Avalon Hill Philosophy Part 57

The GENERAL has rarely abandoned its conservative, yes even, staid, editorial approach to endorse particular hobby groups. Our reluctance to part with our standard editorial fare has been based largely on the unreliability of clubs as a whole. National clubs seem to rise and fall with a regularity second only to the shifting of the tides. Without full-time administrators such organizations seem doomed to overwork and eventual failure. It was this recognition which prompted us to start the AREA rating system so that the hobby could finally have a stable base. In many respects AREA's 3,000+ members constitute the largest wargaming club ever assembled. But AREA, for all its virtues, is still not a club in the real sense of the word. AHKIS is there to be an exception for every rule and AHKIS is a good case in point. Now entering its 11th year, AHKIS has passed the test of time with flying colors and still offers the same benefits of fellowship and reliability that it promised its charter members back in '66. If what follows sounds like an advertisement don't be surprised for it is written by the President of the Society. However, its very presence in this column—closed to so many others—tells you what we think of them.

Let there be no mistake—AHKIS is not the panacea of the national wargame organization dilemma. Nor is it for everyone—as its enforced age restrictions testify. What AHKIS does offer is companionship, an open and friendly atmosphere, and good gaming fun unparalleled by petty politicking or win-at-any-cost attitudes. Indeed, we question whether the day of the usefulness of national clubs is still with us. With the spread of wargame popularity in recent years, more and more local clubs have sprung up to service the needs of the local gaming population. The trend towards more small local clubs is one which we see as the future of the hobby. But there will always be those who cherish PB&H and its many advantages and who would do the name shame were they not given the opportunity to discover the fellowship of their ilk in an organization such as AHKIS. We highly recommend AHKIS for what it is—a group of mature and friendly wargame enthusiasts who have banded together for the ultimate in wargaming camaraderie.

AHKIS = PLAY-BY-MAIL

PB&M? Play-by-mail is an aspect of wargaming that many enjoy but that many others have not tried. Why do people play-by-mail? The primary reason is probably lack of local opponents. Avalon Hill published PB&M many years ago to help satisfy its many devotees who had no one with whom to play these exciting new games. Ten years ago there were fewer wargamers and, therefore, fewer opponents. Although the hobby has grown tremendously, there are still gamers who do not have a group of friends in which to play. For them, PB&M is the only way to play.

Another reason is convenience. Even those who have a near-by opponent do not always have large blocks of time to spend gaming. They do have an hour here and there and are able to complete one move at a time. PB&M is the best answer here.

Some minor, but not insignificant, factors, are speed of move and error. Some people take a very long time to get through one move, and as a result, feel guilty or have to put up with their opponent making board noises. Those who find themselves making errors in face-to-face play have an extra chance to find the error because they can check and recheck each move; they can even let sit overnight and look at it more objectively the next day. PB&M is the better answer for gamers in both categories.

After Avalon Hill devised a way to play-by-mail, it still became necessary to find opponents. One way has been through the GENERAL's Opponents Wanted page. Another way is to join an organization.

The premier play-by-mail organization is AHKIS. AHKIS represents Avalon Hill intercontinental Kriegspiele Society (it has no connection with the Avalon Hill Company, although several of its members are on the staff of the GENERAL). The reason that "Avalon Hill" found its way into the name of the Society is that at the time of its inception—1966, Avalon Hill was the only publisher of board wargames. AHKIS does sponsor get-togethers; the European Region has two meetings a year in Britain, the three U.S. Regions have get-togethers at irregular times. The main purpose of AHKIS, however, is to play games by mail. This is necessary for the most part, because AHKIS is truly intercontinental. There are members in Australia, Africa, and continental Europe, although the bulk are in Great Britain and North America.

After AHKIS was founded in 1966, other wargaming clubs have come into existence (notable were Sparta and IFW), and passed away. Probably the main reason for its longevity has been the lack of politics within the group. Instead of having two or three strong individuals or small groups demanding different policies, AHKIS has had to scramble to find officers—often pressuring the unsuspecting member into a vacant office. They have been uncommonly lucky over the years to find men willing to spend part of their hobby time doing necessary chores for the Society. Exceptions have occurred, of course. A president faded away, leaving the Society without a head for a few months. Editors have occasionally found the work of publishing the Society newsletter too much to handle. But in the main, AHKIS has been luckier than most of its members appreciate.

AHKIS is run by its Executive Committee. The Chairman is the President, the Vice-Chairman is the Treasurer, and the other elected officers also serve on the committee. The decisions of the committee for the most part are subject to ratification by the membership in the annual balloting.

Society-wide offices are those of the President, Treasurer, Judge, ICRIKmeister (who sends out the material for games and keeps records of the games), Match Coordinator, Editor (of the newsletter, AHKIS), and Secretary (who keeps the printed matter up-to-date).

The membership is divided geographically into (at present) four regions, each with its own
I — Siste Viator —

Through the forest primeval an army of infantry and horse is passing with soldiers' senses tensed and alive to every moaning sound of the wilderness, a wilderness rendered more strange, more incomprehensible by the mysterious glimpses of the vigorous life it contains, and contained. Woods ancient as the hills unfold lighted spots of greenery which by contrast made the rest all the more gloomy and ominous. A deep and profound fear is found in the hearts of these Mediterranean warriors who see not the civilization, orchards, and sun-drenched vistas of the south, but only great foreboding trunks of oaks all around them and a thick, impenetrable canopy of foliage above them. There is more than just the suggestion of things vague and uncontrollable here, but a real contact with pure unnitigated and merciless savagery manifested through nature, in all its forms. The intrusion it has upon civilized nerves does not allow relaxation. The soldiery is not confident as it pushes forward deeper into the wilderness.

Upon every ancient and massive tree trunk, or in the mind itself, seemingly is carved "siste viator," stop traveller, used on roadside tombs in the soldiers' native lands. For this forest is nature's crypt for an army, and an Imperial dream of expansion. Through gloomy solitude and over swampy soil they march on. And then in the distance the horrible sight came in view.

Although six years of rain, snow, and sun have beaten down upon the remains they are clearly recognized; the spectre of a past battle. The ditch and embankments precisely laid-out could only have been the work of Roman legions and central enclosures indicate that they were three. Nearby are the ruins of a rampart where the last brave members of the XVII, XVIII, and XIX legions had made their hopeless stand. Gazed upon with horror-stricken eyes are the white plains covered with the bleached bones that give it its ghastly color; in some places thin where attempts were made to flee, in others a dense jumble of rusting armor, rotting leather, and those seemingly endless bones betray the location of some desperate Centurion's last charge. The few, the very few, men who had been taken alive in the disaster and who later broke their bonds and made the harrowing journey to freedom, pointed out where, in adjacent woods, the pagan altars of sacrifice to Wotan remained and that here the officers were tortured and immolated by the barbarians. They did not have to draw attention to the numerous tree trunks where there are still human heads nailed into the wood. The survivors see again their commander, Varus, taking his own life, and his German counterpart, Arminius, insulting and defiling the captured standards and eagles of Imperial Rome. He had treacherously lured the three legions into an ambush and destruction, and then sought to scorn them by hazarding their most precious possessions, their eagles. The memory is fresh to those who saw it. They are here now to avenge it.

In command of eight legions and huge auxiliary forces is the great Roman general Germanicus, who pauses in pursuit of that same Arminius to bury the remains of three legions. Funeral rites are held, and then an army burning with grief and revenge continues onward into the heart of this province Germany after their eagles and Arminius.

On the expedition the eagle of the XIX legion was recovered, although many years would pass before the others returned to Rome. Arminius too escaped Roman wrath, only to later suffer a more appropriate fate — assassination by one of his own countrymen after he attempted to set himself up as a king. And although Germanicus' legions had defeated the warbands that sought to repeat their past triumph, Roman civilization would forevermore terminate on that boundary of barbarism, the Rhine. Punitive expeditions are designed only to punish, not to civilize. Romanization of Germany would never occur now owing to Arminius' great ambush which destroyed three irreparable legions vital to the settlement of that province. The ramifications are immense. If not for Arminius England would never have come into existence since the Angles of western Germany would have become a part of the Roman Empire and not have migrated northwest to Britannia. And if there was no England there would be no English. There would also be no America as we know it as there would have been no Englishmen to settle it. Germany itself would not exist, nor would any distinct Germanic culture be found. History is often like a series of ricocheting billiards; the action of one sets into motion and changes the location of others, who, in turn, collide with still more. The Western World would bear little resemblance today if the German called Arminius never lived.

Thousands of miles away from the furthest frontiers of Caesar Augustus and his generals, the ultimate historical cue-ball was being set into motion in a land unknown to even learned men. In China the magnificent Han Dynasty, compared to which even Rome paled, attacked and routed their barbarians, the Huns, commencing a titanic migration westward which would climax with the pillage of Rome itself four centuries later.

Furor Teutonicus

by Thomas E. Hilton
The Germans—

The Romans faced a formidable foe in the immense forests of the Teutoburger Wald. These tall Germans were physically somewhat more powerful than the Roman and were hardened by their vigorous activities of hunting and warfare. They lived a semi-nomadic life and, like the Celtic inhabitants of Gaul, were organized into tribes. But unlike their neighbors to the west or the Hellenes, who were, with the way of material goods and large towns, and so felt no need to defend them. The Germans lived in villages only and did not fear to fade into the forests at the approach of enemy forces. The Celts’ attempts to defend their towns helped bring about their subjugation.

Germanic warriors were loosely organized into battlegroups of some 5,000 men led by a chief. When attacking they used typical barbarian tactics of a sudden, rapid onslaught against a sector, preferably an exposed corner, of the enemy position, which would be hopelessly swamped by bravery and sheer weight of numbers. If successful, axe and mace swinging horsemen supported by speedy infantry would burst through the gap and cut down the enemy now being taken in flank and rear. Although they were claw-like armor, with which they were almost completely devoid of weapons, the Germanic tribes on a mass basis could not stand against a trained machine like a Roman legion which was not in disorder or ambushed in terrain unsuited for deployment.

The cavalry was a strong point of the Germans. In fact, it was their horsemanship in a mercenary capacity which decisively contributed to Julius Caesar’s victories over the Gauls in 52 B.C. They were ferocious and the horses comparatively huge. They rode bareback and used spear and the common barbarian two-edged, long slashing sword. Spears were also used by the infantry whose armor was, like the cavalry, relatively light. But it was not armor or scientific military skill that the Germans excelled at. It was their hardiness and determination which prevented Roman conquest. In the woods, refusing to meet the Roman on his terms of open combat, they were a most formidable foe.

II—Virtue et Armis—

When Rome was still a Republic, ruled by the Senate—not the military dictators or Emperors of later times, its great enemy was the Carthaginian Hannibal who, two hundred years before the success of Arminius, inflicted upon Rome the disaster of Cannae. Although the manpower loss was great, the battle proved to be of comparatively little strategic importance.

After the final annihilation of Carthage, internal troubles began for Rome. The leading figures of Pompey, Crassus, and Caesar emerged to rule the Republic, from 52 to 6 B.C. after years of strife. This Crassus, the same Crassus who crushed Spartacus, controlled the eastern province of Syria and made every effort to enrich himself at the expense of the people in the region. His stubborn, nonsensical policies resulted in an attempted invasion of the Parthian Empire and the destruction of his army of 40,000 along with the cavalry and horse-archers of Parthia who shot the legions to pieces. Crassus was taken alive and apparently executed by having the gold he so treasured melted and poured down his throat. The two remaining rivals, Caesar and Pompey, would in four years begin the civil war which would see both eventually killed and the rise of Octavian, or “Augustus,” as Emperor.

While Cannae and Carthage, where Crassus met his end, were huge military disasters, they could not surpass that of the German, Arminius, for lasting significance. The Empire of Augustus would henceforth end on the Rhine.

During the early part of the Empire, the Roman general Drusus established permanent camps in Germania, generally safely inland and traversed the lands east of it. Tiberius succeeded him in 9 B.C. and he continued to defeat German forces. However, these all were more raids than colonizations, and the province Germania remained to be Romanized. In 6 A.D., a massive invasion of six legions from the Danube and east from the Rhine began, for when nothing less than a war camp was needed to make it seem you are far away, and “accommodate yourself to the designs of the enemy.” This can be done by judicious use of ambushes and concealed movement counters. When setting an ambush, the number depending upon the amount of tribal support (average is about six), do not expect the Roman to land into it. Use it to conceal positions letting him advance post ved, and then attack isolated cohorts while the main force is far to the east. Concealed movement counters also can confound the Roman and it is often advisable to mass a large number of movement counters on CM counters. But it is not armor or scientific military skill that the Germans excelled at. It was their hardiness and determination which prevented Roman conquest. In the woods, refusing to meet the Roman on his terms of open combat, they were a most formidable foe.

While Cannae and Carthage, where Crassus met his end, were huge military disasters, they could not surpass that of the German, Arminius, for lasting significance. The Empire of Augustus would henceforth end on the Rhine.

During the early part of the Empire, the Roman general Drusus established permanent camps in Germania, generally safely inland and traversed the lands east of it. Tiberius succeeded him in 9 B.C. and he continued to defeat German forces. However, these all were more raids than colonizations, and the province Germania remained to be Romanized. In 6 A.D., a massive invasion of six legions from the Danube and east from the Rhine began, for when nothing less than a war camp was needed to make it seem you are far away, and “accommodate yourself to the designs of the enemy.” This can be done by judicious use of ambushes and concealed movement counters. When setting an ambush, the number depending upon the amount of tribal support (average is about six), do not expect the Roman to land into it. Use it to conceal positions letting him advance post ved, and then attack isolated cohorts while the main force is far to the east. Concealed movement counters also can confound the Roman and it is often advisable to mass a large number of movement counters on CM counters. But it is not armor or scientific military skill that the Germans excelled at. It was their hardiness and determination which prevented Roman conquest. In the woods, refusing to meet the Roman on his terms of open combat, they were a most formidable foe.

The cavalry was a strong point of the Germans. In fact, it was their horsemanship in a mercenary capacity which decisively contributed to Julius Caesar’s victories over the Gauls in 52 B.C. They were ferocious and the horses comparatively huge. They rode bareback and used spear and the common barbarian two-edged, long slashing sword. Spears were also used by the infantry whose armor was, like the cavalry, relatively light. But it was not armor or scientific military skill that the Germans excelled at. It was their hardiness and determination which prevented Roman conquest. In the woods, refusing to meet the Roman on his terms of open combat, they were a most formidable foe.

The above are tactics applicable in all the ‘CAESAR’S LEGIONS’ scenarios. The third, Teutoburger Wald (the wilderness where the three legions were trapped and destroyed), most thoroughly simulates the lack of knowledge Varus had of the German intentions. And while the Roman is seemingly on the offense, he is in fact completely on the defense. It is the German who bears the burden of attack rests for this is a guerilla warfare situation.

The Roman is in a Vietnam of the ancient world with nothing at the end of the tunnel but his own unbending ignorance. Technology can defeat an enemy idiotic enough to stand and fight, and can burn his villages, but conquest of a military situation is entirely different. Let the Roman advance at the outset, while you follow Mao’s treatise “Yu Chi Chan” (Guerilla Warfare) and consider its teachings of advance where enemy is weak, retreat where strong. Varus will take the western villages, but his enemy will have no way to track him. If Varus can make it seem you are far away, and “accommodate yourself to the designs of the enemy.” This can be done by judicious use of ambushes and concealed movement counters. When setting an ambush, the number depending upon the amount of tribal support (average is about six), do not expect the Roman to land into it. Use it to conceal positions letting him advance post ved, and then attack isolated cohorts while the main force is far to the east. Concealed movement counters also can confound the Roman and it is often advisable to mass a large number of movement counters on CM counters. But it is not armor or scientific military skill that the Germans excelled at. It was their hardiness and determination which prevented Roman conquest. In the woods, refusing to meet the Roman on his terms of open combat, they were a most formidable foe.

The CAESAR’S LEGIONS Mapboard—

In playing this simulator, the gamer may wish to consider names and terrain features encountered to facilitate play and add historical interest. As with all simulation mapboards the geography is abstracted to a certain extent and therefore locations of features, and tribes, is approximate.

Region:—From hex-edge CC21 to KK7, the Moenus; from GG22 to QQ25, the Nicer; from DD31 to ZZ3, the Roselle; I6 to Q1, the Albis; F10 to FF10, the Visurgs; Si1 to W7, the Alana; C16 to V14, the Amnis; 130 to R29, the Mosa; X22 to L21, the Lupes; R22 to V17, the Rura; Y22 to S11, the Menes; FF10, the Menes; QQ15, the Hercynia; QQ4 to QQ24, the Gabreta, Forts—EE29, Augustus Treverorum; DD25, Riguileum; and N to S on the Rhine—Batauorum, Noviomagus, Castra Veteran, Colonia Apignensis, Confluentes, Bingium, Mogontiacum.
III - Ad Majorem Caesar Gloriam
To the greater glory of Caesar, Caesar in 58 B.C. advanced out of Narbonensis Gaul, that region bordering the Mediterranean, and routed the Helvetii at Bibracte, and the Germanic Suevi who had crossed the Rhine by his superior tactics. These victories considerably increased Caesar’s power and prestige and paved the way for the subjugation of all Gaul, without which there would have been no Rhine frontier for Augustus to worry about fifty years later. Following these successes, Julius Caesar went on to defeat the Belgae of the northeast, the Veneti to the northwest, and the Aquitani in the southwest corner of Gaul. He campaigned against the Bretons across the sea, and when threatened by several German tribes who crossed into Gaul, Caesar routed them, crossed the Rhine, and burned the villages of hostile tribes. A revolt of the Belgae was crushed and in 53 B.C. a second crossing of the Rhine undertaken. A year later all Gaul erupted in rebellion, Celts and Belgae, and in a fierce epic encounter the defeat of main forces under Vercingetorix at Aliscia and by 51 B.C. had permanently pacified Gaul. He then proceeded with the civil war against his arch-rival Pompey, and his fate in 44 B.C. at the hands of Brutus and Cassius.

Cesar’s first campaign in Gaul and his first crossing of the Rhine are the subjects of scenarios I and II of CAESAR’S LEGIONS which well illustrate the basics of the simulation. The Germans under Ariovistus must seek to avoid major combat against the powerful forces. If cornered, refuge should be sought in the fine defensive terrain of the Rhine river hedges. The cavalry is the ace-in-the-hole and unless the Romans are careful they can slip through and re-occupy an important village. Therefore, Caesars forces have to operate in tandem, as a team, so as to prevent a wild chase of the Germans across the board. Time is limited, so a Roman who does not engage on the pass defensive terrain of the Rhine river hedges. If, however, the legions are well-handled the German will be hard-pressed to avoid defeat. Several cohorts of legions should be assigned to eliminate any mobs or warbands attempting evasion in Gaul. The rest of the force should be split into four columns of legions with each containing the remaining auxiliary units, which helps protect them more than the legion. In preparing to cross the Rhine all four have to be ready to do so at one time therefore minimizing the effect of German attacks. Once across the German must seek, difficult as they may be, delaying tactics. Since he can never be able to re-cross the Rhine on the east side, and since the burning of a village is the key victory condition. In summary, the Rhine crossing is the key victory condition. The German must seek to kill Arminius and recover their eagles. Historically, the conflict was reasonably close with Germanicus establishing Roman control superiority, but recovering only one eagle (therefore losing 8 points to 4). All tactics and strategies are appropriate for both sides in the three previous scenarios generally apply now also, although such special rules as “concealed movement” do not. Certain Factors are intrinsic to this scenario alone.

The German must carefully place his ships so that those tribes not likely to be mobilized into war by a Roman invasion can be rapidly reached by Arminius. This is especially true with the Lugii, Langobardii, and Suebi. These are large forces vital to the German’s successful defense and, if the Roman suffers any catastrophes, offense. When initially placing the tribes nearest to the Rhine he has to keep them out of reach of the initial Roman advance. In the case of the Maris their chief will be destroyed on the first turn, but keep the warbands away nevertheless, at least they’ll survive to fight in a more equal battle. And of course, the eagles must be kept well away from the Romans at all times.

Germanicus is in many ways in a similar strategic situation to that of Caesar against Ariovistus; he must use his large force as a team, never independent legions, to bring and destroy the Germanic Suevii and the Germanic warriors guarding the eagles. It is a straightforward assignment, although one requiring much care and patience within the time frame. When deploying in The Campaign for the Eagles, the German has to consider the Marsii chief sometimes. He must use his large force to control the town and that is within range of Drusus’ legions. It should therefore be axiomatic that the Marsii warbands should be placed on R18 or O19 out of Roman reach. The Tenceteri can all be deployed safely in their village as no Roman infantry can reach it. The otherchiefs should be considered best positioned in MM2, DD4, KK9, Z6, AA14, Y17, and Q9.

Arminius’ main value is bringing the German tribes into an alliance, and this must be done as quickly as possible. Place him with the Lugii chief at MM2 enabling him to move north and north-west against the adjacent tribes; Suebi, Hermandurii, Langobardii, Chatti, and Chaucii. The Hermandurii, along with the tribes near the Rhine will probably be mobilized by direct Roman invasion. When he invades, legionary cohorts should precede auxiliary so there will only be one die roll for German activation.

According to the required deployment of legions, and the advantage to movement of the Xanthen bridge, Drusus’ main advance will come in the areas north of the Sugambri with XIII and II legions advancing across Hermandurii territory to the south. Auxiliaries, as usual, should be deployed to cover back of the army and the gaps between the legions. Drusus must use these considerable units to advance as a team against the German temples.

Patience is as important as timing for the German. He has to slowly withdraw into the forests as Arminius and the Roman advance
mobilizes the barbarian tribes, and the German takes a central position around the land of the eagles by the German masses (the destruction occurred Drusus will be killed. The victory conditions onslaught against the German auxiliaries had long been used by the geographic boundary then an ethnic one, many limitian counterattacking in force either flank of Drusus' in a tremendous uprising which eliminated all Roman influence on the Rhine, and this factor, Romanized was once one) rulers, as Nero to bring about the elimination of its now guarding the decrpet frontier was actually recruited mostly from Romanized Gauls, this being I Legion (Germania). This factor, combined with an incompetent and arbitrary reign, and numerous oppressions against the Batavii tribe, resulted in a tremendous uprising which eliminated all Roman influence on the Rhine, and could have permanently thrown off the Imperial yoke if reasonable aid was forthcoming from all Gaul, which to the disgust of many was by now all too Romanized to want independence. It was here that Civilis, the Batavian leader and organizer of the revolt, mulciculated. Although many Romans were disgracefully deserting, and in some cases murdering their commanders, and Germanic tribes united to destroy Roman power, there was far too little Gallic aid to ward off the counter-attack of Cerialis and his nine legionals. After pushing back up the Rhine, a bitter battle took place at Castra Vetera where Civilis made a stand. As usual, the Roman in open combat emerged victorious and the Batavians, now alone, made a final defense in their island fortress between the Mosel and Rhine. Eventually their inevitable surrender was accepted with surprising magnanimity on the part of the Romans. From then on the Romans would no longer be likely to be sympathetic to a national rebellion and consisting of troops recruited from other parts of the Empire. Auxiliaries, though still mostly Gallic and Germanic, were kept away from local leaders or home towns. This prescription worked for subsequent Roman Emperors.

This revolt makes for a fascinating Scenario V of CAESAR'S LEGIONS, and additional strategic commands to the opposing commanders. There is little the Roman can do at the outset except attempt to burn the bridge across the Rhine, and, since the Batavians will probably take over one fleet, position them initially close together so as to counterattack and destroy it. The odds state that a little more than a third of his legionary cohorts will desert and that twice that proportion of auxiliaries will join with the Batavians. After the second turn when desertion no longer takes place it is advisable to concentrate, if able, the remaining loyal forces on two or three forts to make their conquest all the more difficult. Nevertheless, against a good opponent all forts should fall within 15 turns, in which case the roles reverse and the Roman attacks. Once this occurs an economy of force must be sought to create successful sieges at minimal cost and not waste men on over-kill.

As Civilis, the Batavian player must move rapidly at first to occupy the Roman forts. There may well be an unexpected paucity of time if he does not carefully look ahead as to what is needed in the way of sieges. If he has foolishly allowed the Roman forces to concentre on the forts it will be difficult to storm them and a lengthy siege will be required. When Cerialis attacks with his nine legionals the strategic situation reverses and it is the Batavians attempting to concentrate in the forts, and, equally important, seek to keep some Gauls and deserters west of the Rhine and thus thwart Roman victory conditions.

In the Batavian Revolt Rome had forgotten the old rhetorical question, "quis custodiet ipsos custodem?" (who guards the guards?), and had nearly allowed the internal chaos which followed Nero to bring about the elimination of its northwest provinces. As it was, Rome would survive as a vibrant power for almost two more centuries, until the arrival of the barbarian nomad-horsemen from the East. In 70 A.D. as Civilis was being crushed, the Huns were already on their way. Sic transit gloria del Rom.

A.H. Philosophy . . . continued from page 2

Regional Director. The 350 members of AHKIS are fairly evenly divided into the four Regions.

SERVICES OF AHKIS

Introductory Booklet The "booklet" is actually a series of loose pages that can be put in a looseleaf binder. Pages are occasionally updated and some are added. The booklet includes a brief history of AHKIS, a section on how to PBm, a section on how to use the ICRK (Individual Combat Resolution Key), uniform grid coordiantes for games without them, a copy of the constitution, and a sheet for outlining a game question to the Judge (new questions are sent with the Judge's answer). More sections will be added to the booklet as their need becomes apparent. Some additional aid would include player aids to PBm.

The Match Coordinator The main function of one officer is to match opponents. Members who wish to play under AREA requests for more obscure games are very difficult to fill, but usually patience is rewarded. The Match Coordinator also tries to match opponents who wish to play under AREA ratings.

The Match Coordinator in 1975, Dave Turanek, initiated an AHKIS rating system, also, for those members who wished to be rated within the Society. Many members are not interested in ratings, but others are. Dave's system keeps everyone happy.

The Judge When opponents disagree over a rule in a game, they are urged to solve the disagreement themselves. In the relaxed atmosphere of AHKIS, many do. Some solve disagreements and continue playing but still want an "official" view of the problem. There are others who honestly cannot come to a mutual agreement on a rule. For these members, the Judge arbitrates the dispute. This allows the game to progress without long delays.

In the last few years, the number of games which can be played, has increased. As a result, the Judge may have to work harder than ever before. After reaching his limit, Tom Olesen, has kept up with them even more astoundingly. But even he is about reaching his limit. AHKIS may in the near future have to have a judge for each game company. Even that may be too many for one man to handle, in which case, further breakdown may be needed.

ICRK For each game assigned, a member receives an ICRK (Individual Combat Resolution Key). The ICRK allows members to resolve combat immediately and without any possible cheating.

The ICRK consists of 20 lettered columns; each column has ten “die rolls.” When one opponent makes out his attack sheet, he will list each column and one roll in that column per attack (for instance, attack #3 may call for B-7). The defender, when he receives the OOB sheet, will fill in the die results, clip the column, and return it to the attacker for verification.

There has never been any incident of house-panky with the ICRK, mostly because of the members, but also because of safeguards in the ICRK system. Each ICRK is a unique, computer-printed sheet. Each column is coded for one ICRK, which is assigned for one game, and the “rolls” in each column are totaled at the foot of each column as a double check.

The ICRK allows members to use a one-through-nine system without conversion, and it allows them immediate resolution and simple verification.

Figure 1

The number of columns is indicated at the top of the sheet. The other columns are filled in at the discretion of the judge. The “roll” in each column is totaled at the foot of each column. The “rolls” in each column are totaled at the foot of each column as a double check.

The Match Coordinator, 1975, Dave Turanek, initiated an AHKIS rating system, also, for those members who wished to be rated within the Society. Many members are not interested in ratings, but others are. Dave's system keeps everyone happy.

The Judge When opponents disagree over a rule in a game, they are urged to solve the disagreement themselves. In the relaxed atmosphere of AHKIS, many do. Some solve disagreements and continue playing but still want an "official" view of the problem. There are others who honestly cannot come to a mutual agreement on a rule. For these members, the Judge arbitrates the dispute. This allows the game to progress without long delays.

In the last few years, the number of games which can be played, has increased. As a result, the Judge may have to work harder than ever before. After reaching his limit, Tom Olesen, has kept up with them even more astonishingly. But even he is about reaching his limit. AHKIS may in the near future have to have a judge for each game company. Even that may be too many for one man to handle, in which case, further breakdown may be needed.

ICRK For each game assigned, a member receives an ICRK (Individual Combat Resolution Key). The ICRK allows members to resolve combat immediately and without any possible cheating.

The ICRK consists of 20 lettered columns; each column has ten “die rolls.” When one opponent makes out his attack sheet, he will list each column and one roll in that column per attack (for instance, attack #3 may call for B-7). The defender, when he receives the OOB sheet, will fill in the die results, clip the column, and return it to the attacker for verification.

There has never been any incident of house-panky with the ICRK, mostly because of the members, but also because of safeguards in the ICRK system. Each ICRK is a unique, computer-printed sheet. Each column is coded for one ICRK, which is assigned for one game, and the “rolls” in each column are totaled at the foot of each column as a double check.

The ICRK allows members to use a one-through-nine system without conversion, and it allows them immediate resolution and simple verification.

Figure 1

The number of columns is indicated at the top of the sheet. The other columns are filled in at the discretion of the judge. The “roll” in each column is totaled at the foot of each column. The “rolls” in each column are totaled at the foot of each column as a double check.

The Match Coordinator, 1975, Dave Turanek, initiated an AHKIS rating system, also, for those members who wished to be rated within the Society. Many members are not interested in ratings, but others are. Dave's system keeps everyone happy.

The Judge When opponents disagree over a rule in a game, they are urged to solve the disagreement themselves. In the relaxed atmosphere of AHKIS, many do. Some solve disagreements and continue playing but still want an "official" view of the problem. There are others who honestly cannot come to a mutual agreement on a rule. For these members, the Judge arbitrates the dispute. This allows the game to progress without long delays.

In the last few years, the number of games which can be played, has increased. As a result, the Judge may have to work harder than ever before. After reaching his limit, Tom Olesen, has kept up with them even more astonishingly. But even he is about reaching his limit. AHKIS may in the near future have to have a judge for each game company. Even that may be too many for one man to handle, in which case, further breakdown may be needed.

ICRK For each game assigned, a member receives an ICRK (Individual Combat Resolution Key). The ICRK allows members to resolve combat immediately and without any possible cheating.

The ICRK consists of 20 lettered columns; each column has ten “die rolls.” When one opponent makes out his attack sheet, he will list each column and one roll in that column per attack (for instance, attack #3 may call for B-7). The defender, when he receives the OOB sheet, will fill in the die results, clip the column, and return it to the attacker for verification.

There has never been any incident of house-panky with the ICRK, mostly because of the members, but also because of safeguards in the ICRK system. Each ICRK is a unique, computer-printed sheet. Each column is coded for one ICRK, which is assigned for one game, and the “rolls” in each column are totaled at the foot of each column as a double check.

The ICRK allows members to use a one-through-nine system without conversion, and it allows them immediate resolution and simple verification.
initial impressions of
Russian Campaign
by Dean Miller

Dean Miller is one of our favorite contributors - and not just because he likes Avalon Hill games. A charter member of the "hard core," Dean is familiar with a wide variety of games by varying publishers, and he is as fast to give us a verbal crack on the knuckles as the next guy. It is interesting to note however, that the change in the Automatic Victory rule which he attributes to Avalon Hill is actually John Edward's musing as he intended it in the errata of the JEDCO version. Dean is quite correct in pointing out the large differences caused by this rule but we would be remiss were we not to inform you that the designer intended the rule exactly as it is worded in order to cut down on excessive and unrealistic use of the Automatic Victory rule. However, if players agree that the game is better suited to their tastes under the spirit of the original AV rule, it is a simple matter to adapt Dean's suggested change.

Any discussion of The Russian Campaign will eventually take in a comparison to STALINGRAD. Old timers among the readership will remember how the play balance position in STALINGRAD varied with the experience of the players. Novices found it easiest to win in the role of the attacking Germans. Once the tricks of the trade were discovered the Russians were loudly proclaimed to have a "forced win" before they started. It was only with the passing of many years that the experts demonstrated that with "perfect play" it was the Germans who had the edge - winning frequently on the last turns of the game. It was this 'play balance shift' phenomenon which prompted us to ask Richard Hambleton to author the two modules included in the presentation below so that we might have a second opinion on which to provide our base for what is sure to be an ongoing progression of "perfect play" and changing opinions.

Russian Campaign is a game which many of us have long awaited. For those of us wargamers who are primarily interested in the games as historical simulations, there has long existed a void in the field, one which was created for us by the game of STALINGRAD. For STALINGRAD is just that - a game - albeit a damned good one. It does not live up to the expectations which motivated its purchase by the amateur historians among us - the desire to recreate in as accurate and realistic fashion as possible the Russo-German struggle of 1941-45, which would permit us to understand what took place, and more fascinating, what might have taken place. It does not constitute in any but the most general manner a duplication of the actual conflict. No one gets to the gates of Moscow by December of 1941 in STALINGRAD, except against the most inept of opponents. Breakthroughs and encirclements such as characterized the early stages of the war are not possible. Air units and sea movement are not contemplated. The historian-gamers have been looking for a means to rectify these shortcomings ever since STALINGRAD came out. Variants have been suggested from time to time, some of which have been pretty good, but always pose problems of finding opponents and agreeing on interpretations. New games have come out over the years which have also answered many of the requests of our group, but have always managed to fall short in some important respect. BARBARossa was on too small a scale. WAR IN THE EAST and DRANG NACH OSTEN were too big. Most of the other good ones dealt with only one campaign of the war, or included the whole European war in their coverage, KURSK and MOSCOW CAMPAIGN exemplifying the former; and WWII and THIRD REICH the latter. RUSSIAN CAMPAIGN may be the answer.

The game features all of the items listed above as missing from STALINGRAD, plus many more. Like STALINGRAD, it is a corps level game, and covers much the same scale, which many of us believe is ideal. Of the other features, a more historically accurate OB, an automatic victory rule and more realistic victory conditions are probably the most notable. The game was developed in Australia by JEDCO. For the first couple of years of its existence it was relatively rare in the United States, and expensive. The rules developed by JEDCO were generally good, but contained several gaps which led to spirited arguments between those few gamers who possessed copies. Now it is being marketed by Avalon Hill, who have undertaken to correct the problems which existed in the JEDCO games; largely successfully, it seems. Unfortunately, it may be that in correcting the minor flaws in the JEDCO rules they have created a good sized one themselves - at least in the eyes of the gamer-historian, which is the very group who have most anxiously awaited this game. It appears that the playtesters at AH must have been concerned about play balance. They have added three optional rules better to provide that result, all of which appear to favor the Russian side. These optional rules are of no harm, as they are just that - optional. But the AH people also tinkered with the automatic victory rule, and in so doing, managed to add some extremely unrealistic limitations upon what the German player could subsequently do with units which participate in an automatic victory. The result is that the rules are needlessly complicated, and contain limitations upon the movement and combat of the German's units which have no relationship to conditions which one would expect units which have just overran their enemy to be subject to. Most grievously the revised restrictions on automatic victory seriously limit the German's ability to effect breakthroughs, and have the effect of forcing him instead to attempt to win in the critical first few turns through large scale attrition. This makes for an interesting game - perhaps one that is more balanced, although I will dispute that - but it also makes for a less realistic game. Frankly, it is a return to the STALINGRAD type of game. Thus AH may have only managed to create another game which is most satisfying to the game players rather than the historical simulators, if you will. In any event, for either group, what follows will be my analysis of how to play the game and win.

The German wins if he occupies or controls every city on the mapboard, or occupies Moscow and eliminates the Stalin piece. For purposes of strategic planning, he should think in terms only of accomplishing the former, as to accomplish the latter, he will require the assistance of opponent ineptitude. If the German is to win, he must do it after the first two turns or consider the game finished. The German must do it early in the game - he had better plan on doing so before the end of 1942. After that, the Russian's increasing strength is at such a phenomenal rate as to preclude much opportunity to win, and the strategy must change to trying to get a draw.

The Russian's objectives must be the obverse. He must avoid defeat in the first year and a half, and then obtain victory in the remainder of the turns, by occupying every city on the board, or by occupying Berlin and destroying the Hitler piece. Neither of these is easily accomplished, although the Russian's task is easier, in my opinion.
In his first moves, the German must make a strategic decision – whether to go for a breakthrough or to use his units to make replacement moves. This is tempting, but my opinion is that initial restraint is a better policy – particularly in view of the crippling limitations which have been placed upon the use of automatic victories. The German is better served, in the first two turns at least, if he destroys as many Russian units as possible. Even if the German should get to Moscow before year end, if a significant number of original Russian units still are in existence, he is in trouble. Beginning with the third turn the flood of new Russian units joins the steady parade of replacements. While desirable, this can only be accomplished if at all, at great risk, unless the German obtains better die rolls or greater Russian ineptitude than he is entitled to expect.

As early as possible, the German must start taking replacement cities. This is the second way he can get to Moscow. By limiting his capacity to generate replacements until this can be done, the flood of replacements which will face him at the beginning of each turn serves as an effective check on his progress. The easiest such cities to take are: (1) Kiev; (2) Kharkov; and (3) Stalino. The first few moves should have as their objectives the capture of these cities, and the German's resources are better spent if they are approached in this order, rather than Moscow and Leningrad first.

In addition to being easier to take, these cities are more consistent with the longer-term strategy which the German should adopt. Look at the map. See how many Russian cities are in the south. All must be taken to achieve victory. In the process of taking these cities, the German removes them as locations for the new worker units as they come on the board. Finally, note that there are two oil fields in the South. Possession of these hexes can have a tremendous effect on the German capacity to wage a continuing blitzkrieg, as they permit a greater replacement of the panzers. Thus, the major effort of the German should be directed to southern Russia.

Because of the terrain and initial unit placement of the Axis forces, an early drive into the Ukraine is difficult to mount. The weak forces in Rumania are not capable of attacking across the rivers they face. Army Group South faces a formidable rough terrain and river combination of defensive positions in the narrow area through which it must proceed. This makes rapid progress impossible, particularly in view of the limited replacement moves available to turn.

Diversion of units from Army Group Center is necessary to help out if this is the direction in which you wish to push, and this must wait until after the initial attack.

Accordingly, I prefer to approach the South initially by supporting the drive against the Baltic states which turns with the SS Reserve, and the 40th Panzer. This group should drive just north of the woods before Minsk, from thence to the Dnepr between Smolensk and the Pripyet marshes, and then to the south, one wing perhaps diverting to threaten Minsk. The other wing drives on itself of making such a move. The main thrust must be at Kharkov and southeastward, with a complementary drive at Kiev to cooperate with AGS. Because of the breadth of the area which opens up to this Group at this point, all Reserves should be driven in, except for course for the Axis reserves which must join or support AGS simply because of the limits on where they can start.

This grand strategy, the other Army Groups’ roles are coordinate to the major role of Army Group South to engage, break through the unfavorable terrain SW of Lwow, and drive toward Stalinog, with one wing taking Kiev. The units in Rumania, too weak to accomplish much on their own, should be initially positioned so as to hold a line on the Prut; with their excess strength they can be used to either turn the flood of replacements or to help take Ukrainian cities as AGS provides the muscle.

Army Group North must move straight East, south of Riga, break the Divina river line, and threaten Leningrad with one wing while proceeding through the Divina-Dnepr funnel toward Moscow with the remainder of its forces. This should be the principal responsibility for Leningrad and Moscow from the frontal approaches. In this, AGN should move with deliberate speed, being aggressive, but not taking undue risks of losses through exchanges. This group is going to have to spread itself thin somewhat to cover AGC’s left flank as that group plunges into the south – in the process, it should not impose a drain upon the supply of reinforcements. After Leningrad, the left wing should join the Finns in a drive on Archangel.

Finnish forces are too weak to mount an offensive. They should remain in threatening positions so as to hold at least two Russian units against them. As AGN approaches Leningrad, the Finns should attack in conjunction therewith. Thereafter, they should form the extreme left wing of AGN, and supply the backbone of the drive to Archangel.

1942 is the year in which the German must win the game – if not completely, so closely as to leave but a mop up operation remaining by the close of the year. Through this year he should still enjoy a superiority of his forces over the Russians, and have the advantage in attack. Even so, this will be on an ever diminishing basis, and subject to local exceptions. Unless the German can cripple the Russian warmaking capability during this period, he is going to lose his superiority and have to assume the defensive for the rest of the game.

From 1943 on, the roles of the players reverse. However, the dissimilar resources of the two sides dictates that the Russian player take a different philosophy. His vast replacements and reinforcements permit him to attack with more abundance. But if he is not effective, this becomes a weakness, particularly when the Axis has superior mobility permits a more flexible defense. It should be a year in which the Russian should do his best to double up positions. Obtain-Stuka drives at Kiev to force the Russian to move and subject to local exceptions. Unless the German can second guess the Russian, this year will be a costly one for him.

THE GENERAL

should at all stages be a war of attrition. The Russian should offer for units, not real estate, in 1943 and 1944. He should not be concerned if he is not capturing the cities needed for victory very rapidly, if he is eliminating lots of Axis units. The end, if it is victory for him, comes quickly. When the Axis is so weak that a defense can be mounted, it becomes a war of attrition, a war of table slaughter. At that point, the end of the game is in sight, and occupation of the objective cities is more a matter of transport than of overcoming serious opposition. By 1945, the Russian should develop a two-pronged strategy – companion destruction of AGS along the Hungarian-Rumanian border to make the breakthrough into the steps. The Rumanian Mountain and Panzer Grenadier units particularly can help this latter effort. The border forces, plus Rumanian reinforcements, will simply follow the retreating Russians along the Black Sea coast as AGS provides the muscle.

Several special characteristics of the various players must be taken into account for the most effective tactics. Stuka units can be employed to advantage in several respects. They are capable of inflicting massive losses on the enemy forces, but at great risk. They can also be employed to nuisance attacks on more units – particularly when you consider how many units an AVG ties up below the UFL rule mentioned at the beginning of this article. An excellent means of employment of Stukas is in forcing double positions. Obtain-Stuka positions of 3-3 or 5-3 behind a river may be impossible without tying up all of the German units. But if enough are put into an attack against a doubled unit to get a 1-2 or 1-1, a Stuka added to the attack makes it a 3-1 or 4-1, respectively, and facilitates forcing such positions with a minimum of units.

The Russian player must keep the devastating effect of the Stukas ever in mind in making his dispositions, particularly initially and in the early
In the Russian Campaign, general strategy is built around the need to break the enemy army - to reduce it below its ability to defend itself. The Russians start the game with large resources of space, units and time (time is on the Russian side because of the worker units); the German player must whittle away at these resources and bring the Russian army within manageable proportions, while keeping the German army intact. Once the Russian army has been crippled the German player can resort to mass attrition attacks that repeatedly cause more casualties than the crippled Russian production can replace. The Russian player must be careful to maintain his army at a level of strength where it can defend itself; he must be particularly cautious in 1941, when his units are scarce. In the long run, however, the Russian player needs to execute a strategy of mass attrition to bring the German army within manageable limits. In particular the Russian player must bring the German army low early enough so that the slow Russian units have time enough to cross the board and fulfill the victory conditions. Consequently, the Russian player must continuously push for a win in making attrition attacks that do not play into German hands. As the game progresses and the Russian army swells while the German attack capability dwindles the Russian attacks must rapidly grow in number and risks taken.

In practice the German must dedicate 1941 to making crippling attacks against strategic objectives - too many Russians arrive safely during the winter. Best German play in 1941 calls for the widespread destruction of Russian units while they are scarce - the Germans can then exploit into the void left by the eliminated Russians. This whitens at Russian unit, space and - later, when breakthroughs are needed - in taking strategic points. In 1942 the German player must either break the Russians or so completely cripple them that a 1943 attack can succeed. With the Stukas dwindling and Russian replacements doubling, the Russians have to be crippled to break in 1943. After 1943 the Russians can go over to the attack wholeheartedly.

Now let's see what tactics are required to fulfill the above strategies. Remember, the German player starts the game under the necessity of crippling the Russian war effort, which means attacking worker counters, rail net centers, and ports while eating up space and eliminating Russian units.

Certain things fall into the German hands almost automatically if they have eliminated enough Russian units on the first turn. The Germans should be able to get near Leningrad, fairly near Moscow, to Bryansk, past Kiev and to Dneprovsck just using moderate-sized armies and the Stuka attacks. This ignores a large reserve - the Army Group Center Panzers - which can be committed anywhere the German player wants to make an extra push. In practice, with these panzers the German player can either: 1) take Leningrad; or 2) take Moscow (if the weather holds); or 3) destroy a fair number of Russian units and take Tula; or 4) get close to Stalin and Kharkov (from the south) and probably take one of them; or 5) secure Dneprovsck and possibly take Rostov and/or Stalin.

There just isn't time for the German army to get to Kharkov in 1941 by passing north of the swamps, so the panzers fund the panzer reinforcements) must to use rail movement to get to the southern theatre.

Where the panzers should be committed depends on the situation after the first turn, of course. There are a few standard opening moves whose success or failure can determine how the panzers can and should be used.

The first thing to remember is that Leningrad is very vulnerable to a Finn-Stuka combined attack made before the Guards armies have a chance to appear. If the Finns can get next to Leningrad while a HQ is in Stuka range, Leningrad may fall without the help of the panzers.

In the south, the Germans should plan to maximize their use of the Black Sea. Taking Odessa on turn 1 (second impulse), Sevastopol on turn 2 (first impulse, using the Romanian cavalry), and invading Rostov with the Hungarians on turn 2 can create an insoluble problem for the Russians around Rostov and Stalin. If it looks like this Black Sea ploy will work (it is usually a matter of whether the Russian can spare the units to garrison the ports), then a gigantic debacle is possible in the South if the panzers are committed there.

On the other hand, access to the whole southern front is controlled by the pass that runs between the swamp mountains and the Hungarian border mountains. If the Russians stand there just for a turn or two, they prevent the German armor from being able to shift south early enough to get in on the action. The German cannot shift south unless he controls the swamp mountains - a consideration that should be reflected in his first turn attacks.

Lastly, the German player must recognize the value of the Bryansk area. Without it, attacks on Moscow are channelled into the Divina-Dnepr funnel, and this funnel is just a city trap for German units. Bryansk widens the front against Moscow and threatens the southern replacement cities. It is a fine place to winter, and it is a beautifully central location from which to start the 1942 campaign.

About the only problem with the Bryansk area is that the Russian also recognizes its value so the German has to fight to maintain a presence there. This is most unfortunate since the German is not threatening any vital strategic locations while he is tied up around Bryansk. Generally speaking, the German player must win around Bryansk or he must win in the south, or he doesn't stand a chance of winning the game. This requires that the reserve panzers get to the Bryansk area by the end of the 1942 campaign at least.

The net result of these considerations is that the panzer reserve has three options: 1) go to the south if things are going well there and a debacle is possible; 2) go to Leningrad if needed to take that city; 3) move to Bryansk and winter there.

At the start of the game there are 8% replacement factors in the north (counting Archangel at its average yield of 3%) and 8% in the south (2 of which fall almost automatically at Kiev), and 10 points that arrive during 1942 and can be placed anywhere. This balance would seem to call for emphasis in the north, particularly since the two great rail net cities - Moscow and Leningrad - are also in the north. Since Archangel cannot even be threatened until either Moscow or Leningrad have been taken, it is necessary to take at least Leningrad in 1941 or the Russian player can convert the north into a vast unbreakable fortress. The conquest of Leningrad might not require the panzers, however, and if they are free they can be best employed in stretching the Russian lines in the south and around Bryansk. If the Black Sea has created opportunity, and if the swamp mountain pass is clear, the south is the place for them to be; otherwise, a drive on Tula and wasting attacks against the Russians around Bryansk, Tula and Kursk - and even down to Kharkov, with luck! are the best employment for the panzer reserve.

It is generally NOT worthwhile to go up the funnel to get at Moscow. In my experience, the Germans never get there and just have to retreat again in the winter.

The Russians, of course, must try to frustrate all this. The first Russian priority in 1941 is to save units; their second priority is to prevent the breakthroughs that can trap units; and thirdly (but also vital), they must block the panzer advances. This means clamping onto any swamp hex south of Leningrad, and keeping the Finns at least one hex away from Leningrad; holding onto the swamp mountains and blocking the pass into the southern front; garrisoning at least Rostov, and fighting for Odessa if at all possible - German units before Odessa are away from the Russian vital areas, and if Odessa stands a worker unit can transform it into a major incursion behind the German lines! And, when the Russian replacements start arriving the Russian must form his lines of defense to protect Moscow - and to fight for Bryansk.

The traps, swindles and normal defensive and offensive tactics I leave to your discovery. This article is above such canards as retreating forward on first impulse, paratroopers in Helsinki, Hitler invading railroads and "railroad raids" deep into enemy territory along never-reclaimed railroads. The Russians can put workers in some mighty funny cities - and did you know it is exactly 8 hexes from Odessa to Bucharest?

Your opponent does.

Balance? The Russians have a slight edge, with perfect play. But then, who knows what perfect play is at this stage of the game?
THE OTHER SIDE OF THE A.V. COIN

The authenticity of any rule has to be considered in nearly equal terms: how accurately does the individual rule simulate the historical reality it represents; and how historically accurate is the interplay of the rule in the game? Obviously the best solution would be to have a rule that was absolutely accurate both in itself and in the way it interacts with the other rules. Not so obviously, this is impossible. Some historical factors have to be left out of any wargame (even the ones played on gigacomputers at the War Department), which creates holes in the historical interactions; game rules have to be stretched to cover these holes (if the holes aren't covered the interplay is not correct), which means that the stretched rules are no longer historically accurate, taken by themselves. Individual rules have to be distorted to preserve the integrity of the whole.

That's exactly what the AV rule in Russian Campaign does. Taken by itself the rule is certainly objectionable -- units that overwhelm a defender should be less tied up by that action than units that got tied up in contested battles. Mr. Miller, you're right. But... the game interplay is more important than the individual rule! Did I hear you correctly? The necessity is made the game play realistically as a whole.

Consider: with no limitation on first impulse AVing, the German player would create AVs more easily -- because of his Stukas, which fly only on first impulse -- and he would get enormous exploitation because the AVs would happen on his first impulse when every unit has its maximum movement. The result would be to implement all of the inaccuracies inherent in "classic" AV rules -- the rear units create the AVs and the front units get to move through with their full movement factors, as if it took no time at all for the rear units to move up!

Admittedly, this just shows that the "classic" AV rules should not be used. (Looking at the historical campaign it was the German armor that made the difference, and the infantry barely caught up in time to do the mopping up.) Other rules could be written to approach this problem, but with the game system as it stands the AV rule is good -- it forces the German player to make the strategic and tactical choices that existed in the real campaign. Territory of Units? Attrition or breakthrough? Encirclement or strategic objectives?

If AVs were unlimited, they would also be the best percentage attrition attacks -- which certainly seems unrealistic when you consider that the German penetrations were largely matters of zipping past slow Russian units, rather than steamrollering them. The indirect approach and tactics required by the limited AV very nicely simulate the indirect tactics which were the essence of Blitzkrieg.

My conclusion is that the AV rule is most desirable as it stands. Breakthroughs are possible and desirable when done peripherally, in the larger interests of encirclements and positional advantages. The German player has a number of strategic and tactical options, rather than having one tactic which is superiorly effective in all respects. The presence of these game alternatives, which require alternative tactics in each battle, strikes me as a far more accurate representation of the problems and opportunities that faced the German armies in Russia.

The inaccuracy of the AV rule creates accurate interplay and an accurate game -- which is to be preferred.

THE GENERAL

removing a unit of his choice. Thus, it is advisable to include a weak unit in each attack in which an enemy has a possibility of being unable to keep mind for this is one of the Axis units -- particularly the weak ones with low movement factors. With their inability to move during the second impulse, they are most expendable. An exchange of an Italian 2-3 for a Russian 6-3 is a very fair deal.

The DS (Defender Surrender) result causes an enemy unit to be no longer available for replacements. This, for the German, isn't much comfort, because the wealth of units possessed by the Russian is such that very seldom will he be unable to supply replacements by reason of having had his units removed through surrenders. Thus, in my opinion, it is not worth the expenditure of the added units necessary to produce odds that increase the likelihood of a DS result. The additional units can better be used for added attacks. It is more important for the German to eliminate more Russian units with fewer DS's, than to eliminate fewer of them with more DS's. This is also somewhat true for the Russian player, although less so as the game goes along. The German will have to try, more than the Russian, to make sure that removals from availability for replacements may hurt him. But since he only gets replacements once a year his losses are usually such as to provide sufficient material. A possible limited exception to the foregoing rule relates to some of the rare or special capability units on each side. The SS units, the mountain units and the panzers, for the Germans, and the armored units and Guards units for the Russians, are or may at times be, limited in number, and valuable to their owner for their special characteristics. As to these, trying for a DS may occasionally be justified.

Partisans increasingly become a factor as the game progresses. After game turn 2, the German has to reckon with their appearance. Since supply can be traced to a friendly city, the effect of partisans is not as severe as if it must come from Germany. Nevertheless, the introduction of partisans makes supply an ever present problem for the German, and requires a constant commitment of units. These units, however, can almost be renamed the German anti-partisan group, as that quickly becomes its principal employment. In the second impulse of each turn the German should move this unit to a position where it will have the greatest effectiveness in impeding the creation of partisans -- particularly where they might put a front line unit out of supply. The German must always exercise care that units are in position to eliminate partisans -- in this railroad movement is most helpful. As a matter of fact, it is desirable for both sides to have as many units as possible on rail hexes at the end of a move, to permit the option of rail movement on the first phase of the next move, and attacking with them on the second. If the German will ensure that no partisan unit can be created in a city immediately behind the front, or a railroad hex, he can eliminate any partisan unit created further to the rear on his initial phase if he has a unit on a railroad hex in this area at the beginning of the turn. The unit merely moves adjacent to the partisan by rail movement and eliminates it. The German must, however, make sure that rail line has a potential "partisan killing" unit. In addition, as he gets deeper into Russia, he should keep such units in cities close to the original border such as Brest or Lvow, to assist in the event that two partisans are created on the same line. He should not let partisans panic him. Remember, all a unit

going. No position is impregnable! If the German can get a 1-1, the addition of a Stuka will give him the 4-1, and provide him a strongly assured of taking the position. And if he can muster enough troops for a meassle 1-4, the Stuka changes it to a 2-1, which is a respectable risk for him to take with a minimal troop commitment. Thus, the Russian should go for the weaker 1-4 units which would form a stong line. Put the weakest units in front -- he'll only be able to AV a limited number of them, and it will tie up a large number of his troops when he does. To the extent he has to use infantry for automatic victories, it slows their advance into your territory. Further, keeping the larger units in the rear lessens the chances of a breakthrough. If the German has to attack them on the second phase, he does not have the benefit of the Stukas, and an AV, which usually is essential to getting through into the clear, becomes much harder. This is especially apt in view of the automatic victory rule in the AH game, which tends to force the German to use it only on the second phase. The Russian should try, therefore, to present the German with an endless succession of 1-4 units, which will have to cope, at odds which will force him to risk exchanges, and if he is daring, AR's and AI's. Never stack units until going over to the offensive!

As indicated at various points in this article, I do not like the AV limit in each automatic victory. Even with its limitations, however, it can be profitably used. It is easier in the first phase, because Stukas can be used to get the necessary 10-1 odds. However, the cost in units which are immobilized for the remainder of the turn is heavy. In the second phase of a turn, this is no longer a penalty, because the participating units could have moved no farther anyway. Without the assistance of the air units, it can only be accomplished on this phase against weaker positions, but can permit the man to break through a defensive line and occupy some important objective.

If possible, the German should give preference to attacking Russian armored or guard units. These are, as the others, one which which he can achieve a 2-1, and an AV, more likely a second movement impulse. A Russian who cannot make many 2nd impulse moves is severely handicapped in shifting defensive units or mounting counterattacks.

In moving units, arrange the infantry so as to take the routes which will go through wooded areas. The same, of course, goes for mountain troops. This usually means that infantry must be on hand to take a direct route, with the armor conducting a swing around the flank. Woods are not too good as defensive terrain, in spite of the "no DR" characteristics. A contact either give you another chance to attack, perhaps with added units, on the next phase, or will force the defender to attack, hopefully at unfavorable odds, on his move. For that reason, I try to bypass units in woods on a first phase, then hit them with a 2nd impulse attack on the second. Since the attacker controls all retreats, an AR result can often be handled in such a way to leave the unit still surrounded, so that on a 2-1, only a 1 result will be bad, and even it might be acceptable.

Another difference in the rules of Russian Campaign from other games should be remembered, particularly when attacking the larger Russian units which are alone. The exchange rule does not require removal of a unit having factors equal to the defending unit, if an exchange is rolled. The requirement is only that each player
needs is a supply line to a friendly city — not to the board edge. Thus, only the partisans which are placed relatively near the front are likely to be lethal, and they can usually be eliminated by regular movement. Nonetheless, partisans can delay the flow of reinforcements and replacements. They can also tie up or delay the transfer of German units, and thus be used to counterbalance the German's mobility. In this respect, the Russian can most effectively use them in conjunction with offensive or defensive actions, to assure local supremacy and obtain the initiative.

The Russian paratroop units present similar problems and opportunities, depending upon your side, as the partisans. But because these units have a ZOC and must be eliminated by combat, the German must employ different countermeasures. While these units can't be dropped in German ZOC's, woods or mountains, they can be in cities and swamps, somewhat anomalously. About the most the German can do, if he still is going to try to deal with the forces in front of him, is to try to limit the harm which can be caused by an aerial drop. Cities within the 8 hex radius of the Berlin at the end of a game month should be garrisoned. If possible, a chain of ZOC's should be maintained from the front lines to any such cities. Since the German offensive capabilities in winter are quite limited, this necessity almost dictates a defensive posture in the area near Stalino during snow months. For the Russian, the parachute units can be very effectively employed in his winter offensives. They can be dropped into positions to block German lines of retreat. They may be utilized multiply with partisans so effectively to block a supply line as to prevent the German from taking on this part of the map. Either the partisans or these units can certainly be used to eliminate the Nazis. These units may also be employed defensively, as in the first winter, to stall the German advance, although this should only be a last resort, as the units can only be dropped once.

Sea movement is another addition found in this game. While some of the limitations are hard to understand, particularly those on the Germans in the Baltic, the possibilities opened by this capability should not be overlooked. For the German player, sea movement is also useful to supplement troop movements in winter, when railroad moves are limited. It can be particularly helpful to bring replacements to the northern front to Leningrad, which is captured, with a 1 in 6 chance of loss. In the Black Sea this is also useful, after one or two of the ports are captured. Invasions may also be attempted, but the German must be mindful of their limitations. An invading unit must either link up quickly with its advancing army, or capture a city. Playing the German side, I have found an invasion useful to assist an approach to Krasnodar in the drive for the Caucasus oil fields, for example.

For the Russian, sea movement is a more visible maneuver, simply because of the greater expendability of his units. An invasion can be attempted with a throwaway unit to cause a temporary embarrassment, particularly if the German leaves one of his cities unoccupied. One invasion (remember, only 2 per game) should be reserved for the endgame period of late 1944-early 1945 to assist in the march on Bucharest. The terrain around this city is conducive to a defense; with the mountains and river configurations permitting defensive success in double lines in doubled positions. An attack from the sea can extend the defender's resources at a time when he is likely to be hard pressed for manpower. Sea transport may also be used by the Russian with more frequency than the German, such as to augment bypassed garrisons, and to speed the flow of new units to the front, particularly as the game progresses and his capability of accepting losses increases.

So much for the strategy and tactics of invasion. For the Russian player, the following principles will result in a Russian victory more often than one for the German player — but most often by far it will result in a draw. Perhaps this is not an historically realistic ratio. Of course, no one really knows what it would have taken for the German to defeat Russia, so the question is not completely susceptible of analytical evaluation — as a matter of fact, no one can be certain what it would have taken to achieve a stalemate or draw. For the "game player" game, it is immaterial — he is interested only in playing a game, and balance is foremost to him, with historical realism of minor importance, once the game is designed. But to the historian wargamer, to which group I belong, it is troubling that the game as presently limited by the Automatic Victory rule does not permit the tactical duplication of what was available to both combatants in the actual conflict after which the game is patterned — the breakthrough and exploitation thereof. For that reason I submit that the AH rules to RUSSIAN CAMPAIGN should be modified by adding a revision to Section 16, to read as follows:

16.1 (no change)

16.2 (Substitute "impulse" for "turn" in line 4.

16.3 Add "on that impulse" after "attack" in line 4.

16.4 Delete entirely and replace with: "Units attacking at 10-1 odds may move in the second impulses if permitted by the Movement Allowance Chart and participate in combat or Automatic Victories again."

While we're suggesting modifications to provide bases for a better recreation of the 1941-45 conflict, let me offer another, of a less analytical nature. As noted above, in the drive for the Caucasus oil fields, most of the German generals came to believe that the best course would be hoped for on the Russian front was a stalemate, and their strategic and tactical recommendations usually reflected this conclusion. For that reason I have regarded a drawn game as also being a German victory, albeit a marginal one. Therefore I suggest that the victory conditions be so amended. This should be coupled with the utilization of the optional rules at least 26.2 and 26.4. (I'm not convinced that 26.3 is soundly premised — such a distinction between armored and infantry units makes more sense in a tactical level game than one at a strategic level.)

Either way, RUSSIAN CAMPAIGN is a great game, which I'm glad to see on the Avalon Hill bandwagon. It guarantees that we will be able to enjoy it over the years, not just the next month!

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 ¾ hexes printed on the back. The pads are useful for designing your own maps, making headline notes for actual maps, or generally sketching moves and/or concepts. The pads are available from the parts department for $1.00 plus postage.

PANZERBLITZ . . . Continued from page 23

Tired of playing solitaire or humiliating the same opponent day after day? You may be good in your game room but what can you do against a good player from another part of the country? There's only one way to find out — play them by mail! PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers across the nation. A special CRT and combat resolution system makes it impossible to cheat! PBM is an entirely different experience from face-to-face play. It has made better gamers of many who have tried it, and all those who have mastered it. PBM is the only way to participate in the many national tournaments held regularly for Avalon Hill games.

Each kit sells for $4.75 postpaid and includes enough materials to play virtually dozens of games, including addendum sheets which list official grid-coordinates for those games already included in them, and special charts and CRT's for postal play.

Kits are available for the following games:

- AFRICA KORPS
- KRIEGSPIEL
- BLITZKRIEG
- LUFTWAFFE
- BULGE
- D-DAY
- GETTYSBURG
- ANZIO
- STALINGRAD
- PANZERBLITZ
- WATERLOO
JUST ONE MORE HEX . . .

By J. Richard Jarvinen

FORCED MARCH TABLE ANALYSIS

The Forced March Table of 1776 is another feature of that popular game that lends itself quite readily to mathematical analysis. The principal question always seems to be: How far should I attempt a Forced March in order to minimize the opponent's chance of catching me? The answer is not obvious as the further you attempt to Force March, the less likely is your chance of success. The problem is further compounded by the fact that in some cases one-half the units involved are eliminated. (See Table I for a description of the Forced March Table.) Other factors that may have some influence on a Forced March are terrain, tactical or strategic considerations, and the ability to roll a one or a two. For purposes of this discussion, however, we will assume that one player is always trying to get as far away as possible from his opponent and that terrain and other effects can be ignored. This implies that both forces will be using all of their available movement points.

Since it is generally the case that the American player is trying to escape the British, I will treat this situation first. The chance of the British successfully catching the Americans (assuming the British are willing to Force March in order to engage the enemy) is strictly a function of the original distance apart (in Movement Points) of the two forces and the number of Movement Points that the American attempts to Force March. Following is a table that summarizes the chances for the British:

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>by Americans</td>
<td>Opt. FM</td>
<td>%</td>
</tr>
<tr>
<td>0</td>
<td>5</td>
<td>.44</td>
</tr>
<tr>
<td>1</td>
<td>6</td>
<td>.33</td>
</tr>
<tr>
<td>2</td>
<td>5</td>
<td>.19</td>
</tr>
<tr>
<td>3</td>
<td>6</td>
<td>.19</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
<td>.17</td>
</tr>
<tr>
<td>5</td>
<td>4</td>
<td>.08</td>
</tr>
<tr>
<td>6</td>
<td>4</td>
<td>.06</td>
</tr>
</tbody>
</table>

As an example, assume that an American was two MPs away from a British force. The above table indicates that the American should attempt a Force March of 5 in order to minimize the chance of the British player catching him. If the American is not willing to take the chance of losing some units due to a bad Forced March, he should attempt to only Force March 3. This, however, gives the British player a 28% chance of catching him, as opposed to a 19% chance with an attempted Force March of 5.

Although rare, it does happen that the British player tries to escape from the American. Because of the discrepancy in the Movement Allowances, it is much harder for the British to escape. The following tables reflect these facts:

<table>
<thead>
<tr>
<th>British Optimum Forced March Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>MP Apart</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>0</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

The table itself is easy to read. All one has to do is determine the distance apart (far left column) and cross index it with the Forced March attempt by the Americans (top row). The resultant figure is the chance that the British have of successfully catching the Americans. For example, if the two forces were separated by one Movement Point and the American attempted to Force March 3, the British would have a 42% chance of reaching him during his turn. The table only lists up to 6 in the "MP Apart" column because if the Americans are seven or more MPs away from the British there is no chance that they will be caught (proof left to the reader).

The next logical step would be to summarize the data into an "Optimum Forced March Table" which would indicate the Forced March attempt to be used in order to minimize the chance of being caught. However, one must take into consideration the losses that may occur due to an unfortunate die roll. If escape is the only factor to be considered, then the optimum values would be those entries in the table that yield the lowest percentage. But if the possible losses are not acceptable risks, then one would only examine the first four columns of the table as these are the only ones in which there is no risk. The following table summarizes the optimum case for both situations: (Whenever two Forced March attempts give the same probability of success, I have always listed the lower numbered Forced March first.)

<table>
<thead>
<tr>
<th>American Optimum Forced March Table</th>
</tr>
</thead>
<tbody>
<tr>
<td>MP Apart</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>0</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
</tbody>
</table>

As expected, the British have a lot of trouble when they are trying to elude the Americans. In some extreme cases it might be justified to accept the chance of a unit-costing Force March as it increases the chance of escape considerably. When only zero MPs apart (you are both on the same hex), you gain 14% by going for the maximum Force March.

One case that is not covered by the above tables is when one of the forces contains Tory Militia. As their movement factor is 8, as opposed to the British standard of 7, there is a slight change in the computations to allow for this difference. Whenever one of the forces involved (it doesn't make any difference whether they are the pursuers or pursued) is Tory Militia, you have to one the actual distance separating the two forces and use the British Optimum Forced March Table. If one of the forces contains both British Regulars and Tory Militia, you have even more problems, but I'm sure you will be able to solve this without my help.

This analysis is not guaranteed to improve your game to the extent that you will always win, but it may provide you with that one extra Movement Point that sometimes is so desperately needed.

The table is easy to read. All one has to do is determine the distance apart (far left column) and cross index it with the Forced March attempt by the Americans (top row). The resultant figure is the chance that the British have of successfully catching the Americans. For example, if the two forces were separated by one Movement Point and the American attempted to Force March 3, the British would have a 42% chance of reaching him during his turn. The table only lists up to 6 in the "MP Apart" column because if the Americans are seven or more MPs away from the British there is no chance that they will be caught (proof left to the reader).

The next logical step would be to summarize the data into an "Optimum Forced March Table" which would indicate the Forced March attempt to be used in order to minimize the chance of being caught. However, one must take into consideration the losses that may occur due to an unfortunate die roll. If escape is the only factor to be considered, then the optimum values would be those entries in the table that yield the lowest percentage. But if the possible losses are not acceptable risks, then one would only examine the first four columns of the table as these are the only ones in which there is no risk. The

The table is easy to read. All one has to do is determine the distance apart (far left column) and cross index it with the Forced March attempt by the Americans (top row). The resultant figure is the chance that the British have of successfully catching the Americans. For example, if the two forces were separated by one Movement Point and the American attempted to Force March 3, the British would have a 42% chance of reaching him during his turn. The table only lists up to 6 in the "MP Apart" column because if the Americans are seven or more MPs away from the British there is no chance that they will be caught (proof left to the reader).

The next logical step would be to summarize the data into an "Optimum Forced March Table" which would indicate the Forced March attempt to be used in order to minimize the chance of being caught. However, one must take into consideration the losses that may occur due to an unfortunate die roll. If escape is the only factor to be considered, then the optimum values would be those entries in the table that yield the lowest percentage. But if the possible losses are not acceptable risks, then one would only examine the first four columns of the table as these are the only ones in which there is no risk. The
In days of Yore—back around the time of GUADALCANAL, more or less—the GENERAL once published an intriguing little article entitled "The Fuzzy Wuzzy Fallacy." One of the best of the early GENERAL articles, it demonstrated precisely that doubling a unit's firepower does not double that unit's value—in fact, multiplying firepower by 2 multiplies the value of the unit by the square root of 2! This is because of the feedback from enemy fire—the doubled unit still is eliminated by a single hit. As a general rule, increasing firepower by a factor of n increases the unit's value by the square root of n. As a simple example, consider unit "A" with a firepower of 4. Firing with unit "B" with a firepower of 1. 100/100 = 100, which will attack, how many "B"s are needed to stand up to the "A" with perfect equality (i.e., both sides will be eliminated at once)? In time T, say, both sides will eliminate each other; we are looking for X, the number of "B"s, that is needed to balance 100/"A"s. 100/4 × X, which is to say that 100 units firing 2 hits for T time will get X enemies. X × 4 = 100, which is to say that X units firing 4 hits for T time will get 100 enemies. Solving the equation, we get X squared=400/100, or X equals 20. Thus, each "A" with a firepower of 4, is equal to 2 "B"s each side with a firepower of 1.

Now, for most games this calculation is not very useful; firepower is defined as the number of hits per attacking unit, and in most games a combat unit does not have a number of hits directly related to its combat factor. An 8-point unit does not get twice as many hits as a 4-point unit; the number of hits each can get varies greatly because their point values are interpreted through a combat results table that modifies the hits caused by taking into account how the units are combined against enemy combinations. There's no direct relationship between combat factor and kill ratio.

So, for a long time the Fuzzy Wuzzy Formula (relative value=square root of relative firepower) was useful only in games where combat ability was defined in terms of hits caused per unit—usually miniature games, where each unit fires individually. When it could be used it was handy for calculating the real relative values of units, which helped no end in balancing scenarios.

Interesting, but just not very useful in board games...

Until WAR AT SEA came along.

In WAR AT SEA each unit fires individually at the enemy, and neither attacker nor defender can combine to change the percentage of hits caused by a firing. This constitutes Fuzzy Wuzzy firepower: the Fuzzy Wuzzy Formula can be used to calculate the real combat strengths of the units! Summing these, it should be possible to predict the winner (assuming equal luck) in a WAR AT SEA naval battle—the side with the greater Fuzzy Wuzzy total has the greatest combat strength and should win!

That's exactly the sort of thing you want to know when deciding whether to commit your forces to a naval battle. With a whoop of glee at finally being able to use the Fuzzy Wuzzy Formula, I leap into calculating the real combat values of each ship in the game.

(If mathematics bores you, you'd probably do well to skip this next section and go straight to the ship values listed below.)

A few problems cropped up in applying the Fuzzy Wuzzy Formula to WAR AT SEA. In the first place, an attack factor of 4 is not really four times the firepower of an attack factor of 1 because the 4 points all have to fire at the same ship, causing wasteful doubling up of "disabled" or "hit" results. By listing all of the possible results for each type of attack factor I calculated an effective firepower for each ship; generally speaking, a combat factor of 1 is a firepower of 1, 2 has firepower 1.8, c.f. 3.4 p. 2.5, c.f. 4-t. p. 3.1, and c.f. 5-t. p. 3.6.

Another problem arose because two different types of things are happening in the game at the same time: battles are being won, and ships are being destroyed. Thus, I calculated two different sets of numbers for each ship: battle points which reflect a ship's ability to win battles (taking into account "disabled" results), and killing points which reflect a ship's ability to destroy enemy ships (ignoring "disabled" results). Opposing fleets could be equal in total battle points (indicating that the battle could go either way) while one fleet could have twice as many killing points—indicating that it should eliminate twice as many enemy ships as it loses during the battle.

Another problem arose because of the number of hits a ship can take varies in the game. Fortunately, the Fuzzy Wuzzy Formula applies to hits as well as firepower: an increase of "n" in the member of hits a unit can take increases that unit's value by the square root of "n." In calculating battle points, however, "disabled" results had to be factored in as "hits" that took effect regardless of the number of defense points a ship had; and for all ships the probability of a clean miss had to be factored in. Finally, since most ships don't sink until the second hit, it was necessary to modify each ship's defense factor into real hit points on the basis of surviving two hits, instead of just one. For example, a defense strength of 4 would survive against two hits on total rolls of 2 or 3 or 4—a 1/6 probability. A 6 point defense strength would survive against two hits on a total in two rolls of 2, 3, 4, 5, or 6—a 15/36 probability. Thus, the 6 can take 2½ times the damage of a 4.

Factoring all of this together, I came up with the following list of ship values in the game. See Chart A. Admittedly there was a lot of fudging involved and the treatment of multiple hit units is based on the ideal case (stepwise calculation of multihit units shows that the square root formula is inadequate, but close), but the results are at least reasonable.

**THE FUZZY WUZZY STRATEGY AT WORK**

Using the ship values given in Chart A, it is possible to calculate the relative maximum strengths of the antagonists throughout the game. See Chart B. Negative numbers indicate enemy points that can be negated before action begins; Allied/British UB points are German UB points that can be negated first. To calculate any action, add Allied UB to the negative German UB points in that area; if the result is negative, subtract that number from the British surface total in that area. Negative air points are then subtracted from both
SPECIAL: if the surviving U-Boats will fire at aircraft carriers, then for every four negative U-Boat points remaining, one carrier will be assessed only -3 per air point instead of -4.

EXAMPLE: Two British 3-3-4's and the Hood (4-4-7) are fighting two German 3-5-7's. The British also have the Courageous in the area providing two air factors. The German player wants to know what will happen if he puts 3 U-Boats into that area to turn the UBoats can expect to reduce British surface strength by one point. If they attempt to hold two areas, they should expect no U-Boat losses. It is always assumed that the U-Boats will clump together and hit the weakest area.

Air power must be handled differently because only that part engaged will affect the German forces' strength (while all surface craft affect the British strength). Assuming that the British will attempt to break their carriers into equal groups, and that they will try to occupy a number of areas equal to their battle ratio rounded UP (so that with a battle point ratio of 2.5 they will stretch to cover 3 areas), the effect of the carriers becomes:

If the German applies his U-Boats to the surface fleet the British are left with 34bp, the German (after air) 24bp. If he applies them to the carrier, the carrier will get -3 per point at a cost of 4 UB points. The Germans will be left with 26bp, the British (after remaining UB go against surface ships), 38bp. The Germans do slightly better by addressing all their U-Boats vs the surface fleet, but they will probably lose in any case. If they added 2-2-5, they would have about an even chance to win.

Now let's look at Chart C and check the probable ratio of forces throughout the game.

Chart C deals only with surface craft; the U-Boat and air units have to be analyzed separately.

U-Boats decrease the British strength by 4 per battle point, plus 1 for the British for each Anti-Submarine Warfare (ASW) point in that area. Turn by turn the ASW/UB ratio is 2.9, 2.5, 2.4, 1, 1.8, 2.0, 2.1, 2, 2.1. If the British attempt to hold three areas on the first turn they have the best chance. If they attempt to hold two areas, they should expect no U-Boat losses. It is always assumed that the U-Boats will clump together and hit the weakest area.

Air power must be handled differently because only that part engaged will affect the German forces' strength (while all surface craft affect the British strength). Assuming that the British will attempt to break their carriers into equal groups, and that they will try to occupy a number of areas equal to their battle ratio rounded UP (so that with a battle point ratio of 2.5 they will stretch to cover 3 areas), the effect of the carriers becomes:

The British/German ratio must be handled differently because only that part engaged will affect the German forces' strength (while all surface craft affect the British strength). Assuming that the British will attempt to break their carriers into equal groups, and that they will try to occupy a number of areas equal to their battle ratio rounded UP (so that with a battle point ratio of 2.5 they will stretch to cover 3 areas), the effect of the carriers becomes:

Now, in terms of battle points (bp) the British are clearly outmatched. Throughout the game they can never hold down more than 2 areas without being at a disadvantage in the battle (OK, so on the first turn they can handle the Germans in 3 areas. It's a long time before they can do that again). Holding 2-or even 3-areas a turn leads to a POC catastrophe for the British, so they cannot plan to win by winning battles.

The big British advantage is in ship-killing ability. Their killing ratios are always superior to their battle ratios; the lesson is clear. The British must calculate to win by attrition of the German forces. This requires a somewhat chancy strategy in the beginning: settling for inferiority in battle points, but loading the killing points so that the Germans get hit with critical damage.

There are two other game phenomena that reinforce this advantage: Britain is a airstrike proof, while German ships can be bombed while they repair; and equal attrition of forces is hugely in the British favor. If the British battle ratio is 2.5, the Germans must kill 2.5 times as many British as the Germans lose; otherwise the lesser British casualties will push the ratio up.

Thus, as a general principle in the game, the British should arrange their forces so that either the kill ratio or the battle ratio is overwhelmingly superior, no matter where the Germans go.

A final note on this point: what makes this risky is the fact that the loser of a battle tends to take extra casualties when a few ships remain and try to escape. This effect is minimized by kill ratio superiority, because killing points tend to indicate relative hits—the inferior killing point total will take more hits, which means even if they win the battle they will 1) have their speed lessened, and 2) Germans that have taken a hit will lose their German bonus, making them considerably less dangerous.

There is one more point that sticks out from the ratio charts: The British cannot afford to go into the Mediterranean until the Italians have been whittled down. You had probably figured that out by yourself, but it's nice to know exactly when it is safe to shoot towards the Mediterranean: assuming that the British want to hold two areas in the Atlantic they can go into the Mediterranean when Axis losses in points equal about one third of the British full strength at that point in the game. This runs about 100 battle points, which means that five Axis Capital Ships must be out of action—more if the British have taken losses.

Now, assuming you are going to try this plan of forming kill groups and battle groups, which areas should you plan to hold by battle? Obviously, the North Sea. It would be wise to make sure that this area is as safe as can be afforded. What other areas? Well, the North Atlantic is sort of meaningless to control (except for its victory points); this area is ripe for a kill group, blasting any German attempt to pick off the extra points. The South Atlantic is nice to control, but the presence of the Italian cruisers
makes it hard to do so. Again, it is a nice place to put a kill group, especially in the early game when the German player is tempted to run there to circumvent the North Sea blockade that should immediately spring up. The Barents is possibly the most complicated area on the board, especially at the start of the game. The British position is complicated by the presence of German air power and by the fact that the British can get there with only their fastest units until Russia enters the game. Eventually the British have to contest it for the sake of the convoys, but they should wait until they have the Russian port and enough fast ships to make a fight of it; with a secure North Sea blocking the German path to the South Atlantic, the British should be able to concentrate there for a showdown that will lock the Germans into their home ports once and for all.

The German strategy has to react to the exact British placement, so general rules are hard to make. They should blow open the North Sea whenever a chance arises to win a battle—but be careful of getting into a kill point disadvantage. Winning the North Atlantic is strategically barren for all its victory points; before you go there, make sure that you are not giving up strategic advantages in ship kills or blockades. The South Atlantic is more valuable, but the German player must be CERTAIN that the area is not controlled by the British—U-Boats or battle points must assure that the zone is at least uncontested, or the British can concentrate there and squash whatever comes out from the neutral port on the next turn. Battle points are the crux here, although, as always, the Germans must be careful not to give up strategic ship kills nor blockades for the sake of an adventure. The Barents is German territory, but sooner or later the British are going to try for it in strength. That point can easily be the crisis of the game, since the British have enough strength to hold two areas at once—the Barents and the North Sea. If the Germans have been point gathering they can survive this blockade, but it is more likely that British victory will come with control of the Barents. This is the point where battle is probably mandatory, if not at once then just as soon as the British can be whittled down by air strikes and U-Boats. The ship kill ratio crunches here; this is the point for which the Germans have been saving their ships and shipping away at the British.

Finally, the point ratio system gives the German player a fast rule of thumb: when facing a battle group, make sure you have a safe port; when facing a kill group, make sure you win the battle. Battle groups tend to not cause many casualties, so a battle group can be fought and escaped—if there is a place to escape to (a British battle group in the North Sea really doesn’t stop sending the German player), for example. A kill group does cause casualties, however, and if you lose a battle to a kill group its units will exact a fearful toll as you try to retreat with ships slowed by damage.

Oh, yeah, and all of this discussion is based on average performance; as I’m sure we all know, WAR AT SEA is a game where a few die rolls can make a BIG difference.

Now that we all know how best to determine our relative chances for success, let’s complicate the matter by adding the following variant situation.

**WAR AT SEA IN THE MEDITERRANEAN**

WAR AT SEA’s strong point as a simulation is its recreation of the strategic level of naval combat in the Atlantic during World War II; individual ship battles are crude and luck-infested, but the total interaction of the fleets does a nice job of showing the strategic struggle for the seas around England. Consequently, criticism about the game’s lack of realism in individual ship actions is justified—but not particularly important. Since the game is strategic in nature, it is the strategic aspects of the game which should be considered when judging the accuracy of the game.

Generally, the game does reflect the strategic choices open to the combatants in the naval war—with one important exception. During the war, there were definite strategic motives that made the British want to control the Mediterranean, and there were definite factors that made the British to overcome the Axis forces there. The game, on the other hand, doesn’t make this happen. The British player can’t do anything useful, and he really doesn’t want to do anything else.

It was very different in the actual history of the war. The Atlantic was the vital theatre for the British (possibly for the entire war effort, according to Winston Churchill and other writers), but the Mediterranean was crucial to the British both offensively and defensively. Control of the Mediterranean broke the supply line of the Axis forces that were threatening Suez, and control of the Mediterranean also allowed the Allies to attack the “soft underbelly” of Europe—which not only drove Italy out of the war but also forced large German forces to be diverted to defend the long coastline.

Clearly, if the game is to reflect the British strategy at sea, the British should be tempted to get into the Mediterranean, and given a chance of survival when they do go there. Obviously, the best way of pushing the British player in this direction is to recreate in the game the factors that were actually present historically.

So I would like to suggest the following variant:

1. **CHANGES TO THE MAPBOARD**

Add the port “Gibraltar” at the eastern end of the Mediterranean. This port borders on the South Atlantic and the Mediterranean, and disabled British ships can return to this port from either sea area. Gibraltar has one point of repair facilities, and cannot be bombed. Other rules concerning movement to and from the Mediterranean remain the same. Gibraltar is a British port only, of course.

2. **ADDITIONAL UNITS**

A. **THE FRENCH NAVY**

Units: Dunkerque (4-3-7), Strasbourg (4-3-7), Algerie (1-1-7), Tourville (1-1-7)

The French Fleet belongs to the Allied player and is available on turn 1; it must start based in Malta (which represents its actual base in Oran).

At the end of the first turn the French ships roll for defection (just like the Italian ships do under rule 157.1 in the rulebook). However, if the Mediterranean was controlled on the first turn, the player who controlled it may choose to destroy the entire French Fleet before it rolls for defection—he must make this choice before any French ships have rolled for defection, and he must destroy all the French ships at once, leaving no survivors. If the Mediterranean was not controlled, or the player who controlled it decided to let the French ships live, then the French ships must roll for defection.

French ships that go over to the Axis return to Italy at the end of turn 1 and are Axis ships thereafter. Ships that remain with the Allies return to Malta or Gibraltar and remain Allied for the remainder of the game.

No matter whose side they are on, French ships may sail out of the Mediterranean and dock at any friendly port.

Facsimiles of the proposed counters can be found on the center spread of this issue.

B. **THE SOUTHERN CONVOYS**

Units: Tiger (1-3-3), Torch (1-3-3)

The “Tiger” convoy represents the convoy of tanks that the British snuck through the Mediterranean to reinforce the British in Africa late in 1941. This convoy must start in Britain, is available on the second turn, and is worth 3 victory points when it arrives at MALTA. If disabled en route, it must return to Gibraltar.

The “Torch” convoy represents the convoy that made the North African landings at Casablanca in late 1942. This convoy starts in the USA, is available on turn 5, and is worth 3 victory points when it arrives at MALTA. If disabled en route, it must return to England.

The Tiger and Torch convoys do not receive repair points for entering England.
C. THE ITALIAN FROGMEN

The Italian navy had a small group of frogmen who crippled the British fleet at Alexandria in a surprise raid in December 1941. Unit: Frogmen (1-0-Med.)

This unit is available on turn 4; it functions like a U-Boat except the first time it is used it attacks before the British make their anti-U-Boat attacks. If it survives, thereafter the frogman unit functions like another U-Boat counter. In any case, the frogman unit can be used only in the Mediterranean, and it can never be replaced once lost.

III. VICTORY POINT CHANGES

Control of a sea area was more important if there were military operations in progress that required control of that sea area. Double the victory points awarded for controlling the following areas on the specified turn(s):

<table>
<thead>
<tr>
<th>TURN</th>
<th>AREA</th>
<th>CAMPAIGN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>BARENTS</td>
<td>Norwegian campaign</td>
</tr>
<tr>
<td>2</td>
<td>NORTH SEA</td>
<td>Operation Sea Lion (German invasion of Britain)</td>
</tr>
<tr>
<td>3</td>
<td>MED.</td>
<td>Crete</td>
</tr>
<tr>
<td>5</td>
<td>MED.</td>
<td>The Crisis in the Italian supply line to the Western Desert</td>
</tr>
<tr>
<td>7</td>
<td>MED.</td>
<td>Operation Husky (invasion of Sicily)</td>
</tr>
</tbody>
</table>

The Mediterranean is now worth THREE victory points to the Axis player. This doubles on the appropriate turns.

IV. RULES CHANGES

WAR AT SEA was originally designed to provide the players with the relative forces available (assuming a more aggressive Axis naval policy) at the outbreak of hostilities. It made no effort to add or remove ships from the OB which were later dispatched to the theaters of operations. Instead, it just relied on a 'law of averages' technique to omit ships which were largely utilized elsewhere. We will amend this slightly by adopting the following two rules. Players will find they have drastic effects on play balance.

The Prince of Wales and Repulse were sent to the Pacific to reinforce Singapore just before the outbreak of the Pacific war. They were sunk by Japanese air attack in the initial onslaught. To reflect this the British player must remove two British units from the game immediately before the start of turn 4. He may choose which ships to remove EXCEPT that he must remove the Prince of Wales and/or the Repulse if they are still in the game at that point.

The Italian player must roll to free ships sailing from Italy, just as the Russians roll to sail from Leningrad. Each turn the Axis player rolls a die for each Italian ship that starts that turn in Italy; on a roll of 5 or 6 that Italian ship may sail that turn. This reflects the passive leadership of the Italian Admiralty.

The Italian frogmen unit may go to sea without rolling; Italian ships may sail freely from ports other than Italy.

I'm the type of person who has to know why a certain thing works before he can comprehend its significance. That sometimes, makes life pretty difficult, especially when it comes to things nobody really understands. Back in 1965, I decided to subscribe to the GENERAL for 3 reasons:
1. To keep up to date with the "works in progress";
2. To stay attuned to the latest errata and "questions and answers";
3. And, most importantly, to get a look at the reasons for some of the design decisions made concerning my favorite AH games.

It is one thing for me to understand how a certain rule applies. It is much easier for me to apply that rule if I understand the reasoning behind it.

I would like to give you a brief glimpse at some of the design and development decisions behind KINGMAKER and, hopefully, impart in the process, a better understanding of the reasoning behind them. I think it will make rules applications easier in future games.

TIME LENGTH

One important point that Andrew McNeil, designer of KINGMAKER, stressed during our lengthy correspondence was that the turn length for the game is not constant. He states in one of his letters: "But the turns or rounds of play have no time span. They are not weeks or months or years. This explains why a piece summoned by a raid and revolt card can be moved immediately (i.e., picked up bodily from one place and put down in another). In a wargame, this would be ridiculous as would the summoning of Parliament and all that follows. But if you realize that there are fixed time periods then it can be understood. The time has passed between the players' moves, if you like, just as it would in a film. Mowbray and Neville may still be besieging Corfe, which is where they were left at the end of Player A's move, but Percy, who was part of that force, has left them and marched north to defend the borders from the Scots by the time Player B starts his move. You could say that 6 weeks have passed, if you like. But if the raid and revolt card only entailed a small distance, then you could say it took only a few days. It doesn't matter and it isn't the same for every player. Time is flexible. Hence, also, the use of free move cards. Although they represent the favorable wind or the forced march, they also represent the speeding up of time."

With this in hand, it is easy to perceive the summons and movement rulings for Parliament. Since the time required for a Parliamentary turn is assumed to be a fairly long period of time, any Noble on the board may be summoned from anywhere including aboard ship or on an island (the messenger could get the summons to a Noble anywhere on the board in this period of time). There are but 2 exceptions and both involve Nobles who are unable to move to Parliament (i.e., on an island or Calais without a ship to transport them, or "under siege"). Even a Noble on an island or Calais without a ship could attend if another player is willing to loan one of his vessels. Being allowed unlimited movement during the Parliament period, ships have the privilege of landing at any port to which they legally could land.

DEFINITION OF NOBLE

Another point, although mentioned in the "Designer's Notes", which needs reemphasis is the dual role of the Noble. He represents himself and, as the head of the family, the relatives of his family and the family's power. If the head is killed, the power reverts to the next in line in the same manner as the throne of a monarchy. A Noble can be killed over and over and still reappear in the game since it is the new head of the family whom he represents. He can have two or more bishoprics awarded to him since, in actuality, they would not all go to him but to relatives. In fact, within this definition of a Noble, there is no historical reason why he could not be awarded more than one office and title, each being given to a relative. It was simply not done in the game for playability sake.

PLAYABILITY

One of the major criticisms directed toward the AH version of KINGMAKER after it appeared concerned the advanced combat system; the specific complaint being that it did not fit in with the spirit of the game. Admittedly, this is true. The decision to place this combat system and the Optional Victory rule into the game evolved from my attempts to alter the playability of the game. Throughout the playtests, the flow of play consistently degenerated into a stalemate once all the crown cards had been distributed. Much analysis was put into determining exactly what in the game mechanics caused this so that we could alter the problem without altering the game's flavor. Our conclusions indicated that the defensive syndrome was thoroughly built into the game's structure. The balance of gain versus loss tipped the scale firmly in favor of the defense.

For example, the troop bonuses offered by many of the office cards and the partitions of the fortified towns and cities channel players into a "stay in place" strategy in order to take advantage of the strength bonus(es) offered. In other words, a player usually maintains a higher troop strength sitting than he does moving. To alter this aspect of the game was considered too radical a step and consequently was not contemplated. A solution had to be found elsewhere.

The other area of play which promoted the defensive syndrome was the combat system. A player has to get at least a 2-1 strength superiority in battle just to acquire a 50% chance of winning. This becomes increasingly more difficult in the later stages of the game when large numbers of troops are in play. Even success in combat does not always mean improving your chances of winning versus your opponents. For, if another strong faction is in play, your victory helps him as much as yourself without his entailing any risk. The potential losses due to "Nobles Killed" during combat, also increase as the game progresses as more and more Nobles are...
CONTEST NO. 73

THIRD REICH RULES
The Second Edition of the Third Reich rules is now available for $2.00 plus 50¢ postage. These rules have not been rewritten. They are still in the original lengthly and somewhat ambiguous style. Those expecting a crystal clear revision will be disappointed, and should not order the revision.

What the second edition does have is a 5 page Appendix of Questions & Answers on play—many of which have appeared in the GENERAL previously. Marked in the margins of the rules themselves are 58 changes to the actual copy. All of the important changes have been published in the Design Analysis column of Vol. 13, No. 2 of the GENERAL so that previous owners need not purchase a new set unnecessarily.

HEX SHEETS REVISED
The standard 5/8" (for use with 3/4" counters) hex sheets have been reprinted and now include the AH numbering system which features a combination letter-number identification number printed inside each hex. These sheets are 22" x 28" and sell for $1.00 each or four for $3.00 or twelve for $7.00. Usual postage charges apply.

4th EDITION BASEBALL STRATEGY NOW AVAILABLE
BASEBALL STRATEGY, originally published in 1960, is now available in its 4th edition. The game had been restructured and repackaged in 1974 to accommodate the bookcase format. Over 500 playtest games later, the Avalon Hill Baseball Strategy league discovered apparent flaws in the remake. The game developed into a scoreless pitching duel between ace pitchers and expert defenses with super defensive plays being the rule rather than the exception.

The new version puts more offense into the game and allows for intentional walks, stretching base hits, and increasing the negative effects on timing or ineffective pitchers.

Owners of the previous bookcase edition need not purchase an entire new game to update their set. A new playing board will do the trick, although a purist should also get the slightly amended rules to complete the update. Although the basic matrix system of the game remains largely untouched, a variable die roll has been introduced after the matrix phase to add further variety to the range of results for each interaction of the offense and defense. Owners of the 3rd edition should be sure to update their present sets.

FACTS TO REMEMBER:
1. AREA members are responsible for the care and maintenance of their membership materials. Lost cards or victory sheets must be purchased for $1.00 apiece.
2. ALWAYS include a stamped, self-addressed envelope whenever you expect a reply of any kind.
3. Whenever you change your address your AREA membership card along with the $1.00 fee for an address change and a stamped, self-addressed envelope.
4. Once you have played 11 or more rated games you are considered a Verified player and your points gained or lost in a match are halved to stabilize your rating.
5. Whenever submitting a victory claim it is important to identify yourself as a Verified (11+ rated games) or Provisional (less than 11 rated games). Do so by printing a capital V or P as the case may be before the name of each player on the Victory Claim.
6. Keep AREA correspondence separate from other mail to Avalon Hill and address it to the attention of AREA technician Ron La Porte.
7. All decisions of the AREA technician are final—there is no appeal process for what you may feel is a mistake in your rating.
8. Those who request Match service from AREA are required to play the games they have requested. Failure to reply to an individual who has been matched with you by the matching service is grounds for dismissal from the AREA pool.
9. Players are reminded that the purpose of AREA is not to determine who the best players are—but to promote mature and friendly play. Those who act in an offensive manner, cheat, or drop out of games without the courtesy of a reply are subject to dismissal. Once dismissed their AREA numbers will be published as invalid.
10. Players are urged to file complaints with AREA only as a last resort. Those who criticize too freely and for little cause are just as apt to be expelleed by themselves. Always try to settle disputes amicably and give an opponent a one month waiting period plus a warning letter before complaining to AREA. A copy of your complaint must also be sent to your opponent.
11. All AREA members are subject to the general rule of thumb that if a move is illegal it must be returned to the opponent for correction.
12. AREA members who post no games played over a 3 year period are subject to expulsion.
13. You can obtain a listing of other AREA members in your vicinity by requesting "same pool" through the AREA technician. There is no guarantee that the members listed will be reciprocal to your proposals or previously unknown to you.
14. The TOP TEN listings in the GENERAL will rely heavily on Qualifiers. Just because you have a higher numerical rating doesn't make you eligible for this ranking.

The AVALON HILL Game Company
4517 Harford Road,
Baltimore, Md. 21214
VARIANT COUNTERS
WAR AT SEA

Panzerblitz 1941

THE GENERAL
CONTEST NO. 73

It's the German May 1943 turn and victory is in sight - if the Germans strike quickly. Moscow has been taken so the Germans need only to destroy Stalin to win the game.

Can you move the German units pictured so as to GUARANTEE the destruction of Stalin?

Write down the first impulse and second impulse positions of all the German units, and all of the German attacks and retreats (if any). Assume the worst die rolls possible for the Germans - and still it is possible to GUARANTEE the destruction of Stalin

SPECIAL NOTES: no German unit may enter a hex numbered "11" or less - the Germans may not enter III1 nor JJ11, for example.

The German corps at FP16 used the only invasion so far in the game last turn.

German units: 1st Impulse: 2nd Impulse:

1 SS
2 SS
3 Rumanian
11 inf.
30 inf.
34 inf.
35 inf.
1st cav.
14 pgr.
57 pgr.
48 pgr.
40 pgr.
47 pgr.
52 pgr. grnd.
22 Mt.

Attacks: 1st Impulse: 2nd Impulse:

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

Illustration on Page 17

If no one submits a solution that GUARANTEES Stalin's elimination, the winner will be the solution that has the best probability of eliminating Stalin.

In case of ties, the solution that has the fewest average German casualties will win.

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

Date: 2 Articles:
1. NAME
2. ADDRESS
3. CITY
4. STATE
5. ZIP
required to fight a battle or siege. And during any attack, they risk several ambushes while they remain in the open. All this coupled with the fact that several successful battles are necessary in order to win, usually, prompts players to sit in strong defensive positions and let some other player do the dirty work. The best solution to the stalemate situation was thought to be in the combat resolution. As a result, I developed Advanced Combat. It may seem to be out of step with the simple game mechanics but it does solve two problems. It puts more weight in the attackers balance pan by giving the larger force a better probability of success and it drastically reduces the probability of a drawn combat. It was included in the Advanced Game (which, in itself, is no more than an oversized optional rule) to be used by those who want their games to move more quickly once all the crown cards have been distributed.

**REFUGE**

Another situation which sometimes causes stalemates and which had to be resolved concerns taking refuge at sea or on an island. Once there, a force can only be attacked by invasion and that depends on how large a fleet the opponent(s) can gather. If the hiding faction controls a large portion of the ships, it can prove impossible to dislodge them. In this case, a solution was felt to be reached by giving a player the opportunity to win the game without having to eliminate all the rival heirs. The result was the Optional Victory Rule. It can only be accomplished by a faction which remains in England and is sufficiently difficult not to be completed in less than 5 or 6 turns. If an opponent decides to take refuge outside of the mainland, all one would have do is capture enough cities and towns by siege to gain at least 79 votes in Commons. Once Parliament is summoned (and you may have to wait until a "Parliament Must Be Summoned" card for this), the opponent must come to Parliament or lose even though he may have a royal heir.

**CLARIFICATIONS**

1. Preston is a port. The anchor symbol was omitted from the mapboard but note of its function as a port is stated on the back cover of the rules manual.
2. The port of Penzance is enclosed in one sea square (e.g., a ship can sail from Milford Haven to Penzance in one turn).
3. In the mapboard Terrain Key, under "ROAD", it should state "... blocked by neutral or hostile town or castle."
4. On p. 3 of the rules manual, under "Battle", it should state that there are "3 steps... to resolve combat", not "6."
5. On p. 3 of the rules manual, under "Siege", para. 1, the second sentence is amended to read; "If any Noble(s) is inside, he may add his strength to the garrison."
6. Add to the last paragraph of "Commission", p. 8; "It is then, placed on the discard pile."
7. On p. 9, under "Optional Victory Conditions", modify the first sentence to read; "... (half the total vote plus one, i.e., 79 votes)... ."

**QUESTIONS AND ANSWERS**

1. Can more than one Noble be sent on a commission?
   A. Yes. The restriction of one card per Noble refers to the Nobles being named on the Raid and Revolt card and not to the number of Nobles who are being substituted for that Noble.
2. Are the city votes considered as town votes for determining most town votes in Parliament?
   A. Yes. The restriction of a card per Noble refers to the Nobles being named on the Raid and Revolt card and not to the number of Nobles who are being substituted for that Noble.
The first year of German operations in Russia in the Second World War was characterized by enormous Soviet losses in territory and men. Most of European Russia was overrun, millions of Soviet soldiers captured and many millions more sentenced to death by starvation or mistreatment in German prison camps or under German occupation of their homeland. And yet, most of this human suffering could have been avoided by the Russians. They had the resources needed to stop or, at least, to contain the German drive. Soviet military equipment was equal to or better than the Germans’ and they had numerical superiority, too. Only in individual ability was the Wehrmacht superior to the Red Army. From Fieldmarshal to Lancer, the German soldier was usually more capable than his Soviet counterpart. Although part of the problem was originated by the lower educational level of the Russian soldier, a large part of it was due to a unique feature of Soviet military policy in the thirties: the political purges in the Army. By ordering the elimination of all potentially unreliable Army Officers, Stalin eliminated most of the competent officers he had and opened the way for the German invaders. Had he not done so, the invaders could have been stopped. The defense of Leningrad and of Moscow, the battle of Yelnya and the winter offensives of 1941-42 show what the Russian Army could do under competent leadership.

So? No matter what we say or do, History cannot be changed. But, at least, we can simulate what could have happened in the battlefield had the Russians been better led. We can use PANZERBLITZ as a basis and add a few counters to represent the weapons of the period.

Let’s start from the top in the left side of the Unit Identification Table: Russian towed guns. The machinegun and the anti-tank guns are all right, except for the 57mm gun. This piece did not appear in the field until 1944. To the howitzers we should add the 122mm piece. This gun should be included in Soviet attacks as part of the stiffeners usually given to attacking units. The same can be said of the M-13 rocket mortar (Katyusha). Since the mortars are all right, let’s go to an audience with the Queen of Battles: Infantry. The Guard units, of course, were not created until some months after Russo-German war began, so they should not be around in any early situation. The others are O.K. There was not that much development in weapons design from 1941 to 1943. Evolution in the men forming those units is known to be even slower. The same can be said of the Command Post and the Cavalry. Transport units should be allocated as suggested in the Campaign Analysis booklet. By the way, Soviet halftracks should be seldom used, if used at all. The Russians never had more than a few thousands of these vehicles and most of these were made late in the war or received from the U.S.

So, at last, we get to the AFVs. The course to follow is easy: discard them all, except the T-34c. This tank was in service since 1940. Actually, there were three different models with a 76.2mm gun. The T-34a had a shorter gun, only 30.5 caliber long, while models b and c had a gun 41.2 caliber long. Except for that, the three models were almost identical. So we can go on using the T-34c counters as they are. What about the other AFVs? Let’s start with the light weights. During the early thirties the Russians produced a 9 ft tank, armed with two machine guns in two turrets: the T-26a. The twin turrets were soon replaced with a single one with a 45mm gun in the models b and c. These little obsolete machines were destroyed by the thousands in 1941. However, there were so many of them around that they lasted in service until 1942. A replacement for the T-26 was introduced in 1940. This was the T-60, fitting the scales at 9 tons and armed with a 20mm gun, similar to the one in the German PzkwII. The small gun was found to be useless, so another light tank was introduced in 1942. That one was the T-70, armed with a 45mm gun. This, however, lies outside our sphere of interest today. The first medium tank made in Russia was the T-28. Armed with a 76.2mm, 26 caliber long, and weighing 32 tons, this was a powerful vehicle when it entered the service in 1935, but it was
THE GENERAL

outclassed by the German Panzers and was withdrawn in 1942. Numerically, the most important pre-war Soviet AFV was the BT. This was a "light-medium" vehicle, weighing 14 tons, but with very thin armor. BT stands for a very ugly Russian word which means "fast tank." And fast they were indeed, making up to 37 mph. These tanks were actually a series ranging from the BT-1 to the BT-8. The early models had a 37mm gun, replaced in 1932 with the 45mm gun and, finally, with the 76.2mm gun. Most of them were armed with the 45mm piece. Remnants of these tanks littered the battlefields of the world from Manchuria to Finland to Spain and, finally, Western Russia. Its pollution was said to have finished with its retirement in 1942. Another tank introduced in 1935 was the heavy T-35. This vehicle crammed 10 men inside its 45 ton frame. Armed with one 76.2mm L26 gun, two 45mm A-T guns and 5 mg's, it, too, was a curiosity of the battlefield. The T-35 replacement was the KV-1, introduced in 1939. The KV-1 was armed with the same gun as the T-34, but had much thicker armor. The KV-1 was eventually replaced with the KV-85, which we know already from PANZERJÄGER. As an SP gun apart from the T-13, the only one the Russians had in 1941 was the KV-2. This was a 152mm howitzer mounted on a turret on top of a KV-1 chassis. The turret was a tall box, much like a warship's turret and giving a clumsy appearance to the whole. The whole thing was over 11 feet high and quite difficult to hide. It did not last long in service.

Now it's the German turn. In 1941, the standard anti-tank gun of the Wehrmacht was the 37mm L45 gun. Take it, too, bad for them. The German infantry had to deal with a more lethal piece of ordnance around for another year. Fortunately for them, it was rather light, weighing only 350 lbs. The 50mm piece is all right, but no the 75mm A-T gun, which did not see service until 1942. All the other towed guns are O.K., excepting the 120mm mortar. This weapon was just a direct copy of the Soviet 120mm mortar and was not used by the Germans until 1942. As with the Russians, the Infantry and the CP's are all right, as they were basically unchanged through the conflict. The same can be said of the Panzer units. Of the armored cars, however, only the SdKfz 234/1 should be retained, to represent the armored car used in 1941, the model 231.

Let's see now the heavy German armor. In 1941, SPA was just a good idea, so these units can be deleted. The only assault gun around was the StuG III, armed with a 75mm gun, 24 caliber long. This machine was widely used, being in service since 1940. It was later armed with the 75mm L48 gun and this is the version shown as a tank destroyer in the game counters. The only German tank destroyer available in 1941 was the Panzerjäger 47. This thing consisted of a Czech 47mm gun behind a tall shield and mounted on top of a PzKpfw I chassis. The PzKpfw 47 looked (and was) awkward and it was useless against the T-34 and the KV-1. There were never more than about 170 of these machines available and they were replaced in 1942 by the Marder and the other tank destroyers shown in the game.

In 1941, the Germans had two main battle tanks. One was the PzKpfw III. A few of these were old models, armed with a 37mm gun, while the others had a 50mm gun, 42 caliber rounds.

---

The map configuration for PanzerBlitz is shown. The German forces are shown in green, and the Soviet forces in red. The victory conditions are also indicated.
MIDWAY

AMERICAN: Mick Uhl
JAPANESE: Don Greenwood
COMMENTARY: Thomas Hilton

MIDWAY has always been one of our favorite mediums for the SERIES REPLAY feature. The suspense, smooth flow of play, and easily discernible strategies stand it in good stead for play analysis. The recent movie of the same name has stirred considerable interest in the game so it appears appropriate to trot out the old set for one more round.

The game was played utilizing full tournament and optional rules with the exception of the crippled ship rule (much to the later regret of the Japanese player). In addition, two rule changes were decided upon. The first was outlawing of kamikaze attacks. The second was adherence to the previously published rule that permitted both sides to withdraw ships off the search board from their respective edges with the added stipulation that the American fleet could not leave the board until it had undergone at least one air attack west of Midway.

0500 June 3

AMERICAN COMMENTS: My basic strategy is to get the first strike on the Japanese carrier fleet before nightfall of the first day and concentrate exclusively on the destruction of his carriers. The idea of allowing a limited counter strike early in the game to release me from the agreed Japanese air strike restriction against leaving the board also appeals to me. Allowing him such a blow will give me freedom of action to leave the board when I wish. It goes without saying that much of my strategy will be dictated by reactions to his moves, but I assume that he won’t make any real progress towards Midway until he consolidates his various fleets. This means that I must steam full speed ahead without thought to deceptive maneuvers to evade his search patterns if I am to strike his carrier force before it can combine with the protective screens of later arriving Japanese forces. This strategy should give me the best chance of striking a telling blow and also freeing me from the artificial restrictions against leaving the board later in the game. In so doing I avoid the possibility of surface combat against his battle-wagons—a very real threat once my supply of torpedo planes is exhausted.

MOVE: Fleet to G2E
SEARCHES: A1, A2, A3, A4
OPERATIONS: Ready AC

JAPANESE COMMENTS: Having given this same opponent a perfect example in our last encounter (See Vol. 11, #3) of how the American player can utilize his superior search capabilities combined with his knowledge of Jap intentions to toy with the Jap fleet as it makes its eventual advance toward Midway, I’m sure I can expect the same now that the shoe is on the other foot. Therefore, my gameplan is to maintain a direct course for Midway after hooking up with the Atago. I will not attempt evasive maneuvers but rather will concede the first strike to the Americans hoping to get lucky with my search patterns and trade him blow for blow in the ensuing slugging match which I hope to win.

My initial placement is aimed at avoiding a northern cut-off search of the board—hopefully enabling me to double back into A4 after he’s searched it in hopes that he will search the southern B row on the second turn.

MOVE: Fleet to ASC
OPERATIONS: Ready AC

0700 June 3

AMERICAN COMMENTS: Having missed with my initial search I know he has started in the southern half of the board and will pattern my search so that his only successful evasion will be to stay in the southeast corner. I will continue my own fast linear course; angling down the board to meet him only if he uses an extremely southern tack.

MOVE: Fleet to E2F
SEARCH: A4, B4, B5, B6
SIGHTING: Enemy fleet in A4F

JAPANESE COMMENTS: So far so good. The fact that he didn’t find me dictates my next move. Had I been located I would have moved into the B column so as to be able to search the F row where he could now have conceivably advanced. The fact that I can’t launch an effective search this turn should indicate that I have remained in the A column but by that time I will be in the third row and perhaps out of his search. I will continue this charade of attempting to hide until finds me or I hook up with the Atago. Once he locates me the strategy will vary considerably.

MOVE: Fleet to A4F

0900 June 3

AMERICAN COMMENTS: Having spotted the enemy with a strong likelihood of keeping his movements under surveillance I can now transfer all my fighters to the Enterprise which I’ll keep always out of his range. In this manner I can be assured that my fleet will enjoy the best possible defensive posture with superior protection in any first day action. Although my strike capability will be impaired I feel I can less afford to lose ships of my own than possibly eliminate one more of his. Although I would certainly like to make an unreturned first strike, I will not allow the possibility of a simultaneous Jap attack deter me from attempting to strike before nightfall now that I can move with confidence that I am operating with the best possible defensive make-up. Although full speed ahead increases my chances of detection I am proceeding nonetheless.

MOVE: Fleet to F2D
SEARCH: A5, B5, A4, B4
SIGHTING: Enemy fleet in B4E
OPERATIONS: Transfer 6F from Midway, 9F from Hornet, and 3F from Yorktown to Enterprise. From Enterprise—6DB to Midway, 3T and 4DB to Hornet and 2DB to Yorktown.

JAPANESE COMMENTS: Much for the charade—now to advance into the B row to attempt to get a fix on him. I will concentrate my search in the south for I plan to use the bottom of the board as a wall to my back during my advance on Midway.

This prevents any attack from the south and cuts my defensive search perimeter in half, and increases my chance of finding the U.S. fleet as it moves into attack range. The problem therein is that it eliminates my own southern evasion possibilities, but remember I plan a straight advance on Midway and expect to be spotted the entire time anyway.

MOVE: Fleet to B4E
SEARCH: F5, F6, F7

1100 June 3

AMERICAN COMMENTS: I am faced with the possibility that he might be able to launch an airstrike during the next three turns if we both continue in the same direction. Having not sighted him to date however, his probable intention is to move to A as he certainly has no wish to take an unreturned strike with so little support this early in the game. I have not split the Enterprise off from the main body because I don’t want him to suspect what I’m doing until it’s too late. I’m sure we both want to launch 1700 air strikes so we can lose our foe in the dark.

MOVE: Fleet to E2D
SEARCH: C3, C4, B3, B4
SIGHTING: Enemy fleet in B3H
OPERATIONS: Ready AC

JAPANESE COMMENTS: Having been spotted again, I am moving north in hopes of drawing attention away from the south where my ultimate advance will take place. In the meantime I intend to demonstrate just outside of his maximum possible strike range while continuing my shot-in-the-dark searches.

MOVE: Fleet to B3H
SEARCH: F4, F5, F6

1300 June 3

AMERICAN COMMENTS: No pre-search commentary.

MOVE: Fleet to D2F
SEARCH: B3, B4, A3, A4
SIGHTING: Enemy fleet in A3F

JAPANESE COMMENTS: His hypothetical maximum advance forces me to withdraw from the preferable center column of B with it’s increased evasion possibilities and into A3 where I plan to combine with the Mikuma group next turn. The move to zone F as opposed to C gives me a 33½% chance of evasion on the next turn should I care to exercise it. His second announcement of readying aircraft last turn meant that he has transferred planes from Midway and is now ready to strike at any time. My searches must now be aimed at the possibility of a maximum advance as the danger of a first day strike at 1700 before I hook up with the Atago is very real. I do not feel he has taken his maximum advance but is lingering somewhere in the E column. Safety dictates that I pursue the conservative strategy however.
I am in a terrible position as I have been spotted within range of the Japanese fleet yet failed to locate him. This speaks well as a lesson against over aggressiveness. My only solace is that if he attacks me this turn, I will probably be able to hit him next turn. The only problem with that theory is the matter of how many carriers will be floating in the zone to launch my strike. I must give the survival of my own fleet primary consideration. If I launch my fighters as CAP now and he delays his strike until 1700, I'm in serious trouble. He could still hit me next turn and force me to abort my own attack by keeping his fighters on CAP. If he doesn't attack this turn I have a 50% chance of escaping his follow up search but that isn't a very large safety margin in a factor as important as this. On the other hand were I to keep my planes on deck and he did attack this turn he would have an excellent chance of knocking out a carrier—even in the face of my fighter superiority. This leaves me with the very unpleasant recourse of a one carrier strike against a fleet with full CAP. Both options are unacceptable—a more drastic step is needed.

Looking at his possible locations I see he can be in one of four possible zones—B2G or H or B4A or B. As he probably did not realize this situation would occur during his move, I am betting that he did not move into A or G as these zones would guarantee that I could spot him next turn if spotted this turn. This leaves me with two possible target zones and I am inclined to pick B4B as this is a more central position with which to attempt escape during the ensuing night turns. Yet, if I'm wrong it means the game. The advantages of launching an attack against both suspected target zones are fivefold:

1. I probably wouldn't do better next turn when you consider the probable loss of aircraft on a carrier loaded with readied planes.
2. I feel confident that my chances of locating him in one of the two suspected zones is far better than the straight mathematical chances of 50%.
3. He will not expect a strike during a turn in which he was not sighted and may even have readied aircraft on deck. Certainly, I would not expect to encounter any CAP.
4. A successful guess relieves my carrier of readied planes and lessens the risk of putting up CAP this turn. Even if he decides to wait until next turn to attack in an effort to fake my CAP into the air I will have hit his fleet first with readied planes on his decks instead of vice versa.
5. There is no 100% guarantee of spotting his fleet next turn anyway. If I'm going to risk losing a carrier (and therefore it's planes) I want to lose the planes in combat—not on the deck of a sinking ship.

Taking all this into consideration I've decided to half my gamble; sending the larger force to B4B and a smaller one to B2H.

**JAPANESE COMMENTS:** I was amazed to spot him in D2 last turn as I presumed his advance would be more subtle. If I advance or hold my position a battle is possible, but I think that he would withdraw after being observed. An equal exchange of blows is much to my advantage and I feel confident that, realizing this, he' ll withdraw leaving me to combine my forces and pursue my southern advance as originally planned. However, my searches will be repeated in D to guard against the remote possibility of an unreturned strike this turn. The search at E3 is a concession to my gut instinct that he has withdrawn. An enemy advance into D cannot hurt me anyway. My own advance into B4 is a bold step for a conservative player such as myself. If there is an exchange of strikes this turn I will give up the additional shielding of the Mikuma group now entering. However, this is the strategy—I am known for conservative play and he will expect me to combine with the cruisers—thus wasting his first 3 searches in A giving me a 47% chance to escape detection. If this happens and he has boldly advanced I would be guaranteed an unreturned initial strike. That could well sew up a victory on the first day! In a mutual strike swap my losses would be horrendous with so few shielding ships for my carriers but the aircraft losses would be fulfilled in my own vicious wave attacks against his fleet. This is a gamble which is unlikely to end in more than conjecture but a nice theory to contemplate nonetheless. The prospect of an initial strike against the American fleet is too good to pass up—I will advance back into B.
MOVE: Carrier force to B4B; Mikuma group to ASE
SEARCH: D2, D3, E3
SIGHTING: Enemy fleet in D2D; Carrier in E3B
OPERATIONS: All aircraft to D2D

My early elation at finding the enemy and not being discovered myself has been tempered by reflection on the unusual splitting of his forces. His strategy is at once obvious and excellent! By withdrawing the carrier he need protect only two carriers while using the third which is out of my attack range to CAP the attack fleet. This will probably result in his getting an attack of his own off next turn as my evasion possibilities are slim. I am almost tempted to try to fake his CAP into the air, move south next turn and hope to spout him again for a 1700 raid. However, the thought quickly vanishes as his chances of evasion are good and I will not disdain the chance of an unreturned first strike. The question now becomes one of fighter coverage. I have decided not to try anything cautious such as sending an unescorted attack force while maintaining all fighters as 1700 CAP against his counter-strike. Instead I will send my entire force and gamble on sinking a carrier. If I succeed the loss of aircraft should cost him the game. If I fail—his return strike will undoubtedly do better than mine as I have more vulnerable targets. However, I can take solace in that I will be able to combine with the cruiser force before the strike and that there will be no readied aircraft on my decks. All in all, the first day has gone better than I had hoped—regardless of the outcome of the impending airstrike.

BATTLE RESULTS—1500 June 3: The Japanese player is surprised to find no aircraft on the decks of the enemy carriers, deduces what has transpired, and immediately shifts the focal point of his attack from the coveted but empty carriers to the more exposed enemy vessels in an attempt to save more of his attacking planes. The U.S. CAP aids the defense greatly however and only the Portland is sunk although the Minneapolis, New Orleans, and Atlanta are crippled. Two additional hits are scored on both the Hampton and Yorktown at a cost of 17 T and 8 DB.

The American is delighted to find the Japanese carriers in B4B without CAP. He sacrifices all of his torpedo planes and 11 of 16 DBs to sink the Hiryu, and secure 3 hits on the Akagi and the Kaga.

1700 June 3
AMERICAN COMMENTS: Considering the predicament I got myself into, I am quite pleased with the outcome of our exchange. Had I guessed wrong I might have been in a bad way, but as it now I have a 3 point lead. My strategy now is to avoid further combat and thereby protect my battered screening force, move toward my edge of the board, launch one more strike (from Midway if possible), and escape off the board with a lead in points that can't be overcome by the loss of Midway.

MOVE: All ships cover D3C
SEARCH: B3, C3, C4, E5
SIGHTING: 4 cruisers in BSE; carrier force in C4A
OPERATIONS: Ready AC

JAPANESE COMMENTS: His “guerimute” attack on B4B was both unexpected and costly. He now has a 5 point lead which, fortunately is not enough yet to enable him to run and hide. I will revert to my original strategy of combining forces and pursuing a southern advance on Midway. As all his planes flew last turn there is no need to combine forces until 0500 June 4 and I'll use this lull to throw him off the track by advancing my forces.

MOVE: Carrier force to C4A; Mikuma group to BSE
SEARCH: C3, D3, E3
SIGHTING: Combined enemy fleet in D3C
OPERATIONS: Ready AC

NIGHT June 3-4
AMERICAN COMMENTS: My position is not an ideal one for avoiding detection. I fear a follow-up raid which could knock out my cruiser screening relatively easy. His last location indicated that he was trying to close with me. Therefore, I am moving due south as I believe that to be the direction he would least expect me to proceed.

MOVE: D3J followed by D4F

JAPANESE COMMENTS: The loss of 21 squadrons in this attack makes carrier loss almost irrelevant insofar as reduction of strikepower is concerned. If I can knock out his damaged cruiser screen in the next attack without allowing him to grab more than a 9 point lead in sinkings I stand a good chance. I calculate that he'll get 6 points for Midway before it falls—thus giving me the maximum 9 point edge. This is important for it is the only thing that will keep him from hiding or leaving the board. Proceeding south to rendezvous with Mikuma and Atago groups.

MOVE: Both fleets move to B4H and then to BSE

0900 June 4
AMERICAN COMMENTS: No pre-search commentary.

MOVE: Fleet to D5C
SEARCH: D3, D4, D5, E4

I never expected him to let me get to my edge of the board and, as a consequence, he has spotted me. As I have little defense against this attack, I am in great jeopardy. This time he may well get an unreturned strike in as I have no idea where he is. Hopefully, he will try to fake my fighters into the air first but I think he realizes that he can gain the upper hand by attacking this turn. Since a concentrated attack at this point will definitely lose the game for me no matter what I do, I'll take the chance he is bluffing.

JAPANESE COMMENTS: Having completed the rendezvous, I estimate arrival at Midway at 0700 June 4. I am ready aircraft means he was fooling around with his attacks last turn. The fact that he just continued his march and made no attempt to strike Midway, and that he has been totally in the dark as to my whereabouts. Now the advantage is back with him and all I can attempt to do is maintain a search barrier through which he must pass to attack.

MOVE: Fleet to C7A
SEARCH: D5, D4, E5

1100 June 4
AMERICAN COMMENTS: None.

MOVE: F8
SEARCH: C7, C6, B6, B7
SIGHTING: Enemy Fleet in C7F
OPERATIONS: Ready AC

JAPANESE COMMENTS: I assume his failure to strike last turn was due to being out of range for had he been in E4G or he could have cooked my goose with those readied aircraft on my decks. My move to the bottom most row of the map assures that he can't attack me without coming through my search screen—this turn anyway.

MOVE: C7F
SEARCH: D5, E5, F5

1300 June 4
AMERICAN COMMENTS: He continues his southerly course to Midway. I cannot risk a surprise attack on him at this stage as he is searching the areas 7 zones to the north from which I would have to attack from.

MOVE: G4F
SEARCH: D7, C7, C6, D6
SIGHTING: Enemy fleet in D7E

JAPANESE COMMENTS: The fact that he just readied aircraft means he was fooling around with Midway transfers. I hope I can catch some on the ground when I launch my 1700 strike. He must be maneuvering for a strike soon and my search screen can be penetrated at C5 this turn. I'm maintaining my present screen nonetheless and trusting to luck that he doesn't sail behind me. I will again avoid CAP this turn unless I find him.

MOVE: D7E
SEARCH: D5, E5, F5
1500 June 4
AMERICAN COMMENTS: Although I am moving south I cannot escape his search range without an extra move so I’ll remain content to prepare myself for his attack on Midway at 1500 which will probably be forthcoming.

MOVE: H5A
SEARCH: E7, E6, D7, D6
SIGHTING: Enemy fleet in ETD

JAPANESE COMMENTS: His failure to even feint an attack last turn leads me to believe he is not even concerned with flanking my search screen, but I am extending it to the extremities anyway. He may well be stalking the Yamato group or the next turn which is fine with me. Such a strategy would put my main fleet between him and his friendly edge of the board.

MOVE: ETD
SEARCH: B5, C5, G5

1700 June 4
AMERICAN COMMENTS: That last search was too close for comfort. I’ll not risk trading a strike with him yet by reducing the range as he still has to cover Midway to win and I can pick my spot tomorrow. I’ll attempt to spot both fleets with this search pattern.

MOVE: G6H
SEARCH: E7, A7, A5
SIGHTING: Carrier force in ETF
OPERATIONS: All fighters CAP over Midway

JAPANESE COMMENTS: My opponent is making one foolish effort for which I am thankful—he is making no effort to fake operations and put my planes in the air. I will attack Midway this turn unless I find his fleet in range. In either case he has lost his opportunity to hit my carriers with readied aircraft on board. I fear the real danger is to the Yamato group which has 6 easy points for him to knock off in the Hosho and Sendai. This would enable him to win 20-18 if there was no further combat and there is absolutely nothing I can do to safeguard these weak vessels. EXCEPT—not bring them on. Technically, I must bring the ships on the board when stated but under our agreed upon rules I do not have to keep them there. Therefore, the Yamato group will enter and leave the board this turn.

MOVE: Carrier force to ETF; Yamato force off the board.
SEARCH: C4, C5, C6
OPERATIONS: All aircraft to Midway

BATTLE RESULTS: 28 Japanese fighter factors attack 29 American squadrons at 1-2; losing 4 fighters to 3 for the Americans. Midway is reduced 15 points in a 1-1 attack and now has a reduction factor of 5.

NIGHT June 4-5
AMERICAN COMMENTS: Now is the time to move my force to the board edge and prepare to attack when he moves to Midway. My fighters on the island will evacuate at dawn so I should attack then as Midway will not hold out long.

MOVE: H5A and then to H5I
OPERATIONS: Ready AC

JAPANESE COMMENTS: I feel confident he has opted to ambush the Yamato group out of range of my carrier strike force. Although I’ll miss having those fine battleships on the board, even minus their weaker accompanying, it was too dangerous. Had they come on alone he would have known that I suspected his plans. I want to keep him guessing and searching for that group for many turns to come.

MOVE: F6H and then to G6A
OPERATIONS: Ready AC

0500 June 6
AMERICAN COMMENTS: I am moving slightly away from the board edge in case he decides to search it this turn. I have a choice either to wait one more turn guaranteeing my escape or attack now and hope he can’t manage a counter-strike on his turn.

MOVE: H6E
SEARCH: G5, C6, C4, C9
SIGHTING: Carrier force in GSE
OPERATIONS: All planes to GSE

If I send my fighters up over Midway and his CAP is over his fleet I’ll have blown the attack and given away my position. He would once again have the advantage. If I delay a turn in hopes of catching all his planes in the air this turn I’m just pressing my luck. Sooner or later he’s got to get desperate and find me—possibly even with a ship search. Therefore, I’m sending everything to his fleet in hopes of slooping enough points to enable me to get off the board. If he hasn’t attacked Midway I’ll have to do considerably better than that to avoid losing to his retaliatory raid next turn because he is guaranteed to find me if he uses ship searches. To win—he must attack Midway this turn with all or most of his planes while I sink 5 or more points of ships.

JAPANESE COMMENTS: My opponent has managed to completely lose himself while pinpointing me. I open this new day extremely vulnerable to attack at any time. Therefore I will send the necessary 5 bombers to finish off Midway with full fighter escort and dispel the rest to search the surrounding area—if only to get them off my decks.

MOVE: G6E
SEARCH: J6, G6, D6
OPERATIONS: 5 DB and all fighters to Midway; other 33 squadrons split up and search in E5, E4, E5 and E6

BATTLE RESULTS: The American player set up his attack with the idea of gaining at least 5 points while giving the Japanese formation the least number of screening factors with which to interfere. The torpedo planes were all split into one factor attacks to maximize the number of 1-1’s.

For his part, the Japanese player set-up his forces with only one goal in mind—prevent the sinking of 5 points worth of ships. Therefore, the weakest ships—regardless of value—were protected the most. This explains how the Kaga fell victim to a rather weak attack for the sake of saving a cruiser. By directing the Kaga’s screening factor against the other T1 and allowing another 1-1 attack on the Chokai instead, the chances of both ships surviving the battle were slightly better (2.66 average hits on the Kaga as opposed to 2.83 on the Chokai). Both ships carried 3 hits to sink and despite the fair greater value of the Kaga circumstances and statistics dictated that the Kaga add her screening value to the Chokai reducing the probable hits on that vessel to 1.67. The Suisa was sacrificed in an effort to save the other three. All of which turned out to be purely theoretical however as the “6” on the 1-3 attack on the Chokai would have sunk that vessel also had the attack been the 1-1 denied by the Kaga’s guns

0700 June 6
JAPANESE COMMENTS: The enemy position at H6E really took me by surprise as I felt sure he was stalking the Yamato. Hindsight makes me look foolish as I should have guarded against the raid from the board edge but it was just too obvious a strategy to guard against—especially in light of how this same opponent almost did me in on that western board edge two years ago. I was extremely foolish to put so much faith in a hunch and disregard an obvious, but nonetheless optimum, strategy. This game was extremely close with one more hit or one less in his favor making the difference, but I trace my defeat back to the 1500 June 3rd turn in which I let subconscious habit defeat me by continuing the trend of always going to a central zone rather than a corner one. My opponent was able to rely on this trend to pull victory out of a very difficult situation that could have well resulted in his defeat.

SUMMARY: The game is now all but over as there is nothing the Japanese player can do to prevent the American fleet from withdrawing prior to another attack. He leaves with a 27-18 victory which was much closer than the score indicates. Midway fell to the Japanese as was predicted on 1500 of the same day.

THE LUCK FACTOR

Die rolls did not play a major role in this game as the overall luck of both players registered close to the norm. The Japanese player made ten attacks in which the die played a crucial role. The probable number of hits for these attacks (one 2-1’s and nine 1-1’s) was 13.65 and he actually scored 14. The American player made 14 attacks (seven 1-1’s, four 1-2’s, and six 1-3’s for a probable hit total of 12.32 while scoring 11. At first glance this would appear as if the Japanese enjoyed a slight edge in the luck department. But how do you equate the 2 hits scored on the Atlanta with two scored on the Kaga at game end? There is something to be said for having good die rolls at the right times also. Had the Japanese player gotten an additional hit on the Minneapols or New Orleans instead of the worthless “6” on the Atlanta he could have well afforded to give two ships to the last Japanese attack and still enjoyed an advantageous position. But all in all, the luck of the die played it pretty straight this time and only a 12% chance of escaping defeat was presented to the Japanese player by the last American attack, which was not decided until the final die roll.

AREA TOP TEN

<table>
<thead>
<tr>
<th>Rank</th>
<th>Name</th>
<th>Times On List</th>
<th>Previous Rank</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>R. Chiang</td>
<td>2</td>
<td>EK20231 1</td>
</tr>
<tr>
<td>2.</td>
<td>T. Oleson</td>
<td>3</td>
<td>HKN1959 2</td>
</tr>
<tr>
<td>3.</td>
<td>C. Todoroff</td>
<td>1</td>
<td>CEA1840 4</td>
</tr>
<tr>
<td>4.</td>
<td>S. Heimowksi</td>
<td>2</td>
<td>CEA1703 8</td>
</tr>
<tr>
<td>5.</td>
<td>S. Packwood</td>
<td>1</td>
<td>CEA1592 9</td>
</tr>
<tr>
<td>6.</td>
<td>J. LeJeune</td>
<td>2</td>
<td>CEA1562 3</td>
</tr>
<tr>
<td>7.</td>
<td>D. Barker</td>
<td>1</td>
<td>CEA1549 2</td>
</tr>
<tr>
<td>8.</td>
<td>E. Miller</td>
<td>1</td>
<td>CEA1425 5</td>
</tr>
<tr>
<td>9.</td>
<td>S. Napolitano</td>
<td>2</td>
<td>CCA1409 7</td>
</tr>
<tr>
<td>10.</td>
<td>J. Garrett</td>
<td>3</td>
<td>EJ250 8</td>
</tr>
</tbody>
</table>

The above players represent the 10 highest verified (rated games) of the 3,000 member AREA pool. Players with an opponent qualifier less than C were not calculated among the top player ratings.

The “Times On List” statistic is considered as “Consecutive” times on list. If a player slips out of the Top 10 for any length of time his next appearance is considered as his first.
**NEUTRAL COMMENTARY**

by Thomas E. Hilton

0500 June 3: Initial strategies dictate that the aggressive American admiral must play a faultless game and execute his air strikes with precision to prevent being deep-sixed by the more conservative enemy. In this sort of situation the burden is all on the American to seek out and dispatch a disunited force.

The opening is the basic 1A, 2A, 3A, 4A sweep which covers as much area as possible while pinning the Jap into the SW corner of the board. For variation, an important factor as stereotypical maneuvers breed disaster, a 7A-4A or a 6A-2A pattern is quite efficacious. As Nagumo and his carriers were not located at 0500, a search next turn stands a 50% chance of finding them.

6700 June 3: The Jap move to 4A attempting to infiltrate through the search screen by backtracking already covered areas is not likely to fool any experienced player. It obviously didn't.

0900 June 3: The American's shifting of fighter cover to a carrier out of range is quite clever, however it means he is missing good-bye to his Devastators and Dauntlesses, and his chances of victory, if the Jap has fighters on CAP over the fleet. The American initial strike had better be a good one.

1100 June 3: The U.S. search pattern continues relentlessly and the J.J.N. is probably right to expect to be sighted most of the way. He, in turn, is making as good use as possible of his limited search capabilities.

1300 June 3: As with all tactics and strategies in MIDWAY none should be used too often, and although keeping away from corner squares (A, G, C, and I) benefits the fleet attempting to evade the search by affording more possible subsequent areas to move into, certain provacities in this regard can prove very debilitating if used with regularity. The Jap has now set up the possibility for his own destruction, or, if he has sufficient perspicacity, the enemy's.

1500 June 3: The Japanese movement into area 4B has evaded the U.S. search, while friendly planes have spotted the entire U.S. fleet for the Mikado's CV's. The glorious opportunity of an "uninterrupted first strike" apparently has contributed to the Jap sense of security for his own force. WRONG! He should realize that the American is no fool and will not leave his readied planes on the decks of Yorktown and Hornet to contribute to his carriers' doom. The Jap also should have known that considering his last known position at 0300 and the U.S. search patterns, he could only be in four squares. Considering the likelihood of a two-square movement and the penchant many good players have for moving into such candidate ones and avoiding the corners, by attack the U.S.N., into 4B looks as a distinct possibility.

Showing considerable acumen during the course of the maneuvers the Americans realize his chance, a chance to send every carrier to the bottom and end the game right there. Incredibly he seeks to hedge his bets and splits his attacking planes into two groups! Brilliance is followed by blunder! The "sum of the parts is not greater than the whole," and his attack proves it. Considerable, but not critical, damage is inflicted on the Jap force, but virtually every air strike, including the American's own, is lost. If the smaller force had come upon the Jap fleet it would have been slaughtered. The division of forces is an excusable miff of a golden chance. At least his CAP over his own fleet was effective and saved several ships. The Jap would have been well-advised to CAP his force, annihilating the Americans, and then go after the U.S. fleet at 1700.

Night June 3-4: The heavy damage to the U.S. cruiser screen is just beginning for a follow-up smash the next morning, and the American knows it. However the Jap has quite clearly been shaken by what was obviously a nearly fatal raid. Instead of keeping up with the U.S. CV's, he turns timid and does not rendezvous with CruDiv 7 at CSF, but retreats into the A column.

0500 June 4: The coup de grace can be administered to half the U.S. force, but the Jap is too far to reach even the not-too distant position of SCS. This is now the second time the Jap has been "amazed" to find the enemy. Two chances may be all he gets.

0900 June 4: The original Jap plan to advance with united forces against Midway is now in effect. The Americans have the distinct advantage owing to time and his ability to leave the board. The Jap could have used delayed movement this turn (moving only one zone to B57) and thus evading the search. However this narrows down the possible areas—B5 or B7. The American would have found him again soon enough. This turn the Jap loses all contact with the U.S. fleet.

**Remainder of June 4:** The opposing fleets keep their distance throughout the rest of the day; however the Jap has become obsessed by the thought of an "ambush" of the Yamato group and ends up desperately searching the Pacific for the imagined threat. That force is sent off the board immediately as it entered (so why was there consternation in the first place?). The Jap could have at least transferred Hoso's aircraft to a CV before it departed. As it happened, he wasted search after search and has totally lost the Americans. The attack on Midway at extreme range is strictly routine.

0500 June 5: The ambush is against the Japanese fleet from the U.S.N. with adroitly placed itself in H6E and soon I.M.S. Kaga is at the bottom and with it all chance for victory. The Jap's stomach Banzai (equivalent to "I'Ll Be Damned") echos across an empty sea as the U.S. leaves the board and thus ends the game.

**Conclusions:** Strictly from a hit standpoint the game was very close, Kaga's ten victory points being the margin of victory and that by no means a certainty when the attack was launched. An extra hit or two on the U.S. cruisers would have accrued considerable points for the Jap. But although the U.S. strategy was somewhat over aggressive in movement it was for the second half of the game, after the battle of 1500, quite good. Except for the blunder of splitting his air forces that turn, a possibility created only by a very wise conception, the U.S. executed faultlessly on both search and battle board alike.

The Japanese strategy was fixed at the beginning of the game and unfortunately (somewhat in keeping with the actual Japanese mind) was not flexible. Even after being given a reprieve from the almost game-ending events of 1500 the Jap played with a considerable degree of inertia and lack of inspiration. Even a modest pursuit of the U.S. carrier force could have proved terminal on the morning of the 4th. Also, as shown on the board, the Jap did show virtual parity with the U.S. player, and that means excellence. The only questionable placement involves the Hiryu in the first attack. The thin-skinned carrier is too susceptible to aerial attacks and should have exchanged places with Akagi.

---

**PANZERBLITZ BOOKLETS**

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

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

Reprints include Larry McNamay's "The Pieces of Panzerblitz"—voted the best article ever to appear in the GENERAL, "Beyond Situation 13"—twelve additional scenarios by Robert Harmon; "Parablist"; "Panzer Nacht"; "Blind Panzerblitz"; "Situation 13"; "Championship Situations"; "Panzermix Concealment"; and "Incremental Panzerblitz." Topping it all off is a complete listing of all errors on the game published to date where the Opponents Wanted Page once ruled supreme.

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

---

**DIPLOMACY WORLD**

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

By Mark Saha

Mark wrote this little variant piece for us several years ago before the STALINGRAD rules were revised and the replacement rate for the Russian player changed to 4-5-6. This rule change plus the now more commonly used “exchange at attack factory” has actually unbalanced STALINGRAD in favor of the Germans between skilled players. The mechanism is the same as before. The rule change should be sure to pay using the old 4-6-8 replacement rates – a good idea in any case against a skilled German player.

Rather than wade through the virtual ocean of variants for STALINGRAD, some readers may wish to try the following simple variation which often leads to some historically accurate, exciting, and very critical strategic decisions for both sides.

The rule: The German player is allowed to reinforce Finland with up to 8 German combat factors, as before. Then, on the second turn and thereafter, he is allowed to switch over to the defensive, the German player

back the front again widens and more Russian replacements must be drained off from Leningrad to fill the gaps; (c) finally, of course, anytime a major crisis develops for the Russian anywhere else on the board (thus absorbing his replacements) the German can exploit this with a further Finnish offensive toward Leningrad. (3) The variables of play resulting from these opposing strategies are many, often subtle, and always exciting. For example, (a) let’s suppose a major crisis develops for the German on the Central front on the first couple of turns of play – suppose he rolls a couple of exchanges at 3-1 and his panzers are badly mauled, and moreover his infantry is badly chewed up from soak-offs. Under these circumstances, he will be hard pressed to support the Finns, and a strong Russian offensive may well lead to complete collapse of the country – including loss of German units already invested there. This is a real “domino effect” and beautiful to see in action. It’s even further escalated by the release of Russian forces in Finland and usually leads to a decisive Russian victory. (b) However, it’s also possible that just the opposite can occur; i.e., the Russian offensive in Finland hits a heavy series of “exchanges” and “retreats” while the main German assault up the Ukrainian slot is rolling nothing but “1” and “6” results today. Thus, the Russian can find himself deeply engaged against heavy forces in Finland while his Southern front is literally dissociating … again a domino effect that soon puts the German on the offensive everywhere, including Finland, for a clean sweep to victory.

(4) Those are the possibilities; but, between two experienced players, here’s what usually happens: the Russians launch a skillful Finnish offensive, driving as deeply into the country as they can before switching to the defensive and transferring excess units to the main front. The Germans launch a counteroffensive as soon as feasible, but because of the considerable demands of the main front on their resources this counteroffensive will usually grind to a halt and the front is split, with the Finns usually only minor tactical action in Finland for the remainder of the game; unless a major collapse by either side on the main front allows a resumption of activity here. Thus, in such a usual “experienced” game, who “wins” in so far as the play of Finland is concerned? The answer is quite simple: whoever has forced his opponent to commit the larger forces there, effectively driving them from the main front!

I like this variation because, when properly played, Finland remains in the war as a secondary front not especially crucial to the outcome of the game (as it should be). Moreover, its strategic importance is very exciting and very real and this variation illustrates more beautifully than anything else I’ve ever seen that unique “domino effect” whereby the outcome of a battle in one theatre can have further catastrophic effects in another distant theatre.

TIPS ON STRATEGY

(1) The German player will quickly discover to his dismay that, in Finland, Russia has absolutely decisive advantages of mobility and supply; she has an overland route into the country, complete with railroads and a local replacement center (Leningrad). Thus, in good weather, the Russian can transfer huge armies into and out of this country at a moment’s notice. The German lacks all these advantages; and for this reason, among others, any German player who transfers his heavy forces to Finland is either a genius or an idiot, and probably the latter. The Panzers in greater Russia threaten everything on the board; in Finland, they threaten nothing except possibly Leningrad. They are “pinned down” and can be easily contained or destroyed, while little progress is made on the main front during their absence.

(2) However, the German should not pass up his options to support Finland, simply letting the country fall, and perhaps evacuating a few weak units (evacuation from Helsinki to Warsaw is allowed by the same rule). This just puts you back in the standard game, which we all know the German hasn’t won for years (not since about 1917).

The Finnish option does in fact give a slight compensating edge to the German; not enough to balance the game, but at least enough to put the issue a little more in doubt. Basically, the tying down of strong Russian forces in Finland gives a German chance to take Helsinki and can possibly lead to a decisive victory. That is why a few units in Finland can really make a difference. The Finns also have the hope of indeed freezing them in there and perhaps evading a few weak units; in Finland, they can no longer figure the odds, count the spaces, and “play against the board”. You must observe carefully the extent to which the German reinforce or reposition his forces in Finland and try to ferret out the true motives and intentions that lurk deep within his mind. What is he really up to? Where does he really intend to make his play – and take his chances? And this, perhaps, is the most challenging and exciting war of them all.

THE GENERAL


A QUESTION OF BALANCE

By Jim Stahler

Have you ever lost a game through no fault of your own, but only because the game wasn’t balanced? Of course you have. How many games do you have gathering dust, games which are historically accurate, with good mechanics and fine components, but with the fatal flaw of having one side always losing? I bet most of you have more than one. There has been a lot of talk about play-balance in wargames, and many attempts to balance games on a case-by-case basis. I propose a simple solution to this problem of balance that is guaranteed to balance any two-player wargame.

Rather than play just one game, play two boards of the same game simultaneously, with you being one side on one board and your opponent being that side on the other board. For example in STALINGRAD, you, as the Russians, do your best to hold off the German assault, while, on the other board, you, as the Germans, do your best to smash through the Red Army to Moscow. Since you both have the same situations, the combination must be balanced by symmetry.

It may not always be possible to play both boards simultaneously, since this requires that both you and your opponent each have a copy of the game. In this case you may play the two boards in tandem, although this eliminates some of the symmetry; there is nothing to prevent your opponent in the second game from copying your brilliant Russian setup from the first, for example. This also takes longer and reduces the excitement level somewhat. Whichever way you choose, both boards would have exactly the same optional rules, rule interpretations, and situation to maintain symmetry and therefore balance.

Now you may ask, how do you decide who wins the game? If you beat your opponent on both boards, you clearly win. But suppose the game is really unbalanced, and you win on one board while losing (because of imbalance, of course) on the other? Who wins? Is it a draw? It seems that we are back to where we started.

Not really. To determine the winner of the entire game, establish criteria for how great the win is; the side with the bigger victory, wins. Let us continue with our STALINGRAD example. Suppose that you and your opponent both win with the Germans. The winner would be the player who achieved his victory conditions first. If they were both achieved on the same turn, give victory by elimination of all Russian factors precedence over victory by capturing the three cities, Leningrad, Moscow, and Stalingrad. If both Germans won by capturing the cities, victory goes to the player with the most German combat factors left (including replacement factors accumulated). If you are still tied (1/1), the winner is the German player facing the fewest Russian combat factors at the end of the game. If it is still a tie, congratulate yourselves on the closest game in the history of wargaming, and don’t worry about who won.

In short, the criteria for a double German win is:
1) Turn of victory
2) Type of victory
3) German factors left
4) Russian factors left

A similar set of criteria can be made for a double Russian win:

VICTORY CRITERIA FOR SELECTED GAMES

AFRIKA KORPS, British:
1) Turn of victory
2) Type of victory – eliminating all German units beats capturing both fortresses and home bases
3) Control of more fortresses plus home bases
4) British factors left
5) German defense factors left

GERMAN:
1) Turn of victory
2) Type of victory – eliminating all British units beats capturing both fortresses and home bases
3) German defense factors left
4) British factors left

BLITZKRIEG, (either side):
1) Turn of victory
2) Type of victory – eliminating all enemy factors beats capturing all enemy cities
3) Number of city hexes controlled
4) Own factors left
5) Enemy factors left

WATERLOO, French:
1) Turn of victory
2) French factors left

P-A-A:
1) Turn of victory
2) Type of victory – eliminating all enemy factors beats avoiding enemy victory conditions
3) P-A-A factors left
4) French factors left

BATTLE OF THE BULGE, German:
1) Turn of victory
2) Type of victory – eliminating all U.S. factors beats 50 factors across Meuse, which beats 5 panzer units plus Bastogne, St. Vith, Spa
3) Number of factors (or panzer units) across Meuse
4) German factors left
5) U.S. factors left

U.S.:
1) Number of German factors across Meuse
2) U.S. factors left
3) German factors left

D-DAY, Allied:
1) Turn of victory
2) Type of victory – eliminating all German factors beats ten divisions across Rhine
3) Number of divisions across Rhine
4) Allied factors left
5) German factors left

GERMAN:
1) Turn of victory
2) Type of victory – eliminating all U.S. factors beats ten divisions across Rhine
3) Number of Allied divisions across Rhine
4) German factors left
5) Allied factors left

MIDWAY, 1914, GUADALCANAL, (either side):
Total points on both boards

CHANCELLORSVILLE:
Higher ratio of remaining Union factors to Confederate factors (doubling Confederate factors as appropriate).
### THREE
### FRANCE 1940 SCENARIOS

#### SUPER-MAGINOT!

Most people familiar with the French Campaign of 1940 will blame the French defeat upon the Maginot Line. The arguments usually go, "They should have extended it to the sea, sealing France off from Germany," or, "It was a throwback to the days of siege warfare; the money should have been spent developing the French mobile forces."

The second argument is, in retrospect, undoubtedly correct. **France 1940 Orders of Battle** 1, 2, 3, 5, 7, and 9 all show the effect upon the balance of power when the French introduced powerful armor and air forces; the game usually becomes an exciting exercise in in-fighting and maneuver, with the better air commander winning.

But what about the other possibility? The Maginot Line as built extended slightly under ninety miles between the Sarre and Montmedy. To extend it to the sea at Dunkirk, 240 miles away, would have required money that France simply didn't have. Even if it were extended, the Germans would doubtless have been able to break through with the aid of their paratroops. With almost all the French military budget spent on static defenses the Germans would have been in Paris in a matter of days.

Despite this, in the early thirties there was a possibility that such a fruitless undertaking would have been attempted. If France had come up with an extra ten billion francs, and if they had imported men from the colonies to man the larger line, and if they had developed mobile forces to back it up, and if the government and the military had agreed upon it... it probably wouldn't have been built anyway. But why not try it?

The Maginot Line is extended through the use of hexes 444-508-541-701-698-730-877-876-1007-1006. This means an additional 25 hexes are covered by the Line. These new hexes are identical to the boxes already printed on the map.

The Germans should use OB 5 simply to give the French something resembling a chance. For the Germans to win, they must have taken Paris, Metz, and Calais or the French get an automatic Moral Victory. If the Germans do capture the cities, the game is decided on points (with each destroyed Maginot hex worth four Victory Points). Remember, this scenario's primary goal is to show the fallacy of the Maginot mentality. Playing the French in this scenario on a regular basis could lead to serious feelings of inadequacy and paranoia.

#### THE GRAND ALLIANCE

Up until 1936, France and Belgium had had a mutual defense pact which would have allowed French troops to enter Belgium if war with Germany seemed imminent. If this situation had existed in 1940, the campaign might have gone quite differently. As it was, Belgium (and the Netherlands, for that matter) not only refused to allow French troops on their soil for fear of antagonizing Germany, they refused to discuss coordinating their defense lines. This lack of coordination was just one more reason why the German victory came so quickly. To introduce the alliance to the game, use the following procedure:

Allied OB 11 and German OB 2 are used. (You may use others, but these are best.) At the beginning of the game, the Allied player rolls two dice. This number (two to twelve) is the number of French units that may set up in Belgium. Belgium is considered belligerent from the start of the game. Note that Belgian units may not set up in France, and British units must start the game in France. The Netherlands is neutral.

In this scenario, the German will be hard-pressed for a big breakthrough. The Allies have more room to conduct a fighting withdrawal, and might even consider a limited offensive toward Aachen. The Luftwaffe's superiority will still be the key to victory, though.

#### MINI-GAME DUNKIRK!

By May 24 (Turn 8) the Allies had been pushed back to a small perimeter between the Aa and the Lys Rivers. Pounded by the Luftwaffe, constantly pressured by tanks and infantry, the British and French still managed to hold the line while 338,000 men escaped.

The Allies hold the city of Calais and the Dunkirk Perimeter, which is bordered by the line of hexes 1032-1033-1007-1005-983-877-848-854-785-782, inclusive (18 hex perimeter). The German infantry and air units set up north of hex 849, the mechanized forces south of it.

The scenario lasts four turns. The Allies receive five points for each British unit which evacuates off the coast, three points for each non-British unit, and a bonus of five points if the entire BEF escapes. The Germans win if the Allies receive less than fifteen points. Sixteen to twenty-one points is an Allied marginal 'victory', twenty-four points to twenty-seven points substantive, and anything higher a decisive 'victory'.

#### COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen 1½"x2½" compartments ½" deep which will accommodate up to 400 unit counters and 4 dice.

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

These trays are available by mail order only direct from Avalon Hill. They will not be included in new game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for $3.25 per set plus 75¢ postage charges. Postage coupons cannot be utilized to order compartment trays. Maryland residents please add 4% state sales tax.
Letters to the Editor ...

Dear Sirs:

I am writing this letter to propose an additional optional rule to your "ROICHOF-5" role-playing game. As it now stands, it is nearly impossible to "been" an opponent once hit. For most of us, in the heat of battle, even a minor hit seems to have the potential to be a decisive hit. I feel that this is a limiting factor in terms of the larger picture of the game.

I believe that an additional rule could make the game more interesting and dynamic. Here is my proposal:

In the heat of battle, even a minor hit seems to have the potential to be a decisive hit. I feel that this is a limiting factor in terms of the larger picture of the game.

- When a character takes damage, their strength and vitality are reduced by a certain percentage.
- This percentage is determined by the heat of the battle and the difficulty of the opponent.
- The reduced strength and vitality can affect the character's ability to perform certain actions, such as attacking or casting spells.
- The reduced vitality can also cause the character to become fatigued, affecting their movement and action speed.

I believe that this rule would make the game more interesting and dynamic, adding an extra layer of strategy and tension to the battles.

Thank you for considering my proposal.

Sincerely,

[Signature]

Gentlemen:

I am always pleased to see an article on one of my favorite groups in *Advanced Fantasy* (27th, 17th, 17th, 17th, etc.). In your recent articles, "Opposition is the Key to Victory" (Vol. 1, No. 3), and "The Art of Command," you have brought to light some very interesting points. However, I believe that the article on "The Art of Command" is particularly relevant to the American soldier in World War II, as it describes the importance of understanding one's opponent and the enemy's capabilities.

In this article, you discuss the importance of understanding the opponent's tactics and strategies. You also emphasize the importance of adapting one's own tactics to counteract the opponent's. These points are crucial in any battle, as they help ensure victory.

Furthermore, you emphasize the importance of teamwork and coordination among soldiers. You note that a well-coordinated unit can make the difference between victory and defeat.

I believe that these points are equally applicable to the American soldier in World War II. In that war, the American military was able to adapt and counteract the tactics of the Axis powers, ultimately leading to victory.

Thank you for your excellent article on "The Art of Command." It is a valuable resource for any military officer, and I look forward to reading more articles by you in the future.

Sincerely,

[Signature]

---

Dear Editor:

Our new game, "PANZERFELDZ," is in its beta testing phase, and we would like to present a forerunner of our main design. The game will include two factions: the Germans and the Allies. The game is set in Europe during World War II, and it will feature historical leaders and generals from both sides.

We have developed a unique map system that allows for dynamic game scenarios. The map is divided into several sectors, each with its own objectives. The players can choose to capture these objectives or defend them from the opposing side.

We believe that this game will provide players with a realistic and immersive experience of World War II. We are currently seeking feedback from testers to help us improve the game. If you are interested in testing "PANZERFELDZ," please visit our website for more information.

Thank you for your time and consideration.

Sincerely,

[Signature]

---

Dear Editor:

I was just looking through the latest issue of *Advanced Fantasy* and noticed an article on "The Art of Command." I found the article very interesting and informative.

In the article, you discuss the importance of understanding the opponent's tactics and strategies. You also emphasize the importance of adapting one's own tactics to counteract the opponent's. These points are crucial in any battle, as they help ensure victory.

Furthermore, you emphasize the importance of teamwork and coordination among soldiers. You note that a well-coordinated unit can make the difference between victory and defeat.

I believe that these points are equally applicable to the American soldier in World War II. In that war, the American military was able to adapt and counteract the tactics of the Axis powers, ultimately leading to victory.

Thank you for your excellent article on "The Art of Command." It is a valuable resource for any military officer, and I look forward to reading more articles by you in the future.

Sincerely,

[Signature]
1. Physical Quality 2.26
2. Mapboard 2.84
3. Components 2.34
4. Ease of Understanding 2.07
5. Completeness of Rules 3.07
6. Play Balance 1.86
7. Realism 3.65
8. Excitement Level 2.14
9. Overall Value 2.41
10. Game Length 3 hr., 22 min.

**QUESTIONS**

**BATTLE OF THE BULGE**

Q: Utilizing the optional weather rule, is the German movement rate affected by the day-to-day weather changes or the day after? 
A: The day after.

Q: Must units advancing after combat adhere to the terrain rules?
A: Yes.

Q: Must any units defending in a fortress hold by a contact and either withdraw or countertack at a ratio?
A: No. The unit may remain in the fortress and is under no obligation to countercatch.

Q: Are units in fortresses still subject to an Engaged combat result?
A: No.

Q: Are isolated units permitted to attack?
A: Yes, unless the optional T-shirt rule is applied (p. 64 of manual) is being used, in which case, isolated units may not attack even if participating in a combat with non-isolated German units.

Q: Under what cases may a unit leave a road, rough terrain hex to enter a non-rough terrain hex?
A: A unit may never enter a non-rough terrain hex from a road, rough terrain hex unless it started its move in that hex, or it enters it that hex along the road.

**RUSSIAN CAMPAIGN**

Q: Most all necessary weaknesses are made prior to executing an attack or may the ATVE be used to create an unrestricted hex to seal-off from?  
A: Before movement can be made through the ATVE situation all necessary weaknesses must be made.

Q: May either player voluntarily move units off the board?
A: No.
Metro Detroit Gamers' 9th major convention, MDG Wintercon V Gamefest, will be held on December 3-5 at Oakland University in Rochester, MI (northern Detroit area). Over 30 wargame, adult game, and miniatures tournaments have been scheduled including an AH Classic tournament, a RICHTHOFEN'S WAR Demolition Derby, DIPLOMACY, and KINGMAKER. Special guests are Gary Gygax, Bob Kuntz and Brian Blume of TSR. For further information write or call Bill Somers, 1654 Chandler, Lincoln Park, MI 48146 (313-381-7152).

Infiltrators Report

BULGE enthusiasts will recognize the name Joachim Peiper who commanded the famous PEIPER unit of the 1st SS Panzer Division. Peiper died in a firefust July 28th with unknown men who attacked and burnt his house in the French town of Traves. Peiper had been sentenced to death by an American court in 1946 for the murder of 71 unarmed American prisoners in the vicinity of Malmedy in Belgium. The sentence was changed to life imprisonment and Peiper was released in 1957, only to be arrested again for the mass murder of inhabitants of Boves, Italy. Set free in 1969, Peiper lived the last 7 years of his life in Traves where he was the recipient of several death threats.

The solution to contest number 72 relied on two considerations: cutting down on British mobility and minimizing French losses. Since the British are assumed to have best play and best die rolls, they will win if the French allow an even fight to happen, so the French must carefully maneuver to get into a situation that maximizes the greater French advantage: chainshot fire at 3-hex range, out of range of the carronades. Most of the solutions recognized that it was imperative to cut down on the British mobility so that British "best play" was minimized; most of the solutions failed because they led to a British victory.

The first order of priority is to prevent the British from turning to catch the wind (British move "R") by threatening to rake their stern if they do. The proper first move is 1FSR. Other moves are inferior because they allow the British to get a close-range shot using carronades: 1R is better, even though it gives up a turn of fire if the British go "L." The next correct move is "R1L"—and from then on the French just stay 3 hexes away; they have just enough firepower to destroy the British rigging before the French gunnery is reduced to ineffectiveness (table 3 is ineffective because we assume the French roll as badly as possible). If the French took just one more gun hit they would be ineffective before the British would strike. The minutes' extra time to get one of carronade range on that first move. Of course, the British can bring down the full sails by concentrating on the French rigging on turn 2—but in that case the French gunnery is not threatened, and the French superior mobility (since they are before the wind while the British must be into the wind to be able to fire on turn 2) allows the French to stand off and destroy the British rigging safely.

1R2 is a close second choice for the second move, second, because it allows the British to move "R," "R" and be heading in the opposite direction to the French which maximizes the possibility they are caught on rear. After 1R, the preferred first move is "R1," since it at least minimizes British fire at that range. And of course, the French have to load chainshot and fire at rigging throughout the battle—that's their only way of fighting effectively with worst luck. A range of 2 brings down the British sails on the first turn—and sets up the rest of the solution.

The winner of Contest #72 was Robert Purnell of San Antonio, TX; followed by A. Carlson, Minneapolis, MN; C. Wood, Glendale, MO; D. Gentry, Rockaway, NJ; J. Wirsing, Vista, CA; R. Cuppola, San Antonio, TX; R. Hensley, North Versailles, PA; S. Hay, Indio, CA; V. Poltoratsky, Nashville, TN; and B. Willard, E. Hartford, CN.