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Speaking of reduced prices, we occasionally get complaints from ELITE Club members who are upset because they can utilize their $1.00/game discount for only the mail order titles. The explanation for this is quite simple. Our distributors (and your local store owners) would be quite upset, and justifiably so, were we to offer the games direct for less than the suggested retail price. Such price undercutting would be akin to cutting their collective throats (and therefore ours) and would be looked upon with something less than mirth by our distributors. Hence, the ELITE Club discounts must apply only to Mail Order Division games.

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About six months after PANZERBLITZ became generally available in retail stores I began to hear complaints: "We know every bush... no challenge... crucial hexes all located... familiar... need new terrain... new boards... MORE boards... .

Now these complaints had some validity. In my first outburst of enthusiasm for PANZERBLITZ I played all twelve scenarios a couple times each in the space of a month. Thereafter, I discovered that my tactical appraisal of the ground was no longer fresh: I did not have to look around wildly for the vital high ground; I knew precisely where it was and how long it would take my troops to get there. Manstein at the height of his glory could not have boasted such an advantage.

Realistic tactical combat should be an improvisatory art. Since we experts are no longer improvising, we feel entitled to dance mournfully upon the bodies of victim novices to sad strains of "unrealism" and "over-familiarity."

If you can't join the chorus line, this article is for you.

Incidentally, there are two ways in which you can study the terrain thoroughly and still retain some of the impromptu feel of "real" combat:

1. Play carelessly. (my method)
2. Have somebody make up new boards for you all the time. Why Avalon Hill never published new boards I cannot understand. At the outset, PANZERBLITZ could have sold mapboards the way Barbie sold midget bikinis.

I. OVERVIEW

To facilitate over-familiarity with the three boards Avalon Hill did publish, let's see if we can discover the design philosophy behind them.

PANZERBLITZ terrain is not "twenty square miles of typical Russian terrain." PANZERBLITZ lacks (dare I utter it?) realism. Fortunately.

Few "real" tank battles take place on complex ground. Generally, the defender deliberately chooses a site dominated by one or two major terrain features (E.g. Alam El Halfa ridge) in the hope of denying the attacker freedom of maneuver. The attacker makes the best of whatever accidents of ground are available to him, but usually will have to make some part of his assault over open ground. At that point, if not sooner, the battle is beyond either commander's control. It becomes a slugging match, the outcome of which will depend on attrition at the crucial point. The division CO may commit his reserves at this or that point, but once he does, the result will be decided by luck, morale and numbers.

Brilliant stratagems are uncommon on the real battlefield, and technical differences play a minimal part. An infantry company over-run by assault guns will not care what sort of assault guns they are. Tank platoons undergoing heavy artillery concentrations will fare just about the same, no matter whether outfitted with Pz IV's or Tiger II's. Quite serious and complete military histories, even those concerned especially with small unit actions, rarely give details on vehicle types involved. Apparently, flexibility of commanders and of tactical doctrines will more than offset inferior equipment. The technicalities of tank design are not to have direct bearing on the outcome of the action.

Now, PANZERBLITZ is a game designed at the height of what was practically a worship of tanks. Minor variances in tank design, however unimportant militarily, were a matter of intense interest to many of us. Nobody wanted to hear about artillery or infantry—if a game had tanks in it, it sold. Only recently have wargamers begun to take a more balanced view.

PANZERBLITZ, faulted now for its lack of realism was, in fact, never an accurate portrait of armored warfare; it was at birth a caricature, in which the fine shadings of tank and anti-tank design are heavily underlined and exaggerated. The unreality of the caricature has nothing to do with "playability"—the admans excuse for drabness—but is instead a response (whether a deliberate or unconsciously response, I do not know) to the major wargaming fantasy of 1969-70: the over-awing might of the tank.

Tank-worship pervades the game. You see it in the counters: only the armor rates a silhouette. You hear it in the name: PANZERBLITZ! (How much blitzing was done by Panzers in the game's 1943-44 time period?) Most of all, it emanates from the box-art: Advancing Jagdpanthers, teutonic, massive, dominating the horizon like battleships and no infantry in sight.

The PANZERBLITZ boards, too, are the natural map of the tank freak's fantasy. The pattern of the
terrain is set up to make small differences in range and movement factor as crucial as possible. Why, for example, does no road run between Opustoschenia and Zabvenia? Doesn't anybody ever journey between these two towns? But if the road were there, then there would be no place on the mapboards where the tanks could outdistance the trucks, where the trucks' slow off-road speed would leave them exposed in the open.

The logic of geography (reality) would expect a road between the two communities; the logic of game design (fantasy) demands open terrain. The PANZERBLITZ boards answer to the latter logic, and the player with the smaller tanks triumphs on the Opustoschenia plain just as he feels he ought to. That feeling, what that happens in the game is just how it should be, is all the reality you ever get in a wargame. At a distance, a unit is more likely to be observed on plain terrain. This disadvantage is offset by a defensive advantage: Incoming fire is

II. HEXES AND HEXSIDES

Now that we have an overview, let's dissect the boards a bit. For one half the time you spend playing, your units will be motionless, frozen in place while your opponent shoots, over-runs, assaults or encircles them. With that delightful feeling, wen if it means playing, your units will appear before you, you want to be a might choosy. Everybody's observed.

Not only can you besho

1. Clear terrain.

Some industrious reviewer once counted the clear terrain hexes in PANZERBLITZ; he found 481 of them. They are all dangerous. You can lose units faster, in more ways, on clear terrain than on any other kind of board. I envision this terrain as being rather soft, open flat ground. Tanks grind through it at half their road speed. Trucks swallow at 1/5 their road speed. Since the boards are designed to be advantageous to tanks, clear terrain is completely clear: No wheat fields or small boulders which would give infantry a concealment bonus. Where the tanks are observed, everybody's observed.

And observation is deadly. (The game symbol for the Evil Eye looks like this:

![Evil Eye](image)

Not only can you be shot at on clear terrain, you can also be close assaulted and over-run, all without addition to the die roll. On the other hand, if you live long enough to return the fire, you will find your opponent's units in cover or on higher ground. I recommend that you don't stop on clear terrain, even if it means you can't use all your movement factors, even if it means you can't fire next turn, even if you miss an opportunity to over-run a truck.

Rule: IF YOU STOP YOUR UNIT ON CLEAR TERRAIN, BE PREPARED TO LOSE IT.

Incidentally, it pays to be a little suspicious when you see a small target in the open, particularly if you are retreat ing. A German in Situation Four can lose a lot of units just by taking the time to open fire every time the Russian gives him an easy shot.

2. Slopes.

The slopes in PANZERBLITZ are all bare, without concealment, like clear terrain on an incline. The incline is extremely gentle, so that a reverse slope is never in defilade to an observer on a hilltop.

At a distance, a unit is more likely to be observed on a slope than on plain terrain. This disadvantage is offset by a defensive advantage: Incoming fire is

4. Hilltop hexes.

There are really two types of hilltop hexes:

A. With trees.

B. Without trees.

Type A is just swell. You can see the enemy far off, you can shoot him up from a distance and he can't shoot back. Type B is awful. He can see you far off, shoot you up from a distance or over-run you. A hilltop is the most exposed chunk of terrain around. You get a large field of fire with few masks and a defensive bonus, and with cover you can take devastating advantage of those features. Most of the good artillery positions on the board are green hilltop hexes. But just as you can see everything, so everything can see you. Without cover you cannot last long enough to use that wide field of fire, and since every popgun in range can join the attack against you, the halving of low-level fire will probably not save you. A Fight on Bald Mountain is a Loony-Tune.

5. Orange hexes.

Orange hexes are very nearly superfluous to the play of the game, once you understand the shape of the terrain which the mapboard describes. An orange hex means a military crest. It is not necessary to outline the interior plateau hexes of Hill 132; once you understand that the top of the hill is flat, a mesa, then the only significant orange hexes are those adjacent to slopes. If you wish to fire down the slopes you must assume a position adjacent to the military crest.

Diagram 1: Situation 4.

The Jg.Pz. IV does not fire at the truck which the Russian has put out as bait, for fear of the infantry close assault. Nor can the Nashorn; Russian tanks would surround it next move. Both German units should retreat.

Diagram 2: Brown hexes.

The Russian armor is badly positioned. Neither unit can be overrun. But the SU-85 has a very poor field of fire; blocked on three sides by brown hexes and about to be pummeled by a Hummel. The T-34 is fine, one hex away from the brown hexe, has a much better field of fire, and all German fire is blocked. Notice, however, that the brown hexes halve the German CAT attack to the point that the SU-85 is at no more danger from two stacks of infantry than the T-34 is from one stack.

Orange hexes make rather better cover than brown hexes because the cover is more obvious. A flat-topped hill is easy to hide behind, and has no embarrassing gaps. Moreover, you can do your hiding at any distance from the hilltop. No one need
6. Swamps. Swamps seem to be more water than weeds. Infantry can move through swamps but get no concealment advantage. Vehicles enter swamp hexes only on roads. Thus, swamps have a channelizing effect, very much favoring a defender. A swamp is a line place to stop a unit; stopping in a swamp hex is no healthier than it sounds.

7. Woods. The woods in PANZERBLITZ provide 100% concealment. A unit in woods is invisible, even if you saw it go in, even if it fires at you every turn. If you want to shoot it, you've got to spot it first. The spotting requirement is a bugaboo to a lot of people, particularly those who want to see a sort of Tank Fight in the O.K. Corral, with everybody out in the open, blazing away. Instead of that they get 1/34s playing cops and robbers with the Tigers in the timber. And "Panzerbush" loses another fan.

Now these Panzerbushers do have a valid "reality" argument, since the game does not feel right to them (although I should hasten to mention that quite frequently troops do have trouble locating the sources of incoming fire; I gather one has a certain tendency to keep one's head down, making it hard to see . . .). But the Panzerbushers miss the design purpose of woods hexes. Woods hexes are not places to cover in, safe from all harm; they are places to pause through and fight for.

The essence of combat is movement: One force tries to move into or through the area occupied by a hostile force. In twentieth century warfare, there are two absolute requirements for tactical movement. One is traversable terrain—a path. The more obstacles (e.g., hills or enemy soldiers) in that path, the slower the movement. The second requirement is cover. The more complete the cover, the more freedom from fire and observation, the faster the movement.

PANZERBLITZ is the most fluid of any of the tactical games primarily because the PANZERBLITZ boards feature an unnatural abundance of cover, most of it woods hexes. That industrious polyshunter whose hobby is plagiarizing counted 307 woods hexes, approximately one for every 2.43 clear terrain hexes. I'll bet Redmond Simonsen didn't know that.) A good part of the fighting in the game is over possession of woods hexes, particularly those on hilltops. Moreover, most of the attacks which are not directed at woods hexes are set up from them; the very quantity of wood hexes on the boards means that units may get closer to their targets before jumping off and suffering less exposure in the process than would be possible in more natural terrain. Less concentration of force is necessary for an attack, and hence impromptu attacks and multiple attacks are commonplace, even where forces are balanced. Because firing units in woods remain unspotted, fire discipline is unnecessary. Players feel free to pop away at any target in view, even at poor odds. An average game features more "firing, movin' and shootin' than the entire battle of Kursk. A lot of this larger-than-life quality is caused by woods hexes.

8. Green hexes. Green hexes are the functional opposite of woods hexes; where woods hexes facilitate the fluidity of movement, green hexes impede it. Most of the movement in PANZERBLITZ will occur along more-or-less the same paths. Where the terrain is open, the road network and the availability of cover will determine the paths. Where the terrain is heavily wooded and cover is abundant, the lines of continuous green hexes will form barriers to vehicular traffic, slowing movement to infantry pace. Swamps, and to a lesser degree hills and streams, will extend the green hexside barriers, sometimes clear across the narrow part of the board. Any holes in the line can be filled by mines, blocks or infantrymen. As long as this line remains intact, the defender's job is nearly complete: If the attacker cannot pass the line, he cannot reach his objective.

To overcome such a defense the attacker will have to force a breakthrough. Infantry can infiltrate green hexes, but often time does not allow the infantry to proceed unsupported to the objective. Moreover, the enemy usually has ample time to bring up reserves to block a purely infantry advance.

A better tactic is to use the infiltrating infantry to clear the passes in the green hex side line, either by attacking the force covering the block or by a flanking close assault, if the block is infantry. In either case, simultaneous pressure should be brought to bear from the friendly side of the barrier. In such an operation it is sometimes possible to use the green hexside line against the defender by snuggling up to it, where the hexside will provide an assault force with cover from the hostile artillery.

The initial attack has receded; the Germans are suffering from a plague of small PAKs. They can't go around the guns because the green hex sides block all vehicular movement past the line shown. Worse still, the week on the road has made the Russian back-up line unflankable. Fortunately, for the German, neither Russian line is supported by infantry, thus, cannot hold more than a couple turns. The close assault will go in behind the shelter of the green hex-sides where the Soviet artillery cannot reach.

9. Town hexes. PANZERBLITZ towns are strange. Clearly they bear no resemblance to those clumps of wooden huts one normally associates with the Russian interior. The houses seem to be made of stone or steel, conveying instant armor to the inhabitants. Yet they give little shelter to individual infantry or vehicular traffic. Move around, and you find a unified defense. Let's look at these oddities more closely.
A single infantry unit can be four times as vulnerable to "A" class weapons in a town hex as in plain terrain. A standard battle tank's weapon is halved at any range against soft targets, such as infantry in the open, but doubled at close range against armored targets, such as infantry in towns. Thus, an infantry unit threatened by tank attack is on the horns of a dilemma. If it stays put in the open it can be over-run; but if it enters the town it will be caught and destroyed when the panzers move up.

One suspects that the designer made a false analogy somewhere; the protection given a mobile man behind an immobile stone wall is not like the protection given a trapped man in a maneuverable armored box.

The only solution for the infantryman is to seek safety in numbers. Generally, PANZERBLITZ artillery has an uncanny ability to single out and smash weak units. The only solution to this is for tanks to engage the town from long range. Even after the town hex is spotted, the infantry is relatively safe. Any unit attempting to spot infantry can be hit by a single impact. The massive defense factor creates a sizable CAT. The massive defense factor is to fire straight through them.

The massive defense factor is to fire straight through them. The German towns occupy at least three hexes; presumably if there were smaller towns the artillery might be able to fire straight through them.


diagram: Town hexes

It is the German's turn to fire, which unit should he shoot at? His odds against the Russian in the open are only 1:1. But against the Russian in the town he has a 4:1, almost a sure kill! The security infantry should not fire, since their "T" type weapons are ineffective against the armored tank. Let us assume it stays put in the open, but for a close assault against the recon unit in the open.

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movement factors have run out, stay on the road. If you are seeking a firing position to support an attack, best leave the road clear. And for heaven's sake, if you are exposed to fire without cover, get off the road and find some place to hide—a wreck on the roadway won't help attack or defense.

12. Fords and Bridges.
For all practical purposes these terrain features are identical. The difference between them is only \( \frac{1}{2} \) movement point. Neither offers any concealment or defense advantage; both are bad places to stop a unit you want to keep.

Fords and bridges tend to be good places for a block or a mine. A good many armies have adopted the practice of shelling crossroads indiscriminately, on the grounds that traffic is twice as likely to be at a point where two roads meet. You can't do artillery interdiction in PANZERBLITZ; but you can apply the same principle. If you block a bridge, you not only interfere with traffic along the road but also with traffic along the gully. In effect, you are interdicting a cross road, with the additional side effect of turning a gully into a minor barrier, time-consuming to cross and even dangerous if cover is sparse.

There is no such thing as a road hex. A hex takes its nature from the terrain on both sides of the road, which nature the road does not alter (except in the case of a bridge, which magically transforms a stream hex into clear terrain). A road gives no security from fire, close assault or over-run; the terrain through which the road runs may do that, and should, therefore, be the first object of a player's scrutiny.

The only factors you must consider when deciding whether to stop on or off a road are your plans for movement in your next turn and your opponent's plans. If you are stopping only because your movement factors have run out, stay on the road. If your position is dangerous and you might need a fast getaway, stay on the road. If you are seeking a firing position to support an attack, best leave the road clear. And for heaven's sake, if you are exposed to fire without cover, get off the road and find some place to hide—a wreck on the roadway won't help attack or defense.

Any stationary blocks or mines should be put in a position where your opponent will spend maximum movement points getting around them. Blocking a road on a slope will cost him four to six movement points; on clear terrain, only one or two. If you block the road in a swamp, he won't get by at all; likewise, a block on his side of a green hexside will cause him grief.

In all cases the blocks should go in front of your lines, not behind you. If he can't get to you, he can't attack! If you fear a breakthrough and wish to stop exploitation, station a mobile infantry or A/T reserve near the threatened road. If the threat materializes, the reserve can block; if the alarm was false, your mobility is preserved.

Most of the admonitions above apply to every assault route, not just the paved routes. There are many paths throughout the board; roads are the swiftest and smoothest—and the most obvious.

III. GESTALTEN
The boards are not random collections of hexes, they are selections, carefully put together as hills and forests so as to exercise the strengths and threaten the vulnerabilities of each unit. To fight well in a forest, you must know more than the general properties of woods hexes; you must also look at the whole forest, and the terrain around it: the Gestalt. (For those of you who don't do cross word puzzles, please don't be alarmed: A Gestalt is not a member of the German secret police; it is just a short name for form and entity.)

Before I continue this sermon, let me set up a few conventions so that I don't have to talk in the Bingo-game jargon of grid coordinates. I suggest that you lay out the boards 1—2—3, the way they are pictured on the play-by-mail sheets. For an actual game, compass directions are determined by instructions on the scenario card; but for the sake of discussion here, let's consider that standard map orientation applies: North is at top, East on the right, etc. I have considered all the half-hexes at the edges of the mapboards to be playable because, depending on the orientation of the board, they sometimes are.

Board I
Board I is an excellent board for defense because the jumble of hills, woods and water obstacles frequently restricts movement to a few paths only, and those easily blocked. Moreover, there are enough good artillery positions to support the blocks. The terrain favors the Soviets. The Russian technique of direct fire supporting massive infantry assault works best where slope and shrubbery are plentiful. The German army, preferring long range and indirect fires, must avoid the Soviet clinches or it will be Heer today and gone tomorrow.

At the very top of the board is a path most frequently overlooked. A fast unit may travel straight along the north edge of the board in two or three moves, pausing behind the orange hex-sides or in the dead ground where the west road leaves the board. Hills 114 and 126 and the ridge between them make an almost perfect shield against flanking fire from the south. The defender's units must leave concealment to block the path physically. The best way to close the hole is to put artillery on the northern hex of Hill 126, in order to put fire on the potential layover hexes. To be doubly safe, put a roadblock or mine next to the artillery.

To hamper north-south movement, occupy the road slope hexes with a static counter or an armored unit. Even a wreck there will slow your opponent considerably.
That northernmost hilltop hex is really the best artillery position on Hill 126, but the hex with the number often lures the novice. The numbered hex looks at first glance to have a better field of fire—but it doesn't. The two fields of fire cover almost the same ground.

Actually, the numbered hex is quite a bit riskier: There are eight unobserved hexes, not covered by fire from the numbered hex, from which a close assault may be launched. The northern position has only three blind hexes. Part of the risk of these blind hexes may be avoided by occupying the middle woods/hilltop hex with supporting infantry, or with a small howitzer or mortar.

The town of Adski is not the dead end it appears. True, it is almost impossible to go south from Adski, pursuing the direction of that useless road. Notice, however, that Adski is a natural re-entrant to Hill 126. And because the terrain to the south is difficult, any east-west movement on the top third of Board 1 will have to go over Hill 126. Players using this path must hold both the hill and Adski. If Adski is occupied by hostiles, units will be deprived of the cover they need to move off the hill, and the hill itself will be under continual threat of close assault from the town. To make the barrier solid, occupy all three woods/hilltop hexes and garrison Adski with tank destroyers or infantry.

Between Adski and Hill 135 lies a sort of desert. The combination of three ridges, two streambeds, one
swamp and Hill 109 is forbidding indeed. It takes at least 15 movement factors for vehicles to cross this area, which means at least one turn in the open for all but the fastest armored cars. Without concealment all military life withers, and the area becomes dead. Even fire through the area is blocked by the ridges, except for one narrow line of sight along hex row J. Few battles happen here.

In the middle of the dead area is a sort of hole: One lone clear terrain hex surrounded by slopes and swamps. If there are no enemies to the east, this hex can be temporary harbor for a wayward Panther or T-34, for it is almost completely in defilade from fire to the north, west and south. The only line of sight to this hex is from the slope hex just southeast of Hill 104—and by the time a hostile unit mounts that slope the transient can be gone.

The major north-south route on Board I splits in three after it crosses the ridge line. The fastest route is the shady lane running down through the woods towards Hill 135. If that avenue is blocked, vehicles may travel freely along either side of the woods.

North of the woods is a good avenue to travel. The forest is a barrier: Vehicles must pay full exit cost. The position to occupy or block is the ford.

However, the hill does have its weaknesses. There are nine woods hexes nearby where enemy infantry may assemble in concealment and from which they can then assault the hilltops with one move. Only one hilltop hex is free of this threat. The narrow southern end of the hill is particularly surrounded by these jump-off hexes. If the enemy is allowed to assemble there unhindered, there will be hill to pay:

A strong stack of units may die without getting a shot. To hold the hilltop securely, it is necessary to fight for the flats.

The southern route is a last resort, to be used only when the other paths are blocked. It is just possible to squeeze a vehicle between Hill 135 and the woods to the west, and so pass on around the lower tip of the hill. But travel is impeded by trees, gullies and slopes. A Panther will need two turns to cross the road safely by this route; a T-34 will need three. For infantry, the road is a barrier. If the enemy uses armor to stop the bottle, he should set up on the enemy side of the woods, so that if he loses a fight the trucks will block traffic. He will also get a better field of fire in that position.

All three east-west paths end up passing through the gate-like groves on the eastern side of the board. It is almost impossible to block east-west movement into this area—there are not enough green hex-sides—but a strong hex in the woods alongside the road may block the north-south route and to deny his opponent assembly areas for an attack on Hill 135.

The woods southwest of Hill 135 are more extensive than they appear. It is possible for an infantry unit to travel clear across the board without losing concealment, or as far south as Hill 123. The north section is a threat to Hill 135, so it is wise to put a garrison there. If you put a unit on the road, you must also put one in the woods hex inside the curve, or your opponent can cut across and catch the road on the other side. It is also good to station an infantry or A/T unit in the one gap through the green hex-sides, near the western edge of the board: A unit there will stop north-south movement altogether on that side of the board.

If Hill 135 is captured despite your best efforts, try retrying some infantry to the hill, or even to occupy and defend the woods. In that position the woods is safe from long distance fire and will have to be rooted out by close assault, which can be a time-consuming process. If your opponent bypasses that pocket, the infantry can move out to harass traffic on the road or to threaten weak artillery positions on the hill.

Moreover, the defender’s vehicular units can be trapped against the green hex-sides. A wise defender will station some infantry on the northern end of the hill for quick reinforcement against close assault, and perhaps one or two small mortars for easily shifted fire. A still wiser defender will not mass his troops on the hill but will retain some on the low ground as outposts and reserves.

Movement in the middle section of the mapboard tends to be trifurcated. To go east or west, you have a choice of moving north around Hill 135, south around it, or over it. If you go north you must move through the bottleneck between Hill 135 and Hill 109. The woods in the defile provide concealment for block forces. If the defender uses armor to stop the bottle, he should set up on the enemy side of the woods, so that if he loses a fight the trucks will block traffic. He will also get a better field of fire in that position.

Because north-south lines of fire are not blocked by green hex-sides, this woods is a good place for deploying A/T guns, preferably with supporting infantry. Any force attacking the woods will be exposed to fire from Hills 126 and 135. The bend in the road means that both hills must be held to make the woods below secure; if only one hill is held, an enemy may shelter behind green hex-sides where the road turns. (You can’t assume your opponent is crazy just because he’s around the bend.)

A force attacking in the woods should be composed primarily of infantry, supported by heavily armored assault guns and “H” class weapons. This area is the perfect stumping ground for SU-152s. The streambed-and-forest combination on the west edge of Board I has a dual nature. The ford is extremely convenient; the green hex-sides flanking it are extremely inconvenient. North of the woods...
The two small circular hills on each edge of the board should not be occupied, not even by a fort. If the field of fire tempts you to try a fort, consider for a moment: The fort and the units in it can be kept dispersed and useless most of the time by a handful of units firing from cover—all your opponent needs is 2-to-1 odds. The advantage of keeping a few enemy units occupied will not be the loss of the fort if he rolls a one. If you must use these hills, use them for cover; Set up behind them, not on them.

South of Hill 130 the road passes through Uschas and into the marshes. Uschas is the vital point. Occupy the two southern town hexes with small weapons—this is a good position for A/T guns, small infantry support guns, even those Russian 12.7 mm machine guns that nobody ever knows what to do with. Similarly, you may bottle up the road from the other end by occupying the two woods hexes at the the bottom of the board where a traveler must debark. If you cannot spare three or four units to guard Uschas, you can accomplish almost the same result by placing a block or a mine—or if you are the ruthless type, a spare half-track—in the road. Block the road right in the middle of the swamp where any stopped unit will be quite exposed. Then you really need not pay much attention to this sector: The southeast corner of the board is permanently denied to vehicles. No major attack will come that way.

If you feel that you must force the swamp, don’t try it with vehicles unless the defense leaves you a gap in the exits so that you can deploy on the far side. If there is no gap, a better technique is to mass your infantry and make a wave attack. Expect that it will be costly and allow yourself plenty of troops. Only when Uschas is captured and the road is clear do you send vehicles across. The “forced marsh” is not recommended because it is obvious: A prudent defender will massing his artillery as soon as he sees that you are massing infantry. When you charge out of cover, you will be swamped with fire.

The valuable portion of Hill 129 is the southern end. If the road is guarded, you may prefer to go by another route. Unfortunately, there are very few other routes. In hex row BB there are only three hexes through which vehicles may pass. (Diagram 5) One of these is the swamp-road hex; the other two are gaps in the green hex-side barrier. All of them are easily blocked. Among the trees there are secondary block positions on hex row Z, requiring only four units. Thus, from any direction an attacker will be faced with a long slow battle, involving two successive infantry infiltration and flanking operations. In most scenarios time will run out before anything can be accomplished. An attacker with a severe time limit would do well to avoid battle on the south end of Board 1 if at all possible.

Hill 123 and the adjacent ridges serve about the same function as the corresponding hills and ridges at the north end of the board. They block lines of sight to and from Board 1 (although not completely—see fort with movement. Because there is no road it takes 7 movement points to cross the ridge barrier safely. This is where the Germans suffer for their overburdened chassis. A Hetzer must spend one turn exposed to fire in order to cross. A Jagdtiger must spend two turns. Not that long range artillery fire could kill a JgPz IV... but it might be annoyed, and a couple of lucky dispersals could keep it out of the fight altogether.

**BOARD 2**

Board 2 is neutral ground; neither army is favored. Most of the fighting on Board 2 will be of a fluid nature, a lot of positional jockeying and small meeting engagements. So much open terrain makes it difficult to block movement completely. So much concealment makes it difficult to deny the enemy at least a slow advance. The two large hills, with their superior sight lines, tend to be the crucial positions, and most battles occur on or between them.

There is an unobstructed path across the width of the board at the north edge. (Diagram 11/1) (You will notice that all the narrow board edges feature more or less unobstructed paths, except the southern edge of Board 1.) The town of Golod and the trees adjoining it dominate this path; in conjunction with a mine or a block, an occupied town will block it completely. Without the block it is necessary to occupy the woods to the west, and perhaps those to the east as well, to prevent the faster varieties of armor getting by.

Golod is also the key to the main north-south route. If you occupy both southern hexes, the town neatly corks the bottle neck formed by the gully and the hill; anyone moving the length of the board will have to go over one or the other. Incidentally, it is possible to short cut slightly when entering Golod from the south: Don’t follow the road; enter by the western hex. Saves you half a movement point.

Golod has another virtue: Hill 129 has a large blind sector to the north, and fire from Golod and from the northeast woods hex just about cover it.

It is wise in this area to be a little distrustful of that old military caution about seizing the high ground. The north end of Hill 129 looks right over the town—but it is not dominant. Many a novice seeking Golod in them that hills has found himself exposed to fire from below. Don’t try to subdue the town with subtlety; just grab it and garrison it.

The valuable portion of Hill 129 is the southern end. There you have three fine artillery positions, of which the most southern is vital. From that hex you can command large portions of flat land to east and west, and provide interlocking fire support for both faces of Hill 132. Because of the stream and swamp

![Diagram 15: Overburdened Germans](image)

Among the units shown, only the Lynx is fast enough to escape the pursuing Soviets without taking fire. The other units must choose between stopping exposed on a slope or turning to battle the overwhelming attackers. This is a somewhat artificial example designed to point out the German’s disadvantages in a pursuit situation.

![Diagram 16: Board 2. East-West movement routes. North-South movement routes](image)

Like Hill 135 on Board 1, Hill 129 has poor internal communication routes. A garrison should include some infantry which can pass the green hex-sides. If your artillery must have mobility, I recommend halftracks to cope with the slopes.

There are two ways to assault Hill 129. From the north and east an attacker can approach by road or gully and will use the woods in the northeast corner of the board as his assembly area. From those
The northern slopes of Hill 132 are a good position for cavalry to hide and fire on the enemy. They can also look over the top and see two possible routes: the wide one at Golob and the narrow one at the south. The narrow route is preferable because it is easier to block and can be used by weaker vehicles. The wide route is preferable because it is easier to attack and can be used by stronger vehicles.

The southern slopes of Hill 132 are a poor position for cavalry to hide and fire on the enemy. They can only see one possible route: the wide one at Golob. This route is preferable because it is easier to block and can be used by weaker vehicles. The narrow route is preferable because it is easier to attack and can be used by stronger vehicles.

The eastern slopes of Hill 132 are a good position for cavalry to hide and fire on the enemy. They can look over the top and see two possible routes: the wide one at Golob and the narrow one at the south. The narrow route is preferable because it is easier to block and can be used by weaker vehicles. The wide route is preferable because it is easier to attack and can be used by stronger vehicles.

The western slopes of Hill 132 are a poor position for cavalry to hide and fire on the enemy. They can only see one possible route: the wide one at Golob. This route is preferable because it is easier to block and can be used by weaker vehicles. The narrow route is preferable because it is easier to attack and can be used by stronger vehicles.
in and out—nasty surprises are possible for those who do not examine their LOS carefully.

An attacker has two routes by which he can come: Along the southern edge or just north of the ridges. The northern route is almost impossible to block without at least three mine fields or road block counters—with anything less, don't even try. Instead, buy time with a mobile defense, and then retreat across the ridge in the middle of the board to take up secondary blocking positions.

You can employ a very similar two-phase mobile defense against an attacker from the east. But the east side of the board is also suitable for a rigid defense. The streambed forms a protective barrier restricting the attacker to a few channels—particularly if the ford can be blocked. There are a number of low-level firing positions behind this barrier, and the possibility of limited fire support from Hill 132. An attacker should plan to work through the woods with a large infantry force. The defender would do well to have a heavy infantry contingent, also.

Against attack from north or south a mobile defense is again recommended. At least four units will be necessary to block the main approaches, and even that many will be relatively easily outflanked. A numerically large force might hold for a while, but a force less than ten units should plan to retreat eventually. While the defender stays, it must be sure to position units with $A/T$ capability next to green hex-sides crossed by roads. Germans should be particularly wary of bringing on an engagement here: This is all good ground for the heavy Russian Infantry, and for SU-152s.

**BOARD 3**

On Board 3 we meet at last something like the featureless plains of the Ukraine. Actually there is quite a lot of terrain on Board 3, but since not much of it is woods—and those woods in awkward, out-of-the-way places, never quite where you want to go—the board looks barer than it is. Still, there is the somewhat scary possibility that a unit will be caught in the open, unable to find cover. On the other boards one fights for observation and mobility, for the hills and for the paths between them. On Board 3 one fights simply for shelter.

Even though this mapboard resembles Soviet territory, it offers little comfort for Soviet troops. Board 3 is the place where the German's longer ranges finally prove advantageous. The German can lay back with his heavy weapons, secure from all harm, and smash any units attempting to close his forward positions. The forward units may not even need to fire: Simply occupying all available cover will be quite deadly enough. The Russian units do not have the range to match such tactics, and will suffer heavy losses in the open stretches if the Russian player does not watch his step.

**THE GENERAL**

Situations are more important on Board 3 than on other boards. There are more of them, and all are directly astride the main routes of march. More importantly, there are town hexes with large fields of fire on Board 3, as there are not on other boards. The isolation of the towns—there are few close concealed hexes where a close assault may form up—and the cohesive defense factors make a heavily occupied town an extremely tough nut to crack.

The northern third of Board 3 is flanked by two gullies. The gullies tend to inhibit movement east or west, although they can provide a temporary shelter. Board 3 has no elevated concealment from which a hidden unit can cover the gullies with fire; therefore, after a careful check of the LOS to other boards, a unit may rest in a gully momentarily.

Movement north and south is aided by the gullies. The eastern streambed is a bit more conducive to travel northward, since a slow unit may rest in cover before attempting to climb up the banks. Units with 7+ movement factors can journey from either clump of woods to the other without exposure. The western streambed is not quite so useful. At its southern end it is particularly hard to get out of. Its northern end doesn't lead anywhere. Hill 107 provides some cover from unfriendlies to the west and south, and a wise traveler would perhaps prefer to rely on that cover, staying out of the gullies and retaining more mobility.

In the center of things sits Grabyosh and its satellite woods. The quickest east-west route passes north of the two gullies, near the top edge of the board. Anyone taking that route will likely stop at Grabyosh. Likewise, few units are fast enough to use the road to or from Opustoschenia without a stopover in Grabyosh. Thus, the town is crucial to all operations in the north. If you can, grab Grabyosh.

The best field of fire at Grabyosh is not in the town itself but in the southernmost adjoining woods hex. To give that position added protection, and to block the road, occupy the southwest town hex. The unit in the town can lay down fire on areas which the unit in the woods cannot observe, and together they can lay fire on all the covered hexes. Actually, the town hex would have an excellent field of fire but for one small oddity: There is an extra gray hex-side along the north border of the town, possibly a city wall. This restricts the field of fire to three hex-sides instead of the usual four.

If you are headed north through Grabyosh and plan to take the east road, there is another shortcut: Do not follow the road. Jump off to the eastern town hex instead and save $1/8$ movement point.

Every time I play Situations 6 or 6a German, Satan materializes at my elbow disguised as a local estate broker. He extends the top of Hill 107, sweeps his arm across the magnificent vista and offers, if I will but fall down and worship him, to let me bring a Hummel up there. Now that I'm older I've learned to turn the deal down.

The top of 107 does offer a magnificent field of fire—you can see and shoot into practically every nook and cranny on Board 1—and in theory the German SPAs on 107 should be able to smash a Russian assault before it comes into range. In practice the Russians often come so fast and in such quantity that if the SPAs take more than one shot there will be Russian survivors shooting back. And since SPA armor is too thin to stand up to much of that, the SPAs will generally scamper after the first shot. Total it up: It takes two turns out of action (one climbing the hill, one descending it) for only one turn in action. Since the trick with SPAs is to spend a maximum time firing, the move to Hill 107 looks to be wasteful.

And dangerous, too. It takes precious time to get off that hilltop. A T-34 on the road moves three times as fast as a Wespe, descending slopes; if the Wespe comes off it a turn too late, it will be trapped with no place to hide. Board 1 is so open that almost any safe concealed position has a good field of fire. The rewards to be gathered on Hill 107 do not justify the exposure of valuable units to risk.

To go south from Grabyosh there are two routes. The straight route, along the road, is fastest. To get fast as a Wespe despends slopes, if the Wespe comes off it a turn too late, it will be trapped with no place to hide. Board 1 is so open that almost any safe concealed position has a good field of fire. The rewards to be gathered on Hill 107 do not justify the exposure of valuable units to risk.

To go south from Grabyosh there are two routes. The straight route, along the road, is fastest. To get fast as a Wespe despends slopes, if the Wespe comes off it a turn too late, it will be trapped with no place to hide. Board 1 is so open that almost any safe concealed position has a good field of fire. The rewards to be gathered on Hill 107 do not justify the exposure of valuable units to risk.
What to do with a unit that has less than seven movement factors, if the road is under fire? Well, if you must move them, you can generally sneak along advantage of providing a couple of firing positions along the way.

The empty plain south of Opustoschenia and the stream which flows past Zabvenia form a strong double barrier. It takes eleven movement factors to cross the plain east to west. Travel north or south requires less speed; how much less depends on whether objects in the gully can be observed by the enemy. If they can be, nine movement factors is minimum safe speed. If the enemy has no observation, units with only four movement factors could travel south in safety, by ducking into the gully at the first opportunity. Going north is harder, requiring seven factors minimum. East-west traffic may also use an unobserved gully to hide in, but traffic will be slow skirting the pond.

Zabvenia would have a splendid field of fire if it weren't for that awkward ridge a few hexes to the north. But even as it is, Zabvenia controls the most important single hex on Board 3: the ford. Since the ford is the only channel through the streambed barrier, it is of peculiar importance. A single mine or block reduces movement on Board 3 to a dangerously exposed crawl. The ford is the only fast route.

Opustoschenia is the key town for Board 3. Movement in any direction must pass through the town; it is too far to go around without cover or concealment. Gunfire from the town's four hexes will cover most of the mapboard. At the same time there are few enough firing positions which may be used against Opustoschenia—very inconvenient for the Russians—and no place at all to set up a close assault.

The isolation of the town will force an attacker to surround the place with massive forces deployed in the open. The defender should use a high proportion of armor inside the town, particularly a German defender. An attacker, on the other hand, must avoid using too much armor, particularly if he's Russian. If the attack should fail, there is always the danger of building an impassable rampart of wrecks for your opponent: (Diagram 22) to avoid this for certain, put one infantry unit in every attacking stack. Both attacker and defender should consider keeping reserves handy to exploit or plug any town hexes which become unoccupied. The defender may want to overrun the attacker with some armored units inside the town moving out and others outside the town moving in to fill the vacated places.

Continued on Page 34, Column 3.
The Paleveda Gambit

As many years as Afrika Korps has been around, and seeing the many articles that have been written concerning German strategy, you would think that some daring soul would have experimented with a new, innovative, and possibly a better British defense. However, in scanning various back issues of different wargaming magazines, I see that no significant effort has been made in this area. The standard British defense has been universally accepted as the best defense not just because it is of high quality, (which it is) but because no one has seriously looked for a viable alternative. Here then, is a presentation of a British defensive gambit devised by Carl Paleveda of Tampa, Florida. Hence its name, the Paleveda Gambit. To illustrate the flexibility of the gambit, I will use 2 different German opening moves which are both good openings, but which utilize different approaches to the British defense. The first will be referred to as the Hazlett opening, (from the Afrika Korps Thesis) and the second opening will be the D.A.K. opening (from the article in Vol. 7, No. 4 by William B. Searight).

Paleveda Gambit vs. Hazlett Opening

German 1st move: Trenta-W3, 21/3-N19, 21/5-N17, 21/104-N16, Supply-017, Rommel-015, Ariete-H3, Pavia, Savona, Brescia-K5, Bologna-K3

British 1st move: All 1-1-6's, Sea, 7/31 Motor-E7, 9A/20-C11, Supply No. 1-C8, Supply No. 2-Tobruch, 2/3-H24, 22 Gds-I26 (Other Variations for initial placement around Tobruch are given at the end of the article.)

What madness is this? The British player has left the western passes wide open! 2 units are guarding the escarpments around Tobruch, while two 2-2-6's and a supply unit take up a blocking position on the escarpments of Gebel El Achdar! But now let us see just what the German can do on his second move. (See Figure 1.)

Assume that the German receives his second supply unit. In the area around Tobruch, the German can only get a 1-1 surrounded on 2/3 using an additional 1-2 against 22 Gds if he wishes to attack immediately. In the immortal words of Dirty Harry, “Do you feel lucky?” The immediate benefit of the Paleveda Gambit is the severe delay it imposes on the Italians. The best German countermove is to move Pavia, Brescia, and Ariete around the southern end of the escarpment. The worst possible move would be to move to G7 to try and slip past the blocking force. Why this is so will be demonstrated in the second British move. (See Figure 2.)

Figure 2: The best attack possible is a 1-1 surrounded against 2/3 with a 1-2 socko against 22 Gds. Craps anyone?

British April II — Unlike the standard defense, the Paleveda Gambit is more flexible in that it has various countermoves depending on how the German initially reacts to your initial placement. If he has begun to move the Italians around the Escarpment, it would be best if your blocking force does not move at all. Your force poses enough of a threat to Bengasi without having to move closer and needlessly expose your position. If Rommel is used to give the Italians a 2 square boost, this means that the 21st Panzer cannot move far enough to attack your position at Tobruch at all! Not helping the Italians with Rommel insures that the bulk of the Italian army will not reach Tobruch before June. If, however, the German has been so foolish as to move some Italians to G7, here is where the gambit can impose maximum delay. Simply move 7/31 Motor to F8 and 9A/20 to E5. This prevents the Germans from reaching Tobruch before June, even with the Rommel bonus. The one thing you have to remember is to destroy your supply unit at C8, since it can no longer be protected from capture. This leaves your units open to isolation, but as long as you do not stack them together they will tie down a substantial number of units in the effort, which is what you want. (See Figure 3.)

Figure 3: One of the traps of the Paleveda Gambit. Of course, the units can now be isolated, but that will take both time and men.

What to do at Tobruch, though? The intelligent German will take what the British player gives him and not try to turn the whole affair into a craps game. Again he has 2 options:

1) Take the western passes and set up a blocking position in front of the escarpments. There are 2 things to look out for here. The first is to insure that the blocking force cannot sally forth and capture your supply unit. The second thing is to set your line up so that you can retain possession of the passes without the attendant danger of being surrounded.

2) Ignore the bait and concentrate on sealing off both approaches to Gebel El Achdar. This may sound a bit hard to believe, but the second option is actually the better choice for the German. This will be explained in the German May 1 turn.

What happens if the 21st Panzer moves to the 2nd turn positions suggested by Mr. Hazlett? (P22, T26, and R29 for the Recce). Simply bring in your light infantry (along with Supply No. 3 to garrison Tobruch while the No. 2 heads to Alexandria) and move your units to the following positions: 2/3-K18, 22 Gds-H17, 7A/1 and 2-N23, 41/5 and 7-O26, 41/11-M20, Pol. Carpathians-P31. Look a little familiar? If the German won't take what is given, do not give him the chance to change his mind about it later! If he has deployed 21/5 further east, he could get an automatic victory on P31. This means that he is too far east to get one on the escarpments, so just interchange the positions of 22 Gds and Pol. Carpathians.

Assuming that the German has chosen one of the 2 above options, the British Player then sets up in the following configuration: 2/3-H24, 41/5, 7, 11-I27, 22 Gds and Pol Carpathians-I25, 7A/1, 2-K36.

German May 1 — For the sake of argument, we shall again assume that the German receives a supply unit. Now that the German has 3 supply units on board, he can give serious thought to
attacking the blocking force. The only way that he can attack both 2-2-6’s at once is to have all the Italians attack 7/31 Motor at 3-1 and the 21st Panzer attack 9A/20 at 3-1 surrounded. This does get rid of the block, if not by combat, then eventually by isolation. It has several drawbacks, though. First of all, it wastes a supply unit on a non-critical position. Second, it abandons the western passes to the British player, who can recapture the positions thus causing more headaches for the Germans. Third, any results other than D-elim and the Germans will be hurting. It is possible for the German to lose a maximum of 9 factors to the British 4. The fourth and final reason is tied to the (3/3 Motor) if the 21st Panzer can block the 9A/20 on C11, while the Recce occupies G18. This makes recapturing the western passes too risky for the British to attempt. This also insures that the Italian forces can make it to Tobruch. There are 2 disadvantages to this maneuver. The first and most important is that it leaves the blocking force intact. Containing the force will not destroy it, since it carries its own supply unit. The second disadvantage is that the German must leave a 2-2-4 at F5 to prevent a British seizure of Bengasi. If the British were to retake Bengasi, they could easily threaten the German home base and supply lines from that position. Another Italian must be positioned at G9 to prevent the 2-2-4’s from escaping into the central desert. It will take time for any supplies and reinforcements to carry the force. What if the German does not block the eastern coast road approach to Gebel El Achkard? This will be dealt with during the British May I turn.

British May I – Your course of action again depends on the manner in which the German is dealing with your blocking force. If he has sealed off the approach to Gebel El Achkard you have the best bet is to sit tight. He is not going to eliminate you unless he attacks you. If he has abandoned the western passes in order to crush your blocking force, simply recapture the western passes in the positions of the standard defense which we all know and love, using all 1-1-6’s, 2/3, and 22 Gd’s. Take care that your positions are strong enough to prevent an automatic victory on the escarpments. (At least 3 factors for escarpment) 9A/20 does not have to stay at C11 where it can be surrounded. This will force the German to use 2 units if he wants to prevent the unit from escaping. It can be moved to C10 to prevent the German from surrounding it on a 3-1 attack. If he has used Recce to hold the coast road pass, sit tight in your Tobruch perimeter and wait for him to come to you. If the German has chosen not to guard the coast road approach to Gebel El Achkard, the British player can (if he so desires) pull off a sacrifice to block the Italians by positioning themselves at C15 and E17. Overrunning the position is next to impossible, requiring most of the available troops the German has on board at the time. A better long range move would be to stay where you are and maintain the threat rather than make it easier for the German to dispose of you.

German May II – If we assume that the German has not attacked up to this time, it will be of no benefit to the German to receive more supplies, since he can have no more than 3 on board at any one time. Leaving a minimum force to oppose the blocking force, (3 Italian units) the Germans attack and drive the British into Tobruch. The British leave the 1-1-6’s at G18 as opposed to trying to make the Germans waste another supply on their 1st June turn. The remaining British forces delay toward Alexandria while the blocking force sits there and annoys the German. (Mostly by just sitting there)

As the situation now stands, the German has 1 Italian unit on Home Base, 3 Italian units watching the blocking force, and 2 more besieging the fortress at Tobruch. What does this leave the German for the drive on Alexandria? The 15th and 21st Panzer Divisions. That does not leave much room for exchanges, especially around El Alamein. The German could go back and cut out the blocking position, but he would have to be wary of the possibility of the British isolating the Italians besieging Tobruch. It will still take time, supplies, and men to destroy the position. (Usually 3 turns.) What makes this gambit so effective is that the absolute minimum forces required to hold Tobruch are used, while a substantial SUPPLIED blocking force is sent into the German rear. The German cannot do as he has left the 1-1-6’s to guard the road to kill stray units. He is forced to either attack a non-critical position or tie down a significant portion of his force to contain it. Now to deal with the D.A.K. Opening.

Paleveda Gambit vs. D.A.K. Opening

The principal difference between the Hazlett Opening and the D.A.K. Opening is that the former thrusts more directly at the escarpments while the latter ignores them entirely, facing a route around the southern escarpments, and posing a possible threat to Alexandria. The initial German move is as follows: Bologna-W3, Savona, Brescia-J3, Trenta, Pavia-P13, 21/5, 104, and No. 1 supply-T22, 21/3-U24, Rommel-P13. The British setup is identical to that used against the Hazlett Opening. The basic premise of the D.A.K. Opening is that the 21st Panzer can outflank the British in the western passes, forcing a precipitate withdrawal to Tobruch. Of course, it is very embarrassing for the German to find that his Italian force has been blocked, and that his flank is no longer has anything to outflank. The German is further chagrined to discover that his 21st Panzer has moved far away to immediately help the Italians, nor can he immediately menace Tobruch in his next turn! The small force of Italians moving through the central desert does not pose you any immediate problem. Moving the Italians through the central desert 7/31 Motor survives will take the same amount of time as having them move around the escarpment. The problems for D.A.K. get even stickier as time goes on, as we will see in the next move.

German April II – The German commander has 2 options at this point, neither of which are especially pleasant. Again assuming that the German gets his supply unit, he can do one of the following:

1) Continue with the original plan and move his forces to the positions suggested by Mr. Sanfrancesco: Bologna, Aosta, Brescia-J3, Trenta, L15, Pavia N17, 21/5, 104, No. 1 supply-S29, 21/3-P29, No. 2 supply-N15) Now the flaw in the D.A.K. Opening becomes glaring apparent. The 21st Panzer cannot assault Tobruch by itself, but at the same time it is too far away to be of any aid to the blocked Italians! The Italians moving through the central desert are of no aid, unless they divert to aid the remaining Italians in a 3-1 on 7/31 Motor. The 21st could make a large at the British Home Base, but a wide awake British player can easily anticipate and parry the move. In the next turn the German will be forced into two combat groups, each unable to accomplish anything by themselves, but incapable of mutual support! Clearly this is not a wise course of action.

2) Abort the D.A.K. Opening and seize the western passes instead. One advantage of this is that the 21st Panzer will be in position to either attack the block in May or seal off the blocking force. One other advantage is that the Italian force in the central desert can attack either 7/31 Motor or 9A/20, or move on Tobruch via the coast road if the British does not block it. The disadvantage is that you can no longer threaten Alexandria with your 1-1-6’s, but this is a minor disadvantage compared to those involved in continuing with the D.A.K. Opening.

British April II – If the German has any sense he will have aborted the D.A.K. Opening. The Italians moving through the central desert can reach the coast road in May and aid the 21st Panzer in an attack on the escarpments. As the British commander, you have the choice of either employing the sacrifice to block the Italians, or maintaining the block for use as a continuing threat. I recommend the latter as the better course of action unless you feel that the delay of the Italians serves your purpose more. If the German is too timid to move completely into the western passes, it is possible for you to pull back your 7/31 Motor for a block in June via the D.A.K. Opening. Standard Defense! (Which might not be a bad idea; you could conceivably have the German player vacillating between 2 fronts.)

Let us suppose, though, that you have decided to maintain the blocking force. The German will still be faced with the choice of either attacking it or leaving a force to watch it. From here on in, play proceeds much as it does in the Hazlett Opening.

Which attack is superior? Neither achieved decisive results against the Paleveda Gambit, so in that sense there is not much to choose from between the two. The Hazlett Opening has better overall balance, but it is vulnerable in that the Italians rely too much on the coast road, which the Paleveda Gambit is designed to block. On the other hand, the D.A.K. Opening employs the use of the Rommel unit to speed the Italians through the central desert, reaching Tobruch one turn sooner than under the Hazlett Opening. Its major weakness is that it is not capable of mutual support, since the Paleveda Gambit manages to split it up into two separate assault groups, neutralizing the overall impact if the Italian force is too much of a unit and not capable of doing it itself. Once the Paleveda Gambit is put into play, nothing that the German can do will force the British player to abandon the gambit against his will, unless the German makes a mistake of sufficient magnitude to warrant its abandonment.
obvious that the 12 factors by PAGE

Figure 5: This is what could confront our reckless German. It is obvious that the 12 factors by PAGE

The only way to stop the Paleveda Gambit (or at least reduce its effectiveness) is on the first move of the game. This opening is especially designed for use against the Paleveda Gambit and is called (modestly enough) the Lockwood Opening. This opening attempts to combine the most advantageous segments of the other two openings, with a slight modification for use against the Gambit. The setup is as follows: Trenta W3, Ariete H3, Savena K3, Bologna K5, Pavia, Brescia P13, 21/5 N17, 21/104 N16, 21/3 D7, Supply No. 1 017, Rommel 015.

What this opening attempts to do is confine the Paleveda Gambit to as small a space as possible so that it becomes much easier to bypass, and subsequently easier to dispose of. At the same time, it retains enough of the advantages of the other openings so that it is usable against the Standard Defense, should the British player decide to use it instead. All things considered, the Paleveda Gambit offers a lively alternative to the aggressive British commander who wants to do more than passively resist the German advance and occasionally send suicide units in a usually futile effort to menace his supply lines.

ADDENDUM: Alternative initial placements at Tobruch are as follows: Both 2/3 and 22 Gds at I25, 2/3 at I25 and 22 Gds at I27, 22 Gds at H23 and 2/3 at I25, or 2/3 at I25 and 22 Gds at H24. The only opening maneuver I found which in any way attempts to accomplish the objectives of the Paleveda Gambit was in an article by William B. Searight in Vol. 5, No. 6 of the GENERAL. (The same author of D.A.K., interestingly enough.) The author moved a 2-2-6 to E7 to block the Italians on the first move, but then pulled it back to Timimi on the second. A good concept, but tactically weak since an enterprising German can cut off its escape route on the second move and kill it through isolation. Since that time no British commander has had even THAT much chutzpah!

Figure 6: The Lockwood Opening. The British units shown are part of a variation of the Standard Defense used against this opening. The other two 2-2-6's are at G18 and H17. Note that it is still possible to employ the Paleveda Gambit, but the placement of the Recon unit reduces the available operating space for the Gambit, thus markedly reducing its effectiveness. Of course, it is not very good against this Modified Standard, but that is why the Paleveda Gambit was developed. It puts the German "between the devil and the deep blue sea" on his first move!

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2. Movement Phase
3. Movement Phase
4. Movement Phase
5. Movement Phase

C. Strategic Replacement Phase

D. Strategic Equipment

E. Strategic Airlift

F. Strategic Deployment

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The new WATERLOO rules are now available from the Parts Dept. for $1.25. While the
game remains essentially the same, changes to river and forest rules affecting movement
will probably alter play balance considerably in favor of the French player. The
old battle manual is incorporated into the new
rules as are directions for printing grid co-
ordinates 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
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WATERLOO game as it will probably take a
year to exhaust current stocks of already
assembled games. The new rules will be
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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 initiation doctrine' rule which reduced dice rolling by almost half. Also included is a 'scenario' section which expands the first three scenarios to utilize the total rules package 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 at the standard, optional, and experimental rules level and which should greatly facilitate playing the game with ALL the rules.

New experimental rules include: Incidental AFV Damage; Stuka Counterbattery; Sustained Barrage Fire; Best Aspect Option (for targets turning towards enemy in their final hex of movement); Undulating Terrain Cover; Ammo Exhaustion; Overload, and Replenishment; Wargaming rpKiplly and rpRap.

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 rules by simply mailing the COVER 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.

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Diplomacy

BASIC RULES

DIPLOMACY is basically a relatively simple game in principle, but complex in execution. Each piece has the power of 1 and can move only one space each move. There is no element of chance. The play of the game combines careful planning as in Chess, with skill in negotiating deals and persuading other players to go with your plan.

DIPLOMACY may be played by any number from 4 to 7 players. The game is best with 7 players but can be played well with less. Although the ultimate objective of the game is for one power to gain control of the majority of the board, the game can be played well by deciding in advance exactly how many moves will be played in the game.

The moves in the game are classed as two moves a year beginning in the year 1901 with Spring and Fall moves. A game involving only 8 to 10 moves, or 4 to 5 years, makes a very good game and will take as much as 3 hours for beginners. Knowing when the game will end, each player can then plan to have a maximum number of pieces on the board at that time. The winner is the player with the most pieces on the board.

The rulebook appears ominous because of its length. Most of the book is taken up with careful explanation of the rules. It is necessary for reference but need not be read and absorbed thoroughly before starting a game.

You start the game by putting the pieces (Armies and Navies) on the board as outlined in the beginning of the rulebook, and then begin your negotiations before you make your first moves. Armies may move to any space on land and may be convoyed by the Navy across the sea. A Navy may move to any space in the sea, as well as to any space on land that is adjacent to water.

The number of pieces that a player has on the board at one time is determined by the number of "supply centers" which he controls. The supply centers are marked by black dots on the board. Control of the supply centers is determined by which piece last occupied the supply center in the Fall move of the game. The moves of the game are figured as 2 moves each year beginning in the year 1901. There is a Spring move and a Fall move.

Occupancy of a supply center in the Spring of the year does not mean that you have control of the supply center. You must be the last force to occupy the supply center in the Fall of any year.

During the first year, it is important to plan to occupy as many of the supply centers in neutral countries as possible. It is important to make alliances with players so that you both do not go for the same supply center and waste your energies. If, in planning your moves, there are questions as to where a piece can or cannot move, or how, then consult the rulebook.

After negotiations, each player privately writes down on paper the moves for all of his Armies and Navies. These "orders" are then read off. A unique feature of Diplomacy is that every piece of every player moves simultaneously. Therefore all orders must be read out before it is clear where each piece will end the move. Only one piece can be in one space on the board at one time. If two pieces are ordered into the same space, neither one moves unless it has "support" from another piece. Thus, a move can be wasted. Negotiations before each move help avoid wasting a move in this manner.

An Army or Navy may support the move of another Army or Navy of that country or any other country in making a move, provided it is adjacent to the space into which the move is being made. Support can also be given on a defensive basis to protect a piece from being dislodged from the space it occupies.

If one piece has the support of another in making the move and the opposing piece does not, then it moves into the empty space—or it may force an unsupported piece to retreat out of a space. To "support" a move, the supporting piece must itself be able to move into the space under attack. Opposing pieces with equal support do not move. An advantage in force of just one wins.
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CONTEST NO. 70

During a turn of 1776, the British player is conducting, simultaneously, 10 attacks. As the American player, you must choose a Tactical Matrix card for each attack that will gain you the best chance of success in all ten battles. The British choices have been predetermined. You are awarded points for the following results:

Successful termination of combat: +3 points
Favorable modification of die: + value of modification
Unfavorable modification of die: + value of modification

The British are attacking at 3 to 2 odds and in the open for all 10 battles. Battle

Tactical Matrix card #

1. 2. 3. 4. 5. 6. 7. 8. 9. 10.

Those players with the highest cumulative point total are declared the winners.

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

State Zip Phone

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Address

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THE GENERAL

CIVIL WAR (ORIG. '81)

Time Record Card ......... 50
Rules/Manual Set ......... 150

DISPATCHER (ORIG. '83)

Manual with Rules ......... 100
Set of 5 Timetables ......... 150

BISMARCK (ORIG. '83)

Rules ......... 100
Historical Notes Card ......... 75
Set of 4 Zone Cards ......... 50
Search Board Screen ......... 75

C&A/O/BO (ORIG. '62)

Counters ......... 150
Set of 4 Timetables ......... 150
Manual ......... 100

CONTEST NO. 70

During a turn of 1776, the British player is conducting, simultaneously, 10 attacks. As the American player, you must choose a Tactical Matrix card for each attack that will gain you the best chance of success in all ten battles. The British choices have been predetermined. You are awarded points for the following results:

Successful termination of combat: +3 points
Favorable modification of die: + value of modification
Unfavorable modification of die: + value of modification

The British are attacking at 3 to 2 odds and in the open for all 10 battles. Battle

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1. 2. 3. 4. 5. 6. 7. 8. 9. 10.

Those players with the highest cumulative point total are declared the winners.
look for Mark's suggested THIRD REICH playing aids on the Readers Response Page of this issue.

The first thing to be said about THIRD REICH is that everyone should get hold of a copy - or at least get hold of a friend who has a copy and get in on all the excitement at game tables these days as soon as possible. Gentlemen, make no mistake about it - the Third Reich is on the move again! That paranoid madman Hitler, once a harmless obscure Austrian artist (notice we didn't say evil genius) is running for power once more and is changing the face of Europe as he swings wildly at enemies both real and imaginary; while the jackal Mussolini sits cackling on the sidelines waiting to pick at the spoils; and Winston Churchill desperately seeks Roosevelt's aid in restoring sanity and order to the continent; and Stalin spends sleepless nights tossing in bed in a cold sweat, worried sick about the survival possibilities of Number One.

 Strange, isn't it? How very few people actually want to fight a war, but almost anybody would give his eye teeth for a chance to run one! With each passing day an increasing number of colorful folk have been seduced by this game of power. And in the process many more than the original 3R addicts have made so many other amazing things possible - now give you the opportunity to do just that. And not just any little old war. No pikers; they; what they have selected is no less than the Third Reich. Be a madman! Be a jackal! Be a Bolshevik! Be a Winston Churchill! Be... well, you get the idea.

Getting Started

The main thing is to get into the game, into actual play at the game table, as soon as possible. That's what this twofold article is about; first some practical hints on how to get a smooth and fast paced game into your game box, and then some hard tactical/advice on how to stay in the game as long as possible after that. (Nothing is more pathetic than a 3R addict who has driven over a hundred miles for a session - only to bungle or bust himself out of the game during the opening moves - spend the rest of the day cooling his heels in the library, perhaps checking movie ads in the local paper, while the war rages on in the next room with his services and advice most definitely no longer in demand.)

The first thing you should do upon purchase of a copy of THIRD REICH is to study the charts on the gameboard; since there are two groupings of charts, this will require six Xerox shots. Next, cut out the charts and mount a complete set on each of three 11" x 7" poster board cards. This way, players sitting at all sides of the table have a complete set of charts before them - the player at the south edge using the actual gameboard charts.

Next, the game rules; these have been criticized for a number of reasons, but in fact they are quite good. Actually, far above average. What has been down most is that many of the rules modules summarized in the back cover of the rules book. Consequently, the "first time" players find themselves scrambling through the booklets for clarification of every rule. And, for the sake of simplicity and uniformity, the original "rules" sections have been replaced by "Game Instructions" sections in the rule module. All that experience and "fine-tuning" in the game has made every phase of their turn ("Anybody know how you make an air attack on a naval base?" etc.) I've urged AH to remedy this by running an intelligent selection of rules modules on pages 16/17 of THE GENERAL, so that entire pages could be removed from the magazine and used as a much needed play aid (not a rules substitute).

It goes without saying that all participants of a THIRD REICH session should have read the rules at least once before showing up for the game. I've urged AH to remedy this by removing the entire Hospital rule section from the rulebook and substituting a much more readable set of rules module suggestions above. The owner of the game should buy a deck of oversized 5" x 8" index cards and type out some of the more frequently used rules for handy reference. For example, a separate card for air attacks on enemy air bases, on enemy naval bases, on enemy tactical/strategic forces; amphibious assaults; the Malta/ Gibraltar/Axis Forces in Africa rules; Supply; partisans. Rules for movement and combat are probably not necessary as they become second nature very quickly. AH will most of the above rules; you'll find yourself chucking these cards away fairly quickly after a couple of games, but for getting started and helping new players they can definitely make the difference between a fast and exciting game - and a bull session.

Finally, most important, one card should be a carefully typed out Turn Sequence Card. This avoids many problems and speeds up your game more than anything else - simply by reminding a player of all the options available to him during a turn, and the exact sequence in which they must be carried out (See Turn Sequence Module). Notice that there are sequences even within a phase; for example, that air attacks on naval bases may be made only after all other combat. Also, notice that the German must commit his Murmansk convoy interception force during his Movement Phase; that the Allied player assembles any such convoy during the Allied Build Phase; and the convoy actually sets sail and its fate is decided during Strategic Redeployment. Also included are items many players forget; such as that Declarations of War must be made during Initial Conflict; that the player usually wants to invade Russia as soon as possible (again, unless he's got something up his sleeve), or if the invasion fails to topple Russia, or even fails to force Russia to sue for peace, the Axis is probably going to lose. The Italian player also realizes this, so he usually avoids excessive demands on German resources and causes the British as much trouble as possible. If an Italian player can defeat an Axis while this “main event” is in progress in Russia.

The second thing to remember about Russia is that she is very weak and easily defeated early in the game. But she grows in strength very quickly, and sometime around 1942 has become a major player in the game, the Axis will almost certainly win a decisive victory. If Germany can be enticed into enough side-adventures so that the invasion is postponed until Russia is too strong (and you can't do this to a good German player unless he's got something else up his sleeve), or if the invasion fails to topple Russia, or even fails to force Russia to sue for peace, the Axis is probably going to lose. The Italian player also realizes this, so he usually avoids excessive demands on German resources and causes the British as much trouble as possible. If an Italian player can defeat an Axis while this “main event” is in progress in Russia.

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THE STRATEGIC ALTERNATIVES PAGE 21

THE RISE AND (SOMETIMES!) DECLINE OF THE THIRD REICH

by Mark Saha

England

Let's start with England. Surprisingly, I find this one of the most challenging and difficult positions to play in the entire game. England probably has more different options, alternate courses of action, open to her than any other country. She can: (1) Delay the fall of France, (2) Discourage the Germans from attempting to invade England, (3) Invade Norway, (4) Seize the
TACTICAL HINTS & DIRTY TRICKS

(1) Only a 9 factor fleet can Sea Escort a land unit during Strategic Redeployment. Therefore, always take every opportunity, especially by air power, to chip an enemy fleet down to an 8.

(2) Deployment of that one French armored unit in 1939 is especially crucial, since it is the only unit with a Zone of Control. Do NOT put it behind the Maginot Line; best is along the Belgian frontier, but in any case in front of Paris. The German can, with luck, take France on the first turn of the game if you misplaced this unit.

(3) Always keep close tabs on your opponents’ BRP levels. If they have moved first this turn, and their BRP level is now below yours, explore the possibility of judicious expenditure of your own BRPs this turn to preserve your higher level. This would allow you to go first next turn; i.e., to move twice in a row!

(4) Remember, a good opportunistic way to eliminate land units is to intercept a fleet in transport and chip it down below its present cargo capacity—which eliminates the passenger! Fleet/air exchanges you might otherwise be unwilling to make are often worth it when you count the land unit!

(5) The Russian should learn to take full advantage of the fact that the German cannot call an Offensive Option on the Eastern Front in winter. This means that even during the first year invasion of Russia—when Russia is presumably weakest and probably moving second—she can safely counterattack in fall without fear of pulling herself out of position for a massive German winter riposte. It is also tempting to attack in winter when the German is not doubled on defense, but remember the German can counterattack since his next turn is Spring. This does not mean the Russian shouldn’t do it, but only that due caution should be observed.

The Russian can best exploit his Winter advantage when he moves first (which can happen at any time in the game according to BRP levels), because then he is attacking an undoubled German, and the German cannot counterattack!

(6) An attack at 1-1-1 is not always a bad thing. Study the CRT carefully. You only lose with a “6.” And a CA result is often to your advantage, since the defender must counterattack at basic odds, this often works out to 1-2-2 against him!

(7) When you are winding down after a game of THIRD REICH, especially say on the morning after—sit down and read the rules over again. Not only will you find them fascinating reading in light of what transpired before, but many new wrinkles, by-passed opportunities, and illegal moves will be discovered!

Make note of these on your own personal index cards—and as game sessions continue, play will increase in speed, accuracy, and fun!

(8) The Variant Situations Option (9.8) is fun to play and worthwhile because—at least we find—it adds an element of uncertainty to the game without that element being decisive (but it can be). HINT: Sometimes you drew a chit not really beneficial in the present game situation. Thus, it may sometimes be to your advantage NOT to play the chit so as to keep your opponent in doubt and force upon him a caution based upon a chit he THINKS you have!

(9) Allied players should note that at the start of Campaign Game, Italy and Germany combined outnumber Allied BRPs by only 6 points! Therefore, Britain/France should always consider carefully the possibility of getting two moves in a row on the very first game situation (Fall/Winter 1939)! They can do this by buying nothing at all if the German spends 6 points; and, if he spends more, by simply limiting British/French purchases below such levels.

However, it should be pointed out that (a) this will not always be possible because of German gains and (b) even when possible is an extremely dangerous tactic. Dangerous because the Allies cannot possibly hold onto this BRP lead so early in the war; and, if they lose it, Germany then gets two moves in a row! And since Germany has the initiative, he can probably put it to better use.

But the point to remember is that the opportunity IS there! If, for example, you can see an opportunity to take Berlin with a double move, or seize Rome and garrison it, this may be well worth the hazards of an Axis double move when the BRP lead is lost.

(10) Basic Game rules give each country a standard 1SR value for simplicity. But variable SR is both more realistic and interesting tactically. Advanced Rule 9.2 (page 25) gives the more accurate capacities. Why not simply write these on the BRP cards? For example, "SR 6" at the top of the British card?

(11) Moving first in a complete turn has both advantages and disadvantages. If your opponent moves first, watch carefully and note what of fleets and planes have performed operations. These cannot now be used during your move. Often, amphibious assaults, etc., that you would otherwise not dare attempt become impossible to intercept because your opponent has nothing available.

By the same token, when you move first, be sure to leave enough naval force especially to counter any threat. Late in one 36 game, I was invading France as British/American player; I had the initiative at that time, but also had fleets in the Mediterranean. Every fleet in the English Channel and some in the Mediterranean or other. The German, in his turn, made a sacrifice amphibious invasion on French beaches in my rear. He landed only a 3-3 unit, but it was on a BH marker, and removing the threat it represented was time consuming and annoying. Simple precautions would have precluded this. It was excellent German play, because at that stage of the war he was playing for time anyway. And succeeded.

THE GENERAL

Mediterranean, (5) Send Murmansk convoys, (6) open a Lend Lease route in Persia and... some very bizarre things we’ll discuss later.

The point is that England can do almost ANYTHING she wants, but she cannot do EVERYTHING! And this is what proves the undoing of most English players: they grab wildly at the height of their opportunities, and in trying to do everything accomplish nothing.

Actually, what England should do — indeed, must do! — is very simple. England must try to prevent the Germans from accomplishing what they must do — namely, conquering Russia! Understand this, and as England it becomes much easier to order your priorities. First, you should definitely throw in enough force to delay the fall of France as long as possible. Why bother, if the country is going to fall anyway? Because every single turn you delay the fall of France you also postpone the German invasion of Russia. And since Russia is growing stronger all the time, that one extra turn delay could be the one to decide the issue in Russia, and hence the war.

This same reasoning dictates a swift and hard British invasion of, and struggle for, Norway. Even if you fail to take back, the German struggle for control there will again delay or weaken an invasion of Russia. And finally, when Russia is invaded, England must send maximum BRP aid possible to the Soviets every single turn! The first year of invasion is the most crucial; if Russia survives that, she has a good chance of surviving the second; and if she survives that, she’s in the game to stay!

It goes without saying that England must keep her own home guard in order during the above, to avoid being invaded herself! But there is something else she must also do that is a little more subtle. Namely, should she try to deploy very carefully in the Mediterranean. Why? Because the above operations are going to make very heavy demands upon her fleet. Therefore, after the first two game turns, all BEF forces in North Africa should be as self supporting as possible, and prepared to “go it alone” or defense for at least a year. Because, should the Italians cause a crisis here, England could not put the situation right without pulling fleets from the priority Norway/Murmansk operations. And if England did not “put the situation right,” and the Mediterranean collapsed, the catastrophic blow to British resources would bring an even more drastic curtailment of aid to Russia. So the best way to avoid this double bind is for the British to dig in and hold at Gibraltar and Suez, and not go adventuring. America enters the war in 1942, and this massive reinforcement of fleets and resources will allow a “heating up” of the Mediterranean at that time — while still supporting Russia.

All this may seem like rather obvious advice, but you would be surprised at how many British players I’ve seen open the game with an aggressive North African campaign — while Russia collapsed!

Other Sleeves

Hopefully, the above example of a German strategy and British counterstrategy illustrates how players may use a fundamental understanding of the strengths, weaknesses, and needs of other countries in formulating an intelligent policy and course of action for their own. Eventually, it should sbould be born in mind at all times that Russia is the key. Never forget this.

However, you will notice I’ve qualified almost everything I’ve said with the remark “unless the player has something else up his sleeve”. This is what makes THIRD REICH so truly remarkable
Matrix combat results tables have always been a fascinating part of wargaming. Designed not only to flavor a game with historical combat, matrix CRTs give players a chance to outwit their opponents via maneuvers, relying on part strategy/part luck instead of the traditional die roll. In certain circumstances, a player can "manufacture" a victory or a battle by shunning or preferring a particular maneuver. A game such as 1776 is a compromise (a very good one at that) between luck outcomes and determined outcomes. I became intrigued by the aspect of fitting other AH games with matrix CRTs similar to 1776. The tables I created had the desired effect of the advantages mentioned above. Not satisfied merely with one successful experiment, I began wondering if it were possible to create an accurate, playable, and no-luck factor matrix CRT for many of the "D-bac" 2" games.

The answer, naturally, was yes. In first experimenting with matrix CRTs, I found that it was not possible to create a perfectly balanced matrix without ruining the percentages of results in the regular CRTs. As shown in the matrix CRT provided (Figure No. 1), some choices are more beneficial than others. Yet this did not hurt the CRT at all; players could choose maneuvers depending on the tactical situation. In effect, the strategies resultant from the CRT were similar to the game-theory techniques expressed by Mr. Connolly in the Jan.-Feb. issue of 1975. In this manner, probability percentages from the regular CRT were maintained.

As an example of the "situation-determining" technique, witness figure No. 2, which is an enlargement of the 2-1 column from the master matrix CRT. Let us assume that in a game of STALINGRAD, the Germans are attacking a key river position in the hopes of dissuading the Russian units. The situation is not good for both sides in terms of units, neither commander wishes a total elimination of his forces. If you were the

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**Figure 1**

The Matrix Combat Results Table

<table>
<thead>
<tr>
<th>1-5</th>
<th>1-4</th>
<th>1-3</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP</td>
<td>AB2</td>
<td>EA</td>
</tr>
<tr>
<td>FW</td>
<td>AE</td>
<td>AB2</td>
</tr>
<tr>
<td>S</td>
<td>AE</td>
<td>AE</td>
</tr>
<tr>
<td>HC</td>
<td>AE</td>
<td>AE</td>
</tr>
</tbody>
</table>

**Figure 2**

Engage Escalating Assault Blitzkrieg

| 2:1 | DB2 | AB2 | EX  | DE  | AE  |
| DB2 | EX  | DE  | AE  |     |     |
| EX  | DE  | AE  |     |     |     |

As one can see, the 2:1 is the only one where the matrix is symmetrical, that is, Abandon Position & Standfast achieve the same results, and Fighting Withdrawal & Hold-at-all Costs are also the same. For the attacker, no column is symmetrical, although no advantage can be gained by choosing any one column over another. (Counting EX as zero, DB2 as plus 1, AB2 as minus 1, DE as plus 2, and AE as minus 2, this matrix is balanced.)
German commander, which tactic would you choose? It really depends upon the situation. As described above, your best choice would probably be ENGAGE. This is so because you cannot afford an AE, due to your lack of units. True, you might have a EX, but since you are attacking at 2-1, an EX will guarantee you the river line. The DB2 will also give you the river line, but at a lesser cost. The AB2 will cost you the position, but it will not hurt you in losses.

Players can determine their choices in this fashion. Taking certain variables into account, choices can vary greatly. If losses were not a problem for the Germans (I don't know when that might happen), then the commander would probably have chosen a BLITZKRIEG. If the attacker wants to hold the river, this choice would lose you the line, this choice. Why? Since the German choice, you would lose you the line, which is described above, your best choice would probably be ENGAGE. The defense can also use the situation to determine his choice. For example, if, using the same situation described for figure No. 2, you were the Russian commander, which would you choose? This is a tough choice. If you had figured out the German choice, which would you choose? The defense would have at least two choices that assure AE in the 6-1 attack, and the defense will have at least one choice which assures DE in the 6-1 attack. If I were to change this in order to balance the column, the percentages would be altered. Since the 6-1 attack has a 17% chance of having AB2 as a result, on my 3 x 4 matrix there must be 2 AB2s (out of 12). If I changed this to 4 out of 12, the column would be the same as a 1-5 attack. I suggest that a 1-6 or 1-6 attack be done normally, by rolling a die and referring to the table opposite.

The amusing qualities of the matrix CRT provide for a bit of luck as well as skill. In figure No. 3, which is a mathematical representation of the 1-1 odds column, the attacker is at a disadvantage. His best choices are EA and B, which will lose 2 of a point per combat. Notice a strange fact, though. If the defender picks Standfast, which is his best pick, he will have lost the advantage he had over the attacker! If the defender knows the attacker will choose EA or B, his best possible choice is AP, which will give him ½ of a point per combat. The attacker, however, may be wise to the defender's strategy, and pick E instead. If the defender countersguesses this, he will of course choose S which starts the guessing game all over again! Good guessing can raise a player's morale, if nothing else.

The reason I use the type of maneuvers suited best for WWll games are due to the fact I own a KRIEGSPIEL set and can use the cards they provide. For those who don't want to use cards, blank counters will do fine. Simply write the abbreviations of the maneuvers on the back of the blank counter, to provide secrecy. For the WATERLOO maneuver, and to control an opponent's maneuver to control Europe via military force and political maneuvering (otherwise known as 'backstabbing'). Each country starts with an assortment of fleets and armies and attempts to gain control of supply centers which will allow them to expand their forces. Agreements (which have to be kept) with other players for support or non-aggression are necessary for expansion, and even survival. Each turn represents six months with "builds" of new forces taking place every year. The strength of the game is that it is totally devoid of luck elements of any kind. The game is especially vibrant in postal play where literally dozens of fan 'zines have sprung up to monitor the multi-player games complete with 'press releases' from the various powers. DIPLOMACY fandom is another world—complete with its own rating system, records of all postal games ever played, and a self-regulating organization made up of the enthusiasts themselves called the International Diplomacy Association (I.D.A.). It is this organization which is sponsoring DIPLOCON IX in conjunction with ORIGINS II.

**Figure 3**

**THE GUESSING GAME**

<table>
<thead>
<tr>
<th>E*</th>
<th>A</th>
<th>B</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>FW</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>SW</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>HC</td>
<td>1</td>
<td>2</td>
</tr>
</tbody>
</table>

AE... Minus 2 points
AB2... Minus 1 point
EX... No point
DB2... Plus 2 points
DE... Plus 2 points

This procedure can be done with all columns to determine which choice is safe. Generally, a negative value for a row or column means an advantage for the defender, a positive value means an advantage for the attacker. On the 1-1 table above, the defender would usually be the winner, since his total value for points is 4, a 1-1 point per battle. The shaded lines show the correct probabilistic choices. The asterisks refer to the correct suppressing choices.

**Figure 4**

**SOLITARY RANDOMIZER**

<table>
<thead>
<tr>
<th>FIRST</th>
<th>SECOND</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,2,3</td>
<td>1,2,3</td>
<td>Abandon Position</td>
</tr>
<tr>
<td>1,2,3</td>
<td>4,5,6</td>
<td>Fighting Withdrawal</td>
</tr>
<tr>
<td>4,5,6</td>
<td>1,2,3</td>
<td>Standfast</td>
</tr>
<tr>
<td>4,5,6</td>
<td>4,5,6</td>
<td>Hold-at-all-Costs</td>
</tr>
</tbody>
</table>

In order to play solitaire and still use the matrix CRT, the above randomizer can be used. The procedure is easy:
1. The attacker rolls a die twice, and refers to the above table.
2. The player rolls a die, twice, and refers to the above table.
3. The player refers to the matrix CRT to find the actual result.

What I have related here is only the tip on the iceberg of miniatures wargaming. I'm sure that this CRT can be modified to include many different aspects of warfare, of the wargamer's whim and fancy. Matrix CRTs open up a tremendous amount of potential in the enjoyment of wargames, particularly the old AH classics. I feel that they are a definite step ahead in the field of wargames.

A.H. Philosophy Continued from Page 2

DIPLOMACY deals with the situation existing in pre-WWII Europe as seven powers (Britain, France, Germany, Austria-Hungary, Russia, Italy & Turkey) plot and maneuver to control Europe via military force and political maneuvering (otherwise known as 'backstabbing'). Each country starts with an assortment of fleets and armies and attempts to gain control of supply centers which will allow them to expand their forces. Agreements (which have to be kept) with other players for support or non-aggression are necessary for expansion, and even survival. Each turn represents six months with "builds" of new forces taking place every year. The strength of the game is that it is totally devoid of luck elements of any kind. The game is especially vibrant in postal play where

**THE GENERAL**

Originally published in 1960, DIPLOMACY has been handicapped from a marketing viewpoint by the fact that it was only a one game line. It is a marketing axiom that it is very difficult to get broad retail distribution on just one product. Despite this handicap DIPLOMACY has constantly enjoyed good sales figures which we hope will triple as a result of increased availability through our larger distribution system. We are prevented from lowering the price of the game to $10 by prior wholesale price guarantees made by GRI to our wholesale customers. We will retain the popular wooden playing pieces and issue the game exactly as it was made available by GRI. Eventually, when present stocks run out, we will repackage the game into the bookcase format but the time tested elements of the game itself will always remain the same. We will be unable to ship DIPLOMACY into Canada or England due to exclusive licensing arrangements with manufacturers in those countries, but readers residing in those areas will be able to purchase their country's native version from the local manufacturer and in that way avoid expensive import duties. DIPLOMACY is not available from us at the present time. When the transfer of inventory is completed we will notify you via the GENERAL and at that time will be able to accept mail orders for the game.

One would think that all of the previously mentioned acquisitions would be enough to satisfy even one of the most die-hard game appetites, but they represent only the tip of the iceberg. The wargamer's appetite is vast, and even the most voracious appetite is soon sated. Games are acquired and traded for other games, and once the game collection is complete, the wargamer will be left to ponder the question of what is next. The wargamer's appetite is vast, and even the most voracious appetite is soon sated. Games are acquired and traded for other games, and once the game collection is complete, the wargamer will be left to ponder the question of what is next.
In Vol. 12, No. 1 of the GENERAL there was an ANZIO Series Replay won by Mark Saha (Germans) over Tom Oleson (Allies). Afterwards, it was decided to test the value of hindsight and continue on a best two-out-of-three basis to explore alternative strategies. Match B was resumed by the Allies at turn 14 (DEC III). The first illustration shows the situation just before the Allied move, e.g., the end of turn 13 (DEC II). The last two turns of the previous replay are now forfeit and we pick up the action at that point. The comments of the neutral judge are printed in italics.

GERMAN PRELUDE:

It’s always nice to get beat by Tom Oleson in a game of ANZIO. You can’t help but wonder what clever twist he’ll dream up to take you apart this time. Best of all, anybody who gets beat by Tom regularly will likely lose few ANZIO games to anybody else. But beating Tom—and beating him in print—is something else again! I don’t know who was more surprised, as we both felt he had the game early on, when he secured a port at Ortona and blundered away critical hex 5-43. SR Judge Joel Davis said Tom erred in “trying to be too clever” when it took very little imagination to grind out a pedestrian win at that point. But Tom isn’t one for pedestrian play: he tried to win as efficiently as possible, inflicting a major German disaster with minimum Allied casualties, and didn’t quite pull it off.

Nobody gets a second chance in real life. But that’s part of the charm of wargaming. Both Tom and I were fascinated with the position; so we replayed the last few moves in a “best of three” to explore possibilities, and results speak for themselves. Notice this assumes all earlier events and errors to arrive at the positions given; and, since the Allies move first, I was unable to correct my further error of not defending the invasion areas. This was acceptable to me because it was a theory I wanted to test. Joel Davis had said I should have been able to put up at least a token beach defense. Granted, my failure to garrison Vesuvio was a major blunder. Apart from that, I felt that NO defense might be better than a weak defense. Against no defense, an invasion can move only three hexes on Initial Lift landings. Against a weak defense, they might roll a “Breakthrough” and run wild. Was Joel right? I wanted to see for myself. Yes, Joel Davis was right! Moreover, notice, these rubber matches indicated perhaps a garrison on Vesuvio was low priority—since I won without one—but was beaten by not defending in strength elsewhere.

The final match is especially interesting in that it illustrates a point many Basic Game ANZIO players overlook. Namely, the Allied player doesn’t have to take ANY victory cities to win—he wins if the German can’t establish a continuous front on the final turn of the game. Perhaps Joel Davis overlooked this fact when he criticized Tom’s “Operation Stretch” in the original SR, and suggested I was overdefending there. Not only was Tom stretching my front, he had me desperately worried about an allied breakthrough there that could make it impossible to reestablish a front without giving up a fatal number of cities.

What makes the final match the most interesting of the series to me (even though I lost) was the fact the German actually has two POSSIBLE wins on the board in two potential continuous fronts. The odds against achieving either of these was poor. Nonetheless, the wins are there, and are interesting to study and keep in mind for future play.

GERMAN DEC. III COMMENTS: I don’t know why I didn’t see during the first game that this Mondragone invasion is superior in every way to a Napoli invasion in this situation: it captures Cassino, puts off Salerno, menaces Foggia, and is not too far from Terracina! It also cuts off quite a few important German units. I feel that I have an excellent chance to win this time.

In the first game I was criticized, and not without some reason, for pushing north of Pescara, but allow me to point out that two or even one, German unit defending behind the beach at Mondragone would have made this invasion difficult, perhaps impossible — but the long Allied front makes this hard for the Germans to arrange.

At the end of my turn I had occupied four of the five points needed to win: Foggia, Napoli, Terramolli, and Pescara. The Germans did their best to retake Napoli and shore up Cassino and failed. With the two halves of their army effectively separated by the Allied invasion, they could not efficiently reorganize for the necessary strong counter-attacks.

**ALLIES: Tom Oleson**

**Germans: Mark Saha**

**COMMENTATOR: Pete Menconi**

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**Match B**. This was the situation prior to the Allied Dec. III move. Where the series was renewed to test the value of hindsight.
ALLIED DEC III:
The attack at Salerno is really sneaky, but good. Had the German been defending "near Pompeii," this wouldn't have happened! Again, just an ersatz unit at hexes such as K34 or K32 would have greatly helped. The debacle at Cassino illustrates a tactical point in ANZIO: better two hexes strongly defended than three moderately garrisoned. A bit of reshuffling would have meant an Allied 1-2 on N48, and an Allied retreat. The invasion units are cleverly placed (although we should keep in mind that the invasion is "on second thought"). The British 1st Division keeps 2nd Para from moving, and hands it a tough odds attack. British 5th Infantry blocks the bridges at M54, while the British 4th Bde. dictates only defender-tripped attacks on 24 Gds. The Allies now have five cities, since they last occupied Salerno, and threaten two more.

Match A, Allied Dec. III Turn: This time the Allies invade further north in the Mondragone zone with 13 of a possible 14 stacking points. The 1-2 attack vs. German Goring reduces it a step, and the 2 Para Bde. is eliminated but the 23 Bde. retreats to M49. A 1-1 vs. the 26th Panzer reduces the 36th Division to a 2-3-12 but the Allied units are able to hold their attack positions. A 1-1 vs. the 2 Para costs both sides a step but the Allies maintain their attack positions and thus eliminate 2 Para which cannot move or attack in its turn. The soak-off attack of the Fr. 4 Mt and 45th Division at 1-4 against 16th Panzergrenadier retreats with no loss to 049.

Match B, German Dec. III Turn: The German responds with a flurry of attacks, but none are as successful as the first where the 1st Parachute loses a step in pushing back the Br. 7th Armor which is reduced to a 2-2-12 as the Germans regain control of Salerno. A 2-1 vs. the US 3rd Division doesn't fare as well. 29 PG is reduced to a 2-3-12 and retreats to N55. Hjd 44 retreats to M56 and the German Goring Division to M57. The 3rd Division takes a step loss but holds its ground. 308, 334, and Frascati attack the 24th Gds at 2-1. It becomes an inverted counter attack and retreats to Mondragone. The Germans do not advance. The 3rd PG attacks the British 1st Infantry at 1-2 and inflicts a 1 step loss, but is reduced itself to a 2-3-12 and retreats to N54. The German attempt to salvage Cassino is met with disaster as the 2-1 vs. the French Mor. Div. inflicts a loss of 3 steps on 26 Panzer and forces the Germans back to M48.

Match C, Allied Dec. IV Turn: This time the Allies invade further north in the Mondragone zone with 13 of a possible 14 stacking points. The 1-2 attack vs. German Goring reduces it a step, and the 2 Para Bde. is eliminated but the 23 Bde. retreats to M49. A 1-1 vs. the 26th Panzer reduces the 36th Division to a 2-3-12 but the Allied units are able to hold their attack positions. A 1-1 vs. the 2 Para costs both sides a step but the Allies maintain their attack positions and thus eliminate 2 Para which cannot move or attack in its turn. The soak-off attack of the Fr. 4 Mt and 45th Division at 1-4 against 16th Panzergrenadier retreats with no loss to 049.

Match D, German Dec. IV Turn: The German responds with a flurry of attacks, but none are as successful as the first where the 1st Parachute loses a step in pushing back the Br. 7th Armor which is reduced to a 2-2-12 as the Germans regain control of Salerno. A 2-1 vs. the US 3rd Division doesn't fare as well. 29 PG is reduced to a 2-3-12 and retreats to N55. Hjd 44 retreats to M56 and the German Goring Division to M57. The 3rd Division takes a step loss but holds its ground. 308, 334, and Frascati attack the 24th Gds at 2-1. It becomes an inverted counter attack and retreats to Mondragone. The Germans do not advance. The 3rd PG attacks the British 1st Infantry at 1-2 and inflicts a 1 step loss, but is reduced itself to a 2-3-12 and retreats to N54. The German attempt to salvage Cassino is met with disaster as the 2-1 vs. the French Mor. Div. inflicts a loss of 3 steps on 26 Panzer and forces the Germans back to M48.

Match E, Allied Dec. IV Turn: This time the Allies invade further north in the Mondragone zone with 13 of a possible 14 stacking points. The 1-2 attack vs. German Goring reduces it a step, and the 2 Para Bde. is eliminated but the 23 Bde. retreats to M49. A 1-1 vs. the 26th Panzer reduces the 36th Division to a 2-3-12 but the Allied units are able to hold their attack positions. A 1-1 vs. the 2 Para costs both sides a step but the Allies maintain their attack positions and thus eliminate 2 Para which cannot move or attack in its turn. The soak-off attack of the Fr. 4 Mt and 45th Division at 1-4 against 16th Panzergrenadier retreats with no loss to 049.

Match F, German Dec. IV Turn: The German responds with a flurry of attacks, but none are as successful as the first where the 1st Parachute loses a step in pushing back the Br. 7th Armor which is reduced to a 2-2-12 as the Germans regain control of Salerno. A 2-1 vs. the US 3rd Division doesn't fare as well. 29 PG is reduced to a 2-3-12 and retreats to N55. Hjd 44 retreats to M56 and the German Goring Division to M57. The 3rd Division takes a step loss but holds its ground. 308, 334, and Frascati attack the 24th Gds at 2-1. It becomes an inverted counter attack and retreats to Mondragone. The Germans do not advance. The 3rd PG attacks the British 1st Infantry at 1-2 and inflicts a 1 step loss, but is reduced itself to a 2-3-12 and retreats to N54. The German attempt to salvage Cassino is met with disaster as the 2-1 vs. the French Mor. Div. inflicts a loss of 3 steps on 26 Panzer and forces the Germans back to M48.

THE GENERAL

Tom's point about pushing north of Pescara would be more valid only if he'd pushed somewhat further. I think Mark could have easily scraped together enough units to counter the invasion.

GERMAN DEC III COMMENTS: Overall I am not too unhappy with the situation, and still have a reasonable chance to win. This is all the more remarkable when you consider how poor the overall German situation stands. Due to prior poor play on my part, my line is overextended badly—from Salerno to Pescara—and two of my coast units are stuck on High Apennine hexes. What this shows in my estimation is that while an Allied Dec III second invasion is certainly viable and even powerful, it also has limitations. The Allied advantages are:

a) No mud.
b) Invasion reaction cannot get into combat before game's end.
c) German invasion reaction can still be used to fulfill German zoe requirements.
d) Germans can no longer be isolated.

My attacks at Salerno and Napoli are obvious, and I shall be happy if I can take and hold just one of these. The attack on Br. 1 Inf. is mostly to keep it out of the Cassino battle if things go wrong there. Anyway, there seems little else I can do with 3PG. Attacks three and five are the real gambles, and if successful will seal the fate of Cassino. If my 2-1 attack on 24 Gds, AND if my 2-1 vs. the French allows me to occupy N49, then he cannot possibly enter or attack from Cassino next turn. He will need BOTH Napoli and Salerno to win.

If things go wrong, I have in mind a last-ditch attack on Pescara next turn. I'm fortunate he couldn't put more pressure on Terracina, as that and Pescara would probably have called off my Cassino adventure.

GERMAN DEC III:

Instead of directly attacking Naples and Salerno, the same 19 attack factors could have been used to hit 23 Bde. (two defense factors), surrounded. Even with a "5" die roll, you'd get 4 movement points after combat, which would enable the Germans to advance into Salerno, and next to Naples, forcing the Allies to attack. With just a little luck (67% probability), the Germans could occupy O53. With the 4th Ersatz Infantry at O58, the strong Allied forces near Benevento would be blocked. Another key point in ANZIO: small units alone make easy targets, which in turn can produce advances that "lock-in" your opponent. The attack on the British 7th Armor was a waste, especially at 1-1.

The Germans should have hit 24 Gds with much more strength. Look at the units used: Frascati, 334, 3031 All low attack factor, high defense factor. He should have pulled 18th Panzer and 12th Panzer Grenadier into the attack. Two ersatz units at H51 is one too many. One at J50 would free another attack unit vs. 24 Gds. Make it 4-1 and load L51 with heavy units. Advance a small defender to K52, and he's protected the back door to L51. 3rd Panzer Grenadier should have been retreated to N53, not N54.

ALLIED DEC. IV COMMENTS: I now hold Cassino strongly, and have won unless the Ger-
man can retake a city. Although they have a fighting chance at Napoli, or even Cassino, it is a 1-in-6 chance at best, as I don’t believe they can do better than 1-1. As in the first game, the end will see a big part of their army cut off in a pocket near Salerno.

ALLIED DEC IV:
The Allies couldn’t ask for a better position on the part of the Germans for this turn’s attacks, which serves to reduce German strength and encrele units. Naples is completely safe now. At Cassino, 10 defense factors mean no better than a 1-2 attack is possible, which won’t dislodge the Allies. There is no point in continuing.

GERMAN DEC IV COMMENTS: Only Salerno has fallen to me. The failure of my 2-1 attack to take S94 has resulted in catastrophe for my forces in L51, who did their job admirably. Cassino is now held strongly by the Allies. He has given up on Salerno, so my only real chance is Napoli. Even there, my assault is nothing more than an opportunity for him to make a mistake. Otherwise, it is impossible. His error would be to retreat into Napoli, where I could hit him with a second combat, with possible advance into the city. But if he retreats two hexes—through Napoli—there is no way I can occupy it or reach him for second combat, because even at optimum odds I cannot destroy enough steps to achieve breakthrough.

ALLIED EPILOGUE: The German did counterattack at Naples with what was left of the 1st Para and HG Divisions at 1-1 vs the American 3rd Infantry, losing a step for his trouble. The remnants of 3rd PG and HuD were only slightly more successful in their 1-1 vs the British 5th Infantry – both sides taking a one step loss. Neither attack was able to retake Naples.

This is the victory I blew in the first game by presuming too long that the fall of Salerno was inevitable, and by failing to see the advantages of an invasion further north which made it mathematically improbable for the Germans to win. My biggest criticism of their play is failure to garrison their very vulnerable rear. At least one way they could have done this would have been to not build up some depleted units, instead using the ersatz units as coastal defenders.

With Match B firmly in the Allied victory column, we now proceed to the “rubber match” of the series, starting about a week earlier, with the Allied DEC I turn. The action up to this point is again that which is reported in Vol. 12, No. 1. Only the last four turns which we’ll now observe are changed from the original.

ALLIED DEC I COMMENTS: The attack on Frascati was too good to pass up for three reasons:
1. odds better than 2-1 are rare
2. P48 threatens Cassino and the roads South
3. I have a chance to destroy a unit or two.

As for the Allied move; although a basic odds attack on a surrounded defender, particularly a valuable unit like the Canadian division, is hard to resist, I believe the Germans need every available unit on the Western littoral. I also think their withdrawal northeast of Napoli was unnecessary, but I’m pleased to see it!

ALLIED DEC I:
It is impossible to overstate the concept “keep your objectives in mind” in playing this—or any

other—game. The situation, at start, finds the Allies firmly gripping three of their required five cities (Foggia, Termini, Brescia). They are very close to Salerno and only three hexes (three at the end of their Dec. I turn) from Cassino. The German position at P48 is the closest to Cassino and should be one of the most strongly defended positions in his line. Three defense factors here are woefully inadequate, and the Allied player jumps on them with relish. The German should have considered defending P48 instead, taking advantage of the High Apennines (effectively a quadrupled hex as long as P56 is held). As the Allies advance to P48, they force the German defense to P48/50, with Cassino at their backs! Any conceivable defense line is going to have a weak point, but why not place it around Q42 where the line can bulge forever and not surrender a victory city?

GERMAN DEC I MOVE: My opponent informs me that he intends to try a new wrinkle this final round. That’s ominous, considering his reputation. My guesses include (a) premature invasion during mud to gain time for the Allies, (b) no second invasion at all, or (c) a Dec III “no mud” invasion, not necessarily in a new area, but with a new tactical twist. This last I consider most likely and am acting upon.

Notice that in pushing back almost all of my front, I have: (1) placed myself in closer proximity to the west coast to prepare for fighting a battle on reversed fronts; (2) wherever possible in this withdrawal placed units on roads or highways to allow them to react very quickly; while (3) leaving as many rivers and Apennines to impede Allied east coast forces, and, because of this withdrawal allowed myself to build up two units.

3rd PG is weak on the hill near Salerno, but this was necessary for I Para to rebuild; the situation will be corrected next turn and meanwhile due to mud the best he can get is 1-1 on it.

My own 1-1 assault on Canadian IIdiv was made because advantages far outweigh disadvantages: (a) I can live with even a “six-out” result as it is basic odds, (b) there is a good chance I can wipe out the entire unit even without rolling a “1”, and (c) success
near Cassino and Salerno. He seems to be completing the German with a "silly season" of his own in the north—or is there something on his map (like a victory city) that's not on mine? The "retreats" are actually advances that chop up the German defenses.

GERMAN COMMENT ON ENTIRE DEC II MOVE: Detractors may say "Oh, but it was poor German play that made it possible." Maybe so, but how many players can exploit so brilliantly the poor moves of their opponents? Notice, please: (1) EVERY SINGLE ALLIED VICTORY OBJECTIVE IS EITHER TAKEN OR DIRECTLY THREATENED, and (2) this was accomplished despite the fact that EVERY SINGLE ALLIED ATTACK ROLLED A SIX!!!

I can only say that as a gamer I'm delighted, but as German defender, appalled! My response seems rather dismal and pedestrian, too. The best I can come up with at the moment, I'm pretty shaken, as you must understand. But readers are urged to set up this position and try their own hand at a German response. Almost anything is possible! Remember you don't have to fulfill German continuous front requirements until final move, and since Germans are not isolated they no longer have to worry about that, either. So—a German breakout south to retake Foggia and Termoli is plausible but plausible!

Anyway, here's my thought: I took out paper and pencil and tried to decide where I would attempt the small remaining chance of victory. I am garrisoning Salerno and Napoli, hoping they can withstand two more turns of attacks at 11 Cassino—I shall fight for; Terracina, I shalldefend! If all that is accomplished, I must also take Roma for my win! Cassino and Roma are the most doubtful, but almost everything is doubtful! Retaking either Salerno or Napoli by the Allies would give them the victory!
THE GENERAL

At least I force the Allies to make decisions, too. When he commits himself, so shall I! Although, notice, Salerno and Napoli are pretty much "on their own" for now.

I passed up a 3-1 at Civitavecchia because a step loss was unacceptable; I must mass my forces intact for this last great battle! Undoubtedly, US I Armor will be part of the action now that I have posed no east coast threat.

GERMAN DEC II:

The German makes good use of terrain at P41. The 334th Infantry could have been shifted to H35, which would keep Allied units from swinging up past Bologna, and then south. German positions are now tattered and torn almost beyond hope! I think I might have used HG, 3PG, & 2nd Para to hit Br7, and 305, 15PG, & 1st Para to get at the US 3rd Division. The attackers could be arranged to also defend against possible Dec III Allied advances.

ALLIED DEC III COMMENTS: With a little better luck the game would now be over. There no longer is a front line, just a very fluid, confused situation. I hope that Mark is more confused than I am.

The German response to my move, consisting of a "hedgehog" defense of Terracina, Cassino, Napoli and Salerno is about the best possible strategy to protect those cities in the present confused circumstances. The AV attack was clever, but perhaps the 12 movement points generated could have been put to better use, if only in continuing to steam-roller weak Allied units. The German Adriatic flank could have been shorter and stronger if brought South to the Pescara River; for example: P39, R41, and U39. In a situation such as exists in this particular game it would be difficult, perhaps impossible, to determine just what a retreat "to the rear" consists of!

ALLIED DEC III:

It's hard to make any sense out of the board anymore. It's now a veritable hodgepodge of units!

Match C. GERMAN DEC II Turn: The German is forced to depend on rivers and high Appenines to temporarily hold a semblance of front, but even so his army has been cut into two pockets. The 2nd Para attacks the BR 78th and US 34th at 1-2 and draws a stalemate—neither retreating or losing/gaining casualties. The German counterattack on Rome with 18th & 26th PZ turns both 201 GDS and 6615 into inverted counters, but the Germans decline the advance into the city.

Match C. ALLIED DEC III Turn: The Allied move turns the board into a hectic jumble of colors with little cohesion and nothing in sight even faintly resembling a front. The turn commences with an AV (7-1) attack vs. the 65th Infantry which, despite a 6" die roll eliminates that unit and allows free passage through the hex. The Fr. 6 Mtr and US 45th Div each lose a step and the NZ Div loses two. The Br. 5th Div and US 1 Armor advance into the vacated hex. Another 6" die roll in the 1-1 attack vs 18 PZ costs the Fr. 2 Mor and US 36th Division each a step and they retreat to E44 and J44 respectively. The 26th Panzer is not as fortunate, losing a step in a 1-1 attack by the Br. 1st Div and Ind. 4th, but holding its ground and forcing its attackers back to G47 and E46 respectively. The turn could well have ended with two less Panzer divisions on the board, but the German can't be blamed for not feeling fortunate at the moment. Elsewhere, the Allied player takes advantage of the chaotic "front" to rebuild 6 units including 506, 24 Gds, 6615, Ind. 8, US 34th, and the Br. 4 Armor Brigades with the end-run around Bolsena would give the Germans sufficient grief. The attackers near O44 might have been better employed near Naples. A heavier commitment against Naples would produce viable drives against three victory cities (Naples, Salerno, Rome) when only one is required. We'll see.

GERMAN DEC III:

The Automatic Victory on 18SSF may have been better employed if the resulting movement had simply been used in advance only, moving adjacent to 82/325 and 24 Gds. 60 PG should be sent elsewhere. At this point, I think the German should continue husbarding his strength to withstand expected vicious attacks next turn. In addition, he still must fill holes in his lines. The Allies had a very slim hope of forcing Terracina, but failure to attack in the Naples area enables the German to pull everything into the city. The Allies, the bulk of their "free" forces at O44, cannot rectify the situation. By stripping his lines, he might get a 2-1; an Allied offensive against this area on Dec III might have reduced the German defenders enough to make a 2-1 possible.

ALLIED DEC IV COMMENTS: A lot of the top pro basketball players started out in street games in New York, including Kareem Abdul-Jabbar, Connie Hawkins, Julius Irving, etc. "Dr. J" always maintained that in those games, when going in one-on-one for a lay-up, it was just as important to make the other guy look silly as to score a basket: so here goes!

In order to prevent the Germans from massing every unit for last turn attacks, they must end the game with a front line, or the Allies win. Although I had a good chance to win by holding 5 cities, I decided it would be no harder—and more fun—to win by preventing the Germans from ending the
forward movement either to close the front north of Rome, or to penetrate to the Allied port, since to win in this alternative way the Allies need to trace a line off the North edges from their port. I'd say they had a 16% chance to succeed, and it failed. It was a worthy try, however.

While revising the 1969 ANZIO for re-issue in 1974 I gave a lot of thought to the anomaly that breakthrough movement can result in a unit moving farther than it could under normal (non-combat) movement. I concluded that there was no better or realistic way to handle it. In this last turn, for example, several strong German divisions steamroller Allied brigades. One could imagine a result ranging from negligible resistance, to an heroic effort that would delay the attackers despite their overwhelming strength. If the rules were modified to stipulate that attackers can never exceed their maximum normal movement, not only would it demand a lot of bookkeeping, but in my opinion it would over-represent the average delaying ability of small units in Automatic Victory situations.

**GERMAN COMMENT ON DEC IV:** Since the Allies are going for their alternate win: denying the Germans a final front line, I have two desperate chances to still defeat them. Either one would be akin to running the table in billiards.

In the north, I have a 7-1 attack with one chance in six of generating enough "breakthrough movement" to close off the front. I could have tried to form a front across the narrow "Gothic Line" neck of the peninsula, but the gain in fewer units needed is more than offset by the added distance they must go to get that far north. What really hurts is that I still have an armored ersatz credit that I am unable to claim. Because all are in play on the board. If this unit were at 135, I'd have a 1/3 chance instead of 1/6. Moreover, I could probably rearrange the deployment attack to make the odds even better.

In the south, I start out with a pair of high-odds attacks, but this is just the beginning. From these one must generate enough forward momentum for second and third attacks, all of which must generate favorable rolls, in order to penetrate towards the Allied ports at Ortona and the Termoli zone, either to actually reach them, or to shield them from the rest of the board by German zoc's, thereby denying the Allies their victory.

The results? Blast! I would have loved to pull this one out! Admittedly, my tactics were sheer desperation. Overall, I must say I got better die rolls than I deserved, and hot crap shooting is no substitute for good play. A German victory here would have been a "steal" from an Allied player who rolled more than his share of sixes and deserved to win far earlier.

**DEC IV TURN:**

The victory criteria state that the German must prevent the tracing of a line (free of German ZOC) from a port (beachhead or port city) as constructed on the board (therefore excluding the south end), to the north edge of the board. The Allied start points are the Roma area, Ortona, and the Termoli zone. Rome (both the beach and Lido port) are easily captured. This leaves the west coast. In a nut shell, there's only one way to block the Allied "victory trace" from these two port counters. We have two methods to evaluate: 1.) throw a new defensive line around or north of the ports; or 2.) destroy the ports. The Naples forces can't attack Br56, the Cassino forces can't break out to the east (primarily due to blocking terrain). The Rome forces can't get past Br46 (at best, they could AV Br201, and advance to P42 for a 1-2). The Allied forces in the far Northeast prevent any swing from there to the
The merger of the two lines we will be availability of both 3M and AH games as one line directly pursuing the "city victory" campaign. The combining of the two lines should enable us have recognized such classics as: FACTS-/#-FIVE, SUMARY: quickly puts an end to any market. The true adult game addict will readily utilized in abstract games of strategy for the adult BACKGAMMON, most certainly in favor of board gaming. The German player is with a "6" die roll which, although it eliminates the British defenders, does not generate enough extra movement to maintain the German's mathematical chances of a victory. Elsewhere 1 Para, HG, and 3rd PG wipe out the Br. 4 Bde in an B-1, but this attack as well as a subsequent second combat vs 505 & 23 are now pointless. The German has been dealt a catastrophic defeat.

THE ANZIO MASTER at his best: novices beware this approach!

The German player started in the red, losing Frascati and under the gun at Cassino. The Dec 1 turn cost him dearly and from that point on he flew with a broken wing. ANZIO does exemplify the axiom that the winner is he who makes the fewest mistakes. Mark played a fairly good game, but Tom just plain stayed one step ahead of him at all times, particularly in regards to tactical placement.

A.H. Philosophy Continued from Page 24

utilize bookshelf packaging in an attractive format. Not a wargame company, 3M specialized in abstract games of strategy for the adult market. The true adult game addict will readily recognize such classics as: FACTS-IN-FIVE, BACKGAMMON, FEUDAL, TWIXT, OH-WAH-REE, etc. We will not attempt to maintain all of their items although we will continue to manufacture and distribute the best of their line. The combining of the two lines should enable us to build our retail distribution to new heights.

Again the consumer will benefit by increased availability of both 3M and AH games as one line opens marketing doors for the other. In addition, due to the efficiencies of scale brought about by the merger of the two lines we will be able to reduce the price of 3M games to the $10.00 level so as to keep parallel pricing structure between the lines.

We cannot accept your orders for the 3M line at this time but will be happy to do so at a later date when actual manufacture commences. Stay tuned to the GENERAL for details on this and other exciting news from Avalon Hill. We have far more up our sleeve for '76 and you won't want to miss any of it.

Other titles on the horizon include a complete remake of GETTYSBURG by our resident Civil War expert, Nick Uhl, and the often delayed STARSHIP TROOPER which probably won't make its appearance until ORIGINS II. The latter is getting deluxe art treatment and will probably be our most colorful game ever. Armed with Robert Heinlein's endorsement we hope STAR-

SHIP TROOPER will do for us in the bookstores what OUTDOOR SURVIVAL accomplished in gift shops.

Vol. 12. No. 4 of the GENERAL was a bit of a surprise to us as it garnered a 2.64 rating to rank as our third best effort in the past three years. It was surprising because the feature article was not voted the best of the issue as is usually the case. Top honors this time around went to Dr. Joseph Connolly for his STALINGRAD variant "Variants of Stalingrad in 1942." The polling for individual articles based on our random sampling of 200 votes (3 points for best, 2 points for 2nd best, etc.) looked like this:

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This issue will be coming to you, as usual, quite late. We will be doing our best to get back on schedule in the near future but circumstances may make that impossible for quite some time. The recent acquisitions will dictate a heavier workload for all of us at Avalon Hill, and just as important, may force a move to larger quarters. Should this occur we will be hard pressed to maintain our current publishing schedule. We hope you'll be patient with us in the hectic months ahead.

A.R.E.A.

We've recently revised the official pbm procedures for all AH games by doing away with special pbm CRT's and charts in favor of a system which transforms all 10 digit stock results to a base 6 number. This is accomplished by dividing the base 10 number by 6 and using the remainder as your die roll. A remainder of 0 would be equal to a result of 6. Individuals using the old system should feel no need to rush to the new one, but games not already underway may do better to switch to the new system. All AREA matches not already in progress as of February 28th, 1976 should utilize the new system.

A.R.E.A. now has approximately 1700 members. To date, only one individual has been expelled although three others have been sent "warnings." It is unfortunate that anyone need be told to conduct themselves in a mature manner and that the ultimate purpose of the games is, after all, to have fun. However, if AREA is to develop a reputation for reliability we will have to trim the troublemakers from the rolls. It is an unpleasant position to have to exercise dismissal powers with no more evidence than the written account of a supposedly wronged party. None of us are in a position to exercise good judgement, manners, sportsmanship and constraint in complaining about opponents. Just because you file a "foul" call before the other fellow doesn't mean he'll be banned. If his story is more convincing than yours, you might be the one that gets bounced! The point is that AREA is supposed to be a pool of mature and reliable players who are fun to play. Exhaust all possibilities of a mutual conciliation before complaining. We are still looking for more AREA technicians in the Baltimore area to update the records on Saturdays. Write or call Don Greenwood at Avalon Hill if interested.
The new BLITZKRIEG rules did such an excellent job of cleaning up a previously ambiguous game that we were hesitant to include some of the advanced options which might have "maddened the water" again. So in order to spare

some newcomer the pain of biting off more than he could chew, we omitted the Hidden Movement, Nuclear Warfare, and Propaganda sections at the last minute. They are presented below for the use of the GENERAL's veteran readership.

Hidden Movement:

Each side may "hide" up to 10 units and remove them from the board. Hidden units must always be stacked with a "covering" unit and obey normal stacking and movement rules.

To hide a unit, remove it from the board and place it in the fold of a 3x3 index card as illustrated. The unit to be hidden may be "mentally" moved to the covering unit, or the covering unit may move to the hidden unit. Reinforcements must be placed on the board before being hidden. The unit identification of the covering unit (and only that unit) must be written in the fold of the index card.

Units may be hidden with a covering unit of any type. (In the TG, air and ground units may hide under each other.) Hidden units may move normally with the covering unit, although neither may exceed legal rates or restrictions at any time. To change a covering unit the hidden unit(s) must be returned to the board and the 3x3 card revealed.

Whenever a covering unit attacks, it is attacked, moves through an unfriendly city, or at the discretion of the controlling player, the hidden units are returned to the board and the 3x3 card revealed to your opponent. Hidden units at sea need not be disclosed even if enemy units are in the same sea zone.

Hidden units which are attacked are only revealed at the instant of combat. In an Automatic Victory situation involving a covering unit, the hidden unit with that covering unit need not be revealed until after the attacker has completed all movement. If revelation of the hidden unit then reduces odds below AV, any units which moved beyond that AV must retrace their steps, "piling up" as close as possible behind the AV battle. Retracing units must be placed in legal stacks not in enemy ZOC, and they may not attack anything that player-turn. This is called a "nasty surprise!".

Nuclear Warfare:

Nuclear warfare may be conducted on both a tactical and a strategic level. Players shouldn't engage in tactical nuclear war unless prepared to accept the possible consequences of strategic nuclear war (See 39.7). When using tactical nuclear weapons, attacks on the TGAT and ACT are rolled 3 columns higher on the chart than otherwise. Thus a 5-8 attack may be rolled as a 17-20 instead. Attacks on the BBT are rolled 6 columns higher on the chart. Any tactical nuclear BBT attack affects all BBT targets in that hex (34.2, 34.3, 34.4, 34.5, and 34.12). All grounded aircraft in a nuclear target hex must be removed first, before any ground factors are removed.

Each player has enough tactical nuclear weapons to support 150 nuclear attacks per game maximum. A record must be kept of all nuclear attacks expended. If a bomber intending to use a nuclear attack is shot down before bombing, the unused portion of the bomb must be considered expended, in addition to possible nuclear attacks used in air combat there. Place a heads-up penny on each target hex where a nuclear attack is used.

After all combat is resolved, and air units have landed, the attacker may roll for fall-out effects on any units then in or adjacent to a nuclear target hex. Affected air units must be lost before ground units in that hex may be taken as losses. Armor units are never lost due to fall-out. Fall-out is rolled on the 4-7 column on the BBT. The attacker may deliberately attack vacant hexes on the BBT to produce fall-out.

All ground units that advanced or retreated after combat into or through a nuclear target hex, or into or through any adjacent hex, must also roll for fall-out. Air units needn't roll for fall-out in hexes they flew through. Armor never rolls for fall-out. Roll separately for each stack of such units in each affected hex moved into or through. It is possible for a given stack to have to roll up to 5 times for fall-out after combat, 4 for advances or retreats, plus 1 for ending the turn in an affected hex.

In the player-turn following a nuclear attack, flip the penny to tails-up. Adjacent hexes are no longer affected by fall-out, but a tails-up hex still affects each stack moving into or through it. Units which simply move out of a fall-out affected hex escape fall-out effects. Factors eliminated by fall-out while moving are removed immediately and do not engage in combat that player-turn. Remove the tails-up penny at the end of this player-turn.

If a minor country liberator uses a nuclear attack in or adjacent to a city of that minor country, all special benefits of having been the liberator are lost. All cities of that country no longer friendly to the former liberator, and must now be garrisoned to be friendly. Any unreduced cities would now resist the former liberator just as they would the aggressor. The 2 factor losses of 29.6 and 29.7 now also apply to the former liberator when your opponent rolls into a crucial city with a 1-2 and a die roll of 7-9.

Players are reminded that excess zeal in propaganda may damage relations away from the game table and leave you no friends, but that's your business. It all depends on how seriously you take simulating the absurdity of war. Remember, this is an Optional Rule. You don't have to use it.

THE GENERAL

by Dave Roberts

ALEXANDER

SECOND EDITION

The second edition rules for ALEXANDER THE GREAT are now available from the parts department. The new rules include an expanded appendix of questions and answers on play, as well as a revised sequence of play, missile rules, and more accurate descriptions of the mapboard terrain and counters. Also available for $1.00 are the new ALEXANDER countercards which include the half strengths printed on the reverse side in a lighter shade of color to help differentiate between full and half strength units. Regular postage charges apply.

PLAY-BY-MAIL

PROCEDURES REVISED

In an effort to adapt all play-by-mail games to the same rules packet, the standard pbm kit has been revised to handle instructions for all games recommended for pbm play. The new system adapts all pbm games to usage of the standard base 6 CPT. The instructions are included with the purchase of any pbm kit or can be ordered separately for 50c plus usual postage charges.

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 1/4 inch 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.
Dear Sir:
The following is an optional rule submitted for use in your Revised BLITZKRIEG game.

37. FORTRESSES

37.1 This is an optional rule for the Tournament Game. Fortresses represent employed positions to start the game turn if he has 4 friendly Basic Industry cities. He must place it immediately or it is lost; Fortresses cannot be accumulated and brought on an entire battle. (They may be placed on any non-san or lake hex from which a combat supply line can be traced to one of the IND cities and necessary in the home country.) Once placed, fortresses may not be moved.

37.2 Each player begins the game with 4 Fortresses, which he must then position them anywhere within his home country.

37.3 A player receives 1 Fortress counter at the start of the player turn if he has 4 friendly Basic Industry cities. He must place it immediately or it is lost; Fortresses cannot be accumulated and brought on an entire battle. (They may be placed on any non-san or lake hex from which a combat supply line can be traced to one of the IND cities and necessary in the home country.) Once placed, fortresses may not be moved.

37.4 Once placed, a Fortress may be occupied by any ground unit of either side. Fortresses may be destroyed by friendly forces (removed from the board) if a unit begins its turn on the fortress and does not move that turn. Any number of Fortresses may be destroyed in a turn.

37.5 Units in fortresses have certain advantages:

37.5.1 Units in Fortresses may ignore retreat called for by the TAGY (attacking or defending);

37.5.2 Units in Fortresses are not required to attack adjacent units.

37.5.3 If they do choose to attack, they need not attack all adjacent units; they may attack one, two, or all adjacent hexes (but must attack all units in the hex, per 14.4. Not all units in the Fortresses are required to attack; the player may use some, none, or all in more attacks.

37.5.4 Units in Fortresses postpone the effects of direct hits (including those from air, etc.) for the turn due to supply stockpiles. If a fortress is still out of supply, at the start of the second consecutive turn, the effects begin to accumulate.

37.5.6 If aircraft rules are used, special conditions apply:

37.6.1 Bombers do not bomb units in fortresses at double strength (10.3).1

37.6.2 Tactical Bombing does not unendue units in fortresses behind a river (30.41).

37.6.3 Anti-Aircraft batteries in Fortresses return fire (the 15-16 column of the ACT), against Aircraft, Bomber, or Aircraft Bombing or Additional Missions, 30.42 and 30.43, over and above any other AA return fire.

37.6.4 Units in Fortresses are noted in the Additional Mission Order, at 2 columns lower than normal on the BBT; only a blank serves the Fortress. This is AR fire (13-16 on the ACT). The destroyed fortress is removed.

Glen Roberts
Eaton, Ohio

Dear Mr. Greenwood:
I was very much surprised to see that in the Avalon Hill Philosophy Part II in the November-December edition of the General, that your forthcoming release entitled KINGMAKER was referred to as “a multi-player Diplomacy game of the English Civil War.” Nothing could be further from the truth. KINGMAKER deals with the period of dynamic waging of war, one country versus another, which was brought about by forces such as the Dutch and Lancastor which lasted from 1545 to 1485. These were fought almost exclusively between the nobility of the country and the combination of foreign forces. It was a matter of foreign forces caring little about the outcome. As a result of the “wars” nothing really changed except that the Tudor Dynasty came to power. One dynasty had been changed for another.

The “English Civil War” occurred from 1642 to 1646, and that was very different. The Charles I. This war was concerned with the struggle between the conflicting growth of the power of Parliament and the divine right and regal prerogatives. As a result the style of English life was changed, though it was probably more for the better. As a result the authority of the King was on the decline and the power of the Parliament was on the rise.

I hope that there will be a disclaimer published so that the novices among us will not think that the KINGMAKER is the English Civil War, and that the Tudors versus the Roses is simply another name for the same.

Bill Maxey
Marysville, MO
The gully gives Zalivka its importance, but it is also a threat. The two gully hexes north of the town provide for assaulting forces partial shelter from a defensive supporting gunline. Only an extremely well placed strong force can use this advantage to penetrate Zalivka from Opustochenska. To prevent this, try occupying the southmost gully hex, or, with a mobile unit, the reverse slope of that interfering northern ridge. The brown hexes will interdict enemy fire from the north for either position.

Defending Zalivka from a southern or eastern attack can be quite difficult. If your opponent has strong forces, better not attempt a bold defense like Opustochenska. Zalivka is another place for elastic armor action rather than infantry-artillery rigidity.

It would be folly to assume that, because Zalivka is the easy route south, everybody will come that way. The little forest on the east side of the board, close to the stream, provides a convenient jump-off point for a flank attack which will circumvent the streambed barrier and possibly force an evacuation of the town. It is just close enough to serve a similar purpose for a northward attack against Opustochenska. The forest makes an excellent ambush site for use by either army.

A single unit is sufficient to hold the forest against a flank attack. It is just possible for a fairly fast unit (e.g., T-34s, but not Panthers) to by-pass Zalivka at the ford, attain the road, and pull up into the woods between the forts. Again a single unit is needed to prevent such a penetration. Two units there will dominate both forts. Still another unit in the gully in the southwest corer will provide a firm outflank line for Zalivka against southern attack. An attacker would be wise to store both forests before assaulting Zalivka.

The gully is a rampart ridge in the southeast corner with an odd obsession of mine. The shape intrigues me, and I use it as a position. I must restate, however, that if no one can see to the bottom of the gully, then it is useless as a rampart.

Q. Can an AFV ever get back to a unit after being destroyed? A. Yes. B. No. C. Can AFV ever get back to a unit after being destroyed? D. No.

Q. Can a unit that destroys a unit in the gully ever get back to that unit? A. Of course. B. No. C. Can a unit that destroys a unit in the gully ever get back to that unit? D. No.

Q. Can a unit that destroys a unit in the gully ever get back to that unit? A. Of course. B. No. C. Can a unit that destroys a unit in the gully ever get back to that unit? D. No.

Q. Can an AFV ever get back to a unit after being destroyed? A. Of course. B. No. C. Can an AFV ever get back to a unit after being destroyed? D. No.

Q. Can a unit that destroys a unit in the gully ever get back to that unit? A. Of course. B. No. C. Can a unit that destroys a unit in the gully ever get back to that unit? D. No.

Q. Can an AFV ever get back to a unit after being destroyed? A. Of course. B. No. C. Can an AFV ever get back to a unit after being destroyed? D. No.

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THE GENERAL

COVER STORY
Our cover this issue is entitled "Air Attack." It is a print by Bruce Weigle from the Eastern Campaign Portfolio. The cover depicts a Soviet IL-2missing its target as a mobile German Fokker crew brings their gun into action. Anti-aircraft protection was afforded German ships by this special configuration of the Sd. Kfz. 251 halftrack APC, which mounted a 20mm rapid- fire weapon, and saw limited action from 1943 onwards. This and many other prints are available from LAMO-LEM Battle Prints, P.O. Box 2382, La Jolla, CA 92038. The complete Armor-In-Action series consisting of five portfolios is available for $4.95 each. LAMO-LEM also offers a catalogue free for the asking.

Metro Detroit Gamers have announced that their annual convention MICHICON V will take place June 11-13 at the University of Detroit. Among the many events will be tournaments in 1776, WOODEN SHIPS & IRON MEN; and STALINGRAD. Those seeking further information should contact Bill Somers, 1854 Chandler, Lincoln Park, MI 48146.

The Texas A&M Wargames Society reports that it will hold a convention, War Con II, on April 9-11 in the Rudder Tower at Texas A&M in College Station Texas. A PANZERLEADER tournament is scheduled as the feature event. Interested parties may contact Keith Gough, Box 8199, College Station, TX 77844.

Probably the northernmost Interest Group is the Karl May Society, which meets on the island of Kodiak at a USCG Air Station. Being a bit isolated from population centers, they offer free room and board (with advance notice) for people visiting their Saturday get-togethers. Those interested should contact YNZ William T. Dabose, USCG Air Station, Box 33, FPO, Seattle, WA 98170.

LTC Frank T. Rivera of the Department of Military Sciences at the University of Puerto Rico reports full usage of the complete Avalon Hill wargame line as a module alternative to the normal ROTC course offerings. The course is designed to give the cadet an appreciation for military history and, at the same time, increase his oral and written comprehension.

The 4th Annual Flying Buffalo Wargame Convention will be held in Scottsdale, AZ on June 25-27. Avalon Hill and Diplomacy tournaments are being held, as well as many other events. For more information write to Flying Buffalo Inc., P.O. Box 1467, Scottsdale, AZ 85252 or call Rick Loomis at 602-394-9104.

We must remind you to utilize first class postage on all correspondence to Avalon Hill. With the recent postal rate increase, the Post Office may refuse to deliver the answers to your questions if your envelope doesn't bear at least 13 1/2 postage.

Buffalo wargamers are excited about the opening of a unique store just for them. "The Articles of War" at 2525 Delaware Ave. is a retail store specializing in wargaming products of all types. Owner James Venn provides free 4x8 miniatures tables, opponent matching service, wargame tables, and organized tournaments. At present, the store is restricted to opening hours and weekends.

Infiltrator's Report

The Avalon Hill Football Strategy League's SUPER BOWL III is now history as Don Greenwood's Green Bay Packers returned to their 1973 winning ways. Greenwood, who barely made the play-offs of the 26 team league with a 9-5 record, breezed to victory in the play-offs with 40-13 and 20-26 wins. Game designer Thomas Shaw failed to make the SUPER BOWL for the first time in 3 years as he fell to the Buffalo Bills of Dennis Yost by a 17-7 score in the Quarter Finals. Yost proved no match for Greenwood in the SUPER BOWL however as the Packers won easily 37-10. The league will expand to 28 teams next year. If you live in the Baltimore area and would like to participate in any of the three AH sports leagues, contact Don Greenwood at Avalon Hill.

Those of you who were playing pbm matches with Canadian partners shouldn't be so quick to cry foul over a lack of response from our northern neighbors. A Canadian postal strike was the culprit so give them another chance now that it's over. They didn't move—the Canadian Post Office just returned your mail.

Tube watchers who saw the EMERGENCY episode aired on December 13th might have caught a glimpse of a familiar face in the credits. Our own Mark Saha who makes his living with his literary talents wrote that episode.

Organizations seeking public announce- ments of tournaments and conventions in the GENERAL are reminded that such material must be received at least 3 months prior to the activity taking place. We receive many convention announcements which we'd be happy to publish but which must be discarded because the event would be over by the time the next GENERAL is printed.

Nick Palmer of Denmark reports that all is well with the start of the International Wargam- ing Team Avalon Hill Championship. Six teams have put up the 920 entry fee to do friendly battle by mail. A total of 16 games will be played with each team having to field their respective experts in ANZIO, AFRIKA KORPS, BATTLE OF THE BULGE, BUTTERKRIEG, D-DAY, PANZER- BLITZ, STALINGRAD and WATERLOO. Here's wishing good luck to the members of OOPS, OKH WEST, Ye Olde Wargaming Club, Ihthaca, USC, and the National Games Club which is hosting the event from their base in Denmark.

Reader E. Carlson reports that the main exhibit in the Lowe Museum of Anthropology on the Berkeley Campus of the University of California, was devoted to "Games of Chance, Skill, and Strategy" from November through January. The exhibit included games from ancient China, the Plains Indians, South Ameri- can Indian civilizations, ancient Greece and Rome, African tribes, and a host of other places and times around the world and down through history. The two games represented contemporary American society in a great panoply—MONOPOLY and WATERLOO. It would appear that Avalon Hill has even earned a place in the history of our culture!

Contest No. 69 called for the Poles to set up their defensive line to accomplish two goals: 1) attaining the highest probability of survival, and 2) inflicting the greatest probability of damage to the German forces. The first goal is attainable several ways. The Poles can guarantee that the German must make at least one 2-1 attack in order to capture Warsaw. Those are the best odds that he can hope to get as he cannot force the German into a 1-1 attack. The probability that the attack will fail and the attacker will be eliminated is 1 in 36. The second goal is more difficult to determine. Damage is best measured in terms of the standard unit of exchange; the BRP. So losses are not measured in combat factors, but in the number of BRPs it would cost to replace those factors. A surprising result is that the Germans more BRPs (6.79) to attack Warsaw directly across the river than to attack twice southeast of the city and end up into Warsaw (6.88 BRPs). Only 7 entries hit upon this solution or variations of it. Many were disqualified because their defense was an- chored on the Partition line which the Germans are allowed to cross.

The ten winners of Contest 689 were: C. Treblobc, Montague, MA; A. Wiecking, Be- thesda, MD; G. Sanders, St. Johns, Newfoundland; L. Roesales, N.Y.; J. Hooper, Falls Church, VA; D. Swerdlon, Bethesda, MD; M. DeMantelzero, Rochester, NY; S. Collier, Decat- ur, GA; J. Vasir, Pasadena, CA; and M. Schuette of Saginaw, MI.