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, as well as important background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Company solely for the cultural edification of its members, in the hopes of improving the game owner's proficiency of play and providing articles not otherwise available on the Avalon Hill game buffs.

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

Avalon Hill Philosophy Part 51

The First National Wargaming Convention

ORIGINS I was a great success in many ways. An estimated 1500 people attended including many of the top names in the hobby, and several members of the press who reported on the nation's 1st national wargaming convention. It was also a financial success. So if you define success as anytime you take in more money than you spend. But more importantly it was successful due to the great amount of fun had by those who attended and the chance it provided for the real wargaming enthusiasts to gather in one place to see and visit with all the factions of the industry-both large and small. And lastly it was successful because it proved that all of wargaming could get together behind a common cause to promote their hobby. We hope that ORIGINS I was just the start of an ever growing and more prosperous convention.

All of which is not to claim that everything worked to perfection. We were caught unprepared in more than one instance. The darkest hour was between 4 and 7 Friday evening when the crowd descended upon our unsuspecting registration crew. A postcard feedback system had prepared us for a gradual registration spread fairly evenly over the three days. When the majority showed up Friday at precisely 4 o'clock (don't any of you people work for a living?) pandemonium broke loose. Or so it seemed to those of us working the reg line. A muggy two hour wait in the registration line was the first sight to greet the Friday arrivals. Nearly a dozen room mix-ups compounded the problem. But as the evening wore on the lines grew shorter and we eventually straightened out all the room hassles for those people who stuck it out. By midnight Friday we were firmly convinced of the merits of an all mail pre-registration and higher room costs to allow Hopkins officials to man the registration line.

What had looked like a pure disaster earlier in the day began to take on pleasantier tones toward evening. Even the weather changed for the better on Saturday and aside from an occasional grip about a sold-out tournament ORIGINS I was well on its way to being a great success.

Competition was the key word at ORIGINS I with all 16 tournaments virtually sold out. You know the skill level was high when such 'names' as Dave Roberts, Bruno Singalappil, rich Chodniki, and Joe Angiolillo are knocked out in the 1st round of their respective specialties. Unfortunately, due to schedule conflicts (many players had preregistered for more than one event and had to forfeit if they were still in the running in an earlier event) many tournaments started with less contestants than had registered. As a consequence, only a handful of the 16 events started with a full complement although virtually every event sold out. State rivalries were made note of during the awards ceremonies and may be a healthy impetus for future national cons. Were you to compare ORIGINS I to a type of national gaming Olympics you'd find Maryland on top (due primarily to proximity and a sweep in the poorly attended Diorama competition) with 15% points followed by Connecticut with 10, PA with 8, IL 7, VA 6, NY 6, OH 5, MI 5, MA 4%, MN 4, Al 4, ME 3, Canada 3, CA 2, MO 2, NJ 2, WV VA 2, TN 2, and Ri 1.

Dr. Clifford Sayre, left, presents Charles Roberts with the first Charles Roberts Award for starting the hobby of board wargaming.

One of the highlights of the convention occurred during the Awards ceremonies when Charles Roberts, the man who started it all back in 1958 when he published TACTICS II and GETTYSBURG, was introduced to the crowd on Friday evening and given the first Charles Roberts Award by Dr. Clifford Sayre-chairman for the annual Awards committee. Roberts then, in turn, passed out "Charleys" to Historical Simulations for Best Amateur Game (MANASSAS); SPI for Best Professional Magazine (S&B); Avalon Hill for Best Professional Game (THIRD REICH); and to Don Turnbull for Best Amateur Magazine (ALBION) and entrance to the Wargaming Hall of Fame.

Tom Shaw, at stage center, is about to be zapped with a very special award Shaw, backstage with his Pink Panther Award . . . given annually to the biggest loser at the Convention. Shaw got the questionable honor for losing his first game in the FOOTBALL STRATEGY tournament after a 1st round bye and second round forfeit.

Continued on Page 24
The story of the naval war in World War I is in reality the story of the High Seas Fleet of Kaiser Wilhelm II. The very existence of this force was one of the contributing causes of the war. Its creation virtually guaranteed that Britain would be hostile to Germany. Yet its implementation when the war did come to the United States was a tragic mistake. And still, viewed from a completely logical and objective position, it need not have been so, and might not have been so. And so for that reason, the story of the naval war in World War I is the story of what the High Seas Fleet could have done. And that basically is what Jutland is all about . . .

A complete, accurate and objective history of the High Seas Fleet has not been written. There is the work of Admiral Scheer, the excellent book by von Hase, gunnery officer of the Derfflingergen, the biography of von Hipper, and some more fragmentary individual accounts. There are several more complete and revealing German language sources, culminating in the semi-official Krieg Zur See but, they are neither objective nor completely accurate, and certainly are not fun to struggle with, being for the most part in the old German type. Yet there exists in ample quantity the source material for such a work, in the National Archives in Washington, D.C. There, on microfilm, are the captured German records, containing virtually the complete official records of the German navy in World War I. It is a fascinating store of information! There are the logs of the ships; the war diaries of the flag officers; even the daily bulletins of the High Seas Fleet. Some reel contain pictures which I have never found elsewhere. There is an interesting collection showing the damage received by many of the ships at Jutland, plus hit sketches showing impact points and angles of trajectory of the shells. It is from these sources that I have drawn and/or verified most of my material, and based my conclusions.

At the outbreak of hostilities in 1914 the High Seas Fleet was a powerful and well-trained force. The esprit de corps of its crews was high. Atkinson the British fleet, it was rapidly moving into and through an era of maximum comparable strength. With the delivery of the Koenigs and the Derfflingergen at the turn of the year, the numerical dreadnought superiority of the British was very thin. Further, inasmuch as the British had to keep in constant readiness, not knowing when the Germans might come forth, it was necessary that they always have two or three capital ships in dock refitting, on a rotating basis. Because the Germans could pick a date when all their ships were in commission, it was even possible at this time for them to have numerical superiority in an actual meeting.

Of much more importance, the Germans enjoyed qualitative superiority. Their ships were better constructed and armored, their marksmanship was superior because of superior range finding equipment, and the disparity in big gun size between the two fleets was rendered de minimus because of the better quality of the German shells. The qualitative superiority was ever more pronouncedly enhanced after the Battle of Dogger Banks. There, through the experience of the Seydlitz, the Germans learned of the dangers of a hit which penetrates a gun turret, igniting the gunpowder in the transport mechanism from the magazine. In that battle, the Seydlitz received such a hit on the aft turret, which ignited charges of gunpowder. The flames spread through the transport mechanism to the next turret, burning it out. The magazine was not affected, but the Germans recognized the possibilities, and made improvements which would ensure that a turret fire would be confined to the affected turret, and not spread elsewhere. The result was that after the Dogger Banks battle the German ships no longer had the explosion capability (at least from gunfire), if indeed they ever possessed it, that the British ships displayed so spectacularly at Jutland. Purist wargamers (and I am included in that group) should not utilize the explosion capability results of the critical hit table for Scenarios after the Battle of Dogger Banks, therefore, for the Germans. In fact, I only use it for the British in all Scenarios. After all, the Seydlitz did not explode and the experience of all the German ships during the war demonstrated a superior ability to receive punishment.

When you add up the foregoing considerations one can only conclude that a pitched battle between the fleets at this time would likely have resulted in a decisive German victory. A fortiori, a clash between a segment of the British fleet and the entire High Seas Fleet would have put the Germans into a position of superiority, unless they muffed the opportunity. This is what happened on December 16, 1914, and is the subject of Scenario 1. On that date the Germans attempted a "tip and run" raid on Scarborough and Hartlepool. The plan was for the battlecruisers to shell the English coastline while the main body covered them in the middle of the North Sea. Such a raid had already once been carried out, on November 3, when Yarmouth was hit. At that time, the British fleet, fleeing from German subs, was at Lough Swilly, in Ireland, and was completely powerless to intervene. Anticipating another such raid, the Grand Fleet was returned to Scapa Flow. This time, armed with the intelligence gained from their intercepts of German messages, the British knew that they were coming. However, they didn't realize that the entire High Seas Fleet was out, but supposed that it was only the battlecruisers with which they would have to deal. Accordingly, the Admiralty dispatched only a small force to intercept, under Admiral Warrender. Under his command were 7 battleships, 4 battlecruisers, 4 cruisers and 7 destroyers—probably more than adequate to deal with the German battlecruisers, but hopelessly inadequate to meet the entire High Seas Fleet.

Through the hours of darkness of December 15-16, the opposing forces converged. The British proceeded toward the Dogger Banks, outside the minefields planted by the Germans off the English coast, and arrived at their station a couple of hours after the German battlecruisers had passed, as planned, to trap the raiding force. But at this point they began to become aware that something was
ammis. In the dawn mists of December 16, the British destroyers on the seaward flank encountered the screening German light ships in the van of their battlecruiser force, and fought a sharp engagement, which left the British destroyers badly scattered. Alerted after some delay, the British capital ships steamed northeast to investigate. The two fleets were on a collision course, only minutes apart!

German Battlecruisers on the Scarborough raid.

It was at this point that the German opportunity was lost. Commanding their fleet was Admiral Ingeholz, an unfortunate choice, as later events were to prove. To be fair to him, he was under strict orders from the Kaiser not to take the main body strategist who was to lead the High Seas Fleet at receipt of the news of the clash of the light ships, he shells into the English coast. In any event, upon

Ingehohl, an unfortunate and trapped with a most un-teutonic lack of respect (Hipper's biographer suggests that the Admiral, a Bavarian, reacted to the news that he

the north and escaped, assisted by the poor

configuration of the British ships at

battlecruisers'.

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completion. Five of these were the magnificent

Queen Elizabeths, 25 knot oil fired beauties which

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guns were among the best in the history of naval warfare. The advantages gained from the shift to oil need not be recounted.

By contrast, the Germans had only recently decided to go up to 15" guns, projecting initially to build their Bayern class at a rate of four ships over a three year period, the first being due to join the fleet in 1916. Unless the Grand Fleet were destroyed or crippled before the British ships under construction joined the fleet, the Germans would find themselves in an increasingly worsening position. Obviously, therefore, late 1914 or early 1915 was the time to strike. This was not appreciated by the Kaiser or his naval high command, however, who instead imposed the restrictive policy mentioned above on the High Seas Fleet. As a result, the German battlecruisers could not proceed far beyond Heligoland, and no confrontation developed. While the strategy which was adopted instead, of sending the battlecruisers on "tip and run" raids on the English coast, supported by the battleships, might well have been successful, it was not well executed by Ingenohl. On December 16, as we have seen, he lost a golden opportunity. After the Dogger Banks disaster (when the battlecruisers remained in port), the strategy was shelved, until revised in 1916 by Scheer.

Admiral Scheer, the bold and unflappable strategist who was to lead the High Seas Fleet at Jutland, was at that time in command of the 2nd Squadron, consisting of the pre-dreadnoughts. One wonders how differently he might have reacted, had he been the fleet commander at this time. Based upon his subsequent record, it is a fair assumption that he would have tried to protect Hipper. At least, Scheer would have stopped and waited until the situation became clearer. Probably he would have proceeded toward the action. Either course would have brought him into contact with the oncoming British around 8:00 — before they learned of the battlecruisers' presence off the coast and turned back to intercept. Scenario 1 has been drawn to permit the gamer to explore this very possible course of events, representing the position and configuration of the British ships at 9:00 a.m., and the probable dispositions of the Germans.

The condition of relative equality of strength which the Germans enjoyed at the end of 1914 was one which would not long endure, however. The British had under construction ten 15" gunned battleships, some of which were rapidly nearing completion. Five of these were the magnificent Queen Elizabeths, 25 knot oil fired beauties which would provide a "fast division" to lead the fleet. The other five were the Revenge, 3 to 4 knots slower, but as fast as the German line of battle, nonetheless. This building program was the product of the young and energetic First Lord of the Admiralty, Winston Churchill. With characteristic decisiveness, he fostered and supported the decisions to construct the 15" guns without the usual development testing program, and to build ships to carry them which would be fired by as yet unavailable oil fuel. Both decisions were justified by history. The British 15"

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tion of a number of "what might have been," which I have grouped into this one Scenario 3. The capital ships involved on each of the above dates were the same for the Germans, and numerically the same for the British, so that only one OB will be sufficient. Because the Scenario requires the making of several arbitrary assumptions, I have not designated the hex in which the contact takes place—the average gamer can do just as accurate a job of speculation, given the Scenario's basic information, as I as to what course the Germans might have followed if Von Pohl had determined to venture farther out (or if Scheer had replaced him sooner, if you will); or the British, had Jellicoe, their cautious commander, gone farther south. One can split the difference, and have the fleets meet somewhere around the Dogger Banks; or one can assume that the bolder (at this time, anyway) Beatty was in command of the entire Grand Fleet, instead of only the battlecruisers and, upon learning of the anticipated German sortie, left his bases in time to intercede, and perhaps cut off, them at some point along their actual courses. This last is the course I've preferred to follow in the games I've played of this Scenario.

Thus, the chances of the Germans dimmed progressively as the war continued. True, they beefed up their own capital ship building program in a manner which, if carried to completion, might have rectified the situation. Two more, improved, versions of the 15" gunned Bayern and her sister, the Baden, were started. In addition, seven battlecruisers, improvements of the superlative Derfflinger class, were laid down. But the exigencies of war production required that this program be abandoned in 1917. The British thus had profited from building the bulk of their super-dreadnoughts in peacetime. Given the indecision and blundering of the Germans in 1914 and 1915, Winston Churchill's ships provided the superiority necessary to ensure that England would win the sea war.

**SCENARIO 1**

**ORDER OF BATTLE**

<table>
<thead>
<tr>
<th>British</th>
<th>German</th>
</tr>
</thead>
<tbody>
<tr>
<td>BB King George V</td>
<td>All ships but</td>
</tr>
<tr>
<td>BB Ajax</td>
<td>BB Konig</td>
</tr>
<tr>
<td>BB Centurion</td>
<td>BB Markgraf</td>
</tr>
<tr>
<td>BB Monarch</td>
<td>BC Lutwitz</td>
</tr>
<tr>
<td>BB Orion</td>
<td>CL Ag 4B</td>
</tr>
<tr>
<td>BB Conqueror</td>
<td>DD ½ Flot 4</td>
</tr>
<tr>
<td>BB Lion</td>
<td>DD ½ Flot 5</td>
</tr>
<tr>
<td>BC Queen Mary</td>
<td>DD ½ Flot 6</td>
</tr>
<tr>
<td>BC Tiger</td>
<td>DD ¾ Flot 18</td>
</tr>
<tr>
<td>BC New Zealand</td>
<td>Plus</td>
</tr>
<tr>
<td>CA Antrim</td>
<td>BB Konig Albert</td>
</tr>
<tr>
<td>CA Devonshire</td>
<td>B Priessn</td>
</tr>
<tr>
<td>DD Flot 1</td>
<td>CA Blucher</td>
</tr>
<tr>
<td>CL Sq 1</td>
<td>CA Room</td>
</tr>
<tr>
<td>CA Rothesburg</td>
<td>CA Prinz Heinrich</td>
</tr>
</tbody>
</table>

**OB NOTES**

Players should add 1 hit box to DD 5 Flots 1, 3, 11, 12, and 14 at left. With last number in preceding box enclosed. Add 1 hit box to CL Sg 4a with 8 enclosed.

**STARTING POSITIONS**

No Search Procedure. Play begins with fleets having entered the battle area. Players approximate the ship indicated on the following diagram. Light ships must be within 4,000 yards of capital ships. Capital ships must remain in formation indicated until within 10,000 yards of enemy capital ships.

**RULES**

1. Suggested optional rules: (a) Both Weather Variable; (b) Smoke screen; (c) any Extraordinary Damage rules, except that German ships do not have explosion capability. Instead, second die rolls of 1 or 2 result in magazine flash fire for German ships; (d) Light ships and single capital ships may conduct Search; (e) German subs may only operate singly. These rules are recommended for all Scenarios.

2. Visibility at start of this Scenario is 10,000 yards. Wind is from northwest to southeast.

3. German battlecruiser force is in S7 at beginning of Scenario. They can be brought into action at fast search speed if battle continues long enough. Blucher and CL Sg 4a and DD ½ Flots 1, 3, and 17 are with battlecruisers.

4. If British and German ships are outside sighting range but within 36,000 yards or one hit each of other, players resort to search procedure until sighting is made or these limits are exceeded.

**TIME FRAME**

Scenario begins at 0800. Darkness is at 1600. Game ends when no ships of opposing sides are within 36,000 yards or 1 hex of each other.

**VICTORY CONDITIONS**

British: British player wins by sinking as many or more capital ships as the German player. OR by maintaining at least 1:2 ratio of Victory Points to the German at the end of the game. OR by escaping with two or less capital ships sunk.

German: German player wins by avoiding British victory conditions.

**SCENARIO 2**

**ORDER OF BATTLE**

<table>
<thead>
<tr>
<th>British</th>
<th>German</th>
</tr>
</thead>
<tbody>
<tr>
<td>All ships but</td>
<td>All ships but</td>
</tr>
<tr>
<td>BB Barham</td>
<td>BC Queen Mary</td>
</tr>
<tr>
<td>BB Canada</td>
<td>BC Invincible</td>
</tr>
<tr>
<td>BB Conqueror</td>
<td>CA Defence</td>
</tr>
<tr>
<td>BB Malaya</td>
<td>CA Hampshire</td>
</tr>
<tr>
<td>BB Revenge</td>
<td>CA Cochrano</td>
</tr>
<tr>
<td>BB Royal Oak</td>
<td>CA Minotaur</td>
</tr>
<tr>
<td>BB Superb</td>
<td></td>
</tr>
<tr>
<td>BB Villant</td>
<td></td>
</tr>
<tr>
<td>BB Warspite</td>
<td></td>
</tr>
<tr>
<td>BC Indefatigable</td>
<td></td>
</tr>
<tr>
<td>RC Inflexible</td>
<td></td>
</tr>
</tbody>
</table>

**STARTING POSITIONS**

Same as in Dogger Banks Scenario in Manual, except add Von Der Tann to German battlecruisers. Ships of original scenario are in U14. All added British forces are in J19, except the B's, which are in Q13. All additional German forces are in W16. German battlecruisers and supporting ships must proceed toward their main body, and British battlecruisers and supporting ships must follow until within sighting range of German main body.

**RULES**

As in Scenario in manual and point 1 of Scenario 1.

**TIME FRAME**

Play begins at 0600 hours. Darkness is at 1800 hours. Game ends when all ships of one side are sunk or have returned to their bases.

**VICTORY CONDITIONS**

As set forth on page 10 of Manual.
**SCENARIO 3**

**ORDER OF BATTLE**

**British**
- All ships but
- BB Canada
- BB Valiant
- BB Malaya
- BB Revenge
- BB Royal Oak
- CA Blucher

**German**
- Use all ships but
- Use all ships, including the additional ones from Scenario 1 but
- BC Lützow
- CA Blücher

**Plus**
- B’s listed in Scenario 2
- CA’s listed on p. 11 of Manual (3rd Armored
  Cruiser Sq.)

**OB NOTES**
1. Dreadnought should be with Fourth Battle Squadron.
2. British BC’s, BB’s and Third Armored Cruiser Squadron are based at Rosyth.

**STARTING PROCEDURES, RULES, TIME FRAME**
At discretion of gamer

**VICTORY CONDITIONS**

**British:** British player wins if he has accumulated as many or more Victory Points and his lost less than half as many capital ships as the German player at the end of the game.

**German:** German player wins if he has accumulated twice as many Victory Points or sunk twice as many capital ships as the British player at the end of the game.

*Note: A draw results if none of the above victory conditions are met.*

**SCENARIO 4**

**ORDER OF BATTLE**

**Allied**
- All ships except CA’s, B’s and
- BB Argus
- BB St. Vincent
- BB Iphigenie
- BB Vanguard
- BB Superb
- BB Tenerife
- BC Queen Mary
- BC Invincible

**Plus**
- BB New York
- BB Wyoming
- BB Texas
- BB Florida
- BB Delaware
- BB Queen Elizabeth
- BB Dreadnought
- BB Rodney
- BB Royal Sovereign

**German**
- All ships except B’s and CA’s and
- BB Markgraf
- BB Rheinland
- BC Lützow
- CA’s
- BB Bayern
- BB Baden
- BB Hindenburg
- BB Konig Albert

**RULES**
1. Same optional rules as Scenario 1.
2. Visibility is over 40,000 yards. Wind is from northwest to southeast.
3. All remaining German ships, except submarines, are in G 26.
4. All remaining Allied ships, except submarines, are in K 8, and cannot leave until 1300 hours.
5. At start German ships have been at sea for 24 hours.

**TIME FRAME**
Scene begins at 0600. Darkness is at 1800. Game ends when all German ships have returned to base, exited from map or been sunk.

**VICTORY CONDITIONS**

Victory points are calculated as in the advanced game, with 5 points awarded for each merchant ship sunk by the Germans. If German ships exit through the Skagerrak, the British are awarded 20 points.

**German:** German player wins by sinking as many or more capital ships as the British player, OR by maintaining at least a 2:1 ratio of Victory Points as compared to the British at the end of the game.

**British:** British player wins by avoiding German victory conditions.

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**THE GENERAL**

Revenge, the battle cruisers Repulse and Renown, the light battlecruisers Courageous and Glorious, and by the American battleship squadron, consisting of two 14" gunned ships, and three of 12" main armament. By this time the possibility of gaining a victory over the Allied fleet had become quite remote; yet it was still within the range of possibilities that the High Seas Fleet could gain the propaganda advantages for Germany of a victory over an isolated segment. And under the daring leadership of Admiral Scheer, they tried, and came relatively close to succeeding! Scenario 4 attempts to recreate this possibility.

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**No... the Dorflinger hasn't been hit—it's just firing a broadside:**

In a most courageous move, which has often since been conveniently overlooked by Allied historians, Scheer took the High Seas Fleet forth in April of 1918 on a sortie to a point off the Norwegian coast opposite Stavanger! The objective of this bold thrust was the interception of the "Norwegian convoy," a regular system of conveyance of trade to Norway and return occurring every 3 to 4 days. After a couple of successful intercepts had been made by German light forces, the escort for these convoys was augmented to a squadron of capital ships from the Grand Fleet. Quite often this squadron was the American battleship squadron, a fact observed by the German submarines and made note of by Scheer. It was Scheer's aim to intercept and destroy one of these convoys and its escort.

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**The Batten & Dorflinger with a loss of destroyers:**

Having finally become aware of the reasons for the British ability to anticipate the sorties of the German fleet, Scheer had his operational orders distributed by hand, and imposed radio silence. As a result, the High Seas Fleet left its anchorage and proceeded to Norway without the Admiralty realizing what was going on. But it was all in vain. Scheer's intelligence was faulty; he missed the convoy by 24 hours. He had relied upon information gathered by U-boats as to the sailing intervals, and it proved inaccurate. Yet the German consort in Norway could have provided the correct intelligence. The failure of the Germans to use this source was one more high level blip in the series which combined to lose the war for them.

Scheer's presence off Norway was discovered by the British when the Moltke broke down and had to be towed home, necessitating breaking radio silence in the process. After some delay due to fog, and
some, perhaps, to a new found caution, Beatty, now commander of the Allied fleet, sailed with a force of 31 battleships, 4 battlecruisers, 2 cruisers, 24 light cruisers and 85 destroyers. Yet the German routed him and made it to port. The next time they were to sail would be November 21, 1918—to Scapa Flow and oblivion. But for chance the final chapters of the High Seas Fleet might have been quite different, and the fate of the U.S. Navy might have been put to test. This is the "what if" Scenario 4 is designed to explore. On the actual date chosen by Scheer, April 24, 1918, the convoys were being escorted by the Second Battlecruiser Squadron and the American squadron was at Rosyth, the new base for the Grand Fleet. Accordingly this Scenario assumes a sortie earlier in the year, when the Americans were providing the escort. The OB for the Allied fleet consists of the forces of ships which sailed on April 24, but not the identical ships. The Second Battlecruiser Squadron is with the Grand Fleet. As published information does not reveal the actual names of every one of the ships which sailed with Beatty, this is not taking an undue liberty with history, in my opinion. The Germans OB is the actual April 24 complement. You take it from there!

As mentioned above, in addition to the four 15" gunned battleships of the Bayern class, the wartime building program of the Germans included a line of battlecruisers. These ships would have outclassed anything the Allies possessed. Construction was begun upon four ships of the Macksrown class in 1913. These would have been 27 knot 14 gunned improvements of the Derfflingers. Then in 1916, construction was also begun upon 3 ships of the Emsa Yorck class. These would also have had a speed of 27 knots, but would have been armed with eight 15" guns. Armor would have been consistent with that of the previous ships, so that these battlecruisers would have enjoyed a tremendous superiority over the British wartime construction projects, the Repulse, Renown and Hood. All of these ships could have been delivered before the Hood class, which became somewhat delayed while the British pondered how to build battlecruisers which did not explode (as the Bismarck demonstrated, they never did resolve the question). As noted above, these programs were abandoned, and the construction was stopped. Yet one wonders what might have been if this super fleet had been created. Suppose in 1917, instead of going over to unrestricted submarine warfare, the Germans had decided to allocate their resources to the speedy completion of these capital ships, and to await their completion before seeking a naval victory. I am convinced that it was not beyond German capabilities to plan and build ships on an accelerated basis. Suppose they had so done. One might well assume that America would have remained out of the war under these circumstances, and that conflict thus might have extended into 1919 or even 1920. The return match of Jutland with these super ships is the subject of Scenario 5. It requires only the creation of the fleet's newer ships. It remains for you to see how history might yet have been rewritten!

This Scenario assumes that the Germans completed their wartime building program, and the British did not, at least at the time of the confrontation. Thus, only the Repulse and Renown (dubbed Refit and Repair by the British crewmen because of their proclivity to be in dockyard hands for long periods) are in the British OB. Anglish gamers can add the Hood class battlecruisers if they wish, however, using optional OB note 4. Also included, for what they are worth, are the Courageous (Outrageous, some called them) class ships. For the German diehards, this is the last chance . . . .

### GERMAN HIT RECORD SUPPLEMENT

<table>
<thead>
<tr>
<th>Ship</th>
<th>BB Baden</th>
<th>BB Bayern</th>
<th>BB König Albert</th>
<th>BB Sachsen</th>
<th>BB Wurttemberg</th>
<th>BB Lothringen</th>
<th>BB Preussen</th>
<th>BC Fürt Bismarck</th>
<th>BC Gneisenau</th>
<th>BC Graf Spee</th>
<th>BC Hindenburg</th>
<th>BC Mackensen</th>
<th>BC Prinz Eitel Friedrich</th>
<th>BC Scharnhorst</th>
<th>BC Yorck</th>
<th>CA Blücher</th>
<th>CA Prinz Heinrich</th>
<th>CA Raon</th>
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<tr>
<td>Hit</td>
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<td>14</td>
<td>12</td>
<td>14</td>
<td>14</td>
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<td>10</td>
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### FLEET MAKEUP

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<td>No. of columns</td>
<td>Ships</td>
<td>Columns</td>
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<td>Yard intervals</td>
<td>Yard intervals</td>
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</tr>
</tbody>
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### SCENARIO 5

**German**

Same as Scenario 4 plus
- BB Markgraf
- BB Riverland
- BB Sachsen
- BB Wurttemberg
- BB Mackensen
- BC Prinz Eitel Friedrich
- BC Scharnhorst

**British**

Same as Scenario 4 except
- BB Markgraf
- BB Riverland
- BB Sachsen
- BB Wurttemberg
- BB Mackensen
- BC Prinz Eitel Friedrich
- BC Scharnhorst

**OB NOTES**

If you wish to assume that Britain was able to match the German building program, add the Hood, Anson, Howe and Rodney; use spare destroyers. Protection factor 6; movement 14.

**STARTING POSITION**

Since this Scenario is of an extremely hypothetical nature, and I am not very good at fiction, most of the ships are left to the gamemaster. I have placed it under the assumption that the meeting took place at the same location and in the same manner as Jutland; and under the assumption that the Germans went forth and showed themselves off Rosyth, and engaged the English as they sailed one. I'm sure that others can come up with some equally good possibilities.

**RULES, TIME FRAME**

As the discretion of the gamemaster.

**VICTORY CONDITIONS**

Same as Scenario 4.
This battle, in its course, its indecisiveness, and in the mistakes made, so mirrors the course of the war in the North Sea that it can serve as a starting point for discussion on many aspects of that war, as well as providing some historical background to the Dogger Bank scenario.

The actual battle began at just before 8:00 A.M. on January 23rd, 1915. It began as a triple rendezvous between Beatty's British Battle Cruiser force, the Harwich Force under Commodore Tyrwhitt, and Hipper's unsuspecting "Scouting Group I". The British, with their wireless interception, had arranged the rendezvous, though Beatty had hoped to be to the east of Hipper, so as to force him to fight, but knew he could overhaul him in any case with his faster ships. Hipper for his part, immediately put about and fled—he was in no strength to attack, with the Von Der Tann being worked on; and the High Seas Fleet was in Shilling Roads at anchor, and not likely to come out with its strongest squadron, the I11rd, in the Baltic for gunnery practice. This was the paradox of his mission: he was sent out understrength and unsupported, because the Kaiser could not bear to risk his precious fleet of BB's, but wished to place the "action" group of admirals in the German Navy.

Beatty, following his aggressive nature, charged ahead, and by 9:00 had come within extreme gun range of the fleeing Germans, who were held back by the slower Blucher. Both sides commenced firing at maximum elevation.

Almost at once the BLUCHER, last in line, slowest, and weakest of the German ships, was hit. With her weak armor, the shells penetrated to her engineering spaces, and she slowed and fell back. Meanwhile, the British had succeeded in scoring only three hits on the German BC's. One freak hit on the SEYDLITZ, however, nearly did her in when a joint in the armor failed. Two turrets in the bow were put out of action, crews killed, and the fore magazine nearly went up before it was flooded, from powder fires which started in the shell-handling rooms.

Meanwhile, in the two hours since 9:00, the Germans had scored 12 hits on Beatty's flagship, LION, and she could no longer hold her place in line. Beatty signaled the other ships to "Attack the enemy's rear," and "Stay close to the enemy"—unfortunately, the second message was missed altogether, and the Admiral second-in-command took the "rear of the Enemy" to mean the unlucky BLUCHER, which was far behind the other German BCs.

Accordingly, the British concentrated on this ship while Hipper steamed off. The BLUCHER, hopelessly outgunned and attacked from close range, lasted another hour, and was still firing when she rolled over at noon.

The battle was made much of by the British press, and was taken to demonstrate British "Mastery of the Seas". Beatty became a popular hero, and a dramatic picture of the sinking BLUCHER received much press play. On the German side, the fleet commander, Ingenohl, was relieved, and the Battle Cruiser raids were suspended.

Since they won, the British ignored the problems which Dogger Bank showed up. The defects in the signalling apparatus were to cost Beatty dearly at Jutland, when he would leave the fast BB's far behind him through missed signals. The weaknesses in the shell-handling rooms would cost him two Battle Cruisers to magazine detonations. Also the British greatly over estimated the damage they had done to the German BC's. In actuality, for the 1,000 or so rounds each side fired at long range, the Germans scored 15 hits to the British 5.

The ill-fated BLUCHER's presence at Dogger Bank, where she did not belong, could be traced to her origins. She had been conceived as an answer to the first British BC (INVINCIBLE), when little was known except that the British were building a new and more powerful kind of cruiser. The BLUCHER, a new and more powerful cruiser, was no match for the Dreadnought BC's, but there she was, so she was sent out.

Since the Germans "lost", they took careful notice of the weakness in the shell-handling rooms that nearly destroyed SEYDLITZ, and corrected this in all their ships. At Jutland, though several turrets were penetrated, and powder fires ignited, no magazines detonated. The weakness, which the British would begin to correct only after Jutland, related to the path that shells and powder charges travelled, up through the barbettes, from the magazines to the Turrets. The doors which theoretically kept the two areas isolated failed to do so in reality, and all too often the shell-handling room, down in the barbette, caught fire when the turret was hit. The corrections needed were not that extensive in terms of further insulating the magazines from the turrets, but the difference was crucial.

So, in their overestimation of their gunnery's effectiveness, in their ignoring of the fatal flaw in the shell-handling rooms, and in their failure to improve signals, the British, and Beatty, set the stage for the most one-sided action in the Jutland battle—the Battle Cruiser run to the South, where the British lost two BC's, and had three badly damaged, while seriously hitting only one German BC.

This leads, ever so indirectly, to a series of variants, optional rules, which add some realism to the game, improve its balance, and correct a few errors. The first three apply only to the Dogger Bank Scenario, while the rest can apply to any scenario, or to the campaign game, (for which see THE GENERAL, Vol. 9, No. 6).

The Blucher—Using the Black Prince counter for the Blucher, while simplifying matters, does the Blucher an injustice. While still only a CA, the Blucher, at 15,500 tons, was larger, better protected, and far better armed than any other CA. She had 12 brand new (M/12) 8.2" guns to 6 older M/04 9.2" guns for the Black Prince, with fire control at each turret. Her speed, just over 25 knots, was also better than the usual CA's 23. Therefore, the Blucher should have the following factors and hitboxes.

Additional Forces—these units, eliminated from the Dogger Bank's Scenario for simplicity, were actually present, they are—German; DD/5 Flot 5, DD 1/4 Flot 14; British; DD Flot 13

Variations—Dogger Bank—Add the Von Der Tann to the German OB. This makes for a very even and interesting game, but the British no longer need a 2-1 edge, they just need to match the Germans to win.

The variations below may be used separately or together, though certain of them, notably the counter changes, are recommended for use in all situations. One omission in the Victory point chart is the Value of the German KAnzer Class BB's. If the modified "14" protection factor is used for these ships, their Victory Point Value would increase to 56 pts.

Some of the more speculative variations include the following simple changes increasing the Ger mans effective force:

1. Consider all of the KAnzer Class BB's to be LUTZOW Class BC's
2. Add 5 additional BC's to the German OB.

Critical Hits—the current critical hit is somewhat inadequate in assigning equal vulnerability of German ships to such events as Magazine Fires. This equality only existed before Dogger Banks, and even the relatively greater protection of the German BC's would reduce the odds. Critical hits
become more important to the British, since they are dependent only on the number of attacks made, and the British, with many more ships, is usually making more attacks (ships fire die rolls). Thus I have set up a new Critical Hit Table, which requires two dice, and eliminates double die rolling (Let's face it, in Jutland you roll enough dice already) It also lends itself more to differential critical hit results.

Using the CRITICAL HIT TABLE — The table is used just as before, except: When rolling for German Dreadnought Battleships or Battle Cruisers, "one" is added to the Die Roll; When rolling for German or British Pre-Dreadnought Battleships (Pencos) or British BCs or CA's, "one" is subtracted from the roll of the dice.

** Floation Hits** — One of the reasons that both sides dreaded torpedo attacks was that they struck where the armor was weakest, and they could detonate a Magazine readily. Thus the change in the FLOATION HIT TABLE. There was no chance of a flash fire, either the magazine went up, or it was flooded, since the torpedo was its own flooding mechanism. The Germans took most of their losses (the B Pommern, the Light Cruisers Rostock and Frauenlob) to torpedoes striking magazines.

** HOW DO YOU POINT THIS THING **

Gunnery At Jutland
What Jutland was all about was gunnery, shooting at and hitting the other guy faster and harder than he hit you. This usually involved two things; fire control, which was the process of aiming the guns, based on computed effects of changing their positions, and spotting, which told where the shells actually hit.

The German advantages, aside from superior crew training, were two:

<table>
<thead>
<tr>
<th>CRITICAL HIT TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Die Roll</strong></td>
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<td>10</td>
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<tr>
<td>11</td>
</tr>
<tr>
<td>12</td>
</tr>
</tbody>
</table>

** Floation Hit Table **
Same as Before, except for a die roll of "2" |

| Magazine Hit — Roll Die Again — 1, 2, 3 Magazine Explodes, Ship SUNK 4, 5, 6 Magazine Flooded, trat as in Critical Hit Table |

1. Their range-finding equipment was far superior to the British. This meant that their spotters needed to make smaller corrections to get "onto" the enemy ships. The British range finders were often so far off that the spotters could not tell the relative distance, thus delaying their finally getting "onto" their targets.

2. They used brass casings for their powder charges. This greatly increased the uniformity of the charge's power, though it slowed the rate of fire marginally because the case had to be disposed of. Greater uniformity meant that corrections for charge variance were minimized. Also significant were the special wooden ramrods used, with sprung faces to seat the projectiles better.

The British had one advantage, which let them hit harder, and keep "onto" an enemy ship once they had hit it. This was their secret "gun Director" system. The system had all guns controlled from one room in the ship, where all shellfall was plotted, all corrections sent to the gunlayers, and where, through a special electric key, all the guns in a salvo were fired at precisely the same instant. This kept the projectiles spaced just as they were fired, and increased the chances of at least one hit. The Germans had each crew chief fire his gun at a signal, from front to rear. This tended to produce quite tight salvos, which either hit or missed entirely.

Both fleets fired their main turret guns alternate- ly. Maximum rate of normal fire was one salvo each 20 seconds, with one gun from each turret. At a crisis, this rate could be doubled, but this often caused the guns to overheat and jam after a few rounds. The secondary batteries had their own fire control system, and usually fired two salvos (all guns in each) for every turret salvo. Though each gun had between 80 and 100 rounds, which could theoretically be fired off in one hour, this was not usually the case. Firing was usually intermittent, since ships would not fire without some info on the enemy ships, and often either the fires or the targets were obscured by shell splashes, funnel smoke, powder fire smoke, etc.; also, even the 20 second salvo rate would eventually overheat the gun tubes, so this was additional inducement to fire at a more measured rate.

** Secondary Battery** — the Germans built their secondary batteries rather differently than the British. Right from the start, they used six inch (actually 5.9") guns in their secondary casemates, while the British turned to 6" guns only in their later ships, and not at all on their BCs. The German 5.9" gun was conceived as a secondary weapon, able to fire at either enemy capital ships or approaching light craft, while the British 4" gun was conceived solely as a weapon to use against enemy Destroyers or torpedo boats.

Also, in view of this dual role, the German casemates allowed for a greater elevation of the guns, to allow them to utilize their maximum range. This played a significant role at Jutland, where, when the range had closed down to 14,000 yards, the German Secondary batteries opened up, with effect, on the British BCs, while the British secondary batteries lacked both the range and the penetrating power to return the fire. Also, the German 5.9" gun was an outstanding weapon, which would see action with the "Pocket Battleships" and the "Rommel" in WW II.

The positive effect of the British secondary armament was in torpedo defense. On several occasions in the battle, German DD's were unable to get within effective torpedo range due to the heavy British fire.
Putting Secondary Batteries in the Game

Each ship has two secondary batteries, of two factors each, one on each side. They can be most easily represented by adding two circles on each side of the ship’s gun boxes. They have the following ranges—6”-14,000 yd.; 4”-10,000 yd. When firing at capital ships within their range, half of the 6” secondary factor bearing on the firing side may be added (round fractions up). 4” secondary factors may not be added. When engaging light ship units, all of the secondary factors may be added. Even CA’s (except the Blücher) and B’s get these secondary boxes. The Blücher has one box on each side.

Light ships may now fire on Capital ships, at half gunnery factor, and may damage the secondary batteries only. Excess hits from light ships affect neither the main gunnery nor become torpedo hits. Otherwise, secondary batteries are checked off as follows: Each torpedo (flotation) hit also checks off one secondary battery box. Each critical hit checks off any two secondary boxes in addition to other effects. Main gunnery hits ignore the presence of the secondary gun boxes for determination of when torpedo hits are assessed; secondary gun boxes do not affect the number of hits needed to sink a ship.

Gunnery—Though the Germans had an edge in gunnery, each side had certain specific advantages. The superior German range-finding equipment usually enabled them to find the target first. The British Gun-Director system, whereby all guns were fired at the same instant from a single key, enabled the British to better hold a target they had scored on. This can roughly be reflected as follows—On the first M & F Turn that a British ship (or group of ships) fires at a specific target, the firing ships drop one column on the Gunnery Damage Table (i.e., 25 factors would fire on the 17-20 column); where a ship (or Group of ships) are firing on a target that they scored 2 or more hits on in the previous turn, the firing ships increase by one column on the Gunnery Damage Table (the same 25 factors would roll on the 27-32 column). This benefit is available only if all the firing ships also hit on that same target in the previous turn. The Germans ignore both the increases and decreases of this option. This option does not affect the ranges at which hits are doubled or tripled, only the column used to resolve the gunnery combat. Critical hits do not count towards the “2 or more hits.” Ships receiving the “2 or more hits” should be marked with pennies, etc.

Magazine Hits—Gunnery factors firing at a ship that has had a Magazine Flash Fire are halved—their ranges are reduced by 50% (of the column on the Gunnery Damage Table in which the hits were scored) and the hits are doubled or tripled. This effect is cumulative, so a magazine flash fire on a ship that has already scored a magazine flash fire on the same target reduces the range by 50% (of the column on the Gunnery Damage Table in which the hits were scored) and the hits are doubled or tripled again. Magazine flash fires are halved if the ship has had a Magazine Flash Fire in a previous turn. Magazine flash fires are not doubled or tripled if the ship has already suffered a magazine flash fire in a previous turn. Magazine flash fires are not added to magazine flash fires in previous turns.

Modified Maneuver and Fire Turn Procedure

As a means to avoid the advantages which accrue from moving and firing last in each Maneuver and Fire Turn, the following procedure is suggested.

First Maneuver and Fire Turn—The German player maneuvers his units their FULL Movement Factor, and then the British player maneuvers his FULL movement Factor (round fractional movement factors UP). Then both players execute their fire attacks, German player first.

Second Maneuver and Fire Turn—The British Player maneuvers his ships their FULL Movement Factor, then the German player does the same; Both players execute their Fire Attacks, German player first.

Third Maneuver and Fire Turn—The German Player maneuvers his ships their FULL Movement Factor, then the British player does the same; Both players execute their Fire Attacks, British player first.

Realistic Attack Procedure

The following method eliminates partially the advantages of firing one ship at a time, and can partially alleviate the effects of sequential fire turns. Each player simply designates the target of each ship before any attacks are resolved by either side. The easiest method which I have found to do this is to make up small (1’s”, the blank ones available from Avalon Hill are fine) counters bearing the name of each ship, and place them on the target ship. This makes for quick and irreversible allocation of fire, and even produces the incorrect fire allocations which were so common when one side had an edge in numbers. If a target ship is sunk in that turn, by a previous attack, the attacker has only half of the gunnery factors from still unresolved attacks available to reallocate to other attacks, this reallocation must be done immediately when the target ship sinks.
THE GENERAL

CAPITAL SHIPS – British

<table>
<thead>
<tr>
<th>Type</th>
<th>Name (s)</th>
<th>Displ’n</th>
<th>Length</th>
<th>Armor</th>
<th>Main Batt.</th>
<th>Sec. Batt.</th>
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</tr>
<tr>
<td>1</td>
<td>Bellerophon, Superb, Tenacious</td>
<td>18,660</td>
<td>520</td>
<td>11''</td>
<td>10 x 12.2</td>
<td>16 x 4</td>
</tr>
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<td></td>
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<td></td>
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<tr>
<td>2</td>
<td>King George V, Ajax, Centurion</td>
<td>23,000</td>
<td>570</td>
<td>12''</td>
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<td>16 x 4</td>
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<tr>
<td>3</td>
<td>Iron Duke, Benbow, Marlborough</td>
<td>25,000</td>
<td>620</td>
<td>12''</td>
<td>10 x 13.5</td>
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<td>4</td>
<td>Barham, Valiant, Malaya, Warspite</td>
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<tr>
<td>5</td>
<td>Orion, Monarch, Conqueror, Thunderer</td>
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<td>550</td>
<td>12''</td>
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<tr>
<td>6</td>
<td>Goeben (in the Black Sea)</td>
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<td>450</td>
<td>9''</td>
<td>10 x 14</td>
<td>16 x 4</td>
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<tr>
<td>7</td>
<td>Crusoe, Ruyi, Loyal</td>
<td>18,250</td>
<td>520</td>
<td>9''</td>
<td>10 x 14</td>
<td>16 x 4</td>
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<tr>
<td>B</td>
<td>(fill in add’l forces)</td>
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<td></td>
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<tr>
<td>BC</td>
<td>Invincible, Invisible, Indomitable</td>
<td>17,250</td>
<td>560</td>
<td>7''</td>
<td>8 x 12</td>
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<tr>
<td>DD</td>
<td>Indefatigable, New Zealand</td>
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<td>580</td>
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<td>LC</td>
<td>Lion, Princess Royal, Queen Mary</td>
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<td>675</td>
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<tr>
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<td>Minotaur, Defense, Shannon</td>
<td>14,600</td>
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<td>Cochrane, Warrington,</td>
<td>13,550</td>
<td>500</td>
<td>6''</td>
<td>6 x 9.2</td>
<td>8 x 7.5</td>
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<tr>
<td></td>
<td>Duchess of Edinburg, Black Prince</td>
<td>13,350</td>
<td>500</td>
<td>6''</td>
<td>6 x 9.2</td>
<td>10 x 6.9</td>
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<tr>
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<td>Hampshire, Armit, Roxburgh</td>
<td>10,850</td>
<td>465</td>
<td>6''</td>
<td>4 x 7.5</td>
<td>6 x 6</td>
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GERMAN CAPITAL SHIPS

| BB    |                           |         |        |       |            |            |
|-------|---------------------------|---------|        |       |            |            |
| 1     | Posen, Nassau, Westfalen, Rhenland | 18,900  | 470    | 11.5''| 12 x 11    | 12 x 6     |
| 2     | Ostfriesland, Oldenburg, Helpolland, Thuringen | 21,000  | 546    | 11.5''| 12 x 12    | 14 x 6     |
| 3     | Kaiser, Kaiserin, Friederich Der Grosse, Prince Regent Lützow | 24,700  | 564    | 14''  | 10 x 12    | 14 x 6     |
| 4     | König, Kronprinz Wilhelm, Markgraf | 26,000  | 575    | 14''  | 10 x 12    | 14 x 6     |
| 5     | Grosser Kurfürst             |         |        |       |            |            |
| B     | All Deutschlands             | 13,200  | 410    | 9.5'' | 4 x 11     | 14 x 6.7   |
| BC    | Von der Tann                | 19,400  | 555    | 10.75''| 8 x 12    | 10 x 6     |
| 7     | Seydlitz                    | 23,000  | 590    | 11''  | 10 x 11    | 12 x 6     |
| 8     | Lützow, Derrflinger         | 28,000  | 675    | 13''  | 8 x 12     | 12 x 6     |
| CA    | Blücher                     | 15,500  | 489    | 7''   | 12 x 8.2   | 8 x 6      |

THE SHIPS AT JUTLAND

This is basically an expansion and correction of a section which appeared in the original JUTLAND Battle Manual, but was left out of the new one. Included are notes on the ship types, and more data on the lighter ships, as well as information on ships which appear in the additional forces, or in the Campaign Game (The General, Vol. 9, No. 6).

The numbers are self-explanatory, except for: Displacement, this is Standard Displacement; at full load, ships would weigh about 10% more than this. Length—this is waterline length; the maximum length would exceed this, and the deck length would be somewhat less.

Armor. This is the maximum thickness of the main belt—this was effectively reduced somewhat in British ships because all that was needed was a turret penetration to set off a magazine.

Capital Ship Notes

1. Dreadnought also of this class.
2. Audacious of this class, sunk, 1914
3. Emperor of India also of this class
4. Queen Elizabeth also of this class
5. Built for Brazil as Rio de Janeiro, sold while building to Turkey as Sultan Osman I.
6. Built for Turkey as Rhesadieyeh
7. Built for Chile as Almirante Latorre
8. Australia also of this class
9. Shows unsuitable for heavier seas
10. Konig Albert also of this class
11. Five other boats of this class available
12. Goeben (in the Black Sea) also of this class

Light Ships

The British had two types of CL’s; the lighter ones, of the 2nd and 3rd Squadrons, were about 5,000 tons displacement, and carried 8 or 9 6" guns, and of old style (submerged) torpedo tubes. The New CL’s were lighter (3,000 tons), faster, and carried 2-3x6" guns, 6x4", and 4 Torpedo tubes in dual mounts. The British CL’s were all heavier, 4500-5000 tons, and carried 10 (older) or 12 (newer) 4.7" guns, again, the newer ships were marginally faster. All the DD’s in action at Jutland were around 800-1000 tons. The British had 2-3x4" guns, with 4 Torpedo tubes in two pairs. The German boats had 2x3.5" guns with 5 or 4 Torpedo Tubes, mostly in single mounts. Thus the Germans had the edge in torpedo, while the British have the edge in gunnery.

Notes on the Ships

Muscle—this ship should be an “11” MF ship; even the Seydlitz, Lützow, and Derrflinger were not as fast as the British Lion and Tiger classes.

Kaiser—the Protection Factor of this class should be “14”, as these ships were armored substantially as the “Konig” class.

Kaiser, Invincible. In both these classes, the ships were virtually fireproof, and their armament was virtually fireproof, and their armament can be moved to the rear of full broadside, but within two shiplengths, all guns may fire, fire, fire. For the Kaiser class, if the perpendicular line places the target ship to the rear of full broadside, both ships may fire, fire, fire.

Counter Changes—Germany—All the ships of the KONIG Class have a Movement Factor of “9”—in the actual battle at Jutland, these ships became separated from the German main body, and nearly overhauled the British “Fast” BB’s, because of their superior speed, hitting 24 kts. British—the BC’s LION and PRINCESS ROYAL should have a movement factor of “12”—these ships were actually marginally faster than the German BC’s.

Hit Box Changes—The COLOSSUS should have hit boxes like the NEPTUNE, the middle turret can also fire to the rear. The Goeben—this ship helped to bring Turkey into the war, but might have been better used with the High Seas Fleet. She can be added to any OB. She is identical to the Moltke.

Canada, Erin, Agincourt—all three of these ships were built for other countries—Canada for Chile, and the other two for Turkey. They could possibly be deleted from the British O.B.’s assuming that they were turned over to their rightful owners (who had already paid for them).

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 loopholes-ridden air rules of the past, Blitzkrieg now has the most realistic set of mid-air combat rules in existence. No more static “Sitzkriegs” in the middle of the board—the blitz is really put back into Blitzkrieg under the new rules making such a defense almost suicidal.

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

- A Basic Game every bit as challenging and playable as the old classes
- 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 the all night marathons
- Strategic Movement
- Greatly simplified and improved supply system
- Hidden Movement Option
- Best air combat system ever
- 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.

2nd Edition Rules of Play 1.25
Revised CRT card 0.25

*Pluse the usual shipping charges*
For those gamers who believe that the edge given the German ships in gunnery and protection factors is unjustified, we offer the record of the Derfflinger at Jutland. As told by naval historian J.C. Taylor "probably the best all around capital ships of their day," the Derfflinger and her sister ship the Lutzow led the German van in magnificent fashion during the daylight portion of the battle. On the run to the south, Derfflinger destroyed Queen Mary, and Lutzow came within an eyelash of accomplishing the same with the Lion. At the conclusion of the run to the north, Lutzow blasted the Defense out of the water. Then, in a deadly two minute interval of rapid fire, the Derfflengers teamed up to prove the fallacy of the name of the Invincible. So much for the gunnery factor.

During this last stage, the Lutzow came under the fire of the entire Grand Fleet. Hit by 24 heavy shells, she had to leave the action at this point. (She finally was scuttled by the Germans hours later, during the night. But for a freak failure of her forward pumps, she probably would have been able to make port.) At this point, while Admiral Hipper was on a destroyer transfering his flag to the Moltke, the lead of the German battlecruisers passed to Derfflinger. It was the crisis of the battle for the Germans. For the second time Jellicoe and the Grand Fleet had crossed the T on them. The German line was faced by a semi-circle of gun flashes, the only sight which could be discerned of their tormentors, who had the advantage of favorable visibility. The only hope for the Germans, who needed time to set up another battle turnaway, was a torpedo boat attack. But this too would require time for the flotillas to get into position. Admiral Scheer's decision was prompt and characteristic—if necessary, the battlecruisers must be sacrificed to save the fleet. The order was flashed to them: "Rein in den Fiend. Ran." Literally translated, this meant—all out attack—ram if necessary. Without hesitation, Captain Hartog of the Derfflinger obeyed. To the remaining battlecruisers, the visual signal "full speed ahead, course S.E." was made. So began the "death ride" of the battlecruisers. Led by the Derfflinger, they plunged straight at the van of the semi-circle of British ships!

To this point, the Derfflinger was relatively undamaged. In short order this situation changed, as she became the focal point of the fire of the Grand Fleet. A 38 cm shell hit C turret, putting it out of action. A few moments later the same fate befell D turret. As the range fell to 7500 yards, hit after hit struck the ship. The first four 15cm casemate guns on the port side were put out of action. Several hits were received on the side armor, causing little destruction. Then a 12" shell hit the conning tower, once again failing to pierce the armor. Shortly thereafter another shell of heavy calibre hit under the bridge, causing widespread damage and starting a serious fire. Finally, the destroyers were able to launch their attack on the British line. Jellicoe immediately turned away, and the High Seas Fleet was able to extricate itself. The battlecruisers, still led by the Derfflinger, turned to the south and gradually lost sight of the British in the failing daylight. At this point, Derfflinger received her last hits, which temporarily put a turret out of action.

During the night action, Derfflinger and Von der Tann took station at the end of the German line, and were spectators to the actions with the British destroyers ahead of them. With only A and B turret, 8 guns of the secondary battery and one searchlight intact, she was not in good shape for a night action. Accordingly, she held her fire when the only English destroyer was sighted, and it in turn did not attack. At dawn, the ship again cleared for action. But the enemy were not in sight. At 4:30 that afternoon, carrying 3,000 tons of water, she stopped anchor in Wilhelmshaven Roads. So rests the case for the protection factor.

Of all the dreadnoughts of the High Seas Fleet which fought at Jutland, only Derfflinger was afloat during World War II. Having been scuttled at Scapa Flow with the rest of the German Fleet in 1919, she was raised by the British in 1939. War being then imminent, she remained moored at Scapa Flow—for a time adjacent to Jellicoe's flagship, the Iron Duke—until the cessation of hostilities. In 1946 she was scrapped. Her final chapter ended in 1965 when her ship's bell and seal were returned to Germany by the British.
A heavy shell hit on the armor belt on the port side at frame 88, 1/2 meters below the quarterdeck. It knocked a piece of the side armor out, which pierced the side splinter wall and the metal walls of the workshop and air shafts of the port aft engine.

9. Hit by a shell of unspecified size on armor belt at frame 94, 2/3 meters under the quarterdeck. The armor plate was bent in, outside plating under the armor dented and several rivets popped. The net cases and nets from frames 90 to 110 were damaged, as well as a net spar.

10. This was another of the most destructive hits. In summary, it was a 38 cm shell hit, from an angle of 229 degrees, which penetrated the barbet armor of turret C at about 15 meters under the upper edge and exploded on the upper part of the turrettable between the guns under the gun master's stand. This ignited numerous cartridges, both in the turret and on the transport mechanism, resulting in a jet of flame and poisonous gases. The turret rotating mechanism, the cartridge loading mechanism, the transport mechanism and the deck plates were destroyed. 68 men—all but 1 from the right gun and 5 from the left—were killed. The survivors escaped from the left entrance and left cartridge ejection port. Several adjacent compartments in the lower deck had to be evacuated for a few minutes because of the gas. It is to be noted that neither fire from turrets C or D spread to other areas, or even ignited all the shells in the turrets.

11. A 10.2 cm shell hit which penetrated an air shaft on port aft upper deck and came to rest, unexploded, in the room behind the officers' mess.

12. A heavy shell hit on the stem of the armor plate at frame 124 on the port side. A piece of the armor was broken in and thrown against the side splinter bulkhead between the inner and outer coal bunkers, causing some damage. The nets and net cases were also ripped and two net spars ripped loose.

13. Hit by a 38 cm shell coming from port aft which penetrated the rear funnel at the height of the boat deck and damaged the drain pipe of the rear siren, but did not explode.

14. A hit by a 38 cm shell which penetrated the aft funnel and funnel casing, and the funnel of the officers' kitchen at the height of the searchlights, also damaging two barrels of the steam escape pipes of the boiler.

15. A hit by a 15 cm shell which crossed the aft funnel 1/2 meters from its upper edge.

16. A hit by a 38 cm shell which penetrated the forward funnel 1 meter under the edge. A splinter damaged one barrel of the steam escape pipe from the boiler.

17. A heavy hit, probably a 30.5 cm shell, which struck the muzzle of the port III 15 cm gun, knocking off about 2.3 meters of the barrel, and exploding on the gun shield. The barrel broke open, the breech block jammed in so that the gun could not be unloaded. Inside the casemate several frames and bulkhead faces were damaged. The blast lifted the port III 15 cm gun lifting the barrel and bending many pieces. The height adjusting and swivelling machinery was badly twisted. The gun was not fired again as a result. Net cases from frames 175 to 180 and the nets from frames 173 to the front were ripped loose.

18. Hit by a 10.2 cm shell through the aft mast at the height of the edge of the funnel.

19. Hit by a 10.2 cm shell on port frame 195, penetrating a bulkhead face in the superstructure deck and exploding under the bridge.

20. Hit by a heavy shell coming from the port beam, which destroyed the sick bay, rent the battery deck, upper deck and superstructure deck, and tore apart the chart house. Shell fragments damaged the rigging considerably penetrating the voice tube and cable to the spotting stand and damaging the forecast. A metal piece from the bridge stuck to the bottom of the spotting stand. A splinter penetrated the lower deck. A bundle of the armored grating in the funnel neck at the level of the sick bay was ripped out, and the exhaust shaft for the turbo ventilator for the port IV furnace room was damaged. This is labeled 21 on the photos and diagrams.

21. A direct hit, probably 15 cm, against the spar foot at frame 210, knocking off both it and the spar. This is labeled 20 on the diagrams.

22. Hit by a 30.5 cm shell (fragment with the marking "12 in" was found) coming from a bearing of 240 degrees on the forward conning tower at the aft seam on the port side plate about 1 meter under the aft side observation slit, detonating on impact. Small pieces of the plate were broken out in about the circumference of the shell, and the bridge deck in a circumference of about 2 meters was torn up. The seal plates between some of the armor were protruding, but otherwise there was no damage, neither inside nor outside the conning tower. Several light shell fragments, and a quantity of yellow gas, came through the observation slits, the latter requiring the donning of gas masks for a few minutes. However the ship direction, and that of the guns, were not interrupted. A shell fragment destroyed the range finder of turret B.

23. A heavy shell, probably of 23.5 cm, coming from a bearing of 270 degrees, grazed the barbet of turret A, then struck the deck of the starboard side without penetrating or exploding. In the revolving turret of turret A a violent shock was felt, and the crew in the rear part of the turret were severely thrown around. A circuit breaker for the revolving mechanism popped out, requiring use of an aft station for a brief period.

24. A heavy shell, probably 30.5 cm, coming from a bearing of 240, struck the barbette armor of turret A about one meter below the edge on the port side and detonated, leaving a shallow depression with two large cracks, and rent the upper deck of the barbette in a circumference of about two meters. The turret rail was bent, and the turret jammed temporarily. The turret was partly shaken and the electric rotating machinery failed temporarily. Some small fragments came through an observation slit of the turret.

25. A 10.2 cm shell, or fragments thereof, damaged the outside skin on the port side at frame 261 under the forecastle.

26. A 10.2 cm shell penetrated the outer skin on the port side at frame 263 and exploded in compartment XV on the lower deck.

27. Hit by a 38 cm shell penetrating the outer skin above the armor on the port side at frame 264, exploded in the lower deck on the port side, rent both the upper and lower deck, caused much damage in the warrant officers' room, crewmen's room and general magazine. A splinter destroyed the steam pipe of the bow capstan machine in the armored deck. Water from high waves entered into the armored deck from frames 262 to 303, and the lower deck from frame 249 to 303. A fire was started in the seams' and warrant officers' rooms, and in the canteen, causing severe smoke and gas peril until dispersed through use of compressed air from port and starboard furnace rooms VI. Several holes were made in the forecastle by fragments.

28. A shell struck between frames 316 and 321 on the port side above the waterline, knocking off the 4 and 5 armor plates. The impact also dented the outer skin, tore up the upper and lower decks. The bow torpedo lock room and the 4 reserve heating oil cells between frames 270 and 320, both port and starboard, were damaged and filled with water. The port forward anchor house pipe was torn up, and the upper deck adjacent was warped upwards. Water also entered the bow look rooms, carpenter's store room and crew rooms. The impact threw a torpedo in the bow torpedo room which was sitting in the tube above 1/2 meter high, rendering inoperable the mechanism.

29. A 15 cm shell penetrated the anti-roll tank on the port side, passed on into the decks officers' room and mess, and exploded.

30. A shell fell short and hit or exploded under water at frame 215 on the port side. The resulting hydraulic pressure bent in the outside skin under the armor from frame 195 to 215. The compartment cell and guard bunker from frame 195 to 218 on the port side filled with water.

31. A hit, probably by a 10.2 cm shell on the starboard side at frame 252 on the upper edge of the armor, slightly damaging the outer skin.
Mathematical LOS Determination

Mathematics has been a part of war games since their creation. The most familiar aspect is probability, but for games such as PanzerBlitz and PanzerLeader, there exists yet another aspect. Unlike other games where combat occurs when units are in adjacent hexes, the main method of attack is direct fire across more than 1 or 2 hexes. Hexsides block the line of sight (LOS), also the line of fire (LOF), if they are at the appropriate elevation and intersect the LOS. The LOS is a line from the center of the firing hex to the center of the target hex. Even when using thread as a straight edge, situations arise where the obstruction of the LOS is in doubt. By superimposing a set of x,y coordinates on the board, graphical analysis can answer these questions.

The x,y coordinates are situated such that three conditions are satisfied. First, the origin (0,0) is at the center of the firing hex. Second, the x axis bisects every hexside and passes through the center of each hex in one row. Finally, the y axis is coincident with the hexside of every other hex. This is obvious in the example provided. The equations of the lines connecting the origin with the center of the target hex (LOS) and the extreme ends of the blocking hexside in question, are of the form y=mx, where m equals the slope of the line. If the slope of the LOS has a value between those slope values of the extreme ends of the blocking hexside, then the LOS is obstructed, provided the hexside is at the proper elevation.

To calculate the coordinates of the center of the target hex it is necessary to first determine the M and N values for the target hex. M is the number of hexes in the vertical direction and N is the number of hexes in the horizontal direction. The firing hex, whose center is located at the origin has M=1 and N=1. The hex just to the right or left would be M=1, N=2. In our example, the firing hex is 1-V-2 and the target hex is 1-Y-2. Since M is even we use the equations, y=0.75 + \( \frac{M}{2} - 1 \) (1.5) and x= (N-0.5) (sin 60°), to calculate the coordinates of the center of the target hex. When dealing with situations where the target is located in the first quadrant, as in the example, ignore the fact that either M or N should be negative, because both the target hex and the hexside in question are both in the same quadrant, which eliminates the apparent error.

The hexside that may obstruct the LOS, in the example, is common to both hexes 1-V-3 and 1-W-2. After determining the M,N values of this hex (1-V-3 in this case), it is a simple matter to calculate the coordinates of the six points that define the hex using the equations supplied and noting whether M is even or odd. In actual practice, it is sufficient to calculate the coordinates for the two points that are the endpoints of the hexside in question. Note that depending on which quadrant both the target hex and blocking hexside are in affects the labeling of the six points that define the hex. For demonstrative purposes all six sets of coordinates are calculated in the example.

At this point we have the coordinates for the hexside endpoints and the center of the target hex. The line connecting each of these points with the origin has a slope equal to the value of
Besides resolving disagreements in face to face competition, this system can be used in games played by mail to avoid this response from your opponent, 'I'm sorry, but it appears to me that in your third attack the LOS goes through the hexside common to 1-V-3 and 1-W-2.' It seems appropriate to introduce this type of analysis to wargaming at this time when calculators are becoming more readily available.

SERIES REPLAY  Continued from Page 24

Only an analysis of a number of close games played with this approach would prove conclusively whether or not I took more risks than the situation justified. Therefore, my last statement to the Reader is, if you want to settle the question of whether or not this Napoleon knew what he was doing, get out your Waterloo game and play some games for yourself!

Overall Commentary:

Dave Roberts is one of the few people to have beaten my PAA strategy. He has therefore an effective strategy assuming average luck. My only disagreement with his strategy is that making low odds attacks early in the game irrevocably commits one to continue doing so. For example: when Brian made the errors I pointed out above Dave was unable to capitalize on them due to his early losses. I always plan my games on the basis of worst possible luck. That way I assume that I can always return to low-odds attacks if they become necessary. Thus, I never let luck dictate my strategy until no other alternatives are available. As to Dave's statement that a conservative player such as Brian Libby cannot be beaten by 3-1's, soak-offs and delay unit attrition, I strongly disagree. At any rate this was an excellent game between two of the finest players in the country. Plaudits to you both.

THE GENERAL

the y coordinate divided by the value of the x coordinate. If the slope of the LOS is greater than the slope of one end of the hexside and less than the slope of the other, then the LOS and the hexside intersect. In the example, the LOS crosses AB and CD (A(6.351)-LOS(3.811) > B(2.887)) and (C(2.309)-LOS(3.811) < D(4.041)). The LOS does not cross BC because the slope of the LOS is greater than the slope of both ends of the hexside (LOS(3.811) > B(2.887) + C(2.309)).

DESIGN ANALYSIS

CHANCELLORSVILLE:
FIRST AND FOREMOST, A GAME-PLAYER'S GAME
By Randall C. Reed

One highly visible characteristic of the PWA AH 500 tournament at ORIGINS I was the predominance of the Avalon Hill 'classics' as opposed to some of our newer titles. Even during casual play, D-Day, Afrika Korps, Waterloo, Stalingrad, Midway, and Battle of the Bulge seemed to be the most-played titles. Why, we asked ourselves, is there this big attraction to the classics? For some different reasons obviously. But the bottom line still seems mainly due to the quality of the game-experience these titles generate when placed. There is some sort of pristine simplicity in their mechanics that hasn't gone stale after a decade of steady, intense play.

Not all ten-year-old games become classics. Witness Gettysburg (still the product with which we are most readily identified in the minds of the general public). Quadrant Tactics II, and 1914, which, while they may still have their devoted following, never made it into that select inner circle. What then, one might well ask, makes a game a classic? In general, the classics tend to have relatively fluid and straightforward game mechanics, reasonable play-balance, good situational dynamics, and a certain conciseness of play. More importantly, Avalon Hill classics seem to have a certain intangible 'player-directed-ness' which results in stimulating, exciting games. In short, my dear Watson, they are simply fun to play.

Enter Chancellorsville, a still-born, almost mythical title from the early 1960's. When we decided to re-release it for inclusion in the projected mail-order line, it seemed like a natural for a 'classic' re-design attempt. It was to be a game literally 'out of the classic mold.' Using the original OoB, mapboard, and play mechanics of the old version, we systematically assembled a game situation intended to appeal to game players along the aforementioned classical lines. We almost succeeded.

That's not to say we failed or the game was not a success. It was. We simply did not quite produce a classic. Perhaps we never will. Perhaps the idea of attempting to produce a game similar to the successful efforts of the sixties is like trying to create a modern day Mona Lisa: it may resemble the original, but it just isn't the same thing.

What we did produce, however, is a game that is exciting and fun to play—which isn't all that disappointing. While it was conceived in the classic image, Chancellorsville contains several new wrinkles worth discussing.

In many respects, the game mechanics are purely standard: mapboard and other components are 'standard.' Mechanically, conventional zones-of-control inhibit movement and trigger combat, terrain modifies defensive capabilities, and combat is still mandatory. Beyond that, however, the resemblance to the old classics ends: The CRT is not the familiar A-elim/D-elim type, but rather a retreat/de-emption type. Disrupted units move at only one hex per turn, cannot attack, and defend with a nominal combat strength of '1.' Unlike most tactical/operational games, this absolutely requires the deployment of reserve units behind the 'main line of resistance' to screen front line units in the event they become disrupted. Also, very few decisive results emanate from single-turn actions. Rather, the CRT requires a series of attacks over several turns in which more and more defending units become disrupted until no more reserves are available. When that happens, complete collapse can occur in one turn. Unfortunately for the Union player, there are only five daylight turns in each of the three game-days. The Union player must execute an intense series of attacks over a three or four turn period in order to achieve the 'coup de grace' position as night falls.

One method the Confederate player has of spoiling the 'orchestrated attack' is through the use of his artillery. The game system provides for two artillery fire phases; one offensive, the other defensive. The defensive artillery fire phase allows the defending player to fire any available artillery units at attacking units BEFORE regular combat is resolved. Thus a 3-1 attack can suddenly be turned into a 1-1 or 1-2 attack. Conversely, offensive artillery fire can be used to execute sharp, limited counter-attacks at relatively little risk of loss. Quite often, the survival of the Confederate player will depend upon how well he keeps his artillery intact.

One of the least appreciated elements of the game mechanics is the 'constant stacking limit rule.' This rule has two ramifications for the Union player. Since the Union can only stack two-units high and the Confederates can stack 22-combat strength points high, the Confederate player is in a very advantageous position when fighting on a narrow front. The Union player has no choice but to constantly extend his flanks in order to spread out the Confederate defenses. Thus, the game achieves a constant dynamic fluidity until the end-game phase of play. Secondly, since stacking limits apply at all times, both sides must plan VERY carefully to avoid having simple retreats turn into eliminations. The total effect of these rules is to produce a tactical system that requires great concentration to execute well.

One of the biggest problems with the original 1961 version of Chancellorsville was that it paid very little attention to the actual campaign. The Union Army couldn't get across the Rappahannock without a nasty fight. The results have been best typified as 'D-Day on a river.' This has been alleviated to a greater degree in the 1974 version which allows the Union player THREE turns of movement BEFORE the Confederate player may respond. This 'Hooker's Right Hook' means that strong Union forces can be in position south of the river in the west before the Confederate player has an opportunity to react. Again, the effect creates and helps maintain a 'fluid' game situation.

Not all of the problems have been ironed out. Player response has indicated a need for revision in two related areas. Since the next revision of the Chancellorsville rules is not scheduled until after the first of the year, they are 'previewed' herein.
**REDUCED HEX SHEET PADS**

Now available from the Mail Order Department is a pad of 30 hex sheets with normal half inch hexes printed on one side and ¼" hexes printed on the back. The pads are useful for designing your own games, making hex overlays for actual maps, or generally sketching moves and/or concepts. The pads are available from the parts department for $1.00 plus postage.

**SHIPPING**

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a) If you live in USA.

b) If you live in Canada or Mexico, double the USA amounts. Payment must be made in US funds, drawn on a US bank.

c) If you live overseas, triple the USA amounts (overages are refunded). Payment must be made in US funds drawn on a US bank.

d) For APO and FPO addresses, add the USA amounts and check here □ for SAM (Space Available Mail); or add USA amounts plus $1.00 and check here □ for PAL (Parcel Air Lift).

e) THE GENERAL USA subs. postage FREE; Canada, Mexico add $3.00; Overseas add $5.50. Consult (a,b,c,d) for Back-issue postage.
**BRITISH HIT RECORD SUPPLEMENT**

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**FLEET MAKEUP**

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**PBM EQUIPMENT**

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The rules and the regular CRT. They have already setup in all areas but the one shown. Given in the diagram, are the remaining units available for this area.

As the German player, you are to place these units in their first turn positions so as to guarantee:

1. neither 106-422, 106-423, nor 14 Cav. can escape as the first priority;
2. optimum kill probability as the second priority;
3. optimum placement of any remaining units for the next turn actions as the final priority.

Write the attack factors of each unit into the hex which you desire they occupy for the first turn combat phase with the following restrictions: units in section A must be placed in hexes marked A, and units in section B must be placed in hexes marked B. Then list the attacks in order showing the attacking and defending unit(s), the odds for the battle, and any disposition after combat.

NOTE: The German 10-9-9 attack factor stack is already committed and cannot be used.

It is the German set-up for a Battle of the Bulge game using all Advanced rules and the regular CRT. They have already setup in all areas but the one shown. Given in the diagram, are the remaining units available for this area.

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NOTE: The German 10-9-9 attack factor stack is already committed and cannot be used.

Attacking Units | Defending Units | Battle Odds | Disposition After Combat
---|---|---|---

Name
Address
City
State Zip Phone
This Series Replay game was played by mail well over a year ago. Dave Roberts is a well known player among experienced gamers, having won numerous tournaments in past years. In fact, his brother Tom recently won the PWA-AH 500 at ORIGINS I over a field of 127 other gamers. Mr. Anton, whose neutral commentary is shown in italics, was the judge for that event and handles the same chores here. A graduate student in Napoleonic History, Mr. Anton is widely recognized as one of the leading authorities on the game.

Set-Up

On the left of my set-up the I Corps Infantry and Foot Artillery are placed to move to TT18, and UU17, and from there up the road into the center. This is the fastest way to get these units into action, much more effective than sending them toward Nivelles. Jaquinot and 1 Horse Artillery will go to Nivelles. Units in LL20 and LL21 will move to KK25 and JJ25 as the fastest way to bring pressure on Nivelles.

In answer to the question of whether to put Foot or Horse units in Fleurus, I answer, "Both!" The 7 factors of Horse can pick up any delaying 1-6's, and the 8-4 is the best unit to have a chance to push into a forward position and seize some ground while being 3-1 proof.

My game plan is to keep my options open, but to play for gradual attrition for the first 20 turns or so and then have a grand slaughter in the last 10 turns when he is outnumbered and in the open. To achieve favorable attrition I intend to apply maximum pressure all along the front, forcing him to deploy and lose every possible 1-6, or 1-4, until he has to give me bigger units. As part of my strategy of flexibility, I am going to try to tempt Brian to expose himself by pushing my 2-6's into vulnerable positions, but positions where to get them he has to risk heavy counterattacks. My first move is carefully disguised to tempt him in this way, and I hope to give you a chance to see how it can work.

A final option will be the use of selected low-octane attacks, against particularly vulnerable points in his line, such as AA27, points where the implications of victory will have long range effects on the game that justify the immediate disadvantage of unfavorable probable attrition.

Set-Up

Both of the opening set-ups are relatively standard fare. I feel the French stack on MM12 should be started at RR15. Since Dave apparently plans a cautious advance anyway, they can be farther on turn 2 by way of the main road than they can be by way of Fleurus.

The PAA set-up should be slightly more aggressive with forces at EE14 and EE16. Brian has chosen to play cautiously until he feels Dave out.

7 AM-June 16

I thought Brian's set-up was a little passive. A more resolute PAA player would (I think) have his 6-4's in EE14 and EE16, and other complementary positions. He may be trying to pull my wariness by making less than precise early moves. I note some self-deprecating propaganda (which I didn't take too seriously) in his first cordial letter. Some impetuous French might rush full tilt into the terrain Brian has given up, and let Brian bloody their nose. I think my move is the best way to deal with this. If Brian wants to screen with 1-6's, he will have to pull back to row CC. But if he wants to fight and pick off Morin and Soulé, he will have to expose himself to most of my army. The tactic is to push the lightest possible screen as far forward as possible, and mass the big stick behind it.

On my left flank I am maneuvering to bring maximum pressure to bear against Nivelles and west of there as soon as possible.

PAA 0700 16 June.

The French movement is routine. The only interesting aspect is the maneuvers of I and II corps. Apparently the enemy intends only to use the latter—plus some cavalry/horse artillery: no doubt—to mark Nivelles, rather than attempting a
9 AM June 16: The French take an early gamble losing the IV and VI Artillery in a 1-2 attack vs Steinmetz on the hills south of Quatre Bras. It is a good gamble because a DBZ would eliminate Steinmetz while an exchange would eliminate the only PAA 8 breakthrough there. But it's still too early to tell; next turn should more clearly reveal the enemy's intentions.

My own move is also unremarkable. I have left the divisions of Brause and Langen in a position where they can be attacked. If the enemy does so, it will reveal him as a bold and daring foe (I would not attack them, I was the French).

7 AM
The French 7 AM move is bold as he tries to tempt the PAA to attack his cavalry screen. There are several tactical errors and one strategic error in the French move. Strategically the French attack will either be too weak or will be delayed in unfolding. Tactically I feel that Dave should strike boldly for Nivelles with his FF22 stack, instead of centralizing it to avoid the outcome of his center action. Further, I feel the men on GG11 and GG13 are wasted. Not only that but they also help tip the PAA that the attack is a trap.

The PAA move is good, but the 2-6's committed (or at least apparently so) to Tilly are a waste. The 2-6's should be kept together near W33 as the heart of a mobile counterattacking force. Already Brian takes advantage of the weak/delayed French Nivelles thrust by sending little that way. The PAA are giving up a lot of ground early in the game. This could be a decisive factor later in the contest. We shall see.

9 AM
Well, Brian knows how to conserve his 1-6's, but I think he's giving up more ground than he has to.

The 1-2 against Steinmetz can have important effects on the game. If I get eliminated I will probably wait about two turns to see how things develop elsewhere before I risk more factors here. I assume he will offer no 1-6's at Nivelles, probably put his 5-4 in Z38, and I expect to see a 1-6 in AA21. If he didn't take my 2-6 bait last turn, this turn is very unlikely. But note my units in GG18, FF19, and EE19, a centralized reserve ready to support either flank in case he tries anything sharp. The units in Gossellies will probably move to EE22 and DD22 to perform this reserve function next turn.

PAA 9000
The 1-2 attack on Steinmetz was one of those things which, had it succeeded, would be called a "daring triumph" while a failure might be labelled a stupid blunder. I would call it merely a calculated risk which was unsuccessful. However, in my opinion, such assaults should never be attempted except in grave circumstances, since the odds are heavily against them and the majority will end up in disaster.

The French army is still very dispersed. It remains to be seen whether the cavalry force at DD27 will be sent to Nivelles. I bet it will. But, if the enemy sends infantry there, no more than the 4 divisions now underway, I believe I can hold the area indefinitely. We shall see.

On the main (i.e., left) flank, now begins a series of sacrifices. I doubt there will be any more attacks on the hill at bad odds.

9 AM
Dave makes a nice 1-2 surrounded on Steinmetz, but unfortunately throws an A-Elim and is thus already 7 factors down. My argument against early chance attacks has always been that strategy should be tried first, then go about doing things around French strategy and forces more low odds attacks. Dave has done well against me with his 1-2's, however, so I cannot fault him too much.

The PAA move contains a glaring error. Reinforcements are brought in the wrong road. Since it will take them just as long to be a factor I assume both players let this stand to save time. The PAA move this time is weak. I would definitely attack the stack at AA35 at the best possible odds for attrition. To lose those 6 PAA factors of 1-6 units this early in the game would be a disaster. I would also think Brause and Langen to be vulnerable next turn.

11 AM
Brian's note for the turn had a sketch of Snoopy on his riddled doghouse with an immortal, "Rats!" An immortality that consols my IV and VI Foot Artillery. "Curse you, Red Baron!" Well, let's see how my luck develops elsewhere, before risking a more valuable 5-4 and 3-6 combination here. I was surprised that having seen my try the 1-2 here, Brian didn't place two 6-4's in AA26 to force me to soak-off if I try it again. I wonder if he values what's at stake here, and what he could do about it.

I think his placement in AA35 was a mistake, and I hope to make him pay for it. I could try an 8-1 and 1-3 which is the most favorable immediate attrition, but it will be worth a lot more later in the game to take the one factor units now. My cavalry reserve in AA33 positions itself to support a possible victory here.

On the Tilly front I think he should have been in AA21 (as I said) instead of AA20. This gives me a 4-2/3 favorable attrition attack and doesn't hold any more terrain. In fact he holds less; if he moved all his units here one square west, I probably wouldn't be in BB21, since it would require me sacrificing a 5-4 in a soak-off without a retreat (through the woods) in BB22.

I notice I retain the potential for a major counterattack against any attempt on his part to move out and pick off my IIICav Horse Artillery.

PAA 1100
The enemy's persistence in 1:1 attacks is interesting. I do not know why he does it. However, I hope he continues. The French are apparently going to make a major effort at Nivelles. I shall hold the area, however, and with a bit of luck inflict a defeat on him there.

On the QB front, I shall delay this turn and next—then the battle will begin. If he moves into BB23—as he will—I may counterattack since he cannot retreat through woods.

On the whole I am pleased with things so far. Two matters worry me. First, I do not like sacrificing 4 factors this turn. My 1-factor units must not be used up too fast—the enemy realizes this. I'm sure (probably why he attacked 5 of them at 1:1 this turn). Second, I may have left the Tilly area too weak.

11 AM
I liked Dave's attacks this turn. Once again the French had little luck. I do feel the move to AA33 was unwisely. A good PAA move at this point would be to shift factors to Nivelles in order to obviate the AA33 stack. If it continues through the woods it should be chopped up at surrounding odds.

The PAA corrected the reinforcements this turn. As I indicated above steps were taken to shift factors to Nivelles. Also key positions are being strengthened in anticipation of further low-odds attacks. So far the PAA remain in command of this game.

1 PM
Well, there's not much to say this turn. He got off lightly in combat again, but these early skirmishes are relatively unimportant attritionwise. If he continues to play this carefully and conservatively, it will be a long game which will be decided by massive low odds battles late in the game. Many Waterloo circles abhor low odds tactics by the French, but it is a mistake to allow distraction to cloud the strategic objective, the destruction of the P-A-A Army. The situation is very much like that in Grant's final campaign in Virginia, which he won with one direct and bloody assault after another. If the French wait for 3-1 or better attacks, a competent P-A-A player will delay forever. The French must get the P-A-A in the open and then hit him with all he's got.

PAA 1300
The FOE: Well, with all my sacrifices he couldn't have done much differently. His dispositions are very good. There's a slight chance he may
11 A.M. June 16: The French make 6 attacks including automatics vs. Schulenburg and Marévaux and a suicidal 1-10 soak-off by Soulis vs Langen, Jagow, and Prichard Habert.

run out of cavalry on the QB front if he sends a stack down the Wavre Road.

TILLY FRONT: I wish I had put a couple of my men here, as I now must sacrifice one unit a turn. This will be a dull retreat; my only object is to spin it out until I withdraw from QB. I assume the enemy plans to wheel left as soon as reaching row R, or perhaps his own error as Grouchy, only 2 days earlier.

NIVELLES FRONT: Another day, another sacrifice. Next move in two divisions, 1 outnumber him. His only advantage is the French stack at AA33. Near Quatre Bras, Kräfli and his Arty's should have been placed at AA26 to cost any French attack on the heights 2 more factors. As it stands 1 soak-off from A124 could suffice on everything. Sound strategy, but poor tactics this turn.

1 PM: Dave’s comments on Strategy this turn are interesting since Waterloo is 30 turns in length. I don’t believe the PAA can delay forever. Dave’s early French losses have already forced him into this strategic stance. Had he marched delay units for 10 turns and caught the development of the game, before his low-odds attacks he would have been in Berthelone, Lefé, and Flandres against Brusly at 4-1 only to get a DB2. To the west, Desmaux and the II Corps Artillery eliminate Brunswicken at 5-1 securing the woods at AA36 but a no worse position. The French advance on BB23 is exceptionally well done. It can be defended, but will tie up several PAA units. This is the action spot. The drive at Nivelles is still much too weak and cautious. The strong cavalry stack at AA33 effectively wastes another turn.

There are a lot of problems in the PAA move. First my earlier predictions about Tilly are realized. Secondly, he has 3 delay type units holding V44-V47. The 2-4 should be at V47 and the 4-4 at QV. The 2 delay units should be on the main front. Also his “battle line” is all wrong. One factor at V36 would have bought him another free turn without exposing so many men. His only advantage is the wasted French stack at AA33. Near Quatre Bras, Kräfli and his Arty’s should have been placed at AA26 to cost any French attack on the heights 2 more factors. As it stands 1 soak-off from A124 could suffice on everything. Sound strategy, but poor tactics this turn.

3 PM: I think Brian has misused Sandhams and Kuhlmans in V47, and should have placed Cooke here. As it stands 1 soak-off from A124 could suffice on everything. Sound strategy, but poor tactics this turn.

PAA 1500

THE FOE: I am rather surprised that he did not attack more, and that he persists in his absurd 1-2 attacks. His maneuvers at QB and Nivelles are

1 by Guyot and Pire in an attempt to fell 4 PAA delay units in one swoop fails and the French cavalry is retreated. The PAA merely falls back leaving 4 delaying units to protect their rear unstirring. I must admit his Nivelles strategy seems clever.

QB FRONT: I am done sacrificing. I assume he will attack this coming turn, but I’m confident we can hold him off for a good while. So far he’s accomplished nothing but the loss of 16 factors.

NIVELLES FRONT: His movements are obscure. He may plan to go through with the extreme flanking maneuver he has begun or merely to lure troops west while he attacks toward Nivelles. I incline towards the former opinion as his present positions (of the infantry) are ill-suited to attack north. The only problem is that I’ll soon have to send the Prussians back.

3 PM: Once again the French 1-2 on Steinmetz failed. I think a 3-1 on Tippleskirchen would have been a better attack. This would have shifted the burden of attack to the PAA player. True, some French forces would have been surrounded, but they are anyway, where they are setting. The attack on V47 was excellent. Had Dave’s strategy called for a 36-70 factor Nivelles drive he probably could have hit V47 and exploited Brian’s “line of battle” at will. This would have aided the QB front as Brian would have had to shift his forces that way to cope with the increased pressure. As it stands he shouldn’t have too much difficulty (especially since the 1-2 failed).

Brian remains in command with a nice PAA move. I still feel an attack on AA25 would be the best French move so I would have left one of the W23 units on AA26. Time is growing short already for the French commander.
Well, Steinmetz shoots me down again. This is getting serious. I feel that it is necessary to try the 1-2 here again for the following reasons. I have fallen considerably behind necessary French attrition/terrain objectives. To play the game out from here taking only what he offers, would lose even assuming perfect luck. Thus I need to attack him somewhere besides where he lets me attack to give luck a chance to reverse the situation. The question is where is the best place to concentrate the chance for good luck with the least possible risk to me. Looked at from this point of view in this position, Steinmetz sticks like Caesar's thumb. I'm still in no 6-4's in AA26. Does he want me to repeat the 1-2? He didn't have to offer the 1-2 against Luck, but since he is doubled and it is even attrition I guess he figured why not? Especially since I don't have a good combination for an exchange. However, I don't have any choice but to risk the exchange. I need to kill everything I possibly can.

TILLY FRONT: Apparently nothing will happen here. He has sent so much cavalry to the Nivelles area that any advance towards Wavre would leave him no light troops in the QB area. He may try a "left hook" through the Bors de Mez-Thil River area, but in any event the Tilly Front is no longer significant.

QB FRONT: He's handling this poorly. Half his troops are in useless positions. He persists in 1:2 attacks, which is a dumb tactic (which he nonetheless apparently intends to pursue, in view of his comment that "1-2 is a most favorable attrition ratio and Steinmetz has got to die." Nonsense. Eventually he'll probably roll a "lucky number" and get a DB2 or Exch. but even so he's wrong, for any strategy which depends for its success on "rolling a lucky number" is ipso facto erroneous).

At his present rate of progress, he may never break through at QB.

NIVELLES FRONT: This area has me worried. I certainly erred in not defending the Samme better, and now he has flanked me. Nothing to do but fight it out. I think he'd be better advised, though, if he at least threatened me in the X38 area, which, as things stand now, can be defended by one division. Of course, he may still shift troops east, but he seems determined to go through between the forest and the boardedge.

Overall, I am pleased with the game so far.

PAA 1700
THE FOE: The enemy is either carrying out a grand maneuver far beyond my simple mind to comprehend, or is playing less well than I expected.

PAA 1700
THE FOE: The enemy is either carrying out a grand maneuver far beyond my simple mind to comprehend, or is playing less well than I expected.

5 PM June 16: The French eliminate Gey and III Artillery in automatic attacks and Sandhem in a 1-1 attack across the Samme. Elsewhere they're not so fortunate as Kuhlman is pushed back 2 in a 3-1 and Wahtier and Durute are eliminated in another unsuccessful 1-2 vs Steinmetz. The PAA counter maneuvers but does not attack, sacrificing only two units to delay the French on the next turn.

5 PM
Despite Steinmetz's seeming invincibility the French had a good turn this time. The French drive is active on all fronts. I would have once again attacked AA25 instead of Steinmetz. A 3-1 on AA25 would have forced massive counterattacks just when the PAA line is thinnest.

The PAA counterattacks were well planned. I cannot help but wonder how well he would have come out if forced to counterattack to retain A425 as well. Brian's luck was good but the odds were in his favor. The game's first day ends with the PAA still clearly in control.

The units on V46 however, are somewhat unprotected. Brian could be hurt by this if Dave plays a good series of attacks.

7 AM June 17
Disaster again against Steinmetz! Brian informs me that Steinmetz has just been put up for the iron cross. And the conventional attack on the east road

5 PM June 16th: Disaster continues to dog the French player as his 1-2 vs Steinmetz is again repulsed with an A3-1. Friant is lost to an exchange in a 4-1 vs Tippelskirchen on the East QB road and II Horse Artillery is lost in the soak-off as are the PAA delay units Kuhlman and III Horse Artillery. Elsewhere Luck is lost to a 3-1. The Prussian immediately counterattacks on the East QB road and eliminates Morand at 4-1 and the IV Horse Artillery at 7-1. Only Moll is lost as a soak-off. To the west Heineman is sacrificed in a soak-off to allow a 7-1 on Pire.
7 A.M. June 17th: The French fare a bit better—wiping out Parperoncher with Foy in a 1-2 soak-off across the Samme. Merlin and Ghigny are eliminated in a 3-1 further up the river with the Horse Artillery and Imp. Guards advancing into the hex. to QB did even worse, losing Friant and Morand! Statistics say that 78.6% of the time Steinmetz would have been destroyed by now. 2.7% of the time you get three straight A-Elims at 1-2. Will the statisticians out there permit the statement that the odds of the desired result versus this disaster are 29.17? Of course, you can say that if I simply hadn't made the series of 1-2's, I would now be 7 factors ahead in attrition, instead of 17 factors behind. But 7 factors wouldn't win the game either. The 1-2's were a better bet than what I'm going to have to try now, and therefore should have been made. The question now is, what course of action is most likely to reverse this rapidly deteriorating situation?

Less than precise play of Brian's has given me a chance to destroy or cripple his right flank on the Samme River. Merlin and Ghigny should have been on S46 instead of T46. However, with his reinforcements coming up it is almost as likely that I will be destroyed as that he will, especially if my luck continues as it has. With luck I will deal him a decisive blow here, and be able to deal with his reinforcements as they dribble in piecemeal. Hopefully he will have to shift forces from the QB area and make things easier for me there. If luck goes his way on the Samme, I will be hard pressed to escape with any of my force! But the attack must be made, and awaiting its result I am reorganizing my battered main force.

PAA 0700 17 June

THE FOE: His situation worsens with each passing hour.

TILLY FRONT: Having sufficiently delayed him, I will now withdraw my troops there, and defend behind the Thil. If he heads for Brussels, so much the better.


NIVELLES FRONT: The 1/2 Exch. suits me fine. He does have me at a tactical disadvantage, and may inflict considerable damage next turn. But reinforcements are coming up, and I PROPOSE TO FIGHT IT OUT ON THIS LINE IF IT TAKES ALL . . . DAY. At the very least I'll wear him down to a nubbin.

Williamson and Thunmen are eliminated in automatics while Subervie is lost in a 1-4 vs Alten. The PAA counterattacks on the Samme, and eliminates the 1 Horse Artillery. As this game was played under strict PWA rules the illegal move last turn of Alten and Trip has resulted in their elimination. This may be the last opportunity for the French.

7 A.M.

The French attack on the Samme River was brilliant. Unfortunately, the other two fronts are now almost totally stagnant. This is an auspicious beginning for the second day as the PAA will have to do some scrambling to cover his errors. This move gives the French back a chance for victory.

The trap that slammed shut at Braine Le Compte is now the only French chance for snatching victory from the jaws of defeat, and even it is a small one.

7 A.M.

Luck was mixed on the Samme, reasonably good for me, but I'd obviously have preferred to have gotten D back against Parperoncher. An occasional exchange like this is more favorable to the PAA since even elimination of factors on a gradual basis will result in a PAA victory as long as losses don't approach a horrific level that would knock the PAA entirely off the board. Possibly you might think in the Exchange I shouldn't have advanced my 1 Horse Artillery, since it gave him the Automatic "kill and die," whereas if he had attacked a 3-6 at 4-1, he risks an unfavorable exchange. But the Exchange would have been Cooke, which I am killing anyway. I would just have risked a bigger piece of my own.

Having drawn large P-A-A forces to his right flank, the correct strategy for me is to "pull in my horns" and make him come to me on the Samme, while hitting at Quatre Bras. If he comes all the way out to the Samme to meet me, he may be trapped there by a breakthrough at Quatre Bras. Also it is to my advantage to concentrate my striking power here rather than rush at him piecemeal, since I would be rushing "into" his areas of concentration, and thus concentrating his forces for him.

I am pursuing down the Tilly-Wavre road with the limited purpose of picking up what he offers here. I think he should simply withdraw deeper here, and then offer delaying pieces if I send enough to warrant it. I hope he offers Heise this turn, which as I have arranged things, is the only way he can prevent 3-1 and continue to delay me.

Despite my tactical criticisms, I have to give Brian credit for a good strategic balance of force between QB and the Samme. He would be a little safer with a slightly larger strategic reserve in the Nivelles vicinity, but his main battle forces are themselves nicely balanced.

PAA 0900

THE FOE: No real change.

TILLY FRONT: This episode is now closed. Stulpnagel and Kampfen will reinforce the QB area; if the enemy tries to send troops to Brussels, it makes little difference, because I will probably be back to Mont. Jean soon.

QB FRONT: The battle royal begins! Glad he got no D-Elims this turn. I ought to be able to hold out 2 turns before pulling back.

SAMME FRONT: Well, I paid for my blunders. Now he must decide whether to attack or just wait. If he picks the former, we'll have a jolly fight.

9 A.M.

The French luck is still below par. The French attacks were well conceived, but the results hurt. I think the wait and see attitude is right on the Samme River. What the unit at AA31 is doing I do not know. He could have been much better employed at EE32.

On the PAA move Brasse moved illegally ignoring the attack rule about reentering enemy zones of control. Apparently his opponent let the move stand. This rule is one of the most abused in Waterloo. I suggest all players watch it carefully in tournament or otherwise important games. I feel the PAA move was basically sound. I would have sent two 1-6's more to T40 if I were the PAA.

11 A.M.

Well, another mild disaster in luck. Probable attrition for the 9AM battles was 13.5 to 20.3 in my favor. Actual attrition was 19 to 13 his favor, for a net luck advantage of 12.8 points to him for 9AM. Needless to say, the French cannot possibly win this way. With the accumulation of bad luck against the French, the only way they will win this game is to now achieve a corresponding balance of good luck in their favor. The most likely way to achieve a run of good luck is to concentrate your risk in a few battles, rather than spread your luck out in many conservative battles. This does not mean that you
9 A.M. June 17th: The French eliminate Sohr and Cooke at 7-1. At Quatre Bras the II Cav Artillery is eliminated in a 1-6 soak-off while the VI Horse Artillery retreats to Z22 after its 1-3 against should rashly attack “everything in sight.” Rather, you should examine his line to find the place where you can concentrate the greatest risk for both sides in one battle, or the fewest number of battles. At the same time, you must not abandon the pursuit of favorable attrition in conservative tactics in areas where it is difficult to achieve concentration of luck.

Now it happens that there is a battle that involves tremendous risk to Brian in this situation. This is the 1-2 against Steinmetz and Pirch II. If they retreat, I will retreat them to the south, and advance two units onto the hill. Unless the 2-1 against II Artillery bombs out with A back 2 or A Elim ( heaven forbid!), I will have cut off his heaviest force from the defense of the Genappe.

The rest of my moves are dictated by this decision to try to concentrate my rancing forces in this high risk battle for the QB heights. The units in W35 and X25 are attacked at the most favorable attrition ratio, taking minimum risk here so that I have the best chance to have enough remaining force to exploit a possible victory against Steinmetz and Pirch II. The Tilly force must be recalled for the same reason. As Brian has moved, I could reach the dominating river square 024 before he could, and this would seriously compromise his position if I were assured of sufficient force at QB, but with my heavy losses there last turn, my only chance is to win a decisive battle At QB, and I must concentrate all available force there.

At the Samme I am faced with a choice that is closely related to the outcome of events at QB. Due to his clever tactical placement I can get no favorable attrition battle situation. If I attack Picton and Brunswick, I have the river to my back for my soak-off piece and for his counterattack. However I feel that he had made a strategic mistake by advancing so far toward the Samme. He has greatly increased his risk by further dividing his forces, thus making a possible victory at QB more decisive. By waiting in place here I am holding a sizable force of his in a vulnerable strategic position.

Not attacking here is part of the theory of concentrating your luck, so that you do not risk losing in one battle, what you gain in another.

PAA 1100
THE FOE: In the last turn, he lost 42 factors to my 19. Barring some terrible blunder on my part, or

1 PM June 17
I needed a D elim against Brause and I Artillery last turn, the D back 2 is better than A elim, but not much. My only hope is to knock him out at QB before he can redistribute his forces from the Samme.

I was surprised that Brian moved nothing to V41 this turn. My left flank forces are maneuvering to bring about a two-pronged threat to both Nivelles, and the Samme area. After drawing off some of his force from the Samme, and probably picking up a few delaying units, I will probably attack on the Samme again at the best odds I can get—if I'm not already wiped out at QB, in which case I'm on the boat to St. Helena.

PAA 1300
THE FOE: After this turn, he can't complain about bad luck!

OVERALL: My withdrawal begins: I will make it as slow as possible. There is a (very small) chance that I'll be able to hold the Genappe until the IV Corps arrives.

1 PM
The French unit at S20 is wasted. Other than that the French suicide attempts are fairly standard. A non-committal result appears, which does the French player no good.

The PAA move is well done, especially Sympher at AA54. Clearly, Brian is taking no chances since he has the game in the bag.

3 PM
The outcome at QB makes me wonder if we're both using the same CRT. I re-checked mine, and sure enough, there were D elims there for me, just not today. The departure of the St. Helena boat is postponed for one last shot at him. I was amazed to see Cav. Batts. sitting there like a lame duck right where I wanted to attack. He could still lose this game, and doesn't seem to realize it due to over-confidence.

PAA 1500
The folly of his I-1 has made me determined not to give up Quatre Bras at all. I counterattack. The enemy is kaputt, and ought to surrender soon.

I am rather proud of this game. It is the only one I've ever seen in which the French never took Quatre Bras.
Philosophy

Continued from Page 2

Financially speaking, ORIGINS I was not a tremendous success although it did manage to pad the I.G.B. purse with approximately $5,000 on ORIGINS while taking in approximately $10,000. This, of course, does not take into consideration the income lost to Avalon Hill due to the failure to put out another game, nor such items as free use of the GENERAL to promote the event. We have assumed, however, that the bulk of the readership is at least curious about the national convention and as such, reporting on it in depth is a justified practice. In any case, I.G.B. now has some money in its coffers with which to sponsor ORIGINS II.

We have gone on record several times that Avalon Hill cannot sponsor another national convention. This statement remains true. Too much has been lost for too little income to justify doing it again. I.G.B. has every intention of repeating ORIGINS again next year, but as usual, we have to keep the organization solvent with the money we can get from our sponsors. We hope to have some money to work with in the future to help fund the convention.

Make no mistake about it. Although Avalon Hill took the initiative in getting ORIGINS I off the ground to the point where the entire hobby sat up and took notice, and took financial responsibility for any losses that might have been incurred, ORIGINS I was successful primarily due to the volunteer work performed by I.G.B. members. We can't speak highly enough of the work performed by IGB officers Neil Topolnicki, Dale Wetzelberger, Gary Sipes, Craig Ransom, Jim Rumpf, Paul O'Neil, Russ Vane, George Uhl, Steve Hagy, Steve Stawick and a host of others. The basic analysis of the extent to which low-odds attacks should be used in Waterloo, and in similar games such as Stalingrad, has been to play out a great number of solitaire games assuming “near perfect play” by the defense, and to try various mixes of low-odds attacks by the offense assuming “average” luck. If the offense uses a great number of low-odds attacks in the beginning, and having reasonably good luck, then wins the game easily, my conclusion was that the offense probably took a greater level of risk than was necessary. Thus in the next solitaire test game, I would use a lower “mix” of low-odds attacks in the beginning of the game, and see how that comes out.

When I reach the level of use of low-odds attacks where the attacker just about establishes a winning position with reasonably normal luck, I assume I have found the proper level of low-odds attacks, and then taking the minimum risk of reverse through a run of bad luck, with the maximum chance of defeating the “near perfect defense.” This is a most crude outline of the basic analysis that lies behind my decisions of the level of low-odds attacks in this game. Obviously in any game, any conclusions reached as a result of such solitaire analysis must be continually reassessed on the basis of your estimation of the ability of your opponent, how long is running in the game at each decision point, and special tactical, terrain, and strategic considerations that are constantly arising. If you come to the conclusion that your opponent is incompetent, and will make mistakes that will enable you to win without taking risks in low-odds attacks, then obviously you should eliminate or decrease your use of low-odds attacks. On the other hand, if luck starts to run against you, you should immediately step up the priority of use of low-odds attacks, in an effort to reverse the flow of bad luck as soon as possible with minimal risk.

I hope this explains why I took the risks I did, risks that led to my defeat in this game, but in itself, the above paragraph cannot justify my strategy.

Continued on Page 15

PHILOSOPHY
claims to the contrary from other quarters, Avalon Hill remains the largest manufacturer of simulation games both in unit sales and dollar volume. Our sponsorship of ORIGINS I was, as trite as it may seem, done to benefit the hobby. Our real pay-off was in the goodwill generated by the Convention. Why else would we use our considerable “pull” to provide thousands of gamers with a showplace con where they can see the products of over two dozen competitors? Why indeed would we mention the next Con in our annual Xmas mailing—a list far larger than that possessed by any of our competitors—were it not with the best interests of the hobby at heart?

In summary, Avalon Hill will do everything within its power to back I.G.B. in the sponsorship of ORIGINS II. We welcome other companies to attend the trade show and/or sponsor competitions. We solicit your ideas on how to improve the national convention and welcome any volunteer group which would like to lend its expertise to organize and run a competitive event.

FOUR NEW GAMES

Effective October 15, our catalog will show 4 new games available for sale. The first is, of course, TOBRUK which will enter the mail order line after being updated from the pre-publication edition. Response to this super detailed tactical game has been very favorable among GENERAL readers who ordered the pre-publication edition. However, we fear it might be too complex (i.e., too many die rolls) to make it on the retail shelves. We'll test it in the Mail Order line with our fall cataloguemeailing. If the response is still favorable with this less “hard corps” audience, we may move it into the retail division next spring.

ALEXANDER THE GREAT will move into the retail division immediately so you'll begin seeing it in your local stores prior to Xmas. ALEXANDER has proved to be a good short wargame which can serve as an introductory vehicle to newcomers while still being innovative for veteran players due to its ‘miniatures’ design background. It also fills a need in the retail division for an Ancient period game and should sell well due to a stunning box. The rules have been revised to clarify the many points noticed in the first edition. More importantly, the game was given a much needed facelift by providing two-sided counters with half-strengths printed on the reverse side. These small improvements greatly enhance ALEXANDER as an enjoyable game. Present owners of the game may wish to obtain the new rules and counters for ALEXANDER to improve their own sets. The counters sell for $1.00 and the rules manual for $1.50. Usual postage fees apply.

Our brand new retail release is WOODEN SHIPS & IRON MEN (WS&IM for short). It is described amply elsewhere in this issue. This game has been extensively playtested. It sold 2,000 copies in “prototype” format while owned by Battline Publications. A fledgling wargame company out of Douglasville, Georgia, under the aegis of J. Stephen Peek. Under their direction WOODEN SHIPS AND IRON MEN became, in our opinion, the best game ever by a new publisher. So much so that we immediately bought the rights to the game and have been busy for the past 6 months modifying, expanding, and generally improving the Avalon Hill version. Mick Uhl, newest member of the in-house Avalon Hill design team, in charge of the game’s development, has added new dimensions in realism to the game—making the combined product a veritable masterpiece of enjoyment—regardless of where the player stands on the realism-playability scale.

The Basic Game retains the same classic playability it had in the original version with the added benefit of further refined and clarified rules. The Advanced Game has been extensively revamped for the ultimate in realism. It utilizes a revised Gunnery Table and strengthened ship specifications for more realistic and prolonged battles; split boardside capability, varied wind speeds, different types of shot, critical hit tables, etc.

Owners of the original version should consider purchasing the new edition as much has been added. New counters accurately depict ships of the line, frigates, merchantmen, privateers, sloops, fire ships, bombketches, galleys and even gunboats. Melee resolution has been adjusted to put it in a more realistic time scale with the movements of other ships. A Campaign Game has been devised covering the series of 5 Revolutionary War battles between the French Admiral Suffren and the British East India fleet under Hughes. Rules for a “Situation 13” allow players to devise their own scenarios of chance engagements ad infinitum in the manner of the often discussed Open Ended game design approach.

WOODEN SHIPS AND IRON MEN is especially enjoyable as a multi-player game with extra players commanding separate ships or whole squadrons. Playing time will vary from a half hour to 6 hours, depending on the scenario chosen. But whether you are a “gamer” searching for the challenge of the open seas or a “simulation” student of the great age of fighting sail, WOODEN SHIPS AND IRON MEN is a game that you’ll play over and over again. Never before have we had players volunteer to playtest a game in such numbers as was the case with WOODEN SHIPS AND IRON MEN. The game will retail for $8.00 and is also available direct from Avalon Hill for $5.00 and a postage coupon.
Also making its appearance in the retail line will be the Beat Inflation Strategy Game by Dr. Kenneth Strand. Dr. Strand holds a Ph. D. in Economics which he teaches at Washington State University. He is teamed with Dr. William Wolman who is senior editor of Business Week and co-author of the book "The Beat Inflation Strategy" published by Simon & Schuster soon expected to hit the Best Seller lists. The game, like the book, deals with how to beat inflation with new investment techniques. The game will be simple, abstract in terms of strategy, and fun to play. It will retail for $8.00 in flat box packaging.

The newest entry in the Mail Order division is Caesar's Legions—an adaptation of an earlier GDW game by Loren Wiseman. Unlike WS&IM this game received considerable exposure in its initial form as the game "EAGLES." Unlike WS&IM however, it received mixed reviews. Yet we saw potential in the game system and after a lot of redesign effort and adding additional scenarios we feel we've improved the game greatly while retaining its good features. In effect, however, it is an entirely different game and Eagles is only remotely recognizable as Scenario IV of Caesar's Legions. Ancient buffs and those who enjoy the 1776 game system should really appreciate Caesar's Legions.

Elite Club

Since the creation of the Elite Club last fall, we have been constantly barraged with requests for information pertaining to it. Briefly, the Elite Club was formed to give regular customers a price break on bulk shipments. As long as we passed the savings on to them in the form of a special deal. Last year, the offer consisted of 6 games, a year's subscription to the General, and lifetime membership for $50. Lifetime membership brings with it a 5 year booklet of discount coupons worth $1.00 off the purchase price of Avalon Hill games. As long as the booklet isn't lost it can be traded in upon

The game will be the Beat Inflation Strategy Game by Avalon Hill, which helps readers manage their money in an inflationary environment. It includes 6 Legions and a mixed force of auxiliaries with 12 turns to completely rout a force of barbarian Germans.

Scenario II is just a shade more ambitious. This time Caesar has but 4 Legions and 15 turns to wipe out a leaderless, marauding German tribe (the Usipatii), cross the Rhine, and burn German villages on the other side before leaving to campaign in Britain.

Scenario III jumps ahead 64 years and many degrees on the complexity scale. In 9 A.D. while attempting to subjugate Germany, 3 Legions under Publius Quinticulus Varus were ambushed and annihilated at Teutoburger Wald. The German player, utilizing Hidden Movement, a variable Rebellion Climate Table, and Ambushes, has 15 turns to try to duplicate this feat. This scenario has proven to be very exciting with the outcome almost always settled on the last turn.

Scenario IV—Idostavio—is set 3 years later; 9 A.D., as Rome attempts to avenge the defeat at Teutoburger Wald. The Roman General Drusus Germanicus invades Germany with 8 Legions. However, as he penetrates into the German frontier more and more German tribes rise against him. His problem is magnified by the fact that he cannot approach the German temples directly without allowing the captured Roman standards which he must recapture to escape. It turns into a rather deadly game of cat and mouse tactics.

Scenario V is based on the Batavian Revolt of 69 A.D. during the year of the Four Emperors and varies greatly from its predecessors. The scenario is split into two 15 turn segments. During the first segment pressure is on the Batavian player to unite Gauls, Batavians, deserting Legionnaires, and the numerous German tribes in a common rebellion against Rome. During this time span he has to eliminate all Roman garrisons on the Rhine and move forces off the board into Gaul. If he fails to do this the Roman player wins at that point. Otherwise, the Roman General Petilius Cerealus enters with 9 Legions. The burden of the offense is then placed on the Roman player as he must retake the Rhine fortifications and cross the Rhine to burn the Batavian village. Special siege and fortress assault rules play greatly.

Caesar's Legions is a two player, strategic game dealing with Rome on the Rhine frontier for a period of roughly 100 years during the height of the Legion as a military force. Play is based on 5 scenarios ranging from Julius Caesar's defeat of the Suevi Chieftain Ariovistus of 58 B.C. to the Batavian Revolt of 69 A.D.

The game utilizes a form of Programmed Instruction in that the rules are presented in six parts; a Fundamental section presenting the rules to be utilized throughout the game, and an "add-on" section for each of the scenarios. In this way, players need not read the entire rulebook in order to begin play.

Scenario I is an introductory learn-to-play type with extremely simple mechanics. The Roman player (Julius Caesar) enters the board with 6 Legions and a mixed force of auxiliaries and has 12 turns to completely rout a force of barbarian Germans.

Scenario II is just a shade more ambitious. This time Caesar has but 4 Legions and 15 turns to wipe out a leaderless, marauding German tribe (the Usipatii), cross the Rhine, and burn German villages on the other side before leaving to campaign in Britain.
expansion for a new booklet and so on ad infinitum—thus cutting the owner in on special discounts for a lifetime. This privilege alone makes the Elite Club a good deal—even without the savings realized on the games themselves.

As promised, we are opening the Elite Club for new membership effective immediately until December 31st, 1976. To qualify for membership you must be a subscriber of the GENERAL and send us a $50 money order with the coupon found on the Reader's Response Page. For your $50 you get any 6 Avalon Hill games postage free plus membership in the Elite Club for future years. You must select at least 2 of the 4 new games and may not select more than one of any individual title. This offer will be void Jan. 1st, 1976, and is not open to current members of the Elite Club.

A.R.E.A.

A.R.E.A. is picking up steam and now has over 1,000 members. This is the base figure we had aimed for in setting up a worthwhile rating system. Therefore, effective Jan. 1, 1976 A.R.E.A. membership will increase to $4.00. Listings of top A.R.E.A. players will appear as soon as the 10 suitable names can be finalized.

To handle the increased paper work, we are looking for an individual in the Baltimore area who would like to work maintaining the A.R.E.A. files. If interested, direct your inquiries to the attention of the editor.

Several individuals while applauding the concept of the A.R.E.A. system have criticized the fact that it deals only with AH games. The reason for this is rather obvious. We hardly have the expertise to rule on the play of other games with which we have no familiarity. In addition, readers should recognize that the A.R.E.A. system in no way pays for itself and, in fact, is sustained by AH as a service to its customers. Should other games be included in the rating pool, it would seem appropriate that they help finance the operation of the pool. To date, none have been interested in doing so.

A.R.E.A. players who fancy themselves good enough should feel free to volunteer their better papers for use in the GENERAL as Series Replays. Players willing to go that route should make their own personal comments as they play—accumulating in this way points toward the A.R.E.A. system.

Price increases for the rest of the year will be

BLITZKRIEG which will go up to $10.00 effective immediately. BLITZKRIEG has long been an expansion game due to the great amount of cardboard used in the mapboard. The rest of the flat box games may well be raised to the $10 level in January.

ANZIO fans will be pleased to hear that we're on again off again with ANZIO plp pads as a service to the hard corps. The kit which includes 4 pads plus instructions sells for $4.00 plus a 75¢ postage charge.

There have been a growing number of "For Sale" ads appearing in the GENERAL, and we are putting the necessary 25¢ token fee or trying to sell current games. The "For Sale" column is for use in finding discontinued games only and those ads which attempt to sell games still in print will not be used. The 25¢ does not even come close to the cost of printing such an ad. Therefore we do not claim responsibility for any lost quarters, or ads not printed due to lateness, duplication, or subject matter.

Vol. 12, No. 2 of the GENERAL was rated 3.10 overall—one of our less popular efforts thus far. Presumably this can be attributed to the great amount of space devoted to the Historical Notes and Designer’s Notes for TOBRUK. You never know until you try. The result of the issue looked like this in our 200 random vote survey system:

TOBRUK Designer’s Notes: 329
Panzerblitz Series Replay: 254
Design Analysis: 126
Which Came First: 126
Surface Raiders: 120
Avalon Hill Philosophy: 53

CAPTIONS
Photos found on Page 16

1. Park of the Registration Log Jam. Despite the hard work of our volunteer staff from the left: Harriet Wetzelberger, Mary Kaye Kuhns, Jim Rumpf, Stephanie Gevodow and Dewey Kuhns), it took until lunch time to get through the line. A complete by-mail registration should be used to avoid this hassle in future years.


3. Members of the Maryland-Delaware Light Infantry discharge their muskets as part of their demonstration of Revolutionary War weaponry and tactics.

4. A.G.H. fashioned this 3-D facsimile of a PANZERBLITZ board for use with their 1:256 scale micro-armour.

5. Gary Gygas of Lake Geneva, Wisconsin is shown holding one of the 8 groups of 15 dungeon adventurers which descended into the catacombs of his paper and pencil game — Dungeons and Dragons.

6. Award time found Don Greenwood (left) and Dewey Kuhns), it was presented by the computer lists of the judges George Oul and Russ Vance.

7. Harley Anton (right) of the PWA presents Tom McGreevey with his plaque and a check for $1000 for winning the PANZERBLITZ Award. This is the base figure we hope to have back by the end of Jan.


9. Randy Reed resplendent in his Richthofen's War T-shirt, presents his plaque and a check for $1000 for winning the PANZERBLITZ Award.

10. Jim Mehl of Alexandria, Virginia is presented with the plaque for winning the War Demolition Derby. Second place finisher Jim Burnett of Clinton, Tennessee is also shown.

11. Larry Lingle of Harrisburg, Pennsylvania congratulated on his win in the Status-Pro Indianapolis 500 by our editor. He must be the editor to get his picture in this many times!

12. Action in the Wooden Ships and Iron Men tournament which drew 40 participants including IGB member Dave Peters (right). "I BLITZKRIEG was out at the start but mechanical failures reduced the field to 16 by the time Larry Lingle crossed the finish line. The Indianapolis 500 was a fun event we hope to have back next year.

Without America

Four Third Reich Variants on a Theme

Steve Newton

When the carrier strike force of the Imperial Japanese Navy surprised the American naval base at Pearl Harbor on December 7, 1941, Adolf Hitler was just as shocked and upset as the United States Navy. Although he had attempted to involve the Japanese in a war with the British in 1940 and the Soviets in 1941, war with the United States was not something that the German dictator had desired or envisioned.

And as a member of the Tripartite Pact, plus some rash assurances by both Hitler and Ribbentrop, Germany was theoretically committed to support Japan if a war with America developed. In early December 1941, Hitler began to regret those promises. He seriously considered reneging on the agreement (which would conflict.

Yet Goring asserted that all the Americans could produce was razor blades (the next year Rommel was to remark that he wished that Germany could produce such razor blades). Ribbentrop, deluded by the reports of his agents in the States, was convinced that the American people would refuse to go to war for the “Jew-monger” Roosevelt. Even Mussolini wanted to take on the United States. Hitler wavered, if only for the moment. He had repeatedly claimed he did not believe that America had a great military potential. He hesitated, however, to commit himself against the United States directly.

But on December 11, 1941, apparently casting aside his doubts, in an impassioned speech in the Reichstag, he declared war on the United States now. It was soon to follow suit. By this action, Hitler had unleashed on the European war, the most powerful industrial complex in the world.

The rest is history. Third Reich accurately portrays the impact of America’s entry into the conflict. When the U.S. appears, the balance of power immediately takes a subtle shift in favor of the Allies. If Germany does not win soon after, the change becomes more and more marked. By 1943, Germany is probably beginning to find herself busier building flak and interceptors than submarines. Any attempts by the Luftwaffe or the Regia Marina to gain air or naval superiority are overwhelmed. Then, with the majority of the Wehrmacht, in all likelihood, on the steppes of Russia, the influx of American manpower begins to erode Germany’s advantage in land forces.

The strange thing is, Hitler cut his own throat. Many historians, notably among them William Shirer, have voiced the opinion that there was a good chance that had not Hitler declared war first, Congress would have either delayed or outright refused any move by Roosevelt to enter the war against Germany and Italy.

This theory, coupled with several possible changes of events in Asia, produces a number of significant “what-if” situations that are explored by the four Third Reich variations below:

Variation #1—No War in Asia

Historical Comments. Probably the most unlikely of the four, this variant presumes that the military government of Hideki Tojo does not come to power and Asian peace efforts are somehow successful. The extra British forces here are those that are previously not tied down in India and Burma. The extra BRPs result both from the fact that all British resources can now be directed into one effort, and “all aid short of war” that Roosevelt can pry out of Congress.

Rules. All rules of the regular campaign game apply, with the following exceptions:

1. Delete all U.S. units.
2. Minor Variation #4 is played in the Spring 1942 game turn.
3. Increase the British Allowable Builds for Summer 1942 by the following:

4. Add 50 BRPs to the British each year from 1942 on.

Variation #2—British-Japanese War

Historical Comments. The possibilities for a limited war on the part of the Japanese were very real, and the U.S. knew that Japan was not going to attack the Soviet Union. What if...?

Rules. All rules of the regular campaign game apply, with the following exceptions:

1. Delete all U.S. units.
2. Add 50 BRPs to the British each year from 1942 on.

Variation #3—Russo-Japanese War

Historical Comments. When it became apparent that the Soviet Union was not collapsing according to schedule, Hitler attempted to interest Japan in attacking Russia from the rear. The Battle of Moscow was decided, in part, by the Siberian reserves Stalin pulled out of the Far East when he knew that Japan was not going to attack the Soviet Union. What if...?

Rules. All rules of the regular campaign game apply, with the following exceptions:

1. Delete all U.S. units.
2. Reduce the Soviet Allowable Builds for Spring 1942 by four 3-3’s.
3. Add BRPs to the British each year from 1942 on.

Variation #4—Variable U.S. Entry

Historical Comments. This scenario can either be played by itself, or in combination with any of the other three. This one assumes that Hitler does not even make an effort to attack the Soviet Union and that Roosevelt has trouble with obtaining a Declaration of War from the Congress against Germany.

Rules. All rules of the regular campaign game apply, with the following exceptions:

1. Starting in the Spring 1942 turn the American player rolls a die to determine the point of the United States' entry into the war. A roll of one sets the American date of entry at Summer 1942, a roll of two, Fall 1942, and so on, a six being the Fall 1943 game turn.

2. Add 50 BRPs to the British each Year-Start sequence in which the U.S. is not in the war at the beginning of the year.

The major effect that these scenarios have on the play of the game is to make it stickier for the British player as far as ground combat forces. These variants also mean that Churchill's intent was to continue the war, "if necessary, alone," could have entailed—a much longer war, with a greatly increased opportunity for an Axis victory.

REVISED TOBRUK RULES AVAILABLE NOW

As promised, the revised TOBRUK rules are now available. Containing over 65 major changes, the rules also include many new EXPERIMENTAL RULES, as well as some major additions to the regular rules framework. The most important standard game change is a "fire doctrine rule" which reduced dice rolling by almost half. Also included is a "scenario addenda" section which expands the first three scenarios to utilize the total rules packaged and a set of historical summaries detailing the course of events represented by the scenarios. All of the material printed in the GENERAL will also be included.

Many players will appreciate the unique "summary chart" which will hopefully summarize all game functions in an easy, standard, optional, and experimental rules level and which should greatly facilitate playing the game with ALL the rules.

New experimental rules include: IncidentAFV Damage; Stuka Counterbattery; Sustained Barrage Fire; Best Aspect Option (for targets turning towards one’s own movement); Undulating Terrain Cover; Ammo Exhaustion, Reload, and Replenishment; ‘Will Not Fire’ rule; First Turn Increased Fire-For-Effect; Variable Minimum Crews; Infantry Close Assault Against AFV’s; Accidental Bombing; Personnel Surrender; Intimidation, Chain Surrender; Using Captured Equipment, and more.

In short, the Mail-Order Release version of the TOBRUK rules represents the most complete tactical game package ever released. Owners of the PRE-PRODUCTION version of the rules may update their copies with the contents of the new rules, of their old rules along with 50C to cover postage and handling to: ‘New Rules,’ The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Md. 21214. Available after October 15, 1975.

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

I have been an Avalon Hill simulation game enthusiast since the early 1980s. After starting with F-117A in 1984 I have played over a hundred Avalon Hill games to enjoy myself. I have been playing AH since 1981 and I still continue to attend the AHMC conventions. With over a hundred games under my belt, I can think of no better way to spend my time.

Dear Editor,

It seems to me that the morbidly evil "nuclear" players can actually assume a matter-of-fact attitude in a strategic war game and actually win the day. Let me suggest the following solution:

In conclusion, I believe that the AHMC has taken an important step in recognizing the potential of the Nuclear War game. I urge all players to continue to explore these new ideas and to share them with others.

Sincerely,

Richard Blum
San Francisco, CA

Dear Editor,

I am writing to express my concern that the Nuclear War game is becoming increasingly popular among the younger generation. As someone who has been playing this game for over twenty years, I am concerned that the new players may not fully appreciate the seriousness of the issues at stake.

Dear Editor,

The game of Nuclear War has become increasingly popular in recent years. However, I believe that the game is not as educational or thought-provoking as some would claim.

In conclusion, I urge all players to consider the real-world implications of the game and to engage with the complex issues it raises in a constructive and meaningful way.

Sincerely,

John Smith
San Francisco, CA
The Question Box

PANZER LEADER

Q. Can a turned AVF which has fried itself using half of its MF without being fried spot another Opp opportunity by Opportunity Fire?

A. No.

Q. If several units are on the same woods or town and one of them fires, all of the units that have spotted by any opposing unit with a clear LOS?

A. No.

VALON HILL RBG RATING CHART

The game is ranked by its cumulative assessment which is an arithmetic mean of the 9 categories for each game. While it may be fairly argued that each category should weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities it values in a board game. Readers should note that the Game Length category is measured in multiples of ten minutes and that the Individual Rating is plotted out. It should also be stated that many games have more than one version and in extreme cases playing time can vary drastically from one scenario to the next.

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The Question Box

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AVON HILL RBG RATING CHART

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THE GENERAL

A: No! A unit day only move Onto the Pommern Bridge at the Road bonus. It must then stop crosses-overhead check track at the time of "JUDE" and then route Road bonus move (See TEC Notes, #9).  

Q: What is the movement point cost for moving into a river or stream hex?

A: 1 point movement to enter each type of water hex.  

Q: Movement After Combat?

A: If the stream returns his opponent's units, a unit in a stream is reduced to 1 point hex and 1 point movement for the reason that the stream is moving.  

A: Units focused to stream may not enter the hex once occupied or may move through or come the same hex twice.

Q: May units stream through a hex containing hostile forces?  

A: No; stream through water hexes does apply damage.  

Q: If any combat unit enemy moves adjacent to a friendly RG unit located on a hill hex does the enemy unit receive the option of advancing into the eliminated RG hex as the combination of combat?  

A: "No. The option of advancing into the enemy's position is available only at the end of the turn, NOT afterward. The advance after combat rule does not apply. Note, however, that the enemy unit could simply enter the hex once the movement maneuver if there were at least another friendly RG in the hex from which it moved (See V.II.6.7.2)."  

Q: Who is the Advance after Combat unit in a fortieth and attacks enemy units in an adjacent hex which is NOT kept for the hex, may it simply the foot of the event it defaults those enemy units even though it would not move past the point your turn unit?  

A: The "hex" rule has priority over the Point your turn rule from now, therefore the unit may NOT advance.

Q: Zone of Control  

A: Only OBEDIENT combat unit have a zone of-control.

Q: Do Advant Check and Pomm Bridge units have their own units?  

A: No. Only combat units have a type of zone of-control. See Zone Types, V.II.3.2.  

Q: Do units in woods hexes that are attacking enemy units in clear terrain have to attack ALL the way through the enemy hex to be shot at?  

A: Yes. (See V.III.3.2.5).

Miscellaneous:

Q: Poor enemy defending a hill or doubled or quadrupled?  

A: ALL (See C.I, p.3).  

Q: When using Optional Rule how are Cannon  

A: All combat unit hexes or exposed Cannon, units are fortified in effect.  

A. No.
For the first time in the history of Avalon Hill, a new game was published on time. The flyer announcing TOBRUK stated that it would be shipped on or before July 25. The first 500 copies—signed and numbered—left Avalon Hill Wednesday, July 23. Because of the obvious postal advantage Baltimore area residents had, signed copies were dictated to sign once in the number order. Congratulations go to Kevin McCauslin of Virginia, Illinois, who received copy #1; and to John Gotze of Annapolis, Md., who received copy #500.

TOBRUK was the cause of considerable distress for many of our readers who thought that the 12 promised Fireights had been omitted from their sets. The omission was by design, however, due to the need for added playtesting. We then rushed the promised Fireights to you in the form of Vol. 12, #2 of the GENERAL. Rather than answer the hundreds of letters which came in over the absence of the Fireights we let the GENERAL give you what you wanted immediately. The Fireights will be included in the next edition of the game which original purchasers may acquire free by returning their pre-publication edition rulebook. Others were upset because their copy was not numbered and autographed. Unfortunately, signed arithmetic breathed that only 1 in 6 of the 3,000 immediate orders we received for the game could be filled with autographed copies. Distance wasn’t all that great a factor as even T. F. Cook, Jr. of Tokyo was numbered among the first 500 orders.

Metro Detroit Gamers have announced that their winter convention will be held December 6th and 7th at the University of Detroit campus. Further information is available from Bill Somers, 1654 Chandler, Lincoln Park, MI 48146.

The big winner at GENCON VIII was Alan Hasselbrook who beat 40 other contestants in the Afrika Korps tournament to walk away with top 10 honors for the nation’s oldest gaming convention. Local IBO officer Gary Sipes took top honors in the armor miniature competition as the IBO contingent reaped several awards in the competition.

The Conflict Simulations Society of the University of IL has announced “Winter War III” in Champaign-Urbana Jan. 16-18. Inexpensive dorm lodging, dealer displays and lots of gaming will be featured. Contact Gerald Delker at his address for further details.

Avalon Hill designer Larry Pinsky received a mention in the Science section of the August 25th issue of TIME for his part in a new physics découvrim—magnetic monopole, the long-sought basic unit of magnetism. And you think you have trouble finding enough time to play the games...

The Cincinnati, OH area has long been one of the best organized gaming towns in the U.S. Almost simultaneously 4 different groups are active in the area with activities ranging from science fiction to sports simulation leagues. Anyone interested in organized gaming in the Cincinnati, Dayton, or Loveland areas should contact Al Maclntyre at his 2729 Stratford, Cincinnati 45220 address. A stamped, self-addressed envelope would not be appreciated.

The Order Dept. asks us once again to remind you that the Postage coupons included in the GENERAL are good only for the purchase of complete games, and that under no circumstances may you claim more than $1.40 (actual postage charges) deduction on any order. Postage coupons should be stapled to the order to assure that they are not lost during the sorting process. In addition, subscriptions should be ordered separately from games or other purchases. Direct all subscriptions to the attention of Gertrude Zombo; all other orders to Christy Shaw. Your order will be handled much faster if you follow these simple rules.

1914 is becoming increasingly hard to locate for collectors. Our parts dept. offers the following special offer to GENERAL subscribers who wish to complete their collection. We have twenty games in perfect condition hand assembled from new boxes and stocked with new parts. These will be sold to the first 20 takers for $20 each plus the usual shipping coupon. In addition, we offer all of the various parts at the prices indicated below. Only the board, mobilization pad, and Allied unit counters are unavailable.

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Those desiring mobilization sheets or mapboards can utilize the following emergency procedure. We have a number of printed mapsheets on hand for 1914 unmounted. These are available for $6.00 each. Mobilization sheets are available (1 to a customer) for use with a clear plastic overlay for repeated use for 50c apiece. Sorry, but demand for these scarce items makes it necessary for us to impose quantity limits in fairness to all.

Contest No. 67 proved to be our least popular effort in recent years judging from the lack of entries. Or perhaps it was just too tough for the majority of you. Certainly, it was next to impossible to get the right answer if you didn’t own the 12 Avalon Hill games used to make the code. The game code was as follows: I = TACTICS; II = D-DAY; III = GETTYSBURG; IV = AFRIKA KORPS; V = BASKETBALL STRATEGY; VI = ANZIO; VII = BATTLE OF THE BULGE; VIII = STALINGRAD; IX = 1776; X = WATERLOO; XI = MIDWAY; XII = FOOTBALL STRATEGY. If you were able to get that far, you should have had no trouble in deciphering the 4 precepts of gaming.

A.) First, Never gamble on a run of 1s. B.) Second, don’t bug Avalon Hill when reading rules Caen Kure blues. C.) A long gain by a nice playthe footbut strategy. And you think what a way of cropping up in the limits in fairness to all.

The 1st 10 correct contestants were: R. Perkins, Portsmouth, VA; A. Topolnik, Baltimore, MD; D. Dearborn, Torrance, CA; L. Bucher, Charleston, SC; D. Niday, Chicago, IL; J. Roebuck, Billings, MT; J. Reilly, Santa Ana, CA; G. Rogowski; C. Todoroff, Montebello, CA; and R. Mors, Worthington, OH.