delaying actions. One entrenched militia factor on a key hex can delay an entire British column for a turn. They can be similarly used to screen towns or a main force. Small groups of militia, particularly when accompanied by a CA regular and a supply unit, constitute a good raiding force. Other uses include escorting regulars and supplies along the supply line and garrisoning ports. Militia may move into other areas and there will always be a need for more of them in a "hot" area.

TORY MILITIA

Unlike their rebel counterparts, the Tories do not play a major role in the game. They are employed in a similar manner to the Rebel Militia but are not needed as often. They are rarely more than an auxiliary to the British. In fact the Tory strength in an area declines when the British enter. Their greatest threat is to small groups in American troops moving around in the rear. Remember that the Tories are as expendable to the British as the Rebel Militia is to you.

Spreading Up the British:

The Americans can get some use out of bateau. They are very useful in threatening Montreal and Quebec from the Lakes region. They can act as ferries at such places as OO-30 to PP-31 and XX-37 to XX-38. A bateau may be built on a hex by a supply unit or a magazine that doesn't perform any other function during that turn. The American magazine at Montreal could break down into a supply unit and three bateau counters. Bateau can always be destroyed if in danger of being captured.

SPECIAL RULES

The following section will examine four major rule subsystems. These are the Combat System, Seapower, Winter rules and French Intervention. Each of these will be discussed in some detail and integrated into the American strategy.

COMBAT SYSTEM

The Combat System is the most intriguing innovation of 1776. The Tactial Results Matrix, multiple combat and the unique Combat Results Table add immeasurably to the game. Battles can have a far greater variety of outcomes than in other games. This is largely due to the Tactial Results Matrix and multiple combat. Few battles can be taken for granted. The structure of the CRT results in relatively light losses at low odds. Decisive combat usually takes several rounds. On many occasions the battle will be broken off before decisive combat can occur.

The Tactical Results Matrix provides a chance to outguess your opponent and get an "edge" in the upcoming roll. It provides for a little psychological confrontation with your opponent such as in Football Strategy. The TRM has its risky plays and its percentage ones. The game or battle situation should determine to a large extent how much of a risk one is willing to take.

The Withdrawal card is a key selection. It can allow a weaker force to disengage from a battle. Unfortunately, the success of this play depends on your opponent not expecting a withdrawal. The consequences of an unsuccessful withdrawal are pretty grim. A Withdrawal card is normally played by someone who is losing a battle or finds himself in a battle that he does not really want to fight. This usually applies to the American player. Many times the American strategy is to avoid combat if possible. The timing of a withdrawal attempt is very important. An opponent that is expecting a withdrawal is likely to be playing a lot of Frontal Assaults. You can burn him with a few Enfilies while hoping for a No Effect roll on the CRT. When the time is right, slip in a Withdrawal card.

A Recon in Force is a good card to play because it covers both an Enfilade and a Withdrawal. There is virtually no end to this "double thinking" when playing the TRM. Players should try to vary their play so as to keep their opponents off balance. There are normally 5 or 6 big battles in a game. A player that can "get up" for the big ones will be a step ahead.

The first impression that one might get from the Combat Results Table is that either big odds or a large advantage on the die roll is needed to eliminate the enemy. This may generally be true but is not always the case. The I-1 column shows an almost symmetric distribution of results and a No Effect. Two large forces could go at it for several rolls before someone gains the upper hand. A slightly larger force can attrition a weaker force to a point...
The SUPPLEMENTAL Units supplied. The Americans probably will not get much of a chance to use artillery in attacks until the French arrive. The British player will likely use artillery units to help garrison such towns as New York and Boston. They can also be used to help reduce American strongholds such as Charleston. Captured British artillery units should be destroyed unless you are sure of getting away with them.

- INDIANS
The Indians of the Iroquois Nation play a minor role in the game. The British player will probably maintain them as a threat to the American rear. They can attack lightly equipped supply units, seize Ft. Stanwix at an opportune moment, or join a key battle near Albany. Once used, the Indians are usually killed quickly. A good American player will keep an eye on the Indians but not worry about them too much.

- DRAGOONS
The use of dragoons (mounted infantry) is a CSG optional rule. I would recommend using dragoons. They add a little extra to the game without altering the course of play very much. Dragoons sacrifice numbers for speed. Their main functions are to cover ground quickly, and to conduct or threaten raids. (The book Fox rides again!) The Americans can use them in an effort to re-attack a strategic town. The British can use them to raid the American rear. Oftentimes their threat is more useful than their employment.

- FORTS
The American player should generally avoid defending forts in force. The major purposes of forts are to control and prevent a high odds attack against a hex or a strategic town. The big disadvantage in defending a fort for the Americans is that they sacrifice their mobility. The British can move on top of the fort and trap the American defenders. Once a battle is joined the attacker will eventually win. He can reinforce while the defending units cannot. The defending units cannot move away either since they must stop upon moving outside of the fort. Forts find their best use as holding actions. Artillery units are useful in defending a fort but they require a supply unit to be effective. It is wasteful for the Americans to construct forts. The expenditure of units can rarely be justified. Consideration may be given to building forts after the French enter the game. Forts should be dismantled whenever possible when retreating because the British can profit from them. The British player can utilize forts much more effectively. He is generally more interested in a static position than in garrisoning a strategic town. A fort will permit a smaller garrison and provide a use for some of his artillery units.

- ENTRANCEMENTS
Entrancements play a key role in American defensive operations. They can be effectively used by major forces for defense or by a single factor for delay. Entrancements always subtract one from the attacker's roll, which is roughly equivalent to lowering the combat odds by a column. American units should always strive to get entrenched when they anticipate being attacked by the British. This is not too difficult to do if a little planning goes into selecting and preparing defensive positions. Unlike units in forts, entrenched units can always move away on their turn. Additionally, there is always the chance of outnumbering the British player on the Tactical Matrix.

Entrancements are very valuable in delay operations. This is because an automatic victory cannot be achieved against a unit in one. A single factor defending in an entracement can hold up an entire enemy column for a month. An example of good use of entrencheds is shown below.

The British do not get as much mileage out of entrencheds as do the Americans. This is because they are normally on the offensive. They are primarily useful to the British in garrisoning towns and in screening such towns as Boston and New York.

- MAGAZINES
Magazines are virtually of no use to the American player. They are immobile and force the Americans to fight from a static position. This can be almost suicidal in most cases for the American forces. It is very wasteful for the Americans to use two supply units to build a magazine. The magazine at Montreal should be broken down early in the game and retreated southwest along with the army in Canada. (This army should be hightailing it home as soon as it is noticed that the British receive 20 factors of regulars at Quebec in May.) Generally, the Americans should avoid engaging a sizable British force being supplied by a magazine. You will use up your supplies while the British are expending none. A captured British magazine should either be broken down into a supply unit and carted away or destroyed.

- BATEAU
The use of bateaux (small rivercraft) is an optional rule. I would certainly recommend using them in the Campaign game. They are realistic and their use adds a lot of fine features to the game. Bateaux are useful for transporting troops along rivers and lakes and as ferries at key points. They are particularly useful in the Lake Champlain-Hudson Valley-Montreal region. Units being transported in bateau can bypass terrain obstacles. They can even bypass enemy units if operating on class 3 river or lake hexes. An example of bateau usage is shown on page 5.
where the odds will change. This snowballing effect can change a relatively even battle into a decisive victory. In 1776 it is always a good idea to have a couple of extra factors in a battle.

The combat table also has a 3-2 column. Don’t snatch at the new boy on the block. A 3-2 attack is a strong one in 1776. Only a 1 or 2 roll will win the attacker while a 6, 7 or 8 may win the battle, depending on the attacker’s strength. A No Effect hurts the attacker. The primary reason for attacking in 1776 is to eliminate units. It stands to reason that if you get 3-2 odds and do not kill anyone, you have let the cat out of the bag.

A 2-1 attack is sufficient to win most battles. Place the units to the north, which constitutes a safe attack in this game. A 3-1 is probably a good attack to make, but a 2-1 is not bad. Combat can always be broken off if the battle starts going against you. As long as you have more strength points, the defender will have to attack at 1-2 if he elects to continue combat. The plans and minutiae from the TRM, entrenchments, artillery, etc. should be kept in mind. A change of one to the die roll is roughly equivalent to changing the odds by a column.

The American player should be well aware of the possible odds that the British can obtain when positioning his units. Do not forget the possibility of forced marches. Generally speaking, a force should move away if the British can get 3-2 odds or better. Of course, if you are entrenched the 3-2 is virtually a 1-1. A 1-1 battle puts the Americans in a good tactical position. The British player will probably be interested in killing the American force. A No Effect or a Withdrawal will mean a full point entry and will not be a loss. Sometimes you will be able to anticipate the British intentions and win the battle. Generally, the Americans should avoid attacking at odds less than 2-1 unless there is a good reason. One such reason might be the recapture of a strategic town just before the quarter-interphase.

SEAPOWER

Seapower is a major factor in 1776. It is one of the major advantages for the British. The British player has naval supremacy until French entry. He can send troops anywhere in the country within the coastal area. This is a powerful strategic capability—one that cannot be taken lightly by the American player. A British force could sail from Newport on one turn and land in Charleston the following turn. In fact, one strategic British plan I know advocates transferring the main British army from New York to Newport, and via the Chesapeake to New Orleans. This is extremely effective, the British can overrun the south before the American army up north can react. Such key coastal cities as New York, Philadelphia and Charleston can be seized easily from the sea. Alexandrixa, an important town along the American supply line, can be a naval landing point. Another tactic the American player should guard against is the capability of British transports to sail up class 2 rivers.

There are several things that the American player can do to counter the British naval threat. The first one is to be aware of all of the British naval capabilities. The British naval units should be checked each turn to ascertain what possible naval operations can be executed. The size and possible locations of arriving British reinforce- ments should be carefully noted. The Americans should maintain a defensive position between the coast and the mountains. They should keep a withdrawal route open so that their forces will not be trapped by a flanking naval landing. There is not a lot you can do to restrict the British naval movement until the French fleet arrives. It’s a lot like Allied air power in D-Day—you will just have to live with it. A supplied artillery unit in a fort can prevent British naval movement up class 2 rivers.

Any combat unit can prevent bateau movement along class 1 or 2 river hexes by being on one of the adjacent hexes.

WINTER RULES

The Winter Restriction rules generally favor the American player while the British are primarily because little campaigning is done during the winter, particularly in the north. Movement is slow and forced marches are impossible. Decisive combat is difficult to achieve and automatic eliminations are not allowed. All of which means that the Americans can keep the British at bay during the winter. Several well placed units can hold up a British army all winter. The American player should use the winter to build up his forces and reposition them for the upcoming campaign.

An interesting tactic evolves from the winter rules. I call this “winter jump/spring lag”. The winter jump refers to the American capability to move away from the British on their December turn. The British will only be able to move three on their January turn. This is a good opportunity for infiltration or even a withdrawal. The American force can stay ahead of the British all winter and possibly take a strategic town. Unfortunately, life is not all roses. The opposite happens in March. The Americans can only move four on their March turn whereas the British can move seven in April. This is known as spring lag. Be careful not to get troops trapped in this manner.

Winter restriction rules are certainly not loved by the American player. This is a realistic rule that reflects the difficulty of maintaining an American army during the Revolution. The American player has to incorporate this yearly attrition into his overall strategy. Winter reduction is rare, but if it appears the reduction occurs before the winter interphase. Thus you have a couple of extra factors to give your army. The American army can be just hanging on in December but can be ready for action by April.

Naturally, winter reduction can be minimized by holding onto areas. If area status cannot be improved, the next best strategy is to move the American regulars to a safer area. For example, the British control New England and partially control the Middle States. It is safe to say that movement of regulars from New England to the Middle States will cut American reduction losses from 75% to 50%. If this is not possible then you should try to optimize the number of CA factors in each area. Since reduction factors are rounded down you can often gain from an odd distribution. In the above example an 8 factor in New England will lose 6 factors. By moving just 1 factor to the Middle States, losses will be cut to 5 factors.

Beware of British attempts to grab a strategic town in an open area just before winter. This represents a sneaky way of increasing your winter reduction rate. It will also reduce CA allocation for the interphase. Good targets are such strategic towns as York, Newburyport, and New London. The American player should guard against areas where the British player can take a decisive along class 1 or 2 river hexes.

FRENCH INTERVENTION

French entry can definitely tip the scales in favor of the Americans if the game is fairly close. The French forces are not necessarily salvation. The Americans must fight the first half of the war without French help. Early in 1778 is usually about the right time to start planning for the French entry.

CONFLICT IN 1776

by Roy Easton

1776. Avalon Hills’ new game on the American Revolution recreates most of the problems of the French role in the war. In most games, the basic game, a commander who does not carefully weigh the benefits to be gained from attacking against his possible losses could end up losing half of his force even when attacking 3-1. It seems that a successful player of 1776 must therefore analyze the combat table carefully, putting an eye to his possible losses as well as those of his opponent.

The Basic Game CRF, as shown below, provides for the elimination of half elimination of the forces of either side or both sides. Please note that 8-5 means that 3 of the attacker’s entire force is eliminated. Thus, a 3-5 is a pretty cozy attack, but a 5-3 odds should make the attacker think twice. Strength Points equal to at least 1/3 times the defender’s force, giving the attacker a Pyrrhic victory at best. The following table shows the average losses per roll for the attacker and defender expressed as a fraction of the smaller force.

<table>
<thead>
<tr>
<th>CRF</th>
<th>Att Loss</th>
<th>Def Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>2-1</td>
<td>1-2</td>
<td>0-1</td>
</tr>
<tr>
<td>3-1</td>
<td>3-2</td>
<td>1-2</td>
</tr>
<tr>
<td>4-1</td>
<td>4-3</td>
<td>2-3</td>
</tr>
<tr>
<td>5-1</td>
<td>5-4</td>
<td>3-4</td>
</tr>
</tbody>
</table>

Surprisingly enough, this table shows that the attacker and defender will suffer the same losses whether the attack is made at 1-2, 2-1 or 3-2. Therefore, even though 3-2 odds are not too different, the attacker cannot be assured of taking no losses unless he attacks at 4-3 or higher.

The losses show that a single attack at 4-1 or higher odds is more economical than several attacks at lower odds and that odd losses of 4-1 and 5-4 are the same. In general, an attack at 2-1 is not economical. An attack at 3-4 odds will cause higher defender losses but only if the defender is able to undertake a loss of half of the attacking force will not cripple the attacker.

The 1776 advanced game uses two distinct combat results tables, a Combat Result Table, which determines the losses and which is modified by a Tactical Results Matrix. The CRF is distinguished by the addition of a column for odds of 3-2 and lower, a column for odds of 4-3 and lower, and a column for the attacker and the defender as well as the common results of 4-3, 5-4, 6-5, and 7-6. This table is much more favorable to the attacker, the basic game and the game. The attacker is often in a better position when attacking at 2-1 or greater odds. This table is used to allow for 14 results instead of the normal 6. As the modified die roll gets lower, it becomes more favorable to the defender while higher die rolls benefit the attacker.

The additional 8 results are used when the die roll is modified by rules such as transmitting artillery and entrenchments and by the Tactical Results Matrix. Before every combat, except when combat occurs, each player chooses one of eight tactical cards and moves his unit according to that card. The Tactical Results Matrix. The TRM may modify the die roll by changing numbers to be added or subtracted.

The following table shows the results obtained from the TRM for the attacker’s and defender’s cards.

<table>
<thead>
<tr>
<th>Attacker’s Card</th>
<th>TRM</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>+2</td>
<td>6</td>
</tr>
<tr>
<td>B</td>
<td>+2</td>
<td>6</td>
</tr>
<tr>
<td>C</td>
<td>+2</td>
<td>6</td>
</tr>
<tr>
<td>D</td>
<td>+2</td>
<td>6</td>
</tr>
<tr>
<td>E</td>
<td>+2</td>
<td>6</td>
</tr>
<tr>
<td>F</td>
<td>+2</td>
<td>6</td>
</tr>
<tr>
<td>G</td>
<td>+2</td>
<td>6</td>
</tr>
<tr>
<td>H</td>
<td>+2</td>
<td>6</td>
</tr>
</tbody>
</table>

Since adding numbers adds the attacker while subtracting numbers adds the defender, the attacker should not use the Withdraw card unless he has fewer Strength Points than the defender and hopes to get a result which will allow no further combat in that phase. The defender should also use this card sparingly and only when the attacker won’t use the Frontal Assault card. By probability theory, the best card to play is the Flank 1 & 2 R & RR cards. Since these two groups oppose each other, a player should never "systematically" play these cards or his opponent can choose and attack in any turn. The Frontal Assault card should be used neither suddenly by the defender nor frequently by the attacker. The Recom in Force card is also more effective if played just one turn before the end of the game. The Stand & Defend card will always lose an Infinite card and should probably be played.

Another great TRM card is the GM Card. This card gives more options to the commanders in 1776 than are present in most other games and adds an interesting new element to the already excellent
It is important to keep in mind that the British can reduce the probability of entry each turn by controlling areas.

British naval supremacy vanishes when the French navy appears. The French army is relatively small but its employment can be devastating. They can be landed anywhere along the coast, particularly behind British lines. The key point is that these small forces can reopen areas and suddenly an American army appears deep in the British rear. I have seen one game where the French retook both New York and Boston in the same turn. On the next 20 rebel factors appeared in these towns. The British can counter this threat only by maintaining large garrison forces in their rear. An example of effective French employment is shown in the diagram below.

French forces retook both New York and Hartford. This reopens these areas, allowing the Americans to bring on allocations there during the interphase.

The French navy will make it difficult for the British to transport troops by sea. The British will likely escort their transports with several battle fleets. The American player should be careful not to risk the French fleets unnecessarily. The French must withdraw their forces from North America if more than one of their fleets are sunk. The French fleets give the Americans the capability to transfer troops along the coast. This will add greatly to the strategic mobility of the American forces.

The French forces add some badly needed artillery and supply units to the war effort. The artillery can be particularly useful in any upcoming offensives. The French movement rate is less than the American's so try to employ them where less mobility is required. The French units cannot be replaced nor do they suffer winter reduction. The French should be employed with some American units so as to minimize French casualties. When the French variable force enters, the American player should land the troops as soon as possible. This way they will not have to withdraw if the fleet is required to withdraw.

**OPTIONAL RULES PACKAGE**

**FORCED MARCHES**

The forced march is one of the most interesting and realistic innovations in 1776. I would highly recommend using it. Forced marches can have a significant effect on the play of the game. 1776 is the first Avalon Hill game in which a unit can move more than its basic allowance. Curiously enough, both sides can make good use of forced marches. The idea is the same, usually to get additional troops to a key battle. These forces can often raise the odds of a battle. Forced marches are also a good way of getting an extra hex or two from a force moving cross country. Losing units is not of concern until a forced march of four or more hexes is attempted. A word of caution is advisable here. Unless you are attempting to force march an expendable force or it is an emergency, remember to allow room for the units to expend all of their possible forced march allotment. Units that cannot physically expend the specified number of movement points are eliminated.

By now you must be convinced that forced marches are really great. They can be very useful but there are certain drawbacks. First, supply units cannot force march. That means that if a supply unit is not gotten to a battle, all of the forced march units will be fighting at half value. Another mistake is to force march a stack of troops and leave the supply and artillery units behind. Oftentimes this exposes these units to easy capture. Your forces may risk being separated after an unsuccessful forced march attempt. In many cases these separated forces can be attacked effectively by the enemy.

Another tactic to improve the chances of a successful forced march is simply attempting two separate forced marches to the same hex. Of course, they must originate from different hexes. This might be tried if either force gives enough factors for the battle. The diagram below shows an example of forced march usage.

**INVERTED AND DECOY COUNTERS**

This is another one of the fine innovations of 1776. It adds a little secrecy and uncertainty to the game. This is very realistic considering the nature of the game and that of warfare two centuries ago. Players should keep in mind that use of this rule will significantly add to the time and effort needed to play a game. The Campaign game is fine without this rule but it is interesting to use it on occasion.

The Americans get most of the advantages from this rule. The American player now has another means of tying up British troops and keeping the British player off balance. Feints with mostly decoy counters can keep the British busy. Occasionally, the Americans can launch a real raid in an attempt to catch the British napping or just to keep him honest. A stack of inverted counters will likely cause a British overcommitment. Sometimes he will attack a stack but fall short of the desired combat odds. This leads to a lot of reconnaissance work particularly for the British. This will normally consist of sending a militia factor to "check out" an area.
inverted stack. The rest of the British force can move in or somewhere else depending on what you find. It is usually a good idea for the Americans to keep their main forces more than 8 hexes from the British. Here is another good use for dragons. They can recon up to 13 hexes away. Do not be fooled into a false sense of security just because your army is inverted. If brought to battle they must fight just like anyone else.

CONTINENTAL NAVY

The Continental Navy is added primarily for historical or psychological purposes. It has very little effect in the game. It only has a 16% chance of disrupting an unescorted British transport for a turn. Its best use is to keep it safely in port and as a threat to the British. If you are lucky, the British player may alter some of his naval plans because of your naval unit.

OTHER CSQ OPTIONAL RULES

A few words on the remaining optional rules are in order. The variable transport capacities, the variable British advance requirements, and the variable Continental Army winter reduction rates have three basic things in common. They are fairly realistic, add a little to the game, and do not significantly affect play balance. Players should occasionally use these rules for realism and variety.

The Super British Fire Discipline rule is a horse of a different color. It is definitely a big help for the British. Unless the Americans are consistently winning your game, it is advisable not to use this optional rule. Also, this rule is of questionable realism. Supposedly, the relative quality of the American and British regulars are built into the combat factors (1777 designer's notes). The American militia already lose one on the die roll when fighting British regulars. Besides, the American colonists had other fighting qualities to compensate for their early lack of operational training.

DEVELOPMENT OF AMERICAN STRATEGY

American strategy must necessarily be directed towards achieving the following two basic and interrelated goals:

1. Keeping areas open, and
2. Maintaining effective fighting forces.

The American player must try to find a thin line to accomplish both of these objectives. This will most likely result in a guerilla war where the Americans will fight only in favorable situations or when they are forced into combat.

The need to keep areas open is twofold. First, the British need to control areas to satisfy their victory conditions. Second, and perhaps more important, the number of areas the American player can field is related to how many open areas he can maintain. For troop allocation purposes one uncontrolled strategic town in an area is almost as good as 5 or 6 towns. An area only partially controlled by the British will produce a large number of rebel militia. As long as an area is kept open it will tie down British troops which could be used elsewhere. Another point to remember is that the number of controlled areas in 1778 can significantly affect the chances of French entry.

Maintaining an effective army is very basic military doctrine. The objective of holding areas will become impossible if the American forces are smashed early in the game. The strategy of keeping areas open while maintaining an intact army is a difficult one. That may be why so many inexperienced players believe the British have a big advantage in 1776. Yet, this is the essence of the game for the American player. He will find 1776 to be a game of finesse, patience and determination. A good player during this period will keep hanging in there and eventually emerge victorious.

The American Army must avoid a decisive battle with the British except on favorable terms. The quickest way to lose the game is to have Washington's Army march out and do battle with the main British force during the first year. I have heard this strategy described as the "Worcester Plan". This involves a showdown with the British on the plains of New England in mid 1776. This strategy will almost invariably result in the demise of the American Army and the rapid British absorption of the Continental half of the board. The American forces must bide their time. Early in the war the American player should concentrate on building up his forces. Efforts should be made to threaten premature British advances and the enemy rear. Later in 1777 or when the French arrive is a better time for major engagements. One might argue that one of the basic principles of strategy is the destruction of the enemy armed forces. This is true but the Americans do not possess this capability early in the war if the British player is the least bit competent. The Americans must gradually wear the British down and spread them thin.

IMPLEMENTATION OF AMERICAN STRATEGY

The essence of American defense is the inability of the British to bring the American Army to battle unless the American player wishes to engage. This is similar to the strategy used by the Russians against Napoleon in 1812. The American player will normally be able to choose the time and place of a major engagement. There are three basic reasons for this American advantage:

1. Superior American mobility.
2. The size of areas and the fact that the Americans need really only hold one strategic town in an area.
3. The lack of well defined frontlines.

These American advantages should be exploited to the fullest in a good defense.

Implementation of American strategy generally includes good positioning, an elastic mobile defense, delay, threats, raids, infiltration, deception, maintaining retreat routes, a sound supply line, spreading the British thin and forcing overcommitment, advanced planning, and courage. The key ones are position and mobility. Properly done, an American force can often check an enemy force 2 or 3 times its size.

To demonstrate some of these points let us take a look at a hypothetical situation in the north during the opening year of the war. The British are attempting to consolidate New England and prepare for a drive into the Middle States. The Americans are outnumbered by about 3 to 1 and are trying to check the British drives. The situation will be primarily examined as if it was the American September, 1776 turn. The situation will also be looked at from August, 1776 and December, 1776 viewpoints.

The Situation

<table>
<thead>
<tr>
<th>BRITISH</th>
<th>AMERICAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>New York</td>
<td>15 BR, 1 Artillery, 1 Supply, 1 Battle Fleet</td>
</tr>
<tr>
<td>Newport</td>
<td>1 Transport Ship</td>
</tr>
<tr>
<td>Washington</td>
<td>15 BR, 3 Forts</td>
</tr>
<tr>
<td>Springfield</td>
<td>2 BR, 2 Forts</td>
</tr>
<tr>
<td>EE40</td>
<td>30 BR, 1 Supply</td>
</tr>
<tr>
<td>New Rochelle</td>
<td>1 Transport Ship</td>
</tr>
<tr>
<td>Boston</td>
<td>1 BR, 1 Artillery, 1 Fort</td>
</tr>
<tr>
<td>KKK37</td>
<td>18 BR, 1 Supply</td>
</tr>
<tr>
<td>New London</td>
<td>5 BR, 1 Supply</td>
</tr>
<tr>
<td>Quebec</td>
<td>5 BR, 1 Artillery, 1 Fort</td>
</tr>
<tr>
<td>Maine</td>
<td>15 BR, 2 Battalions, 18 Supply</td>
</tr>
<tr>
<td>Painted Post</td>
<td>1 Indian</td>
</tr>
<tr>
<td>Oswego</td>
<td>1 Indian</td>
</tr>
</tbody>
</table>

September, 1776 is the last turn before the quarterly interphase. A lot of strategy in this game centers around the turns preceding an interphase. Indeed, the very lifeblood of the American army is in the quarterly troop allocations. The first point to look at is the possibility of improving the status of an area. Clearly, there is little that can be done about the absence of an American presence in New York. The chances of reopening New England look a bit more promising. These possibilities center around the main force on GGG39 which is well positioned. Obviously, the strategic town of Springfield can be retaken. This may not be wise, however, since both the main British force and the force in New York can counterattack at good odds. (The troops in New York are transported to New Haven by sea and then move inland to Springfield.)

Another possibility is to attack Norwich. This is a fairly safe move because it places your force just out of the range of the main British force. Note that you can only get a 2-1 against the British at Norwich. Normally, a 2-1 is a relatively safe attack but there is the possibility of getting a termination of combat result before eliminating all of the British garrison. Remember that a lone force of British regulars can control a strategic town regardless of the presence of American troops. It is almost axiomatic that when the Americans commit a main force to an attack, particularly early in the war, they need to win that attack. A closer look at the situation reveals that the odds may be raised to 3-1 by force marching the militia unit on HHH37 to Norwich. It can move to KKK41 and attempt to force march one hex. This gives a 2/3 chance of success which would raise the odds to 3-1.

A force march could also be used to take Boston. Move a small force, say 1 CA and 2 RM factors, to HHH45. They have an even chance of force marching to Boston. They have an even chance of force marching to Boston... and probably retaking Boston. It is only necessary to eliminate the British unit to reoccupy Boston; you are not required to have any factors remaining. The main British force could move to HHH46 and blockade Boston on their turn. However, this would tie up a large portion of this force for the better part of a quarter. The trick in regaining a strategic town is that a 2 or 3 factor force can "grow" to 10 factors or more during the interphase.

Another possibility is to launch a raid on Montreal. The troops in Ticonderoga can load into the bateau, move up Lake Champlain, and disembark at Montreal (exactly 15 hexsides). The bateau can bypass the British units because of the class 3 lake hexside. Note that a British combat unit on PPP37 would prevent this move. Retaking Montreal would mean that the British no longer control New England. The Americans would then receive quarterly allocations for New England. These forces could be placed adjacent to any strategic town hex in New England. The preceding examples should give some insight into reoccupying areas. Consistently getting more troops and keeping the British player busy in his rear will pay rich dividends.
The next question to consider is what course of action to take if there is not much hope of reopening an area. Let us assume that half of the British main force had moved to GG44 and this route was blocked. In this case the main American force may wish to withdraw. You should leave at least the minimum number of rebel militia in New England. They may remain in the area even if the British control all of New England. The important consideration is that withdrawing and being defeated at this point is not an option. There are three factors: the main force intact, delay the British advance, preserve an avenue of withdrawal, and present some threat to the British position. A good American player will plan his defensive positions and delay actions several turns in advance. In this situation Albany has been held as a main defensive position. Then the main force plus a few additional factors from Ticonderoga could withdraw into Albany. You have probably noticed by now that the main force can reach Albany next turn. Although they will outnumber the American defenders by almost 2:1, the best odds that they will be able to attain are 3:2, subject to the roll of 2:2. This assumes that you have a significant block to the main British force from the die roll is for the artillery unit and the entrenched. The American player should supplement his force by bringing on some of his allocations in Albany. He should watch out for a British forced march attempt or even the sneaky trick of adding the Indian factor from Ft. Stanwix. A 3:2 block is no match against the British Ticonderoga and Ft. Stanwix. The American player cannot hold it anywhere so there is no point in throwing away 4 factors. You should remove the fort and entrench one of the militia factors. The artillery unit will have to be escorted or destroyed during the withdrawal.

A primary consideration is maintaining a retreat route for the main American force in Albany. Since New York is now in British hands the only avenue of withdrawal is towards Ft. Stanwix. There is an Indian threat to the rear. Additionally, the Tories in Wyoming could reach Ft. Stanwix in two turns. For those of you unfamiliar with the game, Wyoming is a strategic town in Pennsylvania. A December turn will not block this same detachment. Ft. Stanwix garrison should be beefed up a little by adding a factor of regulars. A militia factor should be moved into position on DD34 or DD35 for possible delay next turn. The main force should be able to retreat to Ft. Stanwix safely if forced out of Albany.

Another major consideration is that the American player should concentrate on building up reserves of men and supplies further south. This situation shows some small forces gathering in Philadelphia, Baltimore, and Alexandria. These troops should be kept as an independent force and be used to participate in any American force movement near the British force. While these forces and others further south are building up, they can act as a deterrent to minor British incursions along the coast. These forces should be careful not to get pounced on by a large Tory force. The force at Baltimore would be vulnerable an attack by the British in Woodbridge both towns on the north by themselves. They should wait for the Alexandria force or move to Philadelphia and entrench with the troops already there. There is another, almost hidden, British threat. The British troops in New York can load onto transports, sail to Wilmington, disembark there, and move to Philadelphia. This is just another example of the British naval capability. In this case a good move would be to combine the southern reserves and move them to OO30. There they will be relatively safe from attack and will be in a position to move towards Philadelphia or Virginia.

The forces back in Albany (after withdrawing) will provide a good example of infiltration. Let us assume that the British main force moves to Albany on their September turn. If they attack the battle will likely be either an American victory or indecisive. The Americans can move 8 on their turn and thus escape this main British force. They could "infiltrate" back into New England via Springfield or Brattleboro. These forces could force the British to divert troops from the Middle States and possibly reopen New England. A better British move would be to FF33. This would deter an American infiltration attempt while maintaining a threat to Albany and Ft. Stanwix.

Let us now consider the situation as if it were the American August, 1776 turn. The strategy employed will necessarily differ from that of September. The British will have a turn to react to your moves before the interphase. Your strategy should be to get into good position for the turn prior to the interphase. A good position would be in between two strategic towns and out of range of the British. This would be at Ft. Stanwix and Ft. Ticonderoga on his following turn. You could move the force at Ticonderoga at bateau up to QQ37. Next turn they will be in position to attack either Montreal or Quebec. You could attempt to infiltrate a force this turn hoping to be able to grab a strategic town before the interphase.

A December turn entails some additional considerations. These are the winter restrictions and Continental Army winter reduction. The most significant effect of the winter restrictions is "winter lag." The Americans can virtually do what they wish in December without worrying about the British response. There will be no significant British threat in the Middle States until spring. The Americans should be using the winter lull to build up their forces further south.

Winter reduction presents a problem for the Americans in this situation. They are faced with having to reduce their regulars in New England and 50% in the Middle States. Let us assume that the two southern areas are free of British controls. Reopening New England will reduce the American reduction rate there to 30%. However, if they try to reopen New England and fail, their losses will be higher. The following example shows a way of minimizing your reduction losses. Move your regulars in Philadelphia into Maryland with the Baltimore force. Leave a single regular factor in New England. The rest of the American army will stay in the Middle States. Your losses will be as follows:

- New England—0 factors out of 1
- Middle States—6 factors out of 13
- South Central—1 factor out of 7
- Total—7 factors out of 21

Losses are always rounded down. These losses can be replaced with the winter troop allocation. The Colonial army would probably increase in size if New England is reopened.

Infiltration
American infiltration can be profitably executed on either a small or a large scale. A few strength points can often slip by the British. Such forces can threaten the British rear and tie down British troops without weakening the main American force. Infiltration of a major force, as suggested in the preceding situation, can be very effective. This tactic does entail a significant risk.
The above set-up constitutes the author's version of the "best" Confederate initial placement and the Union reaction to it. Note the high concentration of Union forces to the extreme north where they will take advantage of their surprise night moves to cross the Rappahannock and the Rapidan without opposition.

In at least two of Lee's major battles he proved himself not so much a good general as a fortuitous judge of human nature. Less than a year before Chancellorsville, Lee himself was caught with his back against the Potomac and thoroughly outnumbered by the Army of the Potomac. Since Lee has come to be regarded a military giant we must presume he knew that the pusillanimous Federal commander, McClellan, would never attack in strength nor in a coordinated manner. He was right, or lucky.

In the spring of 1863 the Army of Northern Virginia's leader concocted another precarious situation. By 2 May, Lee's Army was spread over ten miles and in three sections. The Union forces were now under the control of " Fighting Joe" Hooker, however. From past performances it might have been presumed that he would have attacked and destroyed the Confederates in detail. But Jackson walked around the Federal right flank and smashed their rear. Hooker became paralyzed and the Army of the Potomac retreated. The battle of Chancellorsville was finished. Lee was less lucky at Gettysburg, just two months later.

Avalon Hill's Chancellorsville is a wide-open game. The Federals can validly attack anywhere along the Rapidan and Rappahannock, and the Confederates must maneuver to thwart it. Hackneyed situations prevalent in some simulations should not occur in Chancellorsville. And despite Union preponderance in combat factors, the victory conditions combined with the optional rules make it quite balanced.

The Confederates should be aware of his assets and liabilities. His opponent, of course, must also know them. He is outnumbered and forced to defend a relatively large area. The Federals can cross the rivers by boat and ford, and are capable of night movement at the start of the conflict. This will be accentuated in the Rapidan. In other words, he is at a considerable strategic disadvantage.

On the other hand, the North has great problems. Crossing the rivers are not all that easy, especially east of the Falmouth area, inclusive. The South possesses a considerable number of fortifications which can be used with terrain that is propitious for the defense. The victory conditions, command control rule, and inverted counter rule, add to the Union's troubles.

Perhaps most significant is the fact that the Confederates are thoroughly superior tactically. Armies should always seek to maximize their advantages while minimizing the problems. So the South would be foolish to construct a linear defense and slug it out with the enemy all along the line. Superior Union numbers would be decisive. But they are able to get a maximum of only fourteen factors per hex, the South can manage twenty-two. A fighting withdrawal, therefore, is usually advised while local counter-attacks attempt to disrupt the offensive and destroy over-extended Federal units.

In the actual Chancellorsville campaign, Union artillery, which had been divided into Corps by Hooker, often failed to concentrate and massa against the Confederate line. Making the same error in AH's game will result in, most noticeably, great difficulty in crossing rivers defended by any Confederate units. Since the rebels are tactically superior, one way to defeat them is to spread out over a large area and use superior number of units. Rapid concentration of artillery then is vital to achieve breakthroughs against the South which is probably on doubling terrain. Not doing so will seriously affect Union combat strength. This then is an example of an attempt to concentrate strength against weakness.

It is indubious that both sides need to thoroughly evaluate each other to be able to take advantage. All differences should be exploited. The player who fails to exercise his acumen is predestined for defeat. An example would be a Union player who attacks on a six or seven hex front. The Federal superiority of numbers is not being used to stretch the South to a breaking point. Such would also be inefficient, wasting resources (time, troops, etc.). In Chancellorsville, as in all wargames, one must take advantage of what you have, and more importantly, what your enemy doesn't have.

When evaluating a simulation consider: combat, terrain, and movement. Incessantly, these concepts blend together. You can't move except through terrain, you can't have combat unless you moved, and you can't fight except on terrain.

As for combat, odds worse than 3-1 should be avoided except in regards to artillery fire. When attacking doubling terrain (rivers, forts, hills, or streams) 3-1 odds may be impossible to obtain often. Therefore massed artillery is advised. For example, G33 could only be attacked by two divisions via assault boats, some six factors. But that same hex is in range of ten artillery units. Ideally, a hex can be attacked by units on six adjacent hexes, or additionally twelve hexes in range of artillery.
The easiest way to do this is to hold the junctions. An
saying that in defense doubling terrain is advised.
More significantly is how it affects combat
roads, especially the defending rebels, and the
open.
Guarded defense positions can be rendered useless,
cut-off, and retreat routes eliminated. Example:

The roads may be the key to the game. If an
enemy is able to move quickly he can concentrate
and smash weak points. Both sides must guard
the roads, especially defending rebels, and the
easiest way do this is to hold the junctions. An ideal position would be Q27.

Terrain directly affects combat. It goes without
saying that in defense doubling terrain is advised.
More significantly is how it affects combat
indirectly. The roads may be the key to the game. If an
enemy is able to move quickly he can concentrate
and smash weak points. Both sides must guard
the roads, especially defending rebels, and the
easiest way do this is to hold the junctions. An ideal position would be Q27.

*Summary*

I have attempted to present a strong case for the
American side. The Americans have a lot of
advantages in the game, many of which are not too
apparent. New players to the game are likely to find
that the British win easily. This is due to too much
imbalance as it is to lack of experience. Successful
American play requires much finesse which takes
longer to develop. Actually, the trend in many
games is for the advantage to shift as the players
become more experienced. I even remember when
the Germans "could lose" in *Stratford* 1777 is a
new and different type of game. It is not one that can
be easily stereotyped. Players will have to approach
this game open minded and not try to play it with
other games in mind.

All of this is meant to imply that the British
are at a big disadvantage in 1776. Actually I believe
that the campaign game even with the
Americans holding a slight edge. The British have
their own advantages, such as seapower, that can
be most effective when properly used. Often, victory
goes to the player that can make the opponent play
his game. In any event, the 1776 Campaign Game
should be a very competitive and enjoyable contest
between two skilled players.
"1981. Across the plains of central Germany squadrons of American MBTs and West German Leopard maneuver against advancing formations of aging East German T-62 tanks. To the north the infantry clashes beneath the pall of a cloud of atomic debris from a destroyed American airbase. Overhead the airmobile choppers race back and forth across the battlefield, while the little Northrop F-17 interceptors vainly attempt to engage the ponderous MiG-25 Foxbat reconnaissance flights headed westward..."

Fiction. It may only be a scenario today, but what about six years from now? World War Two bore a faint but perceptible resemblance to its First World War predecessor. Will World War Three, if it occurs, bear any similarity to the last war, or will the nuclear age create its own unique history, strategies and tactics?

In the war establishments of the United States and the Soviet Union the military experts are pondering every conceivable facet of the next war. Their thoughts, dreams, hopes and fears are committed to paper in an endless stream of studies, analyses and reports. Occasionally the general public is given a brief glimpse of this type of work done in the portion of the political world we euphemistically call the West (e.g. the books of Herman Kahn, the staff papers of the Rand Corporation, etc.). But rare indeed is an opportunity for us to read the thinking of the so-called 'Communist' world in these matters.

One such rare opportunity occurred when the publication of an English translation of a 1970 Russian military text ominously titled — THE OFFENSIVE. The author, Colonel A.A. Sidorenko (Doctor of Military Science and faculty member of the elite Zhne Military Academy) of the Red Army, is likely to be a leading force in the development of Soviet military science and strategy throughout the 1970s and 1980s. Beneath the rhetoric and propaganda, his words convey a message with an unmistakable meaning.

THE OFFENSIVE

Colonel Sidorenko forecasts a future battlefield environment disturbingly similar to the nightmarish scenarios that so obsessed our own generals during the 1950s. The hallmark of such a battlefield would be massive fronts thousands of miles long and hundreds of miles deep, filled with continuous and never-ending offensives carried out by wave after wave of armored and mechanized troops. The combatants would become locked in a mortal struggle that could only end when one survivor remained.

Sidorenko offers details about the equipment and tactics that will be necessary to conduct this apocalyptic style of war. The mobility of ground forces will be essential; constantly improved models of tanks and armored personnel carriers (APC) will be required to transport not only the shock troops, but all forces engaged in the offensive. Events will unfold far too quickly for a combatant to depend upon foot-power to propel units into battle. Airmobile formations, sustained by transport and close-support helicopters, will fully add another dimension to both offensive and defensive deployments. As in no previous war, the precision coordination between the various combat arms (i.e. infantry, armor, artillery, supply, air support, nuclear weapons, etc.) will be a crucial concern of commanders who are forced to make critical decisions at an ever-increasing frequency.

The leadership capabilities of sub-commanders will take on a new importance as the war of the future unfolds. As each day passes the massive fronts will fragment into a series of individual and often isolated engagements between divisions, corps and armies. Formations must be equipped and trained to conduct operations on an independent basis. The efficiency of local command and control (C2) networks, and the effectiveness of unit commanders will largely determine the fate of each combat command.

Unquestionably, the most important characteristic of the future battlefield will be the employment of tactical nuclear artillery and missiles. Colonel Sidorenko believes that the 'nuke' will become an almost common weapon. Nuclear warheads will be used as a substitute for traditional high-explosive artillery to soften up defenses prior to an attack, to destroy enemy supply depots and other rear area facilities, to eliminate enemy nuclear weapon launchers and warheads, to block avenues of advance and retreat, and to even create long-term zones of contamination and devastation. Today nuclear weapons can be delivered onto the battlefield by conventional tube artillery and mortars, by mobile rockets, and by aircraft. It is quite possible that they will be delivered by tank guns, helicopters and even hand-held launchers in the next few years. The availability of nuclear firepower may lead to the pervasive and wide-ranging use of these devices in a future war.

Because of the hideous threat posed by nuclear weapons on the battlefield, Colonel Sidorenko strongly stresses the need for comprehensive training of all troops in the nature of atomic warfare. Troops should be provided with the very latest in personal protection equipment, and their vehicles and structures should be designed to act as effective shelters from atomic flash, shock wave and radioactivity effects. Training exercises and maneuvers must educate personnel on how to avoid contaminated areas, and how to cross them quickly and safely when necessary. Nuclear war indoctrination should ultimately be geared to insuring that troops survive all but a direct hit from nuclear weapons, and that military duties and combat can be continued without a decrease in effectiveness or morale.

Naturally, a future nuclear war will include a variety of new strategies and tactics. Some of the more important tactics described by Colonel Sidorenko in his book are depicted in the accompanying illustrations utilizing the Tactics II board and unit counters.

Movement into the Battlefield

Even something as relatively simple as movement into the Forward Edge of the Battle Area (FEBA) will become significantly more critical in a nuclear war environment. Map #1 shows an Army Corps in basic March formation. This formation allows for the most rapid movement of men and material (particularly along roads), but it has the disadvantage of exposing the units to the possibility of a nuclear strike. A single Army or Army Group-level nuclear weapon in Tactics II could assure the destruction of two divisions in the March formation. Consequently, the formation should only be employed when the units are moving outside the range of the bulk of the enemy nuclear weapon launchers.

Map 1

MARCH FORMATION:
An Army Corps moving in normal formation outside the range of enemy nuclear weapons.

Map #2 reflects the deployment of another Army Corps in Approach March formation. This formation markedly restricts the speed of movement, but it offers maximum protection against nuclear attack, while maintaining a cohesive and effective deployment. Under no circumstances can any Tactics II nuclear weapon destroy more than...
one division in this Corps. This formation would thus be utilized as the units entered the range of enemy nuclear weapons. Care would be taken as the front lines are approached to insure that a proper interval is maintained between divisions until just prior to the launching of the assault.

The Assault Phase

Once the attacking formations have moved into the FEBA they are quickly positioned to launch their assault. The Principles of War dictate that a successful attack is achieved through the massing of numerically superior forces against the enemy at the critical point. Map #3 is an example of an attack on a Blue Army Corps by a reinforced Red Army. Two armored and a single infantry division are committed in a pincer formation against the enemy rear. This approach has the advantage of pinning the enemy against the Blue infantry division holding the road. On either side of this attack, individual Red infantry divisions are attempting to engage and tie-down the defending Blue infantry. Farther to the flanks, armored divisions stand ready to take up the pursuit once the Blue lines are broken. Four additional Red infantry divisions are held in reserve to exploit any breakthrough achieved. In the rear of the Blue formation two Red paratroop (or airmobile) divisions would be dropped in order to seal off Blue’s front lines from their reinforcements, and to launch limited attacks against the Blue armor reserve (The results of the Yom Kippur War indicated that properly trained troops equipped with the Soviet Sagger and RPG-7 anti-tank rockets can hold their own against tanks). At the discretion of the Red Army commander, low-yield (kiloton-range) nuclear strikes might also be made against the Blue reserve forces. However, the commander must never forget that nuclear strikes in the enemy rear will create contaminated zones which will have to be dealt with by attacking troops as they advance. Nuclear weapons should only be employed when they are essential to a successful assault.

The Pursuit Phase

All breakthroughs achieved must be fully exploited. Colonel Sidorenko recommends that the attacking forces along the main axis of assault keep the enemy engaged so as to prevent any wide-ranging withdrawal to more favorable defensive positions. At the same time, armored and mechanized forces on the flanks can move forward to seal off avenues of retreat with a variety of pincer actions, and air mobile units can be landed to secure footholds in the enemy rear. Map #4 is a typical pursuit situation. While heavy forces attack along the main axis, paratroops once again drop into the rear to engage the enemy armor. As necessary, the Red commander could launch limited nuclear strikes against the Blue armor reserve and other flanking units. In pursuit, fewer attacking units are massed and exposed to effective nuclear counter-strikes. Attacking forces on the main axis could maintain security by establishing the closest possible contact with enemy units.

Special Attack Situations — The River Crossing

On a fast moving and rapidly evolving battlefield it is vital that troops be prepared to breach natural obstacles, such as rivers, as quickly as possible. If they do not, they could be delayed on the flanks, and become a ripe target for an enemy nuclear strike. Map #5 depicts a river crossing undertaken against opposition. A coordinated assault by amphibious troops and paratroops would be designed to dislodge the enemy and allow time to secure a bridgehead on the far bank of the river. Once this crossing has been established the armor and infantry may move up and continue the advance and pursue. Because any delay could prove so costly, the Red commander would likely employ limited nuclear strikes to suppress enemy reserves and enemy counter-batteries.

The Yom Kippur War of 1973 vividly demonstrated how much destruction our modern high technology non-nuclear war can achieve. In any future nuclear engagement casualties will be extremely high among both personnel and equipment. Entire divisions may become incinerated. If that war of 1981 comes to pass, we might be inclined to echo the words of Francois Conrobert during the charge of the Light Brigade at Balaklava — “It is magnificent, but it is not war.”

Bibliography:

Recommended Readings:

BLITZKRIEG RULES

We are now taking orders for the revised second edition rules for Blitzkrieg. More than just a clarification and correction of old rules, the new rulebook makes an entirely new game out of this old favorite. Gone are the unrealistic and loophole-ridden air rules of the past. Blitzkrieg now boasts the most realistic set of air-to-ground combat rules in existence. No more static “Strikers” in the middle of the board—the Blitz is really put back into Blitzkrieg under the new rules making him hesitate truly lost. Renowned game player Dave Roberts used all his expertise and skill over the past year to perfect the rules for this old favorite and update it to today’s high standards in game design.

Here’s just a sampling of what the new rules offer:

* A Basic Game every bit as challenging and playable as the old classics
* Realistic stacking rules which really put the Blitz back in the Krieg
* Two square range for Breakthrough artillery and special Barrage tables
* Armor impervious to infantry ZOC
* 15 turn game limit which ends all night marathons
* Strategic Movement
* Greatly simplified and improved supply system
* Hidden Movement Option
* Best air movement to be re-introduced
* Strategic bombing of crucial industries
* Naval Ascendancy rules
* Ambiguity free! (we hope)

We cannot recommend this official rules revision too highly. All current owners of the game owe it to themselves to update their sets and get some real enjoyment out of Blitzkrieg. You can update your game by ordering just the rules although we suggest you also order the new CRT card.

<table>
<thead>
<tr>
<th>2nd Edition Rules of Play</th>
<th>1.25</th>
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<tr>
<td>Revised CRT card</td>
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*Plus the usual shipping charges.
Battle for Berlin

By the waning days of World War II, the Allies and the Soviets were learning that they really weren't such good friends after all. Churchill realized this simple fact earlier than most and constantly pushed for increased Allied influence to counteract the Russians in Eastern Europe. The Soviet desire to conquer the world became apparent to all after the war but there were no direct military confrontations between the Allies and the Soviets.

Things could have been quite different, however. Patton was all set to drive on Vienna and Montgomery was preparing to capture Berlin when they were halted by Eisenhower's express orders since these were "political" and not "military" objectives. Had these orders not been issued, there would have been a race between the Allies and the Soviets for the occupation of these cities.

This variant uses Panzerblitz and Panzer Leader boards and counters to simulate clashes between Allied and Soviet units attempting to reach the axis capitals. The Panzer Leader rules are used with the following modifications.

1. STACKING-Four Allied units may stack in a hex; three Soviet units may stack in a hex except for Soviet infantry units which can stack with only one other unit.

2. INDIRECT FIRE-No Soviet unit may use indirect fire; all Allied M and (H) units may use indirect fire.

3. RANGE-Soviet infantry units have a range of 2 hexes; three Soviet units may stack in a hex.

**NOTES**

The Allied player soon learns that his tanks are inferior to the Soviet heavy tanks and that he has nothing to match the SU-152's. In fact, it usually becomes necessary to use the SPA's as assault guns and the premature loss of these units will often cost the Allies the game. The Allied anti-tank guns are longer-ranged than the Russian ones and this is a definite advantage on defense; on the other hand, the British infantry is noticeably inferior to that of the Soviets. The Soviet SMG units are excellent for close assaulting and the tank is inferior to that of the Soviets. The Soviet SMG units are excellent for close assaulting and the Soviet 17th Tank Division runs into units of the Soviet 17th Tank Corps as both sides attempt to secure a vital road to Berlin.

This marked the second straight issue in which the lead article failed to take top honors. It also marked the best performances ever by a Series Replay and Design Analysis column—perhaps an indication that we're finding our niche with these regular features at last.
WHAT YOU ALWAYS NEEDED TO KNOW ABOUT PANZER LEADER
(But Thought You Already Knew From Playing PanzerBlitz)

by Randall C. Reed

Now that the dust has settled a bit, a few observations may be appreciated in regards to some PANZER LEADER peculiarities. Observers may have noticed in the game's design credits that I am listed under 'Rules Development and Expansion' and not under 'Research and Design'. This is as it should be since I neither 'researched' or 'designed' it. Rather, I picked up all the loose pieces, re-ordered, revised, and re-vamped the rules, and made it look prettier. In short, I'm the guy who tried to give gamers the kind of game they wanted after everyone else had finished 'improving' it. With that bit of background, the following comments are offered:

The strange lineages of PANZER LEADER (nee PANZERBLITZ) makes it difficult to classify. Do we nominate it for 'Rookie-of-the-Year' or 'Comeback-Player-of-the-Year'? Obviously, the derivation was an attempt to preserve the familiar. Rather, I picked up all the loose pieces, re-ordered, revised, and re-vamped the rules, and made it look prettier. In short, I'm the guy who tried to give gamers the kind of game they wanted after everyone else had finished 'improving' it. With that bit of background, the following comments are offered:

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It is the Sept. IV, 1943, Allied turn of an Advanced '74 version of ANZIO with all supplementary rules. The Allies have landed at Termoli, and also opened the ports of Messina and Taranto. The Germans have sealed off both South End edges. The contest concerns the Taranto (SE) board edge. Note that this can be sealed off with only two units, not three as mentioned in the rules (p. 32-33). Also, only 3 units, not 4, are needed to seal off the Messina end. Total 5 for both edges. The two German units at Y61 and Y64 cover the entire entry zone from Y60-Y65. The Allies earlier landed the British 46th Division (3-4-12) and the British 201 Gds (1-1-12) at Taranto. Among other units, the Allies have in Sicily the 82nd Paratrooper division. No other land units may be used for this operation.

<p>| Problem: How can 201 Gds capture Potenza this turn? Hint: 3 die rolls are involved. List the units you'll use in your move by writing their designations in the hex moved to. Then list the units, attacks odds, and any other pertinent information for each of the three die rolls needed to solve this dilemma in the order they'll be accomplished. |
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<tr>
<th>Die Roll</th>
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ISSUE AS A WHOLE: ...........(Rate from 1 to 10; 1 equating excellent, 10=terrible)
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OVERRUN:
Q: May armored units overrun enemy units on permanent bridge hexes? On temporary bridge hexes?
A: Yes, in both cases.
Q: What is the PRECISE point at which combat is resolved in an overrun attack?
A: After all overrunning units involved in that specific overrun attack have executed their movement. NOTE: When using the optional Opportunity Fire rule, a few problems arise when more than one unit attempts the overrun. In cases where the #MA criterion is reached when the overrunning unit enters a woods/town hex as its exit hex, the target unit cannot spot that hex for other units attempting Opportunity Fire until ALL enemy units have expended their "scatter". If the target unit is undispersed AFTER resolving the overrun, THEN the woods/town hex may be spotted for Opportunity Fire.
Q: May units being overrun execute Opportunity Fire attacks against the units doing the overrunning?
A: Yes, provided the #MA requirement is met before the attacking units enter the target unit's hex. If general units are doing the overrunning, the target unit may not OF after the first unit has executed its overrun movement.

TERRAIN EFFECTS CHART:
Q: The TEC states that, when firing on units on hilltops, the attacker is not required to halve his AS if adjacent to the target hex. Rule VII.H.4 (p.8), however, states that the attacker is NOT halved when on another hilltop (no mention of being adjacent). Which is correct?
A: Whoops! The rulebook is correct; the TEC is in error. On hilltops, the attacker may only be halved when the attacker is adjacent to a target unit on another hilltop. 3) Engineer units... (Granoelles) Q: Are the strengths, movement allowances, etc., of engineer units using Opportunity Fire?
A: There are no MP penalties when executing a. 4) Engineer units may resume construction when undispersed. 5) Bridges may be attacked when a vehicle remains. Bridges may only be used by personnel units, truck bridges may only be used by personnel units, truck bridges may be used by any unit. How do you erect those portable truck and tank bridges?
Q: May infantry and engineer units CAT from a bridge hex to an adjacent bridge hex (i.e. in Grancelles)?
A: Yes.
Q: Do the bridges in hexes A-V-7 and A-V-8 (Grancelles) count as one or two bridges in each hex for demolition purposes?
A: One - they're small bridges anyway!
Q: Can a vehicle cross a bridge if there are three wrecks on it?
A: Yes - see VII.K.6 (p.9).
Q: Can a vehicle cross a bridge if there are three wrecks on it?
A: Yes - see VII.K.6 (p.9).
Q: May vehicular units, when moving onto or off of a bridge hex, do so via any non-stream hexes or only the ones containing roads?
A: They may use any adjacent, legal, non-stream hexes.

ENGINEERS:
Q: If the vehicle assigned to an engineer unit is dispersed before the engineer unit has completed its task, must it wait until the vehicle is undispersed before it may finish the job?
A: Yes. Also, if the vehicle is destroyed, operations cannot be completed.
Q: Is there any effect on mine or block removal if, during removal operations, an enemy unit enters the block hex itself?
A: Yes, the operations must be suspended until the enemy units move or are removed.

BRIDGES:
Q: If bridge hexes are "treated as clear terrain for all purposes," it becomes possible to move directly from one unconnected bridge hex to another (i.e., in GRANCELLES) and thus overrun units on bridge hexes from other bridge hexes. Correct?
A: No! Certain assumptions must be made. Namely, bridge hexes are treated as clear terrain only when moving from one adjacent non-stream hex to another adjacent non-stream hex via the bridge hex.
Q: May the bridge carried by the Valentine bridgelayer be attacked separately from the tank as a "passenger"?
A: No.
Q: How do you erect those portable truck and tank bridges?
A: While they do not appear in any scenario, feel free to apply these broad procedures to scenarios of your own design:

<table>
<thead>
<tr>
<th>TYPE</th>
<th># of engineer platoons required</th>
<th># of turns required to construct bridge</th>
</tr>
</thead>
<tbody>
<tr>
<td>truck bridge</td>
<td>one</td>
<td>12</td>
</tr>
<tr>
<td>tank bridge</td>
<td>four</td>
<td>36</td>
</tr>
</tbody>
</table>

3. Engineer units must remain in the construction hex for the required number of turns. All units must remain undispersed or none may be used to construct the bridge. If dispersed, engineer units may resume construction when undispersed. 4) Bridges may be attacked when a vehicle remains. Bridges may only be used by personnel units, truck bridges may only be used by personnel units, truck bridges may be used by any unit. Truck bridges may only be used by personnel units, truck bridges may only be used by personnel units, truck bridges may be used by any unit. How do you erect those portable truck and tank bridges?
Q: May infantry and engineer units CAT from a bridge hex to an adjacent bridge hex (i.e. in Grancelles)?
A: Yes.
Q: Do the bridges in hexes A-V-7 and A-V-8 (Grancelles) count as one or two bridges in each hex for demolition purposes?
A: One - they're small bridges anyway!
Q: Can a vehicle cross a bridge if there are three wrecks on it?
A: Yes - see VII.K.6 (p.9).
Q: May vehicular units, when moving onto or off of a bridge hex, do so via any non-stream hexes or only the ones containing roads?
A: They may use any adjacent, legal, non-stream hexes.

AIRPOWER:
Q: May Fighter-bomber units execute Opportunity Fire attacks against enemy ground units?
A: No, not may they be fired upon by enemy AA units using Opportunity Fire.
Q: When using the experimental field-of-fire limitations, must AA units abide by the FOF limitations?
A: Yes, but note that the FOF includes the hex they occupy.
Q: In some situations, armourment is not listed for the FB's. What do you use, rockets or bombs?
A: Either, at your option, before players set up their units. (XIV.B.6, p.14)
Q: When aircraft attack targets on slopes, hilltops, etc., is their AS halved?
A: No.

Q: May aircraft sight or spot units located in towns or woods hexes that have not fired and are not adjacent to friendly units?
A: No.

SITUATIONS:
Q: SITUATION #11: May the Belgian and American units fire outside of their sector boundaries even though they may not move outside those boundaries?
A: Yes, the restrictions concern movement only.
Q: SITUATION #11: Is the American sector (in which he must achieve a 3-1 superiority) boards C and D combined, despite the fact he deploys only on D? A: Yes.
Q: SITUATION #14: When the special rules state, "Allied commanders may not attempt bridge demolition until German units are within five hexes," does this refer to the commencement of the four turn procedure or the die roll for actual destruction?
A: "Demolition attempts" refers to the actual die roll. Q: SITUATION #14: May German units on board C move into half-hex C-11 (which shares boards C and D)? A: No. The prohibition concerning re-entry onto board D also includes the half-hexes on that board.
Q: The rules say that you cannot set up on half-hexes. Does this apply to the sea hexes in invasion scenarios?
A: No! It refers to the half-hexes in the middle of the playing area. Units spend only one turn on the sea hexes in any case.

MISCELLANEOUS:
Q: What are the 'unloading' costs when dropping off German units in a Panzerblitz Assault (optional rule D)?
A: There are no MP penalties when executing a Panzerblitz Assault.
Q: On the UFT (p.21), what does the dot in the Nebelwerfer's artillery firing column signify?
A: It signifies that there should be a 'C' there instead of the dot.
Q: Are the strengths, movement allowances, etc., of the Panzer Leader and Panzerblitz counters the same so that they are, in effect, interchangeable?
A: More or less . . .
Q: Can ground units spot for air units by being adjacent to enemy units?
A: No.
Q: Can the German fire at any planes in range during the Allied air phase—or only those FB's which are attacking?
A: They can fire at any plane in range during the Allied air phase.
Q: Which "carrier" rule takes precedence; A) that a unit on a Bren can be attacked separately with a DF of 1 because the Bren is an armored unit, or B) that the Bren's defense factor (2) must be used for both passenger and carrier combined?
A: B
Q: If Indirect Fire orders have been written in advance for a turn, the unit can still hold its fire, but can it move if it does not fire?
A: Yes.
Q: Suppose a unit is in hex Y, and another unit moves into hex Y and at that instant is hit by Opportunity Fire. Can it be attacked separate from other units in the hex?
A: Yes, unless it is in a town hex.
The Turk Connection

The release of THIRD REICH has spurred an interest in the might-have-beens of World War II—especially as they relate to the activities of the neutral powers. The alliance of Turkey with the Germans in THIRD REICH was probably the most devastating variation in the Minor Chart. Mike Markowitz has extended this devastating punch to STALINGRAD where he makes a strong case for Turkish intervention. Anyone trying this variant should be sure to grace the Russians with 4-6-8 replacements—in fact, 4-8-10 might well be a necessity.

In the diplomacy of World War II, Spain and Turkey were the major “armed neutrals” courted by both the Allies and the Axis. A division of Spanish “volunteers” fought on the Eastern Front against the Soviet Union, but Generalissimo Franco refused to join the Axis in a full-scale assault on the vital British bastion of Gibraltar. Far less is known about the role of Turkey in the war, but a study of some of the available sources suggests an interesting variant for STALINGRAD.

The Politics of Prewar Turkey

In the First World War, Turkey fought on the German side. The defeat of 1918 led to the fall of the Ottoman Empire and the rise of a Republic under the leadership of Mustafa Kemal, the best of the Turkish general of the war. The new republic fought a War of Independence against its internal and external enemies until 1923, then embarked upon a period of radical social reforms designed to bring the ancient nation into the Twentieth Century. An important diplomatic landmark was the Montreux Convention (1936) which neutralized the Turkish Straits, the strategic waterway between the Black Sea and the Mediterranean. In 1938, as the threat of war came closer, Kemal, the “Father of Modern Turkey,” died. There was an oral tradition that his last political testament to his people had been “to be as ready as possible and then, come what may, to stay on England’s side, because that side was certain to win in the long run.” (B. Lewis, p. 289). His successor, Ismet Inonu, duly signed a Treaty of Alliance with France and Britain in 1939. But Turkey was also bound by close economic and emotional ties to Germany. Over half of Turkey’s foreign trade went to Hitler’s Reich, including Germany’s only source of vital chromium. While many Turks resented Germany’s intention to make Turkey...a virtual protectorate, many others, especially among the military, had a warm feeling for the martial and efficient Teutonic nation.” (Lenczowski, p. 139). One by one, Turkey’s Balkan neighbors fell into the German orbit. In March, 1941 German troops occupied Bulgaria, bringing Panzer spearheads to within 100 miles of Istanbul. Franz von Papen, Hitler’s best diplomat, was sent to the Turkish capital, Ankara.

In the spring of 1941 Germany’s position was so strong after her Balkan victories that Turkey reluctantly agreed to begin negotiations on a bilateral treaty. Von Papen sought to secure Ankara’s permission to unlimited transit of German war materials and passage of a disguised contingent of troops through Turkish territory toward Iraq, Syria and Iran. (Lenczowski, p. 141).

On June 18, 1941 the Turks and Germans signed a ten-year non-aggression treaty. Four days later, the Wehrmacht moved against the Soviet Union.

When Germany invaded Russia the Turkish Government declared its neutrality in the new conflict, but the Turks were far from neutral in spirit. The ancient hatred for Russia, despite 25 years of relative official friendship, was too strong. The Turkish Foreign Minister, Saracoğlu, told von Papen privately that “this is no war, it is a crusade.” (Trimingham, p. 76). As early as medieval times, Russian Tsars had coveted the Turkish Straits as an outlet to the rich Mediterranean world; this is still a strategic objective of Soviet foreign policy. “After...1941, Turkish feelings towards the Axis began to assume a more positive form. Russia was, after all, their ancient hereditary enemy, against whose relentless southward advance they had been fighting a desperate rearguard defense for centuries.” (B. Lewis, p. 290). In addition, many Turks felt sympathy and concern for the Turkic-speaking peoples of Soviet Central Asia, the Caucasus and the Crimea, who had suffered cruelly under Stalin’s regime. A “Pan-Turanian” movement, supported by some high military officers as Marshall Fevzi Cakmak, Chief of the Turkish General Staff, promoted the idea of an independent Turkic state to be carved out of Soviet territory occupied by the Germans.

THE TURKISH ARMED FORCES IN 1941

“The Turkish soldier has a well deserved reputation for hardihood, stamina and the ability to stand privation. With military training compulsory, some two million men have been trained...” (Dreucker, “Turkey and the Balance of Power,” Atlantic, April, ‘41). The Turkish Republic inherited the glorious military traditions of the Ottoman Empire, which had, in its long history, extinguished the Byzantine Empire, conquered most of the Arab world and overrun Europe up to the Walls of Vienna. In 1941 the Turkish Army still contained many veteran officers and NCO’s who had fought in WW I and the Turkish War of Independence. The Army was first mobilized in January 1940 as the war approached Turkey's borders, and it continued to grow throughout the war years; from 22 divisions in 1939 it expanded to 45 divisions by 1945. At the beginning of the War, German and Soviet equipment and tactical doctrines were predominant, but after American lend-lease aid was extended in late 1941, large quantities of British and American equipment arrived.

Here is the 1939 Order of Battle (from Dupuy, World in Arms)

<table>
<thead>
<tr>
<th>The General</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Role for Turkey in STALINGRAD</td>
</tr>
<tr>
<td>By Mike Markowitz</td>
</tr>
</tbody>
</table>

A Role for Turkey in STALINGRAD

<table>
<thead>
<tr>
<th>AIR FORCE</th>
</tr>
</thead>
<tbody>
<tr>
<td>150 Bombers</td>
</tr>
<tr>
<td>300 Fighters</td>
</tr>
<tr>
<td>100 Recon. Planes</td>
</tr>
<tr>
<td>400 second line (obsolete) aircraft</td>
</tr>
<tr>
<td>600 trained pilots</td>
</tr>
</tbody>
</table>

NAVY

| 1 Battle Cruiser (the Yavuz, formerly the German Goeben) most powerful unit in the Black Sea this ship was continuously modernized and served until 1960. |
| 2 old light cruisers |
| 4 Destroyers |
| 9 Submarines |

Turkey’s naval importance was not its fleet, however, but its straits. After heavy Nazi pressure on the Turkish government, some 250,000 light German naval forces were secretly allowed to pass through into the Black Sea, where they met with little Russian opposition. A major effect of Turkish neutrality was to keep the Royal Navy out of the Black Sea, where it might have given significant support to the Soviets.

The deployment of Turkish forces shifted decisively Eastward during the early years of the war. Initially, it appears that Turkish forces were rather evenly distributed to meet possible threats from the Germans in Greece and Bulgaria, the Allies in Syria, Iraq and Persia, and the Russians in the Caucasus. In January 1940, “Turkish forces on the Russian frontier were reported to number 200,000—about twice the usual number.” (N Y Times, Jan. 17, 1940). By February, this force had been built up to 300,000. A year later, the total Turkish Army numbered over 800,000, with perhaps half facing Russia.

Initially, the Turks had obsolescent Soviet and Czech armored equipment. A March 1941 photo of Turkish Army maneuvers in the N Y Times shows Russian BA-32 armored cars. A year later “von Papen suggested that Germany should equip a Turkish armored division,” and Hitler approved the plan, even though the Germans were desperately short of tanks for their own Panzer units (Trimingham, p. 86).

The German strategy with regard to Turkey was basically simple. First they sought Turkish permission to move German forces overland against the British in Syria, and Palestine, threatening the Suez Canal and the oil of the Persian Gulf. Next they sought Turkish aid in an attack on the Caucasian Front (an entire Army Group covering the Turkish border; see The West Point Atlas, map 23). Batum, a major Soviet port was only 10 miles from the Turkish frontier and the vital Baku oil fields lay within bomber range (300 miles) of bases in Eastern Turkey. A German-Turkish advance through the Caucasus would directly threaten Stalingrad from the South. Now we can begin to simulate some of these possibilities within the format of the game STALINGRAD.
The STALINGRAD Variant

A. Counters
We will need to make up some additional counters to represent the Turkish forces that might have been available for the campaign. We can assign combat factors on a comparative basis: we know that Turkish infantry was, traditionally, far more tenacious in the defense than in the attack (the Turkish brigade that took part in the Korean War fought some brilliant defensive actions). So we can assign the Turkish corps an attack factor of 3 (equivalent to the Italian or Hungarian forces, who were, in reality, far less motivated to fight Russians) and a defense factor of 4 (equivalent to the German line infantry corps). The single Turkish cavalry corps could be rated as 3-4-6 (somewhat better than the Italian or Rumanian cavalry, but not equal to the Soviet cavalry corps, which incorporated considerable tank elements). Game design always requires that we make simplifying assumptions, so we can assume that any armored units the Germans supply to the Turks would be employed "off the map" against the British in the Middle East. This would also apply to a sizable proportion of the available Turkish infantry, regardless of the date at which we have Turkey entering the war. Six corps in 1941 and eight in 1942 seems like a reasonable figure; six corps or eighteen divisions would correspond to about 270,000 men, or about the size of the force reported on the Soviet border in 1940.

B. Replacements
We will need a replacement rate for the Turkish forces. Germany, with a wartime population of about 50 million, gets replacement factors per month. The wartime population of Turkey was under 20 million, and we can assume that the training, conscription and transportation systems were less efficient. So 1 replacement factor per month seems like a reasonable allowance—i.e., about three corps per year could be "rebuilt" from the "dead pile."

C. Deployment
Deployment is another problem. The STALINGRAD Board was not designed to allow for Turkish participation, and things are a bit cramped along the Southern edge of the map. We can give our Turks the benefit of the doubt and allow them to deploy on the border hexes Xx25, Xx27, and Xx28 at the top of the Black Sea. As with Finland, we can allow the Germans to deploy up to two infantry corps in Turkey as soon as the Turks enter the war (but mechanized units should be forbidden due to the difficulties of supplying such forces over the limited Turkish rail net, or maneuvering them through the extremely rugged terrain of the Caucasus. Of course the Turks also have the option of deploying part of their available forces in Thrace (the European part of Turkey, west of Istanbul) and bringing them into action by rail on the main Eastern Front, just like the other German allies.

Now we come to the most hypothetical part of this simulation; the rules for Turkish intervention and the Intervention Results Table.

D. Intervention
We cannot assign probabilities to events that never occurred. But we can argue that some outcomes were more plausible than others and if "X" had happened, the German situation would have been more likely to take place. The following table represents a serious attempt to evaluate a wide range of political and military factors. When the

**Turkish Intervention Option** is being used in Stalingrad, the German Player will roll the die before the initial set-up. The die roll is then cross-indexed with the following table:

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>German Player may employ Turkish army beginning on turn 1.</td>
</tr>
<tr>
<td>2</td>
<td>Turkish army enters war after German capture of Sevastopol and Odessa.</td>
</tr>
<tr>
<td>3</td>
<td>Turkish army enters war after German capture of Sevastopol, Odessa and Stalingrad.</td>
</tr>
<tr>
<td>4</td>
<td>Turks do not enter war, but Soviet player must keep at least two 4-6-4 units in the Caucasus until Dec. 1942.</td>
</tr>
<tr>
<td>5</td>
<td>Turks do not enter war, but Soviet player must keep at least two 4-6-4 units in the Caucasus until May, 1943. (End of game.)</td>
</tr>
<tr>
<td>6</td>
<td>Turks do not enter war, Soviet Player need not keep any forces in the Caucasus.</td>
</tr>
</tbody>
</table>

There are several basic assumptions behind this table. First, that the better the Germans do, the greater the likelihood of Turkish intervention. Second, that the mere threat of Turkish entry would pin down significant Soviet forces on the Turkish border. For the purposes of the game, the "Caucasus" is defined as the belt of Mountain hexes southeast of Batum on the map. (Soviet maps call this range the "Malty Kavkaz" or "little Caucasus."

Special limitations on Turkish Forces:
Turkish forces may not move beyond the Volga River or on the northern (top) half of the board. This reflects the political realities of the situation—no nation wants its army used beyond its own area of concern. The Finns for example, advanced into the Soviet Union only as far as the limit of territory they claimed. There they halted for the rest of the war, much to the annoyance of the Germans. At most, the Finns might have occupied Leningrad (had the Germans taken it) and perhaps Estonia, which is inhabited by a people ethnically related to the Finns. In practice, however, the lack of such a political restriction on Finnish forces does not greatly affect the realism of STALINGRAD, since there is usually little opportunity for the Finns to leave their own boundaries.

Turkish forces may trace a supply line back to their border hexes or they may draw supplies from German sources. Turkish units that begin their turn at Istanbul may move by sea to Odessa or Sevastopol if both ports are occupied by Axis forces. A limit of two units per turn may use this special sea movement. (Turkish entry into the war would have virtually assured Axis control of the Black Sea.) Units that use sea movement may move normally by land in the same turn.

**Implications for other games**

The possibility of Turkish intervention should be considered as an option in any present or future game dealing with the Eastern Front, or the entire Second World War. The potential effects on the Mideast and North African fronts are even more dramatic than on the Eastern Front. Rules for such intervention should be tied closely to the degree of German success. An intriguing possibility is the provision of a rule allowing Turkish intervention on the Allied side after 1943. In February 1943, Churchill himself visited Turkey in an effort to secure Turkish cooperation against Germany. This meeting "was consequently followed by visits to Ankara of top British commanders in the Middle East. These men counted on Turkey's entry into the war by the Fall of 1943" (Lenczowski, p. 144). In April 1944 the Turks cut off the supply of chromium to Germany (according to Hitler's armaments minister, Speer, this move helped to doom Germany's war industry). Diplomatic relations were broken off in August 1944, and finally, as a formality, Turkey declared war on Germany in February 1945, in order to secure a seat at the peace table, although no military operations were undertaken at that late date.

**In Conclusion: How Credible?**

Through skillful diplomacy, the Turks managed to avoid being drawn into the Second World War. This is a tribute to the wisdom and patience of their leaders; it spared them the losses and suffering which most of the nations of Europe experienced. But with less luck and a few small changes in the variables, the event might have gone quite differently. The case of Thailand is an interesting comparison. Prewar Thailand had a pro-western civilian elite and a pro-Japanese military leadership. As the Japanese overran Southeast Asia, the pressure on Thailand increased and a military coup brought the Thais into an unwelcome and disastrous alliance with Japan. Modern Turkey has seen several military takeovers since the war. If the Wehrmacht had not ground to a halt before Moscow, Leningrad and Stalingrad, the pressure on the Turks to fall in line with Hitler's New Order might have become overwhelming, even if the final outcome of the war itself was never in doubt.

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The New York Times Index and the Reader's Guide to Periodical Literature (1940 and 1941) were also useful in the preparation of this article.
The Basic Game of the revised ANZIO provides us with an excellent medium for a Series Replay. It is both concise (15 turns) and playable — yet extremely involved in the tactical options and possibilities it offers to participants and spectators alike. This particular match was played face-to-face at one sitting last December; no mean feat when one considers the immense amount of written material which must be recorded between every move in any Series Replay. Tom Olson, for those who don’t read Design Credits, is the author of the revised ANZIO. Joel Davis who played a role in the playtesting stage of the game’s development provides us with the neutral commentary. His remarks are printed in italics after each move.

**GERMAN INITIAL SETUP:**

The HG unit has been placed at Vesuvio because this doubled defensive position cramps a Napoli invasion and assures that a Salerno invasion will not produce a swift overland drive on Napoli. This having been decided, it’s almost mandatory to place the NW 71 with HG, because placing such a weak unit alone at Napoli or Casserta invites an Allied first turn breakthrough attack. (See Rule 13) that could be very unpleasant indeed.

The 16th Panzer is at U-47 because I happen to know my opponent strongly favors a Termoli invasion in the Basic Game, with good reason. Termoli is not so far north as to risk getting bottled and gives the Allies immediate possession of terrain and gives the Allies immediate possession of terrain and gives the Allies immediate possession of terrain and gives the Allies immediate possession of terrain otherwise difficult to capture in an overland drive.

Thus, my setup is basically designed to discourage Allied landings at Napoli and Termoli. My opponent must choose the “safe,” but time-consuming Salerno — or risk landing farther north.

**SET-UP:**

The rules for both sides are quite direct. The rules list eight victory cities, but since the players include the designer of this game edition, I’ll take their word that Anzio is the 9th. In any case, the German must hold at least five; alternatively, the Allies—must keep the primary objective—five victory cities—ina mind at all times.

Given these factors, the placement of 16th Panzer at U-47 is to take advantage of one of the few good delaying positions near the Termoli beaches. The position of Herman Goering and 71 Nebelwerfer is somewhat more subtle. They must be placed together to keep the allies from gaining extra movement from overkill on the smaller unit. They cannot be surrounded in Naples... but—if placed there—would allow Allied units to capture Salerno and the hills at M-39. Placement at Vesuvio does much to hinder a good defensive position for the Allies invaders anywhere in that area.

**Sept. II Allied Move:**

A strong Vesuvio garrison discourages invasion at both Napoli and Salerno, although the latter is still possible. I believe that the Allies have a chance with an invasion at nearly any beach, but I favor Termoli, for several reasons. Termoli itself is hard to capture except by invasion because of the rivers to the South. One can also threaten Pescara, another victory city, and eventually menace Napoli from the Northeast.

I used to think that the presence of 16th Pz near Termoli prevented invasion there, but after considerable study I conclude that it can still be done, albeit with an unorthodox approach.

This is the first time I have invaded using only the beachhead port capacity. I would have said that it shouldn’t be done, but in this case it appears that the Vasto area is a secure lodgement if I am forced back into it. Because of my limited beachhead capacity, I will put stronger forces than usual in the South.

I’ve placed the British 1 Para Div and the Para Bde at Taranto; US 82/304, 36th Div. Cdn 1st Armor Bde and Br Cdo 2SS at Messina. The balance of the initial OB remains in Sicilia. Next week the Germans will be able to attack, so I must consolidate. Their 4 hex southern front is the optimal delaying stance.

**GERMAN SEPT II:**

Termoli it is! He will not be denied. Since 16th Panzer did not intimidate him, we’ll have to see whether it should have.

My position cramps his beach, almost to the point of putting me on interior lines. The northern wing of his position is the weakest, and it would be tempting indeed to roll it up on one turn with a sequence of Breakthrough and Second Combat. Unfortunately, I can’t do that and hold off the South End forces at the same time. This is very frustrating. I am overdefending everywhere, yet unable to deploy efficiently for a good first turn offensive reaction.

**II SEPTEMBER**

Since X=60 is the only doubled square on the eastern side of the South end, it is valuable and should be held more strongly. 15th Panzergrenadier is not doubled and can be surrounded at V-37; V-48 (doubled and not surroundable) seems safer and just as effective. Otherwise, this turn went normally. I placed as many strong units as possible while the Germans threw up a defense ring around it since there were no profitable places to launch counterattacks. Next turn will be the key for them! The weakness of the Germans in the north was a mistake. True, Foggia is now more vulnerable, but it is bound to fail eventually (remember the South End), while Pescara may be a hard fight later.

**Sept. III Allied Move:**

The US 34th Div, Indian 8th, and 1 R arrive at Taranto; Br 7 Armor Div and 4 Armor Bde plus 2 R band at Messina. The remainder of the unseen Allied OB remains in Sicilia.

I had to shorten my front drastically to attack Chieti and capture Ortona. I probably wouldn’t get another chance. I am counting on pressure from the South to permit a link-up.

**GERMAN SEPT III:**

Unfortunately, still no good offensive opportunities. I have more than enough strength, but it is concentrated in too few units. Advanced Game substitute counters would allow me a much more efficient offensive/defensive deployment, and the difference hurts.

I’ve decided to shore up the South End and play for time.

**III SEPTEMBER**

While capturing Ortona and Pescara is important, the Allied player should never forget how many objectives lie south and southwest. Considering the amount of force being poured into the South End, he obviously hasn’t. By not activating a port on the Termoli Beach—i.e., Termoli—immediately, the Allied player has taken a substantial risk. For an extra 10 points in essential supply capacity, he has limited the forces on his beach quite severely. By pulling north of the Trigno River, he’s made attacking south so difficult that the entire burden of a link-up is on the South-End forces. Because there are so many mountains, those forces are sometimes delayed a LONG time!
THE GENERAL

Meanwhile, X-60 has been garrisoned in force... but V-62 (Frascati and the ERS unit) is a weak point. It’s getting very close to Potenza— and once Potenza falls, X-60 becomes almost impossible to hold. One that happens, the fall of Foggia and an Allied link-up come very soon. The more westerly positions are not so crucial. Pasting 15th Panzergrenadier at V-62, and Frascati, ERS 1 & 2, and 71 Nebelwerfer at T-64 might have been safer.

Sept. IV Allied Move:
The Germans have adjusted their forces to eliminate any obvious weak spots. Their control of the hills west of Ortona is a potential threat but there is nothing I can do about it now.

The 82/325G withdraws to Sicilia to rebuild as did the Br. 201 Gds the turn before. Basic odds attacks are always advisable for the Allies although this one failed. The 2-1 in the South was risky (could have lost 6 steps), but I must break out there. If I get a port my beachhead will be fairly secure.

GERMAN SEPT IV:
At last, a chance to strike! Unfortunately, no luck! I had a 67% chance of destroying the port under construction at Ortona by putting it within my ZOC. If I had forced him to retreat, only 1st Para would have advanced to do the job. It would have been worth the risk to 1st Para to get the port, and there was a good chance my unit would have gotten out alive. No use crying now. The chance to deal him a crippling blow has been taken, but did not bear fruit.

Next turn he will have port capacity and interior lines. He is using the River Agri, and the Parachute Corps was cause enough for alarm, but even if I had lost Ortona, so long as I retain the protected position around Vasto, my beachhead is secure. I believe they erred in pulling back from the tremendously strong position at S-43. In the South, he has the advantage of the East/West roads running through Potenza, while my communications are cut by two rivers. He has cleverly left his weaker units near Sapri where I cannot attack in strength.

Eight Replacements remain in Sicily. My hopes for a quick link-up are running high due to my capture of the vital road junction of Potenza, and the rebuff of the German Paracorps west of Ortona.
GERMAN OCT I:

The Ers unit at P67 is a sacrifice to gain one more turn of precious time. The front is going to widen soon, and due to my low unit count I'm already stretched to the limit. Fortunately, reinforcements start to arrive next turn.

OCTOBER

This turn, we had the curious example of Allied gains demonstrating the wisdom of German tactics! In the Ortona area, the Allies were forced to spend a turn cleaning up their beach-head by forcing out para-troopers, rather than attacking to the south, where their objectives lie! Meanwhile, the Allies made the necessary attack on Potenza and were lucky enough to get a defender retreat at 1-1. The weakness of the German right is again deceptive, as the River Apagl stops large attacks on the ERS unit at P-67.

Luck favored the Allies this turn... forcing the Potenza position so fast puts real pressure on the Germans. They will not be able to forestall an Allied link-up much longer.

Oct. II Allied Move:

Having lost Potenza, and failed to retake Ortona, the Germans must revert to the defensive. Their use of a sacrificial rear-guard in the South is clever.

Nine R remain in Sicilia. Destroying a unit is always cause for celebration in ANZIO, even a small unit, since they're useful for coastal defense. Next turn I should be ready to attack out of the beachhead.

GERMAN OCT II:

Hanging on by the fingernails! Sacrificed the two Ers units at P64 to gain still another turn. I need time desperately to allow arriving reinforcements to deploy efficiently in the line.

The situation is tense and not unlike Guebels' description of another Italian battle — victory will probably go to the side that gets reinforcements into action first!

II OCTOBER

It's worth noting that the Allied player violated stacking rules while rebuilding at Ortona. The three actual combat units total seven stacking points; the three replacement units total three more. The rules specify that no more than 8 points may stop on one hex... here it is clear that ten stopped.

Another turn has been used up in the Termoli area; this means no reinforcements... though the existence of all three rebuilt units may justify this later. More important is the slow progress in the South. Destroying Nebelwerfer was nice, but it should not be over-rated. There are a lot of mountains out that way.

The Germans have somewhat tightened their defenses, taking neat advantage of the small river near Vallo. Such tactics are things the German player should always be thinking about. Rivers will stop enemy troops a full turn—which is often more than friendly forces are capable of.

Oct. III Allied Move:

The German executed more clever rear-guard action, this time near Vallo.

Only 5 R units remain in Sicilia. The Germans are holding me up down South more than I expected, but surely I can link up in a turn or two, and then head for Salerno and Napoli.

GERMAN OCT III:

My deployment may look a little odd... but
THE GENERAL

III OCTOBER

The Allied attack across the Trigno was both necessary and well executed. Luck was average and the river positions were broken. The German lines must be broken to the southwest as fast as possible to threaten the western victory cities.

The Allied attacks in the south were quite acceptable, gaining a lot of ground. The apparent German weakness near Eboli is only apparent—and will prevent the Allies from bringing more than its factors to bear on Frascati and the ERS unit. The undoubted position occupied by 26th Panzer is a weak one, but resolving this problem would require at least one additional unit, which is not yet available. The weakness of the position, then, pretty much guarantees that the river line will fall. On that basis, switching 26th, British and 1st Paratrooper might have been a good idea.

Oct. IV Allied Move:

He’s not missing a trick in holding me back in the South—now using the Olanto River to gain one more turn, November in Foglia!

It was disappointing to catch 26 Pz out in the open and inflict only a one step loss. Salerno should become untenable soon, giving me 4 of the 5 points needed. The last point I can get with an invasion along the coast from Napoli to Rome.

GERMAN OCT IV:

I think it was a mistake to call off the Pescara offensive last turn, no matter how risky. It’s too late now—he’s reinforced the position strongly. This could cost me the game. If I withdraw from Salerno to shorten my front, he’ll have four cities (Foggia, Pescara, Teramoli, and Salerno) and need only pack up fifth on the second invasion to win.

I also see the fundamental error that got me into this mess—not taking hex S-49. It’s much stronger than it appears at first glance, and severely cramped his invasion perimeter. R-43 and R-44 may look stronger at a superficial glance, but the difference is that at winning or losing against a Teramoli landing.

All I can do is build 26th Pz, and hang on . . .

IV OCTOBER: ALLIED TURN

Once again the Allied player is spending a turn building up at the Beach-head. This makes sense—the only really profitable direction to attack is south, and that’s heavily defended for the moment.

In the South, the attack against 26th Panzer was the obvious one, but a six was a bit unfortunate—heavily damaging strong German units is almost always a good idea—but good luck was really unnecessary. The position has been forced—that’s the important thing.

IV OCTOBER: GERMAN TURN

I have divided this turn into two parts because so many significant things happened. The Germans could no longer hold the South End line and, by consolidating their own lines, have allowed an Allied link-up. The Allies now hold Pescara, Teramoli, and next turn Foggia. A coastal city can be grabbed by a second invasion—that’s four cities.

Salerno, at the far right end of the German line, is a strong pick for the fifth. 1st Paratrooper, on the heights above Salerno, is in a good defensive position. Nevertheless, the Allies have eight turns to reduce it . . . , more thought should have been given to protection to the east. At this stage, the north and northwest defensive lines around the beach-head are probably over-defended . . . there aren’t any really valuable positions up there, while Salerno is probably the key to the German’s remaining hopes. A large unit should be posted at P-58.

Nov. I Allied Move:

He is strong enough to attack, but obviously reluctant to do so because of my upcoming invasion potential. I have no intention of invading until mud is over, his line is longer, and until it is too late for his invasion reaction to matter.

I really should pose an invasion threat, but I want to mass for a push north, as he won’t expect that. If I can get some good odds attacks I will lengthen his line so that he has few units for coastal defense. At last, link-up has been achieved.

GERMAN NOV I:

Regret 26th Pz could not complete rebuilding to strength this turn. 15th Panzer may look exposed, but it represents 27 defense factors at T-39. There was gravel in the oatmeal when they made that cookie, so he’s perfectly welcome to take a bite. Also 2nd Para at R-46 is protected by High Appenines.

Nonetheless, the overall situation is very gloomy. I am unable to shorten my front to create reserves, and face second invasion.

I NOVEMBER

As a normal tactic, it is generally good to wait till late December before launching an invasion. The Second Invasion Reaction forces don’t have time to do anything, and the Germans may well not have time to recapture critical victory cities. However, the mere fact that this is true does not mean that a better invasion opportunity may not show up sooner! Whenever the German is vulnerable, the Allied player should be ready to pounce. On that basis, stationing five brigades at T-45 is a mistake.

Nov. II Allied Move:

Some of the German positions are exposed, but there is too much chance to lose 4-6 factors in 1-1 or 2-1 attacks. My plan is to push north, inducing him to reinforce that sector at the expense of the South, where I will then push in the direction of Salerno, Napoli, and Cussino.

Securing a bridgehead over the Pescara River should enable me to get some basic odds attacks and to lengthen the German front. Further south, I was able to make a basic odds (undoubled position) attack, but not without a soak-off.

I don’t know if I want to push on Salerno after all, for two reasons: he is defending it strongly on doubled positions, which could cost me heavy casualties, and an invasion at Napoli increasingly appeals to me. One unit at Caserta could block the Volturno River bridge. A second unit could reach just north of Salerno. A third could hold Vesuvio. Moreover, the Initial Lift here is 14 points (75%), which is plenty for the plan above. If I take Salerno, he will fall back on Vesuvio, and this plan would no longer work.

The ideal time would be Dec. III, as fair weather would enable the units which do not invade to shift quickly to crash the units between Salerno and Caserta. It is also late enough now for his invasion reinforcement not to be able to counterattack.

Until then, I will try to extend the front so that he can spare only 2 or 3 units for coastal defense.

GERMAN NOV II:

The Allied drive north is a "blow into the air" as there is not much of strategic value there.

This turn brings more reinforcements and a reasonably strong line. Nonetheless, I see no solution to the fundamental problem of an overextended front and threat of a second invasion from the rear. He has plenty of time to win, and unless I can find a way to free some units there’s nothing I can do to stop him.
better held that area. The 635th Infantry is only partially protected by its position... but given that the Allies are attacking north, the 94th Infantry should prove more tempting.

Allied Nov. III Move:
The Germans are very strong. It's not impossible that they could annoy me with a counterattack, but I suspect they'll prefer to husband their strength against the 2nd invasion.

I have available a small invasion force, including the arriving SS11. This may annoy him a bit, but I will just press on extending his line until Dec III.

GERMAN NOV III:
Again, my deployment may look a little strange—but legal—because I've shifted around in considering an offensive. Frankly, those "blows into the air" up north are starting to hurt—they lengthen my front, and make my fundamental problem more fundamental than ever. "Unit hunger" is starting to set in.

Therefore, I was going to hit the British 1st Para at S45 at 4-1 odds. It wouldn't really hurt him, but he would have to call off that northern offensive a couple of turns to put the situation right. The reason I called it off is because I just can't afford to get committed to an east coast offensive while facing with a threat of west coast invasion.

However, now that I think about it—since he hasn't invaded yet—he's probably not going to do so until VERY late in the game. The reason being that my Second Invasion Reaction forces would have no chance of coming down from the north board edge and getting into action before the game is over.

That being his plan, it's clear I must stop the second invasion with force already on the board. Which means I must find a way to shorten the front and create those reserves! And right now he's got my forces stretched tighter than a high wire in dead winter. He's got me. All I can do is stay alert and look REAL hard for a mistake on his part—any chance for an offensive operation—I don't think he's expecting an offensive, because I've been playing pretty passively and it's hard for me to concentrate any substantial amount of force. Nonetheless, that's about my only hope—a sudden counterattack that will gain some territory and shorten my front.

Frankly, the harder I look, the less likely any such opportunity seems. It's a dismal situation.

III NOVEMBER
The Allied player still pressed northward this turn. True enough, the German line is being extended... but opportunities to actually capture objectives are being ignored. It certainly would not hurt to place some strong units within 12 movement factors of positions from which to attack at Salerno... looking forward to a high-odds attack.

The German player, meanwhile, continues to ignore not only the potential threat at Salerno, but invasion threats well. Additionally, the potential Allied invasion force is small... but one or two German units in critical spots can do a lot to disrupt invasion possibilities. I can only assume that these two players have played this before... and that the German player has some intuitive idea of what the Allied player won't take advantage of. What I find funniest is that the German player speculates on taking the offensive and complaints of a shortage of units, almost within the same breath! If the German player were truly piece-short, 16th Panzer would not be sitting back in a position of only minor usefulness and only an ERS unit would be reinforcing 29th Panzergrenadier, if anything. Between 16th Panzer, 3rd Panzergrenadier, and one or two space ERS units, there's adequate strength to fully defend Salerno and do a bit of screening against potential invasions.

Nov. IV Allied Move:
On the northern flank "Operation Stretch" continues. To the South, I figured that the attack on Salerno couldn't lose. Although I had not planned to take Salerno at this time, its weak garrison afforded an opportunity too good to pass up. ALTHOUGH Salerno did not fall, the Germans were forced to divert more units south, which suits my basic strategy just fine: fewer units for coastal defense, and more units which I hope to cut off south of the Volturino River.

GERMAN NOV IV:
That 1-1 assault against Salerno gave me a real scare. I was careless, that's why. But the attack made me realize something else. Right now he needs two more cities to win. If he takes Salerno, he needs only one city—and can pick it off at leisure on a last turn invasion. If I hold Salerno, he needs two cities—and the only second invasion prospect for that is Anzio, where both Anzio and Roma are objectives. Therefore, by holding Salerno, I force him to invade at Anzio! And, secure in this knowledge, that is the only invasion area I really need to defend.

At last I have some sort of strategy, i.e., hold Salerno and prevent him from taking BOTH Anzio and Roma on a second invasion. Also, I must...
remember that I need a continuous front on the last game turn to win. I may yet have a chance. But it will be close! If Salerno goes, I have no chance as he can strike anywhere!

And so I have strengthened my line accordingly. Frascati unit may appear weak at P-48, but I can’t be strong everywhere. Cassino is a false objective; I can easily stop him if he drives on it through the Frascati unit and would much prefer that to his northern offensive anyway.

IV NOVEMBER

BRAVO! The Allied player has finally made the attack that might have put the game in the bag. It’s too bad the attack wasn’t at higher odds, but—even as is—it was a good attack to make. It was just below-average luck that it failed.

Meanwhile, “Operation Stretch” should probably be called “Operation Procrastinate”—despite the strength of the German Line, that strength in the North should be used further South.

The Germans, in their part of the turn, should have stationed more force at P-48—it’s annoyingly close to Cassino—even if that meant fewer defense factors at places like R-37 and/or P-46. Similarly, the German player should be thinking seriously about invasions. Even now, 1st Para troopers could be surrounded—later, the potential will exist for other units.

At least, the German player now realizes the importance of the Salerno position. His analysis is pretty much correct except for one thing—he must assure that an invasion taking Naples would not also bag Salerno by outflanking the position.

Dec. 1 Allied Move:
The Germans did reinforce Salerno. My plan will be in trouble if they put even 2 defense factors (=4) on Vesuvio, as that would ruin a Napoli invasion. Also, the best I can get against the Caserta/Salerno units which I hope to trap will be 1-1, so I will need a little luck. Nonetheless, it’s clear that he is only thinking of a Roma invasion, so I will enjoy startling him! I note that he is weak north of Isenin.

I don’t really expect to take Cassino by direct attack, as it is just too strong a position, but 3-1 odds are hard to come by, and it gives him one less worry. He can also worry about an invasion armada at Ortona and Vasto.

GERMAN DEC I:
Still he doesn’t invade! I’m convinced more than ever now that my analysis is correct.

I have some strong local superiority but don’t dare attack because I don’t want to get pulled out of position. When the invasion comes I need as many movement options as possible.

I DECEMBER

The Allied player correctly picked out the Frascati unit as the point to attack—significantly threatening Cassino. A significant invasion force has also been created. The position of the 1st Canadians is unenviable, but the German player would be foolish to amass sufficient forces for a good attack at this stage.

Instead, the German player wisely beefed-up the Cassino area. Note that if an invasion occurs at Rome, to enter western Rome on the first turn, HudD must be attacked across a river—i.e., doubled! In fact, the Frascati unit might better be placed, perhaps with an ERS unit, on Vesuvio—guarding the rear of those German units near the invasion area.

Dec. II Allied Move:
I decided to try to cause the most trouble possible all along the front this turn to minimize the impact of the invasion, next turn. The results far exceeded my hopes. Since there is little time left to refit units, I allowed two units to be destroyed in order not to reduce the strength of the surviving units.

GERMAN DEC II:
That was quite a slam, but despite losses it only shows that my line can take it. And time is now fast running out.

And so I’m digging in for the storm. He MUST hit at Anzio! Well, let him come—he can have Anzio or Roma—but not both.

II DECEMBER

This turn, the Allied player launched mass attacks to keep the German busy—so obviously that a III December invasion is almost certain. In this, the Allied player was lucky—the roll of one against 15th Panzer Grenadier puts serious pressure on Cassino, while the success against the 305th infantry should force the German to guard that much more of his line against attack from the rear. Unfortunately, the German failed to do this.

Dec. III Allied Move:
His positions were ideal for my planned invasion. I am delighted to have destroyed 1st Para Division, but it may prove a hollow victory if I don’t do better around Salerno, or have some extraordinary luck at Casino.

GERMAN DEC III:
Can’t win ‘em all! This is embarrassing, to say the least. I completely forgot that with the end of mud—an ally I had grown accustomed to—all sorts of things are suddenly possible at Napoli. This is an incredible catastrophe! 2nd Para Division completely destroyed! Hud, 29th Panzer and Herman Goering surrounding at Salerno! There’s hardly a German unit in south of Italy that isn’t badly shaken or isolated.
I must also assure that he has little chance of staying in the Cassino hex, even if he does attack from it. Because I can counterattack from it on the last turn and again make Cassino friendly to me on the last turn no matter what the outcome of the attack.

Finally, I must assure that at the end of my last movement phase I can form a continuous front as per victory conditions. But I think the invasion reaction forces will guarantee my ability to do that—even though they are too late to get into the action.

The situation is very grim. Everything now hangs on Salerno. Who would ever have thought it? I'm sure anyone who has followed the game this far can appreciate how shaken I've been by recent events and unexpected developments. But now a certain numbness has set in, and I am resigned to my fate whatever it is to be! Moreover, I find it absolutely fantastic that I actually still have a chance despite the incredible debacle of DEC III.

The turn of a card, the throw of a die—and there lies victory or defeat.

III DECEMBER

The basic idea of the Allied invasion was to grab Naples and capture Salerno. Strangely enough, NEITHER was accomplished. First, Naples. If you check the position of each Allied unit that landed, you'll find that the allotted three movement points do not allow any of them to pass through Naples and get to their final positions!

The Allied attack on Salerno would have been successful even if Herman Goering hadn't been retreated, but it was necessary that there be no ALLIED retreat. There was only a 1/3 chance of this at the 1-2 odds used. It would have been far smarter to put 7th Armored Division at P-59 and the brigades and regiments at 0-60. That way, if either attack had been successful, Salerno would have probably fallen. (Admittedly, both lost, but that doesn't change the probabilities.)

While fortune was not kind to the Allies this time, nor was it terribly cruel. 1-1's and 1-2's do not usually succeed—strategy should not be based on their doing so! In any case, good luck on the first 1-1 has put Cassino in significant danger.

The German was somewhat clever in leaving the Salerno Heights for Salerno proper. It means the Allied player will be able to make a 2-1 rather than just a 1-1... but it also means a defender retreat is necessary to capture Salerno—one chance in three at 2-1, whereas there's a 50% chance of the attacker remaining where he is at 1-1. The heavy fortification of Cassino is obviously necessary... but I would also have run 26th Panzer into Naples, and left Frascati—perhaps with an ERS unit—at K-52. It's the next-to-last turn, and this would force the Allies to use valuable forces to occupy Naples. As it is, the game is riding on the Salerno attack alone. The Allies have one chance in three of winning!

Allied Dec. IV Move and Final Comments:
The Germans have done the utmost under their power to stale off defeat.

As Vince Lombardi said, "We never lost, the clock just ran out!"

The Allies first approached Salerno at the end of October. At that time I don't think either side expected that the Germans could hold it for more than a few weeks. I could have taken the city with a series of frontal assaults, probably at 1-1, but I preferred to win by maneuver rather than bludgeon, and lost instead.
GERMAN DEC IV:

Well! What can I possibly say? Who would ever believe this that was not here?

The three 1-4 attacks against hexes O-49, N-50 and N-51 make Cassino automatically friendly to the Germans again so it is not necessary to roll their outcomes (which would be frightening).

And so the sun sets on this catastrophe with 1st Para destroyed, several elite German units isolated, and the remainder of the German army a badly battered shambles. I really can't say that my play was all that clever or that I did a very good job with forces under my command.

Nonetheless, the German continuous front exists and Salerno and Cassino are friendly to the German. Herman Goering division, 29th Pz Gr. and Hus 4 14 division are isolated at Salerno and surrender to the Allies.

The German has won the victory?

IV DECEMBER

The Allied player did not list the position of the 2nd Moroccans. I'm charitable enough to assume they're supposed to be in Naples—otherwise the Allies risk it's recapture by all that German force near Cassino. They could blow a hole through the units on the Garigliano River (e.g. 1st SSF) at high odds and roll through on a breakthrough result! In any case, it doesn't matter... the Salerno and Cassino attacks weren't lucky enough to make it.

END OF GAME COMMENTS

Both sides were guilty of some tactical blunders. While these largely tended to cancel out, overall I feel the German played an inferior tactical game. The basic strategy for the German is quite simple—set up strong defense lines and hold them as long as possible. The occasional opportunity for counter-attack does not change this basic situation. In general, the German did this—but not guarding the rear of the main line against invasion was a serious omission... and the often weak defense near Salerno would have been, had not the mind of the Allied player been on other things.

The Allied player, on the other hand, while occasionally sloppy (e.g., over-stacking, and neglecting to pass through Naples), was guilty of a very serious strategic blunder—trying to be too clever. Diversionary attacks... subtle maneuver... misdirection... these are all designed to accomplish in a roundabout way that cannot be accomplished by direct methods. This was not the case—a straightforward approach would have been far more certain. The Allied player seemed positively reluctant to seize his objectives... that was his real downfall.

The magnitude of the Allied defeat becomes more apparent when luck factors are considered. Except for the last turns at Salerno, the Allied player was fairly lucky on low-odds die rolls. Overall the same was true—in 29 die rolls, the average Allied roll was 3.14 (compared with a statistical average of 3.5). In those 29 rolls, only two sixes were rolled, compared with six ones! A large number of 4's were rolled (ten)—one at the crucial 11 on Salerno in IV November—but generally, luck was with the Allies. In a well-played game, the outcome will not depend on a few crucial die rolls, as was the case here.

In sum, then, I would have to say the Germans played a better game.
More on Compartmentalization

Ronald Mazurkiewicz has come up with an excellent addendum to the Playing Aids Compendium of a year ago. Having used his system to improve unit storage in our own games we can attest to the wisdom of his plan. Unfortunately, the cardboard trays he used as the basis for his system are being phased out of production due to inflationary production costs. The next step will be construction plans for the trays themselves. In the meantime, adapt the trays you do have to this excellent system.

On page 4 of this issue's insert you'll find plans to full scale for one of the storage trays described below. Although the paper is thinner than what is recommended it should give you an idea of how the system works. We dressed our sample up a bit with diagrams of the counters to be included in each compartment section. Three of these trays will fit quite snugly into a standard bookcase box. If you like the playing aid, indicate it by marking the proper section of the Readers Response Page. If there is sufficient interest we'll continue to present such playing aids on the backs of future inserts for your use.

I have always thought of making tray compartments for AH games but never did anything until seeing the article in Vol. 11, No. 1. After seeing the photo on page 15 I thought of this idea which I think you'll see is a bit better. An advantage of this style compartment tray is that it takes no staples or glue to hold it in place, although you can use them if you want to. Even more important, due to the design, there is no way for pieces to slip under the barriers from one compartment to another. When put in a gamebox with the gameboard in place, the pieces will be held in their compartments by the gameboard resting on top of the dividers. Furthermore I was surprised to find that the trays provided with AH games are of enough precision that if the compartments are made to the indicated dimensions they will fit any AH tray. It's definitely worth the effort to make these compartments since separating the pieces speeds up time and takes a lot of tedium out of game playing.

The material used was thin manila cardboard of the type used for file folders. It doesn't matter what kind you use, just so long as it's thin. The dimensions are indicated in Diagram #2. After drawing the dimension lines, the next step is cutting and then folding the strip. It's a very good idea to cut lightly along the lines you will bend the cardboard on so a neat straight fold is achieved. Cut on the opposite side to the one you bend toward you as shown in Diagram #1:

![Diagram #1: Cut lightly and bend](image)

The only cutting that has to be done separates the side flaps from each other. Cut along the short lines from A to B along the sides of each strip:

![Diagram #2: Separate side flaps](image)

Two of these folded strips are needed to form the compartments for one tray. They are fitted into the tray from each end and overlap in the middle.

![Diagram #3: Fold strip and form dividers](image)

At first it will be a bit difficult to fit the compartments into their tray, but the fit must be tight to keep them in place. Make sure that the last divider side, the one which fits next to the end of the tray is firmly fitted up against the tray's end wall, especially at the floor of the compartment. Use your finger tips to force the compartment in place.

![Diagram #4: Insert divider trays](image)

Since the dividers will want to unfold themselves and straighten out, you will have to compress them like a spring to keep the folded strip in its half of the tray. The tricky part comes when you try to overlap the two compartment floors in the middle of the tray, since both strips are trying to unfold themselves at the same time. After your first struggle however, you should get the knack easily. One way to simplify matters is to use large more expensive sheets of manila or other thin cardboard, and make each strip twice as long (leaving out the extra duplicate bottom for the middle compartment). I used the material I did since it was readily available — and cheap.

![Diagram #5: Overlap compartments](image)

A.R.E.A. RATING SERVICE

As outlined in The General, Vol. 11, No. 5, Avalon Hill offers a lifetime service whereby players are rated in relationship to other game players. Return coupon NOW, along with the $2.00 lifetime service fee, for complete details on the Avalon Hill Reliability, Experience, & Ability Rating.

I don't object to having my name and address printed in The General with the rating lists. I rate myself:

- A—an excellent player
- B—a good player
- C—an average player
- D—a novice in my first year of gaming
- E—a beginner

I realize that my rating may change according to how well I fare against others. For now, please send me complete details and membership card—here's my $2.00.

NAME

ADDRESS

CITY STATE ZIP

The only cutting that has to be done separates the side flaps from each other. Cut along the short lines from A to B along the sides of each strip:

![Diagram #6: Overlap compartments](image)
**Letters to the Editor ...**

**Dear Editor,**

I noticed in your soliciting opinions about your latest game release, *1776*, that the review section is often quite critical, so I was curious to see if you would mind having me share some of my own thoughts. I believe that this game is a great addition to your line-up and offers a unique perspective on the American Revolutionary War.

Sincerely,

[Signature]

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**Letters to the Editor ...**

**Dear Editor,**

I found the “Defending Russia” article by Mr. Barlett in *Vol. 11, No. 3, to be very interesting. This article covers the true perspective of the Russian Empire during the time of the Great Northern War, and I think it is important for players to have a more accurate understanding of this period. I have always been interested in the history of this time, and your article has given me a new perspective on the events of that time.

Sincerely,

[Signature]

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Sincerely,

[Signature]
ACIIVATION of Q. If an A.

Norway could to vacate an entire Q. Can attacking Q. During an Attrition dmination.

Q. When all is said and done however, THIRD PRESENTS an immensely interesting subject in a highly imaginative fashion which makes for a good simulation and a fantastic game with a plethora of strategic decisions to be made. It’s main drawback—the high price density, and difficulty to play. These are more than compensated for in overwhelming fashion by its novel game system and situation—a statement readily backed by you—

The rates of the RBG.

The playing time is a good estimate of the 1939 and 1942 Scenarios between experienced players. The 1944 Scenario can be played in under 4 hours while a Campaign Game which runs the full length may easily take 12 hours.

1. Physical Quality
2. Board
3. Reproduction
4. Ease of Understanding
5. Completion of Rules
6. Play Balance
7. Realism
8. Eclectic Level
9. Overall Value
10. Game Length

The Question Box

Q. Can Russia declare war on Norway? A. Not immediately. See 36.1 (pg. 12) where Russia is limited to attacking only friendly neutrals until Fall, 1941. Were Russia to take Finland, Norway could be considered adjacent to their own board boundaries and thus subject to attack.

Q. If an inactive Minor Ally is invaded, can Germany activate his ally simply by a Declaration of War? A. Yes, and if already at war with the invader, activation of the minor Ally is automatic.

Q. If a fleet attempting a mission is intercepted and suffers losses, can it abort the mission and return to port? A. Yes, or it can continue on to a different destination.

Q. During a Attrition Option, can a unit forced to vacate an occupied hex move into the hex the attacking unit advances from if there are no other units in that hex? A. NO.

Q. Can attacking units move through undefended Objective hexes during an Attrition Option? A. Yes—during movement—no combat.

Q. In case of Allied Minor Variation 3, does the entire French fleet join the Allies or is it halved first like other Vichy units? A. It is halved first.

PANZERBLITZ

Q. O. In situation 7, the Russian player free to move his other units as soon as the lead unit comes within 3 hexes of the Germans? A. Yes, but following Russian units must have moved up the road in convoy fashion up to that point in the time span of the turn.

Q. Do units which move onto mines in woods or town hexes still add 1 to the minefield attack? A. No.

AFRIKA KORPS:

Q. The commonly accepted manner of a unit attacking out of isolation at AV odds to gain supply for that AV has always been a mystery to...

A. Us also. Somewhere along the line a GENERAL ANNAMEEER throught that a 1-1-6 was too weak to pin down a 7-7-10 regardless of the supply situation. No one dared change such a widely used rule...until now. We are in the process of revising the AFRIKA KORPS rules and rather than change the existing rulebook to adapt to the ruling, we’re falling back on the rules as written. Thus in the new edition of AFRIKA KORPS (not yet available), isolated units will not be able to use AV to attack out to gain supply for that AV. The supply unit must be in a position to supply the attacker at the time of the attack.

Q. Suppose British units are in their second turn of isolation, but the British player moves a supply unit adjacent to the blocking German unit with a 1-6-3 to make a 1-3 attack on the German 3-3-10. During this attack, the supply unit is able to trace a line of supply to the isolated unit. Does this count to break the isolation or must the supply unit be in position at the end of the turn rather than during the combat phase before its elimination? A. The isolation is considered broken and the process must begin anew.

NOTICE: Due to the great amount of changes in the new BLITZKRIEG and WATERLOO rules editions, questions and answers on the old edition of the rules will not appear in these pages. All future questions will be answered in light of the latest edition of the rules in question.
Cincinnati Games Con V is scheduled for July 19th and 20th at Xavier University Armory. The price is $1.50 per day at the door or $2.50 for both days if preregistered. Campus lodging is available for $6 per night. Further information is available from A. W. Madlnyre, 2729 Stratford, Cincinnati, OH 45220.

The Miniature Wargamers of Western New York will hold their 2nd Annual Wargaming and Modeling Convention at the Adam Pielswck American Legion Post at 385 Paderewski Drive, Buffalo, NY on September 13th and 14th. Among the scheduled events will be a Battle of the Bulge Tournament. For more information, please contact Robert Sillars, 5274 Thompson Rd., Clarence, NY 14031.

Antonio Leal informs us that he is teaching a course at UCLA this spring quarter entitled, "The Art and Science of Wargaming" as part of the UCLA Experimental College. The course is oriented toward the beginner in the hopes of introducing more people to the growing hobby of wargaming. With more and more universities starting experimental colleges this seems an excellent way to recruit devotees.

Japan is the latest country to be hit by the wargaming craze as the photo above provided through the courtesy of the Taiyo Trading Company of Tokyo will attest. What little wargaming that goes on in the land of the rising sun up to this time has been confined to miniatures, due largely to the tremendous problem posed by interpreting the rules of commercial wargames into Japanese. The Taiyo Trading Company however will soon be handling Avalon Hill games in Japan were brisk sales are anticipated. And like their western counterparts, the Japanese have shown a marked preference for WWII German armor battles.

We fouled up the answer to Contest No. 63 when we wrote up the solution for Vol. 11, #5. Our chief literary nincompoop switched the target of the 75mm gun to the T-34. It can't fire at that unit because it is in a gully. The 75 had to fire at the SU 76 which (using Real LOS) was spotted by the Engineer unit. The Engineers and infantry then made a 2-1 CAT on the T-34. Overruns were not a factor because the main German goal is to prevent the Russians from exiting the board. His own casualties were of little consequence. Our thanks to alert reader James Vooy's of Latham, NY for picking up this error. The contest winners remain the same however, in the entries were judged correctly—the error came in the writing of the solution.

Contest No. 65 involved moving 4 French units to new locations to prevent the fall of Paris. Actually, only the most glaring error (the lack of depth between the 16th Infantry and Paris) had to be corrected to be sure that Paris would not fall. However, by moving three more units the French player could present the best possible defense against a maximum advance into France. The solution consisted of moving the 10th Infantry between Paris and the 16th Infantry, withdrawing the Alpine Infantry to Lyons, and shifting the 2 GCM 1 hex to the west—thus offering the smallest possible gain to a German exploitation through the south. In addition, the Parisian air unit should be moved to Lyons where it can cover both approaches.

Just one example of the rising general acceptance of wargaming can be found in the pages of Len Deighton's newest book Spy Story. Deighton, whose Funeral in Berlin spent many weeks on the best seller charts matter of factly compares computerized military wargames "with the latest new boxed game from Avalon Hill" on page 144 of his new book.

Tom Oleson, the hyperactive devotee and designer of ANZIO is offering a free Errata sheet to all Anzio players who request same and include a stamped, self-addressed envelope for the reply. Interested parties can contact Tom at his 1200 High Ridge Lane, Santa Barbara, CA 93103 abode.

The Miniature Wargamers of Western New York will hold their 2nd Annual Wargaming and Modeling Convention at the Adam Pielswck American Legion Post at 385 Paderewski Drive, Buffalo, NY on September 13th and 14th. Among the scheduled events will be a Battle of the Bulge Tournament. For more information, please contact Robert Sillars, 5274 Thompson Rd., Clarence, NY 14031.

We have been advised of yet another use for Avalon Hill games in the military classroom. This time Captain Kenneth D. Phelps, an Assistant Professor of AF Aerospace Studies at Norwich University has authored an article in the SEP'T-OCT '74 issue of the Air Force ROTC Education Journal on the classroom uses he found for LUFTWAFFE. Captain Phelps doubled the size of the playing board and divided his class along a commander-and-staff battle staff approach. The results were excellent. In Captain Phelps own words: "Not only did the students experience a vivid exposure to the complexity of one segment of the history course—they also saw at first hand the effects of ignoring principles of war and organization-theory, which before had seemed academic and not too relevant."

Not a single person submitted what we considered to be the perfect solution. Over 90% of the entries were immediately tossed out because they denuded the Italian front to shore up the German border. Those who piled the Italian border defenses have done so believing that any German penetration would be too weak and could easily be repulsed by French counterattacks. However, the object of the contest was to deny as much territory as possible to the Germans, not to lure them into a trap which they may or may not have taken. Thus, any defense which allowed the Germans to take Paris or gave up half of France by default was automatically classed as a loser. And moving the French armored division to the north was just that—a loser, which allowed exploitation into Paris itself after a successful 1-1 attack against the French border guards. Faced with such ineptness, we settled for those entries which merely moved the 10th or even the Alpine Infantry to the hex directly east of Paris. All the hexes further to the north were protected by the as yet unactivated forces of the Minor Neutrals whose borders the Germans would have had to cross. The first ten entrants to submit what we termed winning entries included: A. Van Zante, Durham, NC; S. Bratcher, Westfield, NJ; D. Culhane, Rothsville, PA; G. Uhr, Crofton, MD; R. Parsons, Portsmouth, VA; S. Rich, Springfield, OH; S. Smith, Toledo, OH; J. Parisi, New Hock Park, NY, L. Greenburg, Leonia, NJ; and D. Haase, Mt. Prospect, IL.
NEW GAMES AND THINGS

DIPLOMACY WORLD is a quarterly magazine on Diplomacy which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, IN 46052 and subsidized by The Avalon Hill Game Company. The purpose of each 40-page offset issue is to present a broad overview of the postal Diplomacy hobby by printing articles on good play, zine news, listing rating systems, game openings, and printing a complete variant game and map with each issue. Subs are $4.00 with single copies $1.25 each.

PANZERBLITZ BOOKLETS

After hundreds of requests for it, we've finally published the best of the GENERAL's many articles on PANZERBLITZ—conventional wargaming's all time best seller. Entitled "Wargamer's Guide to PANZERBLITZ", it initiates and may very well end the "Best of the GENERAL" series as no other game has been the target of a comparable volume of literary attention.

The 36 pp. manual resembles very much an issue of the GENERAL except that it is devoted 100% to PANZERBLITZ. The articles are taken almost exclusively from back issues, dating as far back as 1971. In addition, two never before published articles appear: Robert Harmon's "Commanders Notebook" which analyzes the original 12 scenarios, plus Phil Kosnett's "Chopperblitz"—a hypothetical variant utilizing helicopters with six new scenarios.

Reprints include Larry McAneny's "The Pieces of Panzerblitz"—voted the best article ever to appear in the GENERAL, "Beyond Situation 13"—twelve additional scenarios by Robert Harmon; "Parablast"; "Panzerblitz"; "Situation 13"; "Commander Situation"; "Panzerblitz Conventional"; and "Incremental Panzerblitz." Topping it all off is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer's Guide to PANZERBLITZ sells for $3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents add 4% state sales tax.

Read what others have had to say about DIPLOMACY—

"... Surely the greatest indoor board game invented this century."...
"GAMES & PUZZLES, Dec. 1973, p. 16

"The Kennedys are said to play it at the White House and I understand the Western Alliance is demanding early assurances that Jack sometimes wins."...
"Angus McGill, London EVENING STANDARD, March 20, 1963

"They play it in the White House. In fact, it's the rage in America. And, at Cambridge, the Dean of Trinity College, John Gallagher, is an expert. In ecclesiastical circles, the Bishop of Woolwich knows all about it... IT? The game called DIPLOMACY."...
"Greville, London DAILY MAIL, Nov., 1972

For the past 15 years DIPLOMACY, a strategy game of diplomatic and military conflict in pre-WWI Europe, has enjoyed an ever increasing popularity despite a lack of widespread distribution. Practically the only game in existence to attract a following entirely its own, DIPLOMACY offers a fascinating game system devoid of luck elements of any kind.

For years, DIPLOMACY has been considered the third branch of wargaming in and of itself (conventional board wargames and miniatures being the other two). Literally dozens of fan magazines are published about this game as a forum for postal play. Such postal games are not only accompanied by colorful and often humorous "press releases" by the respective powers, but are also permanently recorded by an official whose duty it is to log every postal game ever played. Over 100 variants of the game have been published in various DIPLOMACY journals. No wargame short of chess itself has ever been the subject of such prolonged scrutiny.

DIPLOMACY is best played by 7 players though as few as 2 may play. Each player represents one of the great powers of Europe in the years just prior to WWI: England, Russia, Turkey, Austro-Hungary, Italy and France. At the start of the game the players draw lots to determine which power each will represent. This is the only element of chance in the game.

Each turn represents 6 months of real time. Players can increase the size of their forces by building new armies and fleets during every "fall" move. However, to build a new unit you must have gained a supply center. There are only 34 of these on the board, possession of which are hotly contested. Powers losing control of their supply centers are reduced in size and eventually forced from the game until one player manages to gain control of 18 centers, and therefore a majority, and wins.

Sacrifice orders are written by the players for both movement and the concentration of fleets and the raising of armies with which they try to enforce the alliances they exact from each other. For no agreement in DIPLOMACY is sacred—they can be broken with no more penalty than the likelihood of insuring the "stabbed" player's distrust and enmity for the balance of that and possibly future games. The rules do not bind a player to anything he says, deciding whom to trust as situations arise is part of the game. Players are generally constantly engaged in negotiation with friend and foe alike, for this turn's ally may well be next year's enemy. The winner must command the best marriage of tactical knowledge of maneuvers, deceit and cunning, and an intuitive sense of when to form and break alliances.

DIPLOMACY comes complete with a full-color, mounted mapboard of early 20th century Europe, 7 conference maps, rules and 7 separate sets of colored wooden playing pieces (oblong for fleets, square for armies). The game is available by mail from Avalon Hill for $11.00 plus the usual postage charges.
NEW GAMES AND THINGS

WAR AT SEA

WAR AT SEA is the second Jedco game to come under the Avalon Hill banner. As was the case with John Edwards’ RUSSIAN CAMPAIGN we scoffed long and loud until we played it. The laughs were soon replaced by serious concentration however as we became engrossed in the fast paced classic. Purchasers of Edwards’ RUSSIAN CAMPAIGN will attest to his ability to make exciting games and WAR AT SEA is no exception.

WAR AT SEA is an area movement game which simulates the European naval theatre of operations in WWII. Possibilities for historic encounters such as the Battle of Denmark Strait (Bismarck, Prin Eugen vs. Hood, Prince of Wales) abound along with chances for infinite other encounters which fate previously decreed would never take place. The game assumes a bolder stance by the Axis powers in asserting themselves at sea and follows through by making the Graf Zeppelin (a never completed aircraft carrier) available to the Germans midway through the game. The result is some highly interesting match-ups and exciting, fast-paced play.

The game has eight turns, each representing approximately 6 months of real time. At the outset of each turn the British player allocates his force of 47 capital ships to patrol in any of five sea areas (North Sea, N. Atlantic, S. Atlantic, Barents Sea and the Mediterranean). The Axis player, upon seeing the Allied dispositions, decides where to attempt to place his forces. After placement and resolution of any U-boat, air, or surface combat Points Of Control are awarded to the players for control of given sea areas.

The Allied fleet, while much larger and stronger, must spread itself thin to attempt to protect as many shipping lanes as possible, and by doing so it gives the Axis forces an opportunity to win limited victories in isolated portions of the sea. For example, if the British make a strong Mediterranean commitment then the Italian fleet will probably stay in port, but the Germans may mass for a major battle in the North Sea to break the British blockade. If too much force is committed to the blockade too soon, raiders may wreak havoc in the N. & S. Atlantic. Yet, if the Barents Sea is not heavily patrolled, the Germans may sortie and destroy a vital convoy. And so it goes . . . a continuous series of checks and balances which keeps the participants on the edge of their chair from start to finish.

Although WAR AT SEA utilizes a simple area movement system, ship speed, firepower, and armor protection all play significant roles. The faster a ship the better its chances of running a blockade, breaking off a losing battle, or pursuing a fleeing enemy. Similarly, firepower and armor ratings affect a ship’s ability to dish out and take punishment. Carriers pose a dangerous threat to any adventurous Axis surface force, and together with the ASW elements of convoys provide a lethal strike force against the U-boat menace.

U-boats are the proverbial “ace up the sleeve” of the Axis player. Unaffected by blockade attempts, U-boats are free to stalk as they please in any sea area and remain a thorn in the Allied side throughout the game. Land-based air also plays an important role with the Luftwaffe staging crucial attacks on the Murmansk convoys from Norwegian bases while reignind supreme over the Baltic and launching nuisance raids against Malta and Leningrad. The RAF is used chiefly for bombing Axis ships in port but is usually present when the action heats up in the Mediterranean.

As the game progresses, Britain relies heavily on the token Russian Baltic fleet to create diversions in that theatre. Equally important is the opening of a port in the far North to receive vital convoys and repair Allied ships damaged on the Murmansk run. American participation is limited to token support in the N. Atlantic and strong port repair facilities.

WAR AT SEA is not a new step forward in realistic naval warfare simulation dependent on a maze of charts and sophisticated rules. Indeed, WAR AT SEA doesn’t even have a CRT. It is an extremely simple and enjoyable game system which is best described as good, old fashioned fun. Those who are into simulation games with a sole emphasis on realistic simulation should let WAR AT SEA pass them by. On the other hand, those who still enjoy a good, simple, and competitive game can’t afford to let this one get away.

WAR AT SEA is a great device for winding down after your all night THIRD REICH game, breaking the new fellow into wargames, or showing the wife that she too can have fun playing wargames. The game is one of those few with the balance of skill and luck factors which enable a novice to beat an expert—ever though the odds are against it.

WAR AT SEA is rated Introductory on the AH Complexity Scale with an average playing time of 1 hour. It comes boxed with a 4 pp illustrated rulebook, 14”x22” full color mapboards, and 140 unit counters. Those who bought the imported Jedco version shelled out $12.00 on the strength of its strong showing in initial gaming reviews. It will cost YOU only $5.00 plus the usual postage charges for the improved Avalon Hill version.
NEW GAMES AND THINGS

CAESAR
The Epic Battle of Alesia

It is rare that a game can come back to the marketplace after a six year absence—even an "amateur" game. But such is the case with Dr. Robert Bradley's ALESIA which is now available in its first professional printing. Back in 1970 Bradley produced 200 crude, mimeographed copies and sold them immediately by hitting the summer convention tour. Bradley, an archeologist, then disappeared from the wargaming scene to continue his doctoral thesis but word-of-mouth advertising and a few stray copies which prompted rave reviews in such hobby journals as S&T had created a large demand for the then unavailable game. No more was heard of ALESIA until 1973 when a new company, Thesis Games, announced that it would head a summer convention tour. Bradley, an archeologist, re-emerged from the wargaming scene to continue his doctoral thesis but his game from Thesis last fall. Bradley and Don Greenwood have spent the past 9 months refining and updating the design techniques of the original game and are now pleased to announce that those 150 diehards will soon be getting their copies in the mail and ALESIA (now CAESAR) is once again available to the public.

CAESAR is set in 51 B.C. during the Gallic Wars. Caesar had fought a series of indecisive battles with the Gauls under Vercingetorix, who although outnumbering the Romans 2-1 had gotten the worse of the exchanges. Vercingetorix decided to take refuge in the city of Alesia and sent his cavalry out of the city to raise a relieving force from the rest of Gaul. Caesar, refusing to attack a fortified city, invested Alesia and prepared for a siege by erecting 25 miles of fortifications around the city—facing in both directions! Thus when the relieving force arrived, a quarter of a million strong, Caesar found himself outnumbered 6-1 and manning the walls of a tactical "doughnut". Faced by an expanding inner ring of 100,000 moved to fanaticism by near starvation and a contracting outer ring of 250,000 determined Gauls, Caesar was in the worst conceivable battle position. The two day battle which followed was among the most desperate and gory of recorded history. It is a game of siege and assault which defies belief and is not to be missed by anyone—be he an admirer or detractor of the ancient period.

The game is split into two Assault Periods of 12 turns each representing the two days of the battle. The Roman defends his system of ramparts and fortifications with ten legions represented by 100 cohort counters plus 52 auxiliary units representing Germanic cavalry, Balearic slingers, Numidian archers and Light Infantry. Twenty-three forts provide missile engines to further augment the Roman defenses. Roman leader units have special combat capabilities which can save the day in crucial battles.

The Gallic player has 210 combat units each representing roughly 1600 men. The main Gallic advantage is off-board movement. The Roman, not knowing exactly where the main Gallic effort will come, must defend his entire perimeter while the Gaul may concentrate for one overwhelming attack or stage several feints to draw a Roman reaction before commiting his main force. Thus outnumbered and forced to defend all avenues of approach, the Roman has only his fortifications and the discipline of the Roman legion to save the day.

CAESAR is one of the few conventional wargames which has arrangements for, and plays equally well with, 2, 3, or 4 players in addition to being quite a challenging solitaire proposition.

CAESAR comes boxed with a full color, 28" x 33" mapboard and 400 unit counters. Rated Intermediate II on the Avalon Hill Complexity Scale, CAESAR has an average playing time of 4-5 hours. Due to the great expense of this large and unusually shaped board, CAESAR sells for $12.00 plus the usual postage charges. Maryland residents add 4% State Sales Tax.

CAESAR

SUMMER SPECIAL ORDER FORM

CAESAR (The Epic Battle of Alesia) ............................................................. $12
STARSHIP TROOPERS ................................................................. $10
WAR AT SEA ......................................................................... $5

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NEW GAMES AND THINGS

STARSHIP TROOPERS

2156 A.D. . . . and mankind comes face to face with an incredible, impalpable enemy: the intelligent hive-spiders of Klendathu—the Bugs! Earth cities go up in smoke, and from Earth to Klendathu the battles rage, Bug warriors against the Starship Troopers!

This is the scene for Robert Heinlein’s Starship Troopers, one of the all-time classics of Science Fiction—and now Avalon Hill has based a game on this classic story of conquest on alien worlds. The Starship Troopers strike from space with telepathic “Special Talents,” nuclear weapons and power-suited soldiers against the subterranean hives and machines of the Bugs in Robert Heinlein’s STARSHIP TROOPERS.

STARSHIP TROOPERS recaptures the spirit and flair of the book, with each scenario recreating one of the battles that dot the way to the final climax—the invasion of Klendathu. All of the battles of the book are here, along with more battles that are only mentioned in the book—Raids on the Skinners, Operation Bughouse, Sheol, Operation Royalty, and the Invasion of Klendathu, among others. The game uses programmed instruction to add weaponry and rules as the player moves from game to game—the Bugs appear, moving in their underground tunnels. In addition, the game extends and fills out the details of the conflict, giving the Brain, or the layout of the Starship Rodger Young? All are here, as described in the book.

The unit counters represent individual Mobile Infantry troopers and small groups of Bugs, Skinners (another alien race), and human engineers. Special weapons and technology are represented—heavy beam weapons, mobile missile launchers, sensors and retrieval boats are among the counters that must be dealt with. There are rules for gas attacks, radiation, underground tunnelling and extra-sensory perception. Victory Conditions change from scenario to scenario, varying with the orders given to the Starship Troopers—raid the wavering enemy Skinners, or make a beachhead on a Bug world.

“Realistic” might not be the right word to use in describing a Science Fiction book and game, but STARSHIP TROOPERS has been carefully designed to recreate the scope and “feel” of the book. The colorful and picturesque counters and mapboard are dramatic and pleasing to look at, and the rules have been designed to recapture the dramatic actions described in the book, whether landing from space or moving through the underground tunnels. In addition, the game extends and fills out the details of the conflict, adding weaponry and battles that are only hinted at in the book.

STARSHIP TROOPERS is a new direction in boardgames—a game that is a simulation and an extension of a popular science fiction novel. In the midst of the rising national interest in science fiction and science fiction games, it has been carefully designed for the enjoyment of both science fiction fans and gamers—and it should be especially enjoyable to everyone who has read and enjoyed Robert Heinlein’s classic STARSHIP TROOPERS.

Finally, the rulebook has been filled with diagrams and illustrations and photographs, full of information and showing the nature of the units in the game. Have you ever seen a Bug Brain, or the layout of the Starship Rodger Young? All are here, as described in the book.

Heinlein, voted the first “Grand Master” of Science Fiction, has done more than just lend his name to the game. After authenticating the work he wrote the introduction which adorns the game box itself. STARSHIP TROOPERS sells for $10 plus the usual postage charges. Maryland residents add 4% state sales tax.

COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen 1 1/2" x 2 1/4" compartments 9/16" deep which will accommodate up to 400 unit counters and 4 dice.

The tray is also usable in the flat box games. By cutting off with a pair of ordinary scissors three of the four side panels of two trays another perfect fit is arranged for the flat box games—this time with 32 compartments and 5 dice depressions.

These trays are available by mail order only direct from Avalon Hill. They will not be included in new game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for $3.25 per set plus $1.25 postage charges. Postage coupons cannot be utilized to order compartment trays. Maryland residents please add 4% state sales tax.