Avalon Hill Philosophy Part 67

Our attention has been drawn to a letter from Michael Zynski published on page 33 of the January/February 1978 edition of this magazine. The editor has been informed that Games Centre that the game ordered by Mr. Zynski was not despatched to him because he failed to put his address on his order or his follow up letter. Games Centre went so far as to institute enquiries through the postal authorities to try and establish his address, but without success.

Games Centre have confirmed that if they are advised by Mr. Zynski of his address, the game will be despatched to him immediately.

In the circumstances, any implication that Games Centre have acted other than entirely properly is much regretted and unreservedly withdrawn.

The above comes by way of an apology to Games Centre and the readership for a momentary lapse in good judgement. The decision to print the alludet-to letter from Mr. Zynski was made at the 11th minute while attempting to keep up with our perpetually late publishing schedule. Professional courtesy in such matters calls for a check with the accused supplier to see if there is any foundation to the claims being made. Exeuntum circumstances were present, but do not constitute sufficient excuse for our action.

The subject touched upon in Mr. Zynski's complaint was a sore one because we had just heard that the perpetrator of the hobby's largest mail order sham to date, Liberator Games, had just returned to this country and mature opponents—not to see counting on a check perhaps bearing his address and inquirers through the postal authorities to try to locate foreign games and we urge readers to accept, or at least pardon, his definition of "Acquisition." The only acquiring we've done is an exceptionally valid source for hard to come by titles. Games Centre, the way, runs a very reliable and complete mail order service for games enthusiasts with over 300 titles constantly in stock. As such, they are an exceptionally valid source for mail order procedures and extremely literate. The writer had not included a return address, but do not constitute sufficient excuse for our action. The subject touched upon in Mr. Zynski's complaint was a sore one because we had just heard that the perpetrator of the hobby's largest mail order scam to date, Liberator Games, had just returned to this country and mature opponents—not to see counting on a check perhaps bearing his address and inquirers through the postal authorities to try to locate foreign games and we urge readers to accept, or at least pardon, his definition of "Acquisition." The only acquiring we've done is an exceptionally valid source for hard to come by titles. Games Centre, the way, runs a very reliable and complete mail order service for games enthusiasts with over 300 titles constantly in stock. As such, they are an exceptionally valid source for mail order procedures and extremely literate.

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The American Civil War is historically unique. It is the only time that a large segment of a well-established nation attempted to secede and form an entirely separate country. It was not a rebellion or revolution as such since the Confederate states believed that they had a perfect constitutional right to go their own way; the border state of Kentucky even made a stance of neutrality stand up for awhile. This position was accepted by some foreign governments. England was prevented from recognizing the Confederacy by the Emancipation Proclamation which made the Civil War a war against slavery. Ultimately it was a political war brought about by the inability of two groups to compromise any further. In effect, the Civil War was the final chapter of the Federalist Papers, finally settling which level of government would be supreme, federal or state.

The Civil War is also important in the narrower context of military history, producing important changes in both the art and science of war. On the technological side, the most important single event was the battle between the Monitor and the Merrimac which, practically overnight, made every wooden warship in the world obsolete and introduced the revolving armored turret to naval warfare. Less dramatic but equally important was the growth of the influence of railroads on strategic planning, both as objectives and as essential lifelines for the maintenance of an army. In the broad field of strategy the Union commander William T. Sherman amply demonstrated the value of strategic destruction of the opponents economic base as a prelude to victory. In the narrower field of tactics the Southern general T. J. "Stonewall" Jackson showed future commanders what could be accomplished by a numerically inferior army through superior mobility. Surprisingly, all of these innovations came out of a war in which the basic combat formation was little changed from the line which Wellington used to defeat Napoleon fifty years before.

The battle that most people think about when considering the Civil War is Gettysburg. It is the largest battle ever fought in North America and has been etched into every American's psyche by Lincoln's speech and Pickett's charge. This makes it the logical choice for any study of the strategy and tactics of the period and has been the subject of several board games over the years. Besides the subject matter, the one element that all of these games had in common was a lack of the "feel" of Civil War combat. The problems of getting a column of marching men into a line of fighting men was absent. The problems of a general trying to coordinate thousands of men over many square miles with mounted couriers as his only means of communication were missing. The two most notable absences, the two aspects that give Civil War combat its unique "feel", were the influence of a specific commander as an individual, with all his good and bad qualities, and the effect of two lines meeting and blazing away at each other. The advanced game in Avalon Hill's new GETTYSBURG presents these problems to the game player and gives him several innovative systems to allow him to work out his own solutions.

The most interesting aspect of the game is the disorganization and casualty point system and its effect on a unit's combat value. The various tables used to determine point losses are rather complex and the bookkeeping required to keep track of losses can be a bother sometimes, but the end result is well worth the effort. What may seem strange at first is that disorganization points have a greater immediate, though temporary, effect on a unit's combat worth than casualties. This may well be the most historically accurate system in the game. A unit could, and often did, lose much of its value through a variety of factors other than casualties. Even veteran units could break and run if their cohesiveness was lost. The disorganization point system is an excellent way of bringing this facet to the game. The casualty point system is more straightforward given that each strength point represents a certain number of effectives and all these effectives must be eliminated to lose a strength point. The four levels of experience accurately
The General

Union counterparts. Unfortunately, leadership negates much of these advantages. First of all, none of their corps commanders can handle all of their brigades in one line and one can’t even hand one of their divisions. Three of the ten divisional commanders are unable to control all of their brigades and there are little corps commanders in many cases since many of the other commanders can control little more than their own units. The end result is that the Confederate commander usually ends up with an abundance of independent brigades on the board, further complicating an already difficult command situation. At a divisional command level, the result is that players will probably mean that most of his brigades will end up operating independently and the loss of two commanders in one corps can virtually cripple corps’ ability to maneuver as a whole. Even the Confederate advantage in attached artillery is more apparent than real. Without central reserve the Confederate commander cannot hope to offset the large Union artillery reserve. Should the Confederate commander commit his reserve en masse to a particular segment of the battle, the Confederate player will always be heavily outnumbered.

Conversely, the Union army seems to be the more difficult one to handle since most of its units on all levels to coordinate, thus there should be twice as many opportunities for foulds. There is also twice the flexibility in maneuver and a reduction in the overall effect of severe damage to any one unit. The possibility of coordination problems does not easily lend itself to the Union leadership: only one of the twenty-two divisional commanders is unable to control all his brigades in line; one of the corps commanders can handle his entire corps in line of battle and the remaining corps commanders can handle at least one of the divisions. The Union actually enjoys excess “coordination factors” in a corps to handle most brigades left leaderless by incapacity to their divisional commander. The Union artillery reserve gives their commander the ability to outgun the Confederate artillery on any one sector of the field.

In view of all this it is obvious that the Confederate commander has the more difficult task. His army is smaller in men and artillery, less flexible in maneuver and weaker in leadership. He has a definite edge in average unit experience. His best weapon is that the Confederate is “firstest with the mostest” on the field, while the Union player must keep him off the ridge until the rest of the Union army arrives. The next step is to study the individual units themselves in order to determine which units are best suited for which tasks. In most board games this is primarily a matter of comparing such numbers as attack, defense and movement factors. The units in GETTYSBURG don’t lend themselves to such simple analysis since such factors as leadership, command, assigned artillery, attached artillery, experience, etc. must be considered. To provide a basis for comparison each division was evaluated and ranked in Strength Points (SP), Effective Strength (ES), Line Strength (LS), Leadership Rating (LR) and Attached Artillery (AA).

Strength Points is the total of the Strength Points with which each brigade in a division enters the game. It is the most basic and easiest method for comparing two divisions.

Effective Strength is a function of the various experience levels of the troops comprising a division. In a division of ten brigades, multiply the SP of each brigade in a division by that brigade’s basic experience level: veteran X4, seasoned X3, experienced X2 and green X1. These figures added together will determine the Effective Strength of that division. The multiple assigned to each
I1 division’s SP by 8 (6 for cavalry) and then dividing this number in that unit’s ES. This will give you the average ES of that unit’s full strength battleline marker and is intended to give some idea of the “thickness” of a division’s battleline. Leadership Rating is more complex, being a combination of a specific commander’s command and control ratings and his leadership rating. It is intended to give an idea of that commander’s worth to his specific command. Each corps commander is awarded 3 points for controlling his entire corps in battleline, 2 points for controlling more than one division, 1 point for controlling any one of his divisions and -1 if he cannot manage even that. Each division commander is awarded 1 point for each brigade that he can control in battleline over and above his own, 0 points for controlling his own division and -1 if that is beyond him. Each corps and division commander is awarded 3 points for a leadership rating of 6, 2 points for a rating of 5, 1 point for a rating of 4 and 0 points for a rating of 3. Control points and leadership points are totaled to determine leadership rating.

Attatched artillery is simply addition. For each corps, and each Confederate division, count up the number of guns assigned directly to that unit. Do not count artillery assigned to army reserve for corps, or corps reserve for divisions. To determine a unit’s overall value within its own army total the rankings in each of the categories and subtract Leadership ratings, since a good commander can offset weaknesses in other areas. Below are the tables containing the final rankings for each army and the component evaluations used to determine that rank.

Of all the categories Effective Strength is the most important since it includes the number and quality of troops comprising the division. A division’s rank in Effective Strength usually closely parallels its overall rank. When they don’t match a look at the SP column will tell you why. For example, Gibbon’s division of the Union II Corps ranks 5th in ES but 9th overall. It has a small SP and therefore is made up of high quality troops. A division of the Confederate II Corps ranks 3rd in ES but 6th overall. It has a large SP and therefore is made of mediocre troops. Another good indicator is Line Strength, which can also be used to compare units from the two armies against each other.

To determine corps rankings total the divisional rankings of each corps, divide the result by the number of divisions in the corps (due to two small Union corps) and add the corps commander’s Leadership rating. The LR is added in this instance rather than subtracted because the corps commander is added for effectiveness to the corps, not counteracting weaknesses in a division. Below are the corps rankings for each army.

Union: 1) III, 2) VI, 3) I, 4) XII, 5) II, 6) Cav, 7) V, 8) XI
Confederate: 1) I, 2) II, 3) III

What good are all these numbers? Of themselves, none. What they can do is provide some hints on how to handle specific units. For example, the Union player can determine that his three strongest corps must be handled in three different ways. The III Corps consists of two equal long divisions which can be used for the same tasks. The VI Corps, however, has one relatively weak division coupled with the two strongest. If he plans to use it as a corps, and all corps should be, he must be careful that he doesn’t jeopardize his position by misplacing that weak division. The I Corps is an entirely different case. It is made up of one very good division and two mediocre ones. It is ranked third primarily because the corps commander can maneuver his entire corps in battleline. This corps would best be used in large scale maneuvers where command control and coordination are paramount. These are just a few examples of the type of information that can be obtained from these tables for both corps and division. You won’t find the secret to victory in them but they may prevent you from making some serious blunders.

Brigades were not evaluated and ranked for a number of reasons. The primary one was numerical; there are almost one hundred brigades and to try and list them all would have been tedious. Secondly, the brigade is a straightforward unit; it is composed of one quality of troops and has no directly attached artillery and thus comparison is simply a matter of numbers. Finally, the brigade should always be used as part of a division.

Now that the armies and the units comprising them have been discussed, the next logical step is a discussion of what to do with them on the battlefield. The most logical area to discuss first would be the geographical objectives and how to go about seizing and holding them.

The key to the battle of Gettysburg is Cemetery Ridge. From its heights the artillery can dominate the ground to the west and south and it is necessary to hold it to have any hope of seizing any objectives to the north or south of it. The strategy for both sides on the first day is the northend of the ridge and Culp’s Hill to the east. The Confederate army is in the best position to take it since it has the balance of power at the beginning. The Confederate commander should drive all out for these objectives on the first day. On the other hand the Union commander must be prepared to sacrifice if necessary some of his early units in delaying the Confederates north of the ridge. He must buy time for the remainder of the army to move up the Emmitsburg and Taneytown roads and take up positions on the ridge. Whichever side can seize and hold the majority of the ridge first is in a commanding position. They can assume a basically defensive posture for the remainder of the game. If neither side can seize control of the ridge the game will become a contest for the ridge. In most games the battle will break down into three phases: the race for the northend of the ridge, the contest to seize the entire ridge and the loser of the contest to drive the winner off. The winner of the first phase will be the odds-on favorite to win the second. The winner of the second phase would be heavily favored to win the third. Occasionally a game will never get past the first phase, though it is more likely that a game would progress at least as far as the second phase. A game between two equally competent players may very well not reach the third phase.

Having discussed the background to the battle, the opposing armies, the various units and the basic geographical objective, the last and last area to discuss is tactics. They are the real basis of winning or losing.

The cardinal rule, in attack or defense, is don’t get flanked. Even a veteran brigade can break and run if hit from two or three sides at once. For the defender this is primarily a matter of the length and...
position of the attacking line. If his line is going to be outflanked, he must either pull back or extend his line to cover his flanks. For the attacker it is primarily a matter of command control. Assuming one doesn't attack a line that will outflank your own, the only way for an attacker to be outflanked is if one of the attacking brigades doesn't advance in conjunction with the others. The best way to prevent this is to have all attacking brigades under one commander. Barriring this, the fewer commanders involved in the attack the fewer chances there are of one segment failing to conform. This facet of the game is why the better commanders, the ones with good command control, should be kept out of the battleline except for pivotal assaults. Keep them back but within command control distance so that they can coordinate attacks. This phase of the game is where independent brigades can really foul up the work since trying to get them to conform their movements with the main body can be a real problem.

The second most important point to remember is that disorganization can effectively eliminate a unit, if only temporarily, long before it can be physically wiped out. From level S it on it cannot attack, but before a unit reaches that stage it should be pulled back for reorganization. If that is not possible try and place that unit in the least vital sector available. This need not be a time for maneuver, to set up your next day's positions. Never, repeat never, allow a unit to accumulate so many disorganization points as to be ineffective for the remainder of the game. Add two "nevras" for the veteran units.

Artillery plays an important role in the game so guard them carefully. They are best used in a stable situation to either chew up an attacking line or soften up a defending one. Artillery is best used in masses so keep the corps and army reserves intact. When attacking, silence the defending batteries first. When defending, concentrate on the infantry. A battery or two can be used to support an open flank but only when absolutely necessary. In a fluid situation keep them limbered unless planning to hold a position for at least two turns. Horse artillery is very valuable. They can precede an advancing column to pin down any opponents. They can delay a pursuing column. They can even be used for sniping: run a battery out, fire a few rounds and then run like hell. Be very careful when using them for any of the above, being fired at by your captured artillery is very bad for morale.

When comparing Longstreet's attack with Pickett's and Pettigrew's charge, there is one crucial difference in the preparation of the attacks that doomed one to failure and vaunted the other to success. Pickett's charge was launched from three quarters of a mile to a mile from Cemetery Ridge. The line of attack was across open ground with no cover. The Union artillery and battlelines had a completely open view of the attack. Any assault over this terrain is bound to lose most of its momentum by the time it reaches its objective. In contrast, Longstreet's assault of the previous day was formed barely one quarter of a mile from the enemy lines. Much of the attack was made in partially wooded rough terrain that prohibited the defending lines from coordinating against successful breakthroughs. The attacking Confederates had enough momentum after hitting the defensive line to throw it back and to continue the drive. Only a hastily formed artillery and infantry line at the base of Cemetery Ridge and Little Round Top finally forced the attack to sputter to a halt.

When I was first approached to redesign GETTYSBURG, it was with a tacit understanding that it would be a short-term project on a difficulty level of CHANCELLORSVILLE or BATTLE OF THE BULGE. The logic for this approach was quite simple. GETTYSBURG had been in the line for 18 years and a new game with this title just would not command the attention or the sales that a new game on a new subject would receive. It was a Civil War battle, an era of military history that hasn't succeeded in being easily translated into a game. It is hard to get a handle on anything about the Civil War other than personalities. There was no significant revolution in armament or tactics and it is a very accurate representation of the battlefield as it existed in early July, 1863, and, as such, has an inherent value in itself as a historical reference.

The emphasis of elevation levels on the map was intentional, and desired. Anyone who has visited the Gettysburg battlefield or practically any other Civil War battlefield, for that matter, will quickly realize that many significant actions occurred over apparently insignificant terrain. Standing on the crest of Cemetery Ridge, one is struck by the gradual descent of the slope. In fact, it seems as though one is on level ground. Yet, it was against this basting that the ill-fated grand-charge of Pickett and Pettigrew was launched. Why was a charge of 15,000 men violently repulsed here when on the previous day an attack against the Little Round Top-Devils Den-Peach Orchard line by 14,000 of Longstreet's men was successful? A tour of that section of the battlefield shows that the defending Union lines there were on much higher ground than the attacker. Evidently, there must be more to influence combat than just defending or not defending on a hill or a ridge. By instituting different elevation levels, I hoped to illustrate what I concluded were the significant factors which determined the success or failure of an attack.

You now have all the tools and a few suggestions on how to handle the. The traditional roles of scouting and raiding don't apply. In column it's faster than infantry but spread out. A unit in column is a very good role for any of the above, being fired at by your captured artillery is very bad for morale.

The cavalry in this game is like a good-looking blind date: you're glad to have it but not quite sure what to do with it. The Basic Game was inserted near the end of the design because it was pointed out that the title GETTYSBURG is a popular choice for many people just starting in wargaming. Whether or not the Basic or Intermediate Games have succeeded with the public I have yet to gauge since consumer response has almost totally been concentrated on the Advanced Game, much of it by Civil War buffs and other history nuts who have raised many questions as to my rationale in design decisions.

MAPBOARD TERRAIN

Certainly the most conspicuous item that one sees when first opening the game is the mapboard, a multi-colored treatment that seems better suited for hanging on the wall than a surface on which to move counters. It does seem rather more complex than it necessarily needs to be. This presentation, though, permitted me to make three statements about the battle which I considered significant: the subtle influence of elevation in combat; 2. the importance of small sections of terrain in combat, troop position and line of sight; and 3. the general terrain contours of the battlefield as a basis for study of the actual historical movements of the units. It also permitted me to present the battlefield in its historically pristine setting. The base map used for the mapboard was the General Warren (Chief of Engineers of the Army of the Potomac and the hero of Little Round Top) survey of the battlefield done in 1866 and 1869. The mapboard is actually a reduced copy of this survey with refinements from photographic analysis and the descriptive comments of the mapbearers. Altogether, the mapboard is a very accurate representation of the battlefield as it existed in early July, 1863, and, as such, has an inherent value in itself as a historical reference.
Even though the Round Top-Den-Peach Orchard defensive position was on substantially higher ground in relation to the attacker's positions than the Cemetery Ridge line, it was a weaker position because its field of fire was limited and obstructed. The Confederates, therefore, had to move their battalions closer to their objective. Because of the open plain in front of Cemetery Ridge, the Confederates were forced to form for attack there at a very disadvantageous distance from their objective. In history, it wasn't the elevation of the defensive position but the most important factor in halting an attack. It was the field of fire that the defending infantry and artillery lines enjoyed. Lee did not have an elevated defensive line at Cold Harbor but, with a totally clear field of fire, he inflicted the highest casualty rate on the attacking forces suffered by any army in the war (7,000 casualties in 20 minutes). Many other examples can be presented in which field of fire was of supreme importance in the determination of victory or defeat; the stone wall at Fredericksburg, the rail cut at Second Bull Run, the entire defensive line at Antietam, to name a few.

Within the context of field of fire, the true value of elevated terrain becomes apparent. Unless at the extreme, high ground is important only insofar as it relates to field of fire. It does not convey an inherent defensive advantage just because it is high ground. A defender's bullet does not become twice as potent nor does his rate of fire improve because he is on a hill. A defender on higher ground, especially with artillery, does extend his field of fire forcing the opponent to start his attack farther away. In this way, the elevation of Cemetery Ridge, Seminary Ridge and Oak Ridge is in proper relation to higher elevations of Culp's Hill, Oak Hill and the Round Top Ridge to map terrain features to conform to a Terrain Effects Chart.

Along with slight changes in elevation, small areas of terrain played a significant part in the battle. If you follow the line of Oak Ridge south of Mummasburg Road (hex H38) you will see a small line of trees running along its crest. Not particularly in the determination of victory or defeat; the stone wall at Fredericksburg, the rail cut at Second Bull Run, the entire defensive line at Antietam, to name a few.

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Importance function in the game. Combat coordination is probably the most important function in the game. Combat coordination is measured by the ability of a commander to prepare, initiate and coordinate an attack. Note this is not the same as command control. Certain generals were more capable in one function than another. For example, Stonewall Jackson was a master at moving large numbers of troops to their required position at the proper time (the Seven Days Battles notwithstanding). He usually left the preparations and conduct of the attack to his subordinates. Hood, on the other hand, was excellent in organizing an attack, but not so adept in moving large numbers of troops. A good rule of thumb indicates that the command structure, the more important it is that he be able to control large numbers of troops. Hood's talents indicate that he would have been best left as a division commander. His abilities as commander of the Army of Tennessee later in the war left much to be desired.

A commander's leadership rating is, basically, the measure of the troop's respect for his ability. This is usually revealed in the confidence with which these men enter battle. Many leaders had an influence over their men which was all out of proportion to their actual abilities and other leaders, through quirks in their personality, inspired little confidence in their men even though they were competent commanders. It goes without saying, that in any competition, the attitude of a player, regardless of his or her actual military units, can be an important element, and personal experience serves a great deal to do with their final success or lack thereof.

When it came to rating the two army commanders, I purposely left out control and coordination ratings. That Lee or Meade weren't capable of commanding troop movement and attack. Their function, though, was to set up and put into operation the battle plan for their Army. They could not, or would not, step down to command a segment of their forces. The actual movement and fighting of the troops were the functions of their subordinate commanders and for Lee or Meade to take personal command would be to subvert the structure of respect and responsibility between a commander and subordinate that was essential in building and maintaining an effective army.

Troop Movement

Converting actual troop performance into game terms results in some interesting and, if the mail feedback is any indication, controversial conclusions. Many people have questioned the lack of terrain restriction on movement. Initially, I had planned to put in some type of terrain restrictions. During the early stages of the design, though, I conducted tests entering and moving units on the board exactly as they had in the battle. The one interesting thing that I discovered was that, although a unit did not move across country a great deal, when it did, its march rate was not significantly slowed. In other words, I had trouble getting units to their proper place at the proper time. I instituted even minor terrain restrictions. My visits to the battlefield reinforced these conclusions. The terrain there is just not severe enough to be considered an impediment. Reading battle accounts of the area was even more conclusive. The accounts of the rivers and creeks show that, although it had showered lightly at the start of the battle, it had been a fairly dry spring and summer, and the water level was very low. In fact, I read one soldier's story in which he stated that Marsh Creek was almost dry. At only one point on the battlefield did I read where troops had trouble maneuvering because of terrain. Part of Johnson's division had to march across Rock Creek in column as it moved to attack the Federal position on Cupp's Hill. This delay was due more to the rocky and woody nature of the area where they crossed than to the creek itself. It is difficult to maintain proper order in a battleline when marching across woody or rough terrain. In a game, this should be and is reflected as increased disorganization rather than reduced movement.

If the terrain around Gettysburg is so mild, you may wonder why so much of the actual movement was roadbound. The influence of roads on movement can be more greatly appreciated when analyzing their long term effect. Troops marched on roads:

1. It minimized their chances of getting lost;
2. It was an easy route for their artillery and trains to follow; and
3. It permitted them to move at a steady pace (which requires a smooth surface) which is of paramount importance when moving long distances.

In a game the scale of GETTYSBURG, only the "lost" factor is of any relevance to play, and, hence, the minimization of the effect of roads on play.

Combat Effectiveness

The combat system of advanced GETTYSBURG '77 evolved to illustrate what I considered to be the critical factors affecting troop performance in attack and defense. In most wargames, a unit's fighting strength is a measure of the number of troops it contains which may or may not be maintained by its fighting quality. In GETTYSBURG '77, a unit's fighting ability is measured by its capability to maintain its organization under combat conditions. A unit in attack or defense can maintain its fighting strength as long as its movement and firepower can be effectively and efficiently directed to the emergency at hand. As soon as the organization begins to disintegrate, the ability of the unit to continue in combat begins to lessen. The primary measure of a unit's ability to maintain its organization is its morale and experience. There would be the veteran troops of the Union that reorganized their attacking lines and exploited any opening created by the enemy. A good rule of thumb indicates that the higher one rises in the hierarchy, the more the elements thereof. As an example, a regimental commander had the freedom to utilize the companies in any manner he wished. But as a result of wartime experience and current doctrine, he was more likely to use his standard formation, with the result that the companies would be used in various ways to perform the tasks required by the situation. This is one of the important elements of GETTYSBURG '77 which can be more greatly appreciated when analyzing their long term effect on the battle. The combat system of advanced GETTYSBURG '77 evolved to illustrate what I considered to be the critical factors affecting troop performance in attack and defense.

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Opinion Formation

One of the first and most important decisions a designer must make when deciding upon the parameters of his game is selecting the standard formation for the unit counters. The chosen formation must conform to several priorities. It must not be so large that most actions in battle were performed by formations larger than it or so small that it rarely operated independently. One attempts to select the largest formation which operated as an independent unit. In this way, the designer reduces the number of command decisions during a game to a manageable and meaningful level by assimilating those decisions that are required in the standard operating procedure of lower formations into the standard formation of the regiment selected. As an example, a regimental commander had the freedom to utilize the companies in the regiment in any manner he wished. But as a result of wartime experience and current doctrine, he was more likely to use his standard formation, with the result that the companies would be used in various ways to perform the tasks required by the situation. This is one of the important elements of GETTYSBURG '77 which can be more greatly appreciated when analyzing their long term effect on the battle. The combat system of advanced GETTYSBURG '77 evolved to illustrate what I considered to be the critical factors affecting troop performance in attack and defense.
Most of the Gettysburg games already published have selected the division as the standard formation. One opted for the regiment, and advanced GETTYSBURG '77 uses the brigade as its standard formation.

We can quickly dismiss the division as the optimum formation since most of the actions that occurred involved smaller formations. In fact, only once during the entire battle did a division initiate an attack as a single unit (Pickett's division in Pickett's Charge). The fact that the Confederates had only ten divisions in their entire army considerably limits the number of options that the Confederate player has.

The choice between regiment and brigade as the optimum formation is more difficult to determine. The regiment was the basic unit of combat and maneuver because it was the largest formation of troops that could be voice controlled by one person. The difficulty that arises in its selection as the optimum formation is that it is not the largest independent unit. The regiment almost universally moved and fought as part of a brigade unless it was ordered to special duties such as flank guard or train guard, etc. The standard doctrine employed by both armies utilized the brigade as the basic unit of combat and maneuver. Troop identity generally centered around the brigade to which they belonged rather than the regiment. A soldier felt himself a member of the Stonewall brigade or the Iron brigade or the Irish brigade rather than the 2nd Massachusetts Regiment or the 26th North Carolina Regiment. By using the brigade as the standard formation, the proper historical emphasis on the brigade is extended to the game.

ARTILLERY DAMAGE

There is one final design decision that I wish to cover in this article—the effect of damage to artillery. Contrary to popular belief, very few cannon were ever destroyed as a result of battle. A cannon is just a very difficult weapon to hit for one thing, and there was no effective round available to take it out. Most counter-battery fire was directed against the gun crews and the limbers and caissons parked behind the cannon. Artillery commands could and did call up replacements from nearby infantry to fill in the crew losses. This reduced the effectiveness of the cannon but did not knock them out of the fight. Enough destruction to the ammunition supply in the limbers and caissons, though, would force artillery batteries to retire. For this reason, artillery damage is taken as loss of ammunition rather than as loss of firepower.

CONCLUSION

Unfortunately, I do not have the space to delve into the GETTYSBURG design to the depth that I wished. I really have only scratched the surface. Perhaps in future issues of this magazine I can continue if the response to this article is favorable. I would just like to make one final statement. To cover the points raised herein with the analysis and detail necessary to do it justice would have extended this article to the length of a book. Because this forced me to simplify much of my argument, I did take many other factors into consideration to arrive at the same conclusions.

Civil War games that are realistic, exciting, short, and capable of balanced, solitaire play have been practically non-existent. CHANCELLORSVILLE is an excellent game; but, with a slow opponent, it can take 3-4 hours to complete. Square-Gettysburg, while remaining a fine introductory game, lacks the depth and realism sought by Civil War enthusiasts. Troop immobility in the original hex-Gettysburg prevents accurate times of arrival. Furthermore, when starting any of these games from the beginning, I find it difficult not to favor one of the sides. Fortunately, in GETTYSBURG '77, Avalon Hill offers the most sensible and realistic Civil War game on the market. Using their superb system, I have broken Intermediate GETTYSBURG into short, historical scenarios which are realistic, hopefully exciting, and capable of balanced, solitaire play.

Because Gettysburg was a very fragmented battle, it lends itself to a scenario approach. By fragmented, I mean that 1) combat from July 1 through July 3, though severe, was sporadic, and 2) the fighting that occurred at one location on the battlefield was often unrelated to the fighting in another. An example of this first premise took place July 1. After Wadsworth's division (Union First Corps) smashed the Confederate brigades of Archer and Davis (Heth's division), a 3/4 hour lull occurred before fighting was resumed. In support of the second premise, activities of July 2 can be cited. The Rebel assaults on Culps Hill and Cemetery Hill should have been coordinated with Longstreet's attack on the Union left. However, they were not. As a result, none of the attacks were interrelated. In the scenarios that I have developed, I have sought realism beyond mere historical deployment. As the advanced game indicates, the outcome of the battle of Gettysburg depended not only on the quantity of troops but also the quality of the men doing the fighting. Therefore, for those die-hard wargamers who try to squeeze all possible realism out of a game, I suggest they use my Experience Factor Chart in conjunction with my Intermediate Gettysburg scenarios. Within the Intermediate Game Tables is a section on die roll modifications. The red numbers in the EFC represent situations favorable to the attacker; the black numbers indicate situations favorable to the defender. Zeros dictate no modification. Whenever two or more units attack or defend, the unit with the highest experience rating is chosen to determine the die modification.

EXPERIENCE FACTOR CHART

<table>
<thead>
<tr>
<th></th>
<th>blue - veteran</th>
<th>red - seasoned</th>
<th>black - experienced</th>
<th>green - green</th>
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</thead>
<tbody>
<tr>
<td>blue - veteran</td>
<td>0</td>
<td>-1</td>
<td>-2</td>
<td>-3</td>
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<tr>
<td>red - seasoned</td>
<td>+1</td>
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<tr>
<td>black - experienced</td>
<td>+2</td>
<td>+1</td>
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<tr>
<td>green - green</td>
<td>+3</td>
<td>+2</td>
<td>+1</td>
<td>0</td>
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</tbody>
</table>
b) have more non-shattered, non-disorganized infantry units on the battlefield than the Union player.
2. For the Union player to win, he must prevent both conditions necessary for a Confederate victory.
3. Any other outcome is a draw.

D. Special Rules
1. Doubleday is now the Union First Corps commander. His reorganization value is 3. Those wargamers who favor the "might have been" situations could try keeping Reynolds alive.
2. All Union artillery is broken down into batteries. Advanced game artillery units should be used. Each battery has one step and one combat point. If a loss is incurred, the battery is eliminated.
3. A veteran (blue) unit is never shattered when it loses a step. It also never becomes disorganized.

E. Abbreviations
1. S: shattered
2. B: breastwork marker
3. X: down 1 step
4. *: artillery unit

F. The Confederate player moves first.

G. Reinforcements enter according to the Order of Appearance Cards.

H. Confederate Deployment
1. Q 24 Lane
2. Q 25 Archer-X,S
3. M 26 Perrin
4. O 27 Poague*
5. K 27 Scales
6. K 29 Pettigrew
7. J 29 McIntosh*
8. H 30 Thomas
9. I 30 Pegram*
10. J 30 Brockenbrough
11. H 31 Garnett*
12. I 31 Davis-X,S
13. F 37 Daniel
14. G 37 Iverson
15. F 38 Carter*
16. F 39 O'Neal
17. E 40 Ramseur
18. E 44 Dollis
19. with 3d C Hill HDQ
20. with 2nd C Ewell HDQ

I. Union Deployment
1. I 39 Dilger*
2. I 40 Wheeler*
3. G 44 Wilkeson*, Von Gilsa
4. U 36 Smith, B. Heckman*, Wiedrich*
5. N 34 B, Stevens*, Hall*
6. K 33 Reynolds*, Cakel*
7. I 35 Stewart*
8. O 31 Cooper*, Rowley, B
9. M 31 Meredith-X, B
10. L 32 Stone, B
11. J 34 Cutler-X, S,B
12. I 37 Paul, B
13. H 38 Baxter, B
14. H 40 Schmeling
15. H 41 Krzyzowski
16. G 43 Ames
17. M 41 Coster
18. N 43 Devin
19. Q 28 Gamble
20. with 11th C Howard HDQ
21. with 1st C. Doubleday (Reynolds) HDQ

SCENARIO II:
JULY 2—LONGSTREET'S FIRST ASSAULT

A. Historical Background
The first day of the battle of Gettysburg ended with the Union army in control of the heights south of the town. General Longstreet felt the Confederate army should march around the Union right flank and select a strong defensive position between Washington, D.C. and the Federal army. "Old Pete" believed the National forces would then be compelled to attack the Confederates. Lee overruled "Old Pete" and opted to defeat the Federal army as it lay before him. However, the question remained as to who should deliver the decisive blow. A.P. Hill's Third Corps, based on its severe casualties of July 1, was useless for the day. When Lee confronted Generals Ewell and Early (Second Corps) about making an attack on July 2, they balked. Both generals felt that attacking Culps Hill and Cemetery Hill was impractical. When Lee suggested that they move to his right and attack, Early (a lawyer) protested. He claimed that troops morale would suffer if the Second Corps was forced to abandon ground over which it had fought.

Thus, Lee was left with Longstreet's First Corps. But Pickett's division and Law's brigade were not yet at the battlefield, and Longstreet was obviously not in favor of attacking. Nonetheless, Lee decided to go with his best—Longstreet. Although slow and methodical in deploying his men, "Old Pete" hit with sledgehammer force once he began.

Lee ordered Longstreet to make a concealed march to the left of the Federal line and, then, attack "en echelon" along Emmitsburg Road. This meant that Longstreet's right brigade would strike the Union flank. This would begin a chain reaction along the Confederate line. As soon as a brigade went into action, the unit on its left would attack. Lee was convinced this series of staggered blows would crumble the Union line.

Longstreet, permitted to await the arrival of Law's brigade, began his concealed march around noon. Lack of reconnaissance resulted in delays and countermarches. It was not until approximately 4 P.M. that "Old Pete" was ready. Hood, who scouted before attacking, reported that the Round Tops were unoccupied and pleaded that he be allowed to take them. Longstreet, cognizant of Lee's intentions, felt compelled to attack as planned.

On Longstreet’s retrenchment, there was another surprise! Earlier, Meade had ordered General Sickles to form his Third Corps on Hancock's left and extend it to the south of Little Round Top, "provided it was practical." This was the line that Lee observed in the morning and expected to assault. Instead, Sickles decided it was not "practicable" and moved his corps, the Union army's left flank, to an exposed position. His left faced southwest from Devil's Den to Emmitsburg Road. There, his line formed a right angle at a peach orchard and, then, ran north along Emmitsburg Road. Before Meade could act, Sickles's faulty alignment. Longstreet's "en echelon" attack began by nightfall, his two divisions and part of R. H. Anderson's division were to engage 18 Union infantry brigades in what "Old Pete" labeled the best fighting of any troops during the Civil War.

B. Time: 4 P.M. through 8 P.M., July 2

C. Victory Conditions
1. For the Confederate player to win, he must
   a) occupy KK26 and JJ27 at the end of the 8 P.M. turn, OR
   b) penetrate two non-shattered and non-disorganized units east of Taneytown Road and north of hex row KK. They must remain there at the end of the 8 P.M. move.
2. For the Union player to win, he must prevent both of these conditions.

THE GENERAL

D. Special Rules
1. All of Longstreet's infantry units must be engaged in combat before those of R. H. Anderson may be used.
2. Since the burden of attack rests with the Rebel player, allow him to attack with a shattered unit. However, allow the defender a die modification of +1 if a shattered unit is the only force attacking.
3. Caldwell's division can only be moved if those of Ayres and Barnes have engaged in combat OR if two of Humphreys' brigades become disorganized or shattered.
4. Newton's division can only be moved if the Confederate troops occupy Little Round Top (KK26), OR
   b) Confederate troops penetrate east of Taneytown Road.
5. Veteran units (blue) cannot be shattered or disorganized.

E. The Confederate player moves first.

F. There are no reinforcements. Ignore Order of Appearance cards.

G. Confederate Deployment
1. MM 17 Benning
2. MM 18 Law
3. NN 18 Henry*
4. KK 19 Robertson
5. JJ 19 Anderson
6. GG 19 Eshleman*
7. HH20 Semmes
8. EE 21 Wofford
9. GG 21 Cabell*, Kernshaw
10. EE 22 Alexander*, Barksdale
11. BB24 Wilcox
12. Z 26 Lan
13. Y 27 Wright
14. U 30 Mahone
15. W 28 Posey
16. with McLaws, Longstreet HDQ

H. Union Deployment
1. JJ 24 Ward
2. HH 24 Trobia
3. FF 24 Randolph*
4. EE 24 Graham
5. FF 25 Burling
6. DD 25 Brewster
7. EE 31 Mcilviry*
8. BB 27 Carr
9. DD 33 Fitzhugh*
10. EE 29 Vincent
11. II 30 Martin*
12. CC 30 Cross, Kelly
13. EE 31 Switzer
14. CC 31 Zoob
15. BB 31 Brooke
16. Z 32 Hazard*, Hall
17. Y 32 Webb
18. Y 33 Harrow
19. X 33 Smyth
20. W 33 Willard
21. DD 34 Tilson, Ranson*
22. V 34 Carroll
23. DD 36 Burbank
24. EE 36 Day
25. DD 37 Weed, McCandless
26. CC 37 Fisher
27. CC 40 Wheaton, Eustis
28. DD 39 Shaler
29. with 3d C-Sickles
30. with 2nd C-Dixie
31. with 5th C-Sykes
contending armies

by richard hamblen

many words and many books have described the crisis that was passed on the Gettysburg battlefield, but all of them have suffered from the fault of isolating the battle—the historians’ typical fault of concentrating on a great event itself and isolating it from everything else. the battle of gettysburg was running for its life from the advancing northern virginia by having the armies campaign and battle turned out the way it did—had its roots in the immediate past and in the circumstances in Virginia when the campaign was taking place.

in order to understand the battle of gettysburg, it is necessary to put it into context, for the battle was not a simple aberration that sprang up without connections to the world around it. the battle of gettysburg—why it was fought, and why the armies had the strength they had, and how the battle turned out the way it did—had its roots in the immediate past and in the circumstances in Virginia when the campaign was taking place.

this article will not attempt to discuss the battle itself, for that is a long story that has been often told by excellent writers. but there is space for the gettysburg campaign, Bruce catton’s glory road and D.S. freeman’s lees lieutenants (vol. III) are three examples of good accounts from different points of view. If you want accounts of the battle, go there.

what you will find in the article is something you will not find in any history book: a discussion of what was going on around the battle of gettysburg, and how it affected the battle; in particular, we will attempt to explain how the armies that fought came to be in the state that they were in, and how they were affected by the events that preceded the battle and the circumstances surrounding the battle.

the battle of Gettysburg has been portrayed as the crisis of the war. Why did the armies happen to have the units that they did? what other units were neglected? what attempt was made on the battle to charge its outcome—and why didn’t the battle charge it? How important was the battle, in terms of the total forces that both sides had in the theatre? and, in the end, what was the meaning of Gettysburg? Why was it fought? what were the consequences of victory, or defeat?

introduction:

the battle of Gettysburg was the most famous and dramatic battle of the American Civil War, and yet the meaning behind the battle is strangely elusive. Strategically the campaign and battle had no meaning; Lee’s invasion was not really threatening anything—both the Richmond Examiner and P.G.T. Beauregard himself criticized the whole invasion from the start as being essentially pointless, while “fighting Joe” Hooker, the Federal commander at the start of the campaign, suggested that the Federalists ignore Lee’s visit to Pennsylvania entirely and just capture Richmond instead—and Lee himself never claimed that his invasion was anything more than an attempt (admittedly successful) to make life easier for the inhabitants of Northern Virginia by having the armies campaign on Northern soil for a change. Since at that point in time the Confederacy was rapidly coming apart at the seams everywhere else—one whole Confederate army was just about to surrender at Vicksburg while the only other major Confederate Army (of Tennessee) was running for its life from advancing Federal columns—it is no wonder that Lee was criticized and his invasion seems pointless. the Federal army was not trying to take any major Confederate strategic point, either, and they were not really trying to defend anything in particular; in the end, rather than being fought for some crucial strategic point, the battle of gettysburg came about by accident; with both armies, finding the enemy near was enough to concentrate their forces at what happened to be the same place.

a campaign with no point, and a battle that came about by accident... historians have had trouble deducing the meaning of such a campaign and battle. Some historians have said that Gettysburg proved nothing but that the Confederacy could not conquer the North, which it never believed it could do anyway; other historians have said that the battle had no meaning at all.

they have missed the point. the people at the time, both north and south knew what the battle meant. the campaign and battle of Gettysburg were not fought for any strategic point, and not for any subtle advantage of position or resources.

the battle of Gettysburg was, simply, the showdown between the two greatest armies of the War—Lee’s Army of Northern Virginia against the Army of the Potomac. the Army of Northern Virginia was invading the North to bring on a fight, and the Army of the Potomac was close on its heels, rather than marching off to capture some strategic point or holding back to protect Washington or Philadelphia. From the moment they accidentally met outside Gettysburg, the two armies went at each other hammer and tongs, blow after blow; the objective in Pennsylvania in 1863 was destroy the enemy.

Gettysburg was the showdown.

the great armies:

the two armies that collided at Gettysburg were the two greatest armies of the American Civil War—the largest and most deadly Confederate army, the Army of Northern Virginia, against the largest and best-equipped Federal army, the Army of the Potomac. these armies were perennial antagonists in the Eastern theatre, opponents in battle after battle fought in the hundred miles of countryside that lay between the enemy camps, but strangely enough, both armies were not fighting for any strategic point or holding back to protect Washington or Philadelphia. From the moment they accidentally met outside Gettysburg, the two armies went at each other hammer and tongs, blow after blow; the objective in Pennsylvania in 1863 was destroy the enemy.

the armies that fought at Gettysburg were recognizable at Gettysburg.

for, ironically, by the time the showdown actually came, both armies had been worn down until they were much less than they had once been.

for, both armies, the high point was probably the Fredricksburg campaign, where all of their forces were finally assembled and reorganized into efficient units. The armies that fought at Gettysburg were really formed at Fredricksburg, where both sides finally received all their units and arranged them into the general organizations that would still be in effect eight months later, at Gettysburg. Before Fredricksburg both sides’ units were present and fighting at this battle or that, it is true, but at Gettysburg great portions of both armies were disassembled and put back together again in complete new shapes. Regiments were shuffled to make new brigades, and brigades were rearranged to make new divisions. On the Confederate side Longstreet’s Corps was completely reorganized into four large divisions and one small division in place of the multitude of semi-divisions that had been the practice previously. On the Union side the III Corps was completely reorganized into three divisions, and the XI was reshuffled into a new format, and other corps were reinforced and reshaped until the Army of the Potomac finally assumed its familiar configuration—six corps with three divisions (I, II, III, IV, VI and XI) and one corps—the XII—with two divisions. The armies that fought at Gettysburg were recognizable at Gettysburg.

not that these grand armies did not change by the time of Chancellorsville—changes both for the good and for the bad. Both armies had detached units to go to other theatres; the Army of the Potomac had lost the IX Corps to the Middle West (it’s a good question whether the IX Corps, with its unique travelling history—it took the North Carolina sound, took Knoxville in Tennessee and took part in the siege of Vicksburg in addition to its duty with the Army of the Potomac—should be considered a normal part of the Army of the Potomac proper), while Longstreet had taken two large divisions and one small division—over half of his corps—into North Carolina for a little campaign there. Longstreet had not been able to get new divisions and still part of the Army of Northern Virginia even when they were away, however; they would be back for Gettysburg.

on the plus side, both armies had changed somewhat by reorganizing their cavalry and artillery. the Confederates had completely reorganized their artillery structure by Chancellorsville; in place of the old practice of attaching individual batteries to brigades, the Confederate artillery was now lumped into battalions, where the massed guns of several batteries could combine to much greater effect. Each Confederate division had one battalion, and there were several more battalions available as a reserve. On the Union side, the big change by Chancellorsville was the Cavalry. All of the available Federal cavalry had finally been grouped together and organized into a cavalry corps with three two-brigade divisions and one reserve brigade. these changes were to prove important for both sides; the Confederate artillery was to give a good account of itself at Chancellorsville, and the Federals at last had a concentrated body of cavalry that was able to stand up to Stuart’s three brigades (Hampton, F. Lee and W.H.F. Lee) in a frontal fight.
The Opposing Armies at the time of Chancellorsville

The armies that fought at Gettysburg grew directly out of the armies that fought at Chancellorsville, so it might be worthwhile to stop at this point and look at the forces that both sides had available throughout the Virginia theatre at the time of Chancellorsville. The central focus of attention is the great armies themselves, but both sides had other significant forces nearby, so we will look at the balance of forces in the entire Virginia—northern North Carolina theatre.

At the time of the Chancellorsville campaign—the beginning of May, 1863—in addition to the main armies there were four major groups of Confederates confronting four major groups of Federal soldiers in the Virginia area, ranging from the mountains of West Virginia to the North Carolina Sounds. All of these groups were close enough to affect, and be affected by, the main action in northern Virginia.

The most remote group was the Confederate detachment in Southwestern Virginia, under Sam Jones guarding the salt mines there and keeping an eye on the large Union forces up in Northwestern Virginia. These Federal forces were part of the Union Middle Department, which had the responsibility of guarding the whole North-South border (except for Washington) from West Virginia to Delaware; the Middle Department had the troops of the Federal VIII Corps to use for this guard duty. With such a wide area of responsibility, the Middle Department’s VIII Corps was also confronting the next Confederate detachment—the Confederate “Army of the Valley”, actually a small detachment under W. E. Jones stationed in the Shenandoah Valley. Both of the Confederate groups in Southwestern Virginia and in the Shenandoah were very small, while the VIII Corps was quite large, but the difficulties of campaigning in the mountains and the need to garrison crucial points against Confederate partisans and raiders kept the Federals from going on the offensive with the VIII Corps.

For the defense of Washington itself the Federals had the Defenses of Washington, a large independent command that really wasn’t confronting any Confederate groups because there weren’t any Confederate groups that were threatening Washington (except for the Army of Northern Virginia, of course, and the Armies of the Potomac was watching that). In a way these forces were being wasted, but they were there on the fail-safe principle that even if everything else went wrong, Washington itself would have enough strength to stand off (or at least delay) a major Confederate attack—a not unreasonable precaution in light of Robert E. Lee’s proven ability to make everything go wrong for the Federals.

Once past Washington, the focus of attention moves to the coastal enclaves that the Federals had established along the confederate coast. The oldest of these was the Federal Department of Virginia, based in Fort Monroe but with major forces holding Suffolk and Norfolk just across the James River to the south. This Department of Virginia had two small corps, the IV Corps on the Fort Monroe side (the Peninsula side) and the VII Corps on the Suffolk/Norfolk side; these forces were within supporting distance of each other if the need arose. Facing these forces high up the James River at Richmond, the Confederates had the Defenses of Richmond under Elzey. These Confederate forces were small and really were just defending Richmond itself and the immediate approaches to Richmond—especially the water approach up the James River.
The Federal army was melting away—and at exactly the moment that both sides were still mustering their strength for the great showdown to come.

The Confederates started their preparations for the showdown first, simply by mustering all of the strength that Lee could get his hands on. Not only did Hood's and Pickett's divisions return from the Suffolk campaign—French's division from North Carolina was also added to the Army of Northern Virginia. Lee was also able to swap Colquitt's weakened brigade from Rodes' division for Daniel's strong North Carolina brigade, and Ransom's division from North Carolina was soon marching north to guard the Confederate positions in Northern Virginia while Lee invaded Pennsylvania (a new brigade—Clingman's—was transferred into the Department of North Carolina to partially make up for the strength that was departing for the Army of Northern Virginia).

That was not all. Stuart had had only two cavalry brigades at Chancellorsville, but two others—Hampton's and Jones—were really part of his command, so he summoned them in to deal with the swarms of massed Federal cavalry that had made their first appearance at Chancellorsville. That gave Stuart four brigades, but that was not enough; the call went out, and every cavalry brigade in the theatre—Jenkins' brigade from Southwestern Virginia, Robertson's raw brigade from North Carolina, and even Imboden's brigade of raiders and partisan rangers all joined the cavalry of the Army of Northern Virginia.

With all this new strength available and with Jackson gone, Lee decided to reorganize his army into three corps, incidentally doing away with the Army Reserve artillery in the process—the two army reserve battalions would go to make up the corps reserve of the Third Corps. In addition, one new battalion would have to be made up from loose batteries to go with the new division in the army—and Lee decided to balance the strengths of his divisions by reinforcing this new division with two brigades from A. P. Hill's oversized division.

With that, Lee began to move. As he marched away, the Shenandoah, the army picked up the Md. regiment that was on garrison duty there, and then proceeded to scatter the Union forces in the Valley, leaving behind two small regiments as rear guards.

As he marched away, however, things were starting to go wrong behind him. Ransom's division was not freed as promised—D. H. Hill was worried about all the Federals he was facing (IV, XVII, and XVIII Corps), and had held Ransom back. This meant that at the last two minutes, two brigades of Pickett's division had to be detached to hold the rear areas that Ransom was supposed to be guarding—so Pickett lost Jenkins and Corse for the duration of the campaign.

So, with that final note, Lee and the Army of Northern Virginia vanished into Pennsylvania. The Confederates' disposable force in Virginia/North Carolina at the time of Gettysburg can be seen in chart B and the most obvious points are that: 1) the Army of Northern Virginia contained about 70% of all the available force; and 2) if Lee had gained the additional units he wanted from Northern Virginia and North Carolina, he would have gotten another 10%—which explains why Lee was so disappointed not to get those units and why D. H. Hill was reluctant to let them go.

While all of this was going on, the Federal army was in increasing disarray. In the first place, they had to accept their Chancellorsville losses; then they had to accept the fact that many thousands of their best soldiers were going home, their enlistments expired. As a final stroke, they had to deal with the effects of the first stages of Lee's invasion of Pennsylvania—for Lee had cut into the available Union forces by scattering or destroying them.

After Chancellorsville, the first problem the Federals faced was the loss of large numbers of regiments. Such corps as the I Corps, which had lost almost nothing at Chancellorsville, practically melted away, losing a third of their brigades. The I Corps was hard hit, the II Corps not so hard; the III Corps, V Corps and VI each decommissioned a whole division and used the regiments that were left over to fill out their remaining divisions.

---

**Chart A & B.**

<table>
<thead>
<tr>
<th>Command</th>
<th>Division</th>
<th>Corps</th>
<th>Brigade</th>
<th>Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td>Confederate</td>
<td>Division</td>
<td>Corps</td>
<td>Brigade</td>
<td>Artillery</td>
</tr>
<tr>
<td>Corps</td>
<td>Division</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>IV</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>6 (6)</td>
</tr>
<tr>
<td>VII</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>6 (6)</td>
</tr>
<tr>
<td>XVIII</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>6 (6)</td>
</tr>
<tr>
<td>Corps</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Division</td>
<td></td>
<td></td>
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</tr>
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<td>Infantry</td>
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</tr>
<tr>
<td>Artillery</td>
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</tr>
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</table>

**Summary:**

The Coastal Forces

Confederate

(Chart A & B)

<table>
<thead>
<tr>
<th>Command</th>
<th>Division</th>
<th>Corps</th>
<th>Brigade</th>
<th>Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td>Confederate</td>
<td>Division</td>
<td>Corps</td>
<td>Brigade</td>
<td>Artillery</td>
</tr>
<tr>
<td>Corps</td>
<td>Division</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>IV</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>6 (6)</td>
</tr>
<tr>
<td>VII</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>6 (6)</td>
</tr>
<tr>
<td>XVIII</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>6 (6)</td>
</tr>
<tr>
<td>Corps</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Division</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Infantry</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cavalry</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Artillery</td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**Summary (ignoring garrisons):**

<table>
<thead>
<tr>
<th>Region</th>
<th>Confederate Forces</th>
<th>Union Forces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main Armies</td>
<td>6 Divisions (129 pt.)</td>
<td>21 Divisions (329 pt.)</td>
</tr>
<tr>
<td>Artillery</td>
<td>7 Artillery (36 pt.)</td>
<td>7 Artillery (36 pt.)</td>
</tr>
<tr>
<td>Cavalry</td>
<td>2 Cavalry Brigades (10 pt.)</td>
<td>7 Cavalry Brigades (13 pt.)</td>
</tr>
<tr>
<td>Artillery</td>
<td>8 Artillery (111 pt.)</td>
<td>8 Artillery (130 pt.)</td>
</tr>
<tr>
<td>Cavalry</td>
<td>2 Cavalry Brigades (11 pt.)</td>
<td>3 Cavalry Brigades (11 pt.)</td>
</tr>
<tr>
<td>Artillery</td>
<td>8 Artillery (130 pt.)</td>
<td>8 Artillery (130 pt.)</td>
</tr>
<tr>
<td>Cavalry</td>
<td>2 Cavalry Brigades (11 pt.)</td>
<td>3 Cavalry Brigades (11 pt.)</td>
</tr>
<tr>
<td>Artillery</td>
<td>3 Artillery (113 pt.)</td>
<td>3 Artillery (113 pt.)</td>
</tr>
<tr>
<td>Cavalry</td>
<td>3 Cavalry (113 pt.)</td>
<td>3 Cavalry (113 pt.)</td>
</tr>
<tr>
<td>Artillery</td>
<td>12 Artillery (17 pt. + 7 heavy)</td>
<td>12 Artillery (17 pt. + 7 heavy)</td>
</tr>
<tr>
<td>Cavalry</td>
<td>2 Cavalry (11 pt.)</td>
<td>2 Cavalry (11 pt.)</td>
</tr>
<tr>
<td>Artillery</td>
<td>20 Artillery (17 pt. + 7 heavy)</td>
<td>20 Artillery (17 pt. + 7 heavy)</td>
</tr>
<tr>
<td>Cavalry</td>
<td>10 Cavalry (17 pt. + 7 heavy)</td>
<td>10 Cavalry (17 pt. + 7 heavy)</td>
</tr>
</tbody>
</table>

**Grand Total:**

<table>
<thead>
<tr>
<th>Confederate Forces</th>
<th>Union Forces</th>
</tr>
</thead>
<tbody>
<tr>
<td>36 Divisions (539 pt.)</td>
<td>128 Divisions (539 pt.)</td>
</tr>
<tr>
<td>72 Artillery (78 pt.)</td>
<td>122 Artillery (78 pt.)</td>
</tr>
<tr>
<td>79 Cavalry (139 pt.)</td>
<td>129 Cavalry (139 pt.)</td>
</tr>
</tbody>
</table>
With the army melting away and Lee's army starting to march, clearly something had to be done to reinforce the Army of the Potomac. The Union reaction to this need was sensible, if obvious; every free unit that could be spared was transferred to the Army of the Potomac as it marched north after Lee. Unfortunately, the Confederate Army was interfering with all this by the simple means of steaming up through the heart of the Federal Middle Department, scattering Milroy's 2nd Division and effectively knocking it right off the board, and forcing the isolated elements of the VIII Corps to run for their lives away from the Army of the Potomac approaching from the south. In the event, only one Middle Department brigade would be able to join the Army of the Potomac by the start of the battle (Lockwood's brigade, which was coming from a part of Maryland that was not on Lee's route of march); the rest of VIII Corps was so disarrayed that it was either hiding in the mountains or was trying painfully to circumnavigate Lee to get to the Federal army—and in fact these latter troops (under French) would arrive just after the battle.

Other Federal groups could do more. Every free division in the defenses of Washington joined the army; the cavalry division went to become the new third cavalry division of the army (the old third from Chancellorsville having been merged into the old second division on June 11), the Pennsylvania Reserves division (less the 2nd brigade, which happened to be detatched south of the Potomac) became the new 3rd division of the V Corps, and Abercombie's Division (less the first brigade, whose enlistments had run out) was split up, one brigade to the I Corps and one brigade (Willard's) to the II Corps.

That was about all the help the Army of the Potomac was going to get. The IV and VII Corps were too far away to send help, but they did make a demonstration designed to scare D. H. Hill—which worked, and contributed to the chain of events that caused Pickett's two brigades to be left behind. The XVIII Corps, however, had just lost eight regiments of their own, mustered out, and what was left was tied down to garrison duty, so they could be no help at all.

As it marched north to Gettysburg, the Army of the Potomac had had all the help it was going to get.

The Confederate invasion had a shattering effect on the units in the VIII Corps, with some commands dispersed, others trying desperately to form into their divisions at a centralized location, and still others trying to march to reinforce the Army of the Potomac. The Middle Department had broken up into five pieces—six, counting the brigade, Lockwood's, which had joined the Army of the Potomac.

The VIII Corps proper was left with only its first three independent brigades, the ones in Maryland and Pennsylvania, and it did not keep all of those of the ISt brigade, only the cavalry being with Lockwood, and some of the 3rd brigade had joined French's column, which was marching to join the army.

### Chart B: Changes in the Confederate Forces Between Chancellorsville and Gettysburg

<table>
<thead>
<tr>
<th>Command</th>
<th>Assigned to Previous Assignment</th>
<th>Chancellorsville Losses</th>
<th>Changes in Composition</th>
<th>Final Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melrose</td>
<td>I Corps</td>
<td>6 pt</td>
<td>Jones, Jenkins</td>
<td>22 pt (3rd army)</td>
</tr>
<tr>
<td>Head</td>
<td>II Corps</td>
<td>9 pt</td>
<td>Coxe</td>
<td>24 pt (3rd army)</td>
</tr>
<tr>
<td>Pickett</td>
<td>I Corps (with Longstreet)</td>
<td>6 pt</td>
<td>Coxe</td>
<td>16 pt (2nd army)</td>
</tr>
<tr>
<td>Art Reserve</td>
<td>I Corps</td>
<td>9 pt</td>
<td>Jones, Colquitt</td>
<td>18 pt (2nd army)</td>
</tr>
<tr>
<td>Redes</td>
<td>II Corps</td>
<td>5 pt</td>
<td>Coxe, Jones</td>
<td>19 pt (2nd army)</td>
</tr>
<tr>
<td>Early</td>
<td>II Corps</td>
<td>7 pt</td>
<td>Smith</td>
<td>15 pt (2nd army)</td>
</tr>
<tr>
<td>Johnson</td>
<td>II Corps</td>
<td>6 pt</td>
<td>Coxe</td>
<td>15 pt (2nd army)</td>
</tr>
<tr>
<td>Art Reserve</td>
<td>II Corps</td>
<td>7 pt</td>
<td>Coxe</td>
<td>5 pt (2nd army)</td>
</tr>
<tr>
<td>Fodder</td>
<td>II Corps, 4 brigades</td>
<td>11 pt (2nd army)</td>
<td>Stewart, Coxe, Smith</td>
<td>3 pt (2nd army)</td>
</tr>
<tr>
<td>Heth</td>
<td>II Corps, 5 brigades in A.P. Hill</td>
<td>8 pt</td>
<td>Jones, Archer &amp; Coxe, Coxe,</td>
<td>2 pt (2nd army)</td>
</tr>
<tr>
<td>Art Reserve</td>
<td>II Corps</td>
<td>7 pt</td>
<td>Coxe</td>
<td>4 pt (2nd army)</td>
</tr>
<tr>
<td>Asher</td>
<td>II Corps</td>
<td>7 pt</td>
<td>Coxe</td>
<td>4 pt (2nd army)</td>
</tr>
<tr>
<td>Anderson</td>
<td>II Corps</td>
<td>10 pt</td>
<td>Coxe</td>
<td>4 pt (2nd army)</td>
</tr>
<tr>
<td>Stewart</td>
<td>II Corps</td>
<td>10 pt</td>
<td>Coxe</td>
<td>4 pt (2nd army)</td>
</tr>
<tr>
<td>番茄援军</td>
<td>disband</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>TOTAL</td>
<td></td>
<td></td>
<td></td>
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### Other Forces

<table>
<thead>
<tr>
<th>Command</th>
<th>Divisions</th>
<th>Additional Forces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Northern Va.</td>
<td>19</td>
<td>Jenkins, Coxe</td>
</tr>
<tr>
<td>Richmond</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>North</td>
<td>17</td>
<td></td>
</tr>
<tr>
<td>Southwestern Va.</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>Lees</td>
<td>9</td>
<td></td>
</tr>
<tr>
<td>Shenandoah</td>
<td>2 regiments</td>
<td></td>
</tr>
<tr>
<td>GRAND TOTAL</td>
<td>64</td>
<td></td>
</tr>
</tbody>
</table>

In all 6 brigades increased due to recruiting.

The second major piece of the VIII Corps was the force stationed in West Virginia, now under the command of the Department of West Virginia. This fragment included the old 3rd Division, the old 4th independent brigade, and half of the 1st division—the 4th, 5th, and 6th brigades, all of which had been stationed in West Virginia.

In the wake of Lee's invasion was the Maryland Heights garrison which had been passed by, with the debris of what was left of the 2nd division (Mikroy), which had been passed by—it had been run over. The debris was formed into a new brigade, Elliot's, to go with the old 3rd brigade of the 1st division, which was holding the place with the garrison and heavy artillery units.

Major-General French had the rest of what was left of the VIII Corps, and as the battle of Gettysburg started, he was around Frederick, Maryland, trying to catch up with the main army. He had the old 1st and 2nd brigades of the 1st division, reinforced by a few units from the 3rd brigade, and aided by what was left of Milroy's cavalry.

In addition, there was a new force on the horizon; Lincoln had called out the militia to meet the invasion, and they had been put into the new Department of the Susquehanna. These were essentially garrison troops, not fit to move far and certainly not fit to go up against the Army of Northern Virginia, but they were handy for keeping off cavalry raids and holding rear areas. There were 18 points of these scattered around Pennsylvania, with the largest accumulation at Bloody Run—a point's worth—where there were still more of the remnants of Milroy's division. In addition, there was one enormous militia division under W. F. Smith at Waynesborough, 6 brigades with 20 points, but militia being militia, there probably isn't much more worth saying about them.

For the Union strength in Virginia circa Gettysburg, consult chart C.

The most startling thing about the Union strength is how much worse the Federal forces were; they had lost nearly a quarter of their maneuver forces since May, and most of it came out of the forces that were going to have to meet the Army of Northern Virginia in battle. The Army of the Potomac lost a full third of its strength, and in case of a disaster, Washington had been entirely denuded except for its integral garrisons. Much of the Federal strength was effectively out of play, along the Carolina coast or off in the mountains.

... These are the forces that were available to both sides as the campaign in the East came to its climax. Robert E. Lee had chosen a time when the Federal forces were at their weakest, and had chosen his opportunity well; he was going for the final showdown, and he had chosen a time when the Federal forces were badly off balance. Never before and never again would he have such a favorable ratio of forces and also have such a chance for victory to bring such enormous rewards. If there had to be a showdown in the East some time, then this was the time....

... And so the Army of Northern Virginia marched off into the unknown North, leaving behind them the ears of anguished critics (what are they doing? Send forces to help Bragg! Send forces to save Vicksburg!). Jackson was with them no more, and Stuart was taking all of his best cavalry off on another raid, but who knew what that could bring?

And behind him, under the new command of General Meade, the Army of the Potomac followed him into the North.
**CHANGES IN THE UNION FORCES BETWEEN CHANCELLORSVILLE AND GETTYSBURG**

<table>
<thead>
<tr>
<th>Corps</th>
<th>Detachments</th>
<th>Additions</th>
<th>Final Strength</th>
</tr>
</thead>
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<tr>
<td>I Corps</td>
<td>3 pl.</td>
<td>13 pt. west home</td>
<td>37 pt. (4 army)</td>
</tr>
<tr>
<td>II Corps</td>
<td>3 pl.</td>
<td>12 pt. west home</td>
<td>36 pt. (4 army)</td>
</tr>
<tr>
<td>III Corps</td>
<td>15 pt.</td>
<td>1 pt. west home</td>
<td>37 pt. (4 army)</td>
</tr>
<tr>
<td>V Corps</td>
<td>2 pl.</td>
<td>20 pt. west home</td>
<td>46 pt. (4 army)</td>
</tr>
<tr>
<td>VI Corps</td>
<td>15 pt.</td>
<td>2 pl. west home</td>
<td>39 pt. (4 army)</td>
</tr>
<tr>
<td>XV Corps</td>
<td>2 pl.</td>
<td>20 pt. west home</td>
<td>49 pt. (4 army)</td>
</tr>
<tr>
<td>Cav.</td>
<td>3 pl.</td>
<td>5 pt. west home</td>
<td>42 pt. (4 army)</td>
</tr>
</tbody>
</table>

**Army Reserve**

| 0 pl. |

**Cavalry**

| 1 pl. |

**Artillery**

| 9 pl. |

**TOTAL**

| 19 pl. |

---

**Other Forces**

**Command**

<table>
<thead>
<tr>
<th>Division</th>
<th>Brigades</th>
</tr>
</thead>
<tbody>
<tr>
<td>Washington</td>
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</table>

<table>
<thead>
<tr>
<th>Coastal</th>
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</thead>
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<td>Total Coastal</td>
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<td>20 pl.</td>
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**Inland**

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<tr>
<td>Tyler</td>
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<td>9 pl.</td>
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<tr>
<th>W.Va.</th>
<th>Snare (2)* White (6)*</th>
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<tr>
<td>11 pl.</td>
<td>2 army pl.</td>
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<table>
<thead>
<tr>
<th>Md. Dpts.</th>
<th>Smith (4)*</th>
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<tr>
<th>Dept. of W. F. Smith</th>
<th>Militia</th>
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<tr>
<td>20 pl. (Militia)</td>
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</table>

**Total Inland**

| 2 Divisions, 9 Brigade (76 pl.) |
| 1 militia Division (20 pl.) |

**GRAND TOTALS**

| 26 Divisions, 16 Brigades (446 pl.) |
| 2 Militia Division (20 pl.) |

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**RUSSIAN CAMPAIGN PBM KIT**

Each kit comes with full instructions for both PBM in general and RUSSIAN CAMPAIGN in particular. A kit includes 4 pads—two each for Russian and German moves, and includes everything necessary to record movement, combat, and retreats plus special functions like rail movement, sea movement, weather and replacements. A complete kit sells for $6.00 plus postage. A half kit with only two pads costs $3.00 plus postage. Maryland residents please add 5% sales tax.

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**AROUND TOP 25**

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<tr>
<th>Rank</th>
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<td>K. Combs</td>
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<td>3</td>
<td>R. Chiang</td>
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<td>D. Cornell</td>
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<td>T. Oleson</td>
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<td>P. Hutton</td>
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<td>S. Packwood</td>
<td>GGI189</td>
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<td>J. Zajicek</td>
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<td>J. Angiolillo</td>
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<td>L. Newbury</td>
<td>CHE180</td>
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<td>J. Sunde</td>
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<td>R. Leach</td>
<td>DHK178</td>
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<td>S. Heinowski</td>
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<td>25</td>
<td>J. Kenower</td>
<td>CEF1642</td>
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The above players represent the 25 highest verified (11+ 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.

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**BINDERS**

These binders are ruggedly constructed in attractive red leather finish vinyl, with gold embossed logos of the THE GENERAL and the Avalon Hill Game Company located on the front and spine. Each binder measures 9" x 12" x 1½" and holds twelve (12) copies of THE GENERAL. Spring-steel retaining wires hold the issues firmly in place, yet your magazines are not damaged in any way. The binders can be removed by the binder to your desire. The binders are available from Avalon Hill for $5 plus 75c postage. Maryland residents please add 5% state sales tax.

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

Foreign subscriptions $5.

Orders for DIPLOMACY WORLD must be made payable to DIPLOMACY WORLD and sent to the editor's Indiana address.

**DEALER INQUIRIES INVITED**
INTERVIEW: JOHN EDWARDS

Comencing with this article, the GENERAL will print a series of interviews with some of the hobby's more notable figures. Although admittedly an experiment of sorts in expanding our article format, we feel that the readership might enjoy a "softer" brand of article which catches the nature of the people behind the wargaming hobby. Designers, expert players, gamers from other countries, and just about anyone who's view and experiences will make good reading is eligible to turn up on these pages. Let us know who you'd like to see featured in these sessions and what type of subjects you'd like covered. Your reaction will determine how long this series will last.

The questions of our interviewer are printed in italics to help differentiate them from the answers of our guest, John Edwards, our exclusive Australian distributor and designer of RUSSIAN CAMPAIGN and WAR AT SEA.

How and when did you get started in wargaming?

In 1968, while visiting a friend in the States, I saw a copy of a most unusual game in a department store. It was called AFRIKA KORPS. I opened the box, looked inside, and was amazed to see how interesting it appeared so I bought the game as well as another one called D-DAY and took them home. Needless to say, I spent the rest of that day and much of the next several months exploring the games and playing them.

How and when did the idea for doing your own series of games under the Jeeko label originate?

It transpired slowly over a long period of time. I think I could best explain by relating the way events actually transpired. When I first started playing the games, I must have played STALINGRAD and BULGE at least 50 times solitaire. Changing the rules then seemed akin to sacrilege. I was getting so much enjoyment and I regarded the rules as gospel, and would never have dreamed of making my own modifications. Then, one day, while reading a book about the war in Russia, I realized that some of the units in STALINGRAD weren't right, so I replaced them with my own. Feeling like I was breaking every rule in the book, I played the game with different panzercorps, different combat factors and new corps numbers on the counters. Slowly but surely I was developing my own version of STALINGRAD which I then proceeded to play solitaire. I developed this game until by 1970 I had the equivalent of a monster game. THE WAR IN EUROPE was probably about 3 x 4 feet in size and had step reduction counters and was actually the prototype for both WAR AT SEA (which was a naval variant of the large game) and THE RUSSIAN CAMPAIGN, although at that time, I had only one copy which was played only by myself and one friend. About a year later, I started corresponding with Avalon Hill, as I was interested in bringing their games into Australia in larger quantities. I went to one of the major hobby shops in Melbourne, and spoke to the proprietor who condescended to give me a try after much talking on my part. So I brought in a small shipment from Avalon Hill. The games caught on and I became Avalon Hill's exclusive distributor in Australia. During this time, about late in 1972, I developed the STALINGRAD variant to its peak, and I made a game called "STALINGRAD: AUSTRALIAN STYLE"; which was a sort of expansion kit to STALINGRAD and was actually published in the S & T SUPPLEMENT. Then later, as the sales of Avalon Hill games grew, I decided that because we pay 52% duty on imported toys, under which category these games were classified, I would print my version in Australia to keep the price down. So, in late 1973, I produced a game called THE AFRICAN CAMPAIGN. This was a one-man effort done in my spare time, which I was very dubious about printing. I showed it to a few people and was encouraged by their response so I went ahead and printed 5,000 of them. This whetted my appetite for more. In the following year, THE RUSSIAN CAMPAIGN saw print, which, of course, was a refinement of STALINGRAD: AUSTRALIAN CAMPAIGN. WAR AT SEA followed in 1975. ... Last year, I produced FIELD MARSHALL which was an introductory level game with tournament rules that could be bolted on. Its purpose was to try and encourage more people to get into the Hobby and we were selling it as cheaply as we could. So, sort of an Australian mixture of TACTICS II and BLITZKRIEG.

You stated that when you first started playing wargames you played the first games you acquired upwards of 50 times each. How active are you now in regards to playing these games that you import for Avalon Hill?

Unfortunately, these days I don't get the time, and I'm afraid working with them so much day to day has lessened my desire to play them. I probably am able to play a competitive game about once a year, although I often think of doing one and almost get the game set up, only to put it away again. Of course, I read the rules to all the new ones.

If your gaming time is so limited, you must be pretty particular in regards to which ones you do play. Which games are your favorites?

My favorite game of all time is THE BATTLE OF THE BULGE, but I also like my own RUSSIAN CAMPAIGN.

Do I deduce from those choices that your favorite period is World War II?

That's right.

What in particular about these two games do you find so interesting that sets them apart from all the others?

Well, out of modesty, I would rather not comment on THE RUSSIAN CAMPAIGN, but I like the BATTLE OF THE BULGE because I can play it. I think the trend these days is to get a new game and sit down for hours looking at it and trying to interpret the rules, but ending up with a headache. Instead of actually playing the game, you really spend most of your time referring back to the rules booklet. Myself, I like to sit down and get into something right away and get on with the game. That's, I think, one reason why chess is so good, because its interesting in itself; complicated enough without any gigantic rule booklet that has to be referred to.

What do you think of the recent trend towards super-large, greatly detailed wargames encompassing mapboards several yards long, and utilizing up to several thousand counters?

I don't think that they're a mass market item. I'm sure that a lot of people get immense pleasure out of them and I know they must be selling well, or they wouldn't be continually turning them out, but, I'd hate to think what would happen if a young boy who hadn't played a game before went in to a store and decided he liked the sound of WAR IN THE WEST. I don't think he'd be a very good bet to get another.

One of the newer trends in games here in the U.S. are the roleplaying games, such as DUNGEONS AND DRAGONS. Has this trend reached Australia yet, and how does it rank in comparison to typical wargames?

DUNGEONS AND DRAGONS has been on sale in Australia for about a year now. I think it's a mistake to compare it with war games because they tend to be their own distinct genre. Some wargames are interested in fantasy games, but I think a wargamer is a wargamer. A fantasy gamer is not necessarily a wargamer.

Do you note any preference among Australian wargamers for multiplayer type games such as KINGMAKER or DIPLOMACY as opposed to the more conventional two-player game?

That's a rather difficult question to answer... I think that most people who are playing DIPLOMACY and KINGMAKER would also be playing the other games, but of course, there are a lot of Australians who spend most of their game time (I would say 50% of it) on solitaire games. I'm sure many Americans enjoy the multi-player games, but in Australia it's a matter of knowing enough people to be able to have an enjoyable game.

In England, wargaming started and is still primarily revolving around the use of miniatures as opposed to that of board games. Just which side of the hobby predominates Down Under?

Before I started to import Avalon Hill games there were only miniatures in Australia, as far as I know. Recently though, I would say that the board gaming players would probably be the larger group, but I don't really think that this means people prefer board games over miniatures. Those people who do get together in clubs to play wargames usually end up playing miniatures. But most people, of course, don't belong to wargaming clubs, so I'd say wargaming to the typical Australian means board games.

You make reference to clubs. Just how advanced is wargaming in Australia? If you stop the typical man on the street, and ask him what wargaming is all about, does he know what you are referring to? And just how prevalent are clubs? That is, how many do you know of which exist in Australia?

The average man would probably laugh, or be completely unaware of what I was talking about. Clubs have come and gone in Australia. Because of our small population, there are not many clubs.
The General

We've had big clubs come and go. I think, clubs to most people who are in them now, would represent small groups of local players who get together from time to time. Whereas a couple of years ago, we had several large organized clubs, they've since faded away. I'd say there are about 9 national correspondence clubs in Australia.

Then I can take it that postal play, or as we call it here in the States play-by-mail, is non-existent in Australia. I do know some people personally who play games by mail. So it does exist. But I don't think it exists on a widespread basis. My reasoning for this is that we don't have many requests for the play-by-mail pads. I personally feel that this is a shame, because due to the large distances in Australia, play-by-mail is well suited to our country. To rectify this, I think we need an Australian magazine with local advertising services. I know there are plans at the moment to produce a magazine in Australia called GAMES & BATTLES, and one of the features of this will be an opponents wanted listing, specifically for play-by-mail. So if something occurs, play-by-mail will be on the increase, and I think it will be very good for the Australian hobby.

I know you import several hundred copies of THE GENERAL, for retail distribution in Australia. What has been the response of Australian players to our magazine?

It's been very good. When THE GENERAL arrives, it's distributed to the shops and the shops I've kept in touch with usually seem to sell most of them within the first week or so.

In general, how would you say wargaming differs in Australia from that practiced here in the United States?

Obviously Australians aren't as well-organized as ourselves. But on the credit side . . . you wouldn't find Australians prejudiced against one company's games. They accept every game on its merits. I think the Australians haven't got this bias which I find in the States towards one company or the other.

Okay, you've left me somewhat red-faced in the past when I turned down both of your games, RUSSIAN CAMPAIGN and WAR AT SEA, only to change my mind later, when you published them. As Avalon Hill games we now find one of them to be rated at the very top of the Avalon Hill line. Can you go into the reasons why you developed these fine games? And why you believe they have been received so favorably here in the States?

When I was designing my games I had no idea they would be as popular as they are. I think one of the factors was that I did them in my own time, at my leisure. For example, when I did THE RUSSIAN CAMPAIGN, I must have read about 20 books on the war in Russia. This meant that I was walking around for weeks, even months with all this going on in my head. I had the flavor of the battle, the coldness of the Russian winter running through me . . . . . . I was thinking that way. This influence and flavor was transferred to the final game, whereas people who work at SPI or Avalon Hill are given a certain number of hours to come up with a finished game, and the pressure is on them all the time. Whereas myself, I could do it whenever I get stuck and leave it for a week. I was thinking in my own time. I think this is the difference, really. A professional wargame designer who works at Avalon Hill, cannot afford to turn off for a moment if he's getting blase. Because I could do this, I did not do anything which I wasn't happy with. WAR AT SEA was nothing more than a fun game meant to be playful and enjoyed. Too many people these days sit down, even if they're playing chess, and get too personally involved, and really take being beaten seriously. After all, you play a game to have fun. That's what WAR AT SEA is all about; having fun with no hangups over who won or interpreting complicated rules. A person playing WAR AT SEA, whether he wins or loses, isn't really going to get too upset about it all. It's a fast-moving game involving both players, which brings me to another point . . . . I don't really think a good game should involve somebody sitting around for half an hour twiddling their thumbs while the other guy moves his pieces. A good game should move quickly which does require some involvement of both players at all times. Playing a game with hourly turns is sort of like taking turns boring each other.

Tell us more about the actual design decisions made in the game.

Everything in WAR AT SEA is a compromise of sorts . . . even the combat factors on the counter. I'll give you an example: All the British battleships with the exception of NELSON and RODNEY have eight 16 inch guns. Now the BISMARCK also has eight 15 inch guns. So, we must give this a combat factor of 4 because everybody knows it's got the same armament. What people don't know is that the BISMARCK had a higher rate of fire and is firing a heavier shell, and in actual combat, yet still include a little extra chrome for the expert so he'll be happy. What we've done in this game, is to give the German ships, if undamaged, the ability to add one to their fire die which makes their fire more accurate, which is a true portrayal. If you study naval history, whenever German ships were in surface actions, their initial fire was very accurate. You've only got to see what the GRAFTSPEED did to EXETER and what the BISMARCK itself, and the PRINCE EUGEN, did to the HOOD and later the PRINCE OF WALES. The latter actually broke off battle, which is most unusual for a British ship of that era.

Why weren't PRINCE OF WALES and RODNEY removed from the game when they should have gone to the Pacific?

The reason we kept PRINCE OF WALES and RODNEY to have been removed from the game, we should also remove the GRAFTSPEED on the first turn of the game, and then remove the HOOD and BISMARCK on the turns they were sunk. WAR AT SEA starts with the situation as it was in 1940 but does not bind the players to events that happened later. That's why they're playing the game—to see what they can do. We can't assume that Japan will bomb Pearl Harbor and thus go to war with the U.S. and Britain. To reflect this, American commitment has been kept to a minimum. We've limited the TEXAS, for example, to the North Atlantic Ocean when in fact, it did bombard the beaches at Normandy and could have been involved in the game. The game was kept simple and playable by making a few compromises. One of these—having a French fleet in the game which has already been noted and provided in the form of variants in the GENERAL. The addition of the French fleet is an interesting variation and enjoyable but it does not necessarily improve the game—only changes it. It did not improve the game to include the French fleet, in my opinion, it only lengthened the game. As it is now it is a game that two people can sit down and play in their lunch hour. They can play it in half an hour. And, this I think, is one of the unique features of WAR AT SEA. If we go plugging in every little thing that we can think of, we make the game longer without really making it more enjoyable.

A recently published F & M interview quoted you as saying that there was no difference between the Avalon Hill version and the Jedko version of RUSSIAN CAMPAIGN. Isn't this a bit of an exaggeration?

Yes, my comments in that interview seem to have been taken out of context. I remember being a little angry over Richard DeBaun's review of the game and I defended the game as a game. I was particularly upset when he admitted he had not even played the game! What right did he as a self-styled expert have to make such comments? He replied that he gave Avalon Hill the right to reply . . . to which I then said that I designed the game, not them and why didn't they write to me? I did in fact take his criticism personally and regarded his review as unfair. I dismissed his "fair review" excuse by stating that I designed the game and did not, in fact, get a chance to reply. These are the circumstances leading to the changes that led up to me saying that AH did nothing to change or improve the game. Don't get me wrong . . . you did improve the game by adding polish . . . which any professional company would be expected to do. After all, the Avalon Hill version did add set-up drawings of the board and the maps in country size. But do they need a badly needed Order of Battle playing aid sheets. The rules were rewritten, and a few things added here and there, but basically the two games are the same.

They play almost identically except for the mishap over your interpretation of the AV rule as opposed to mine. The second edition Spanish Death Victory Conditions do go a long way towards correcting the game's major flaw in the Jedko version—that of a propensity toward drawn games.

After two such favorably received games what else can American audiences expect from John Edwards?

I've just finished a game called FORTRESS EUROPA. It concerns the Allied invasion of the German continent in 1944, and it will stretch from the Adriatic Sea to the German coast. It will be a game, in some ways, similar to D-DAY, in that it will be divisional level, but there I think, apart from the map being close, the similarity will end. The game will have railway lines with two sided counters and air power provisions. I hope that it will be an improvement over the Jedko version. FORTRESS EUROPA will not be absolutely comparable to it, in that the maps will be a different scale, but I think it will have much the same sort of flavor.

Anything else planned after that?

The only other game in the sausage machine at the moment is a game on the Battle of the Bulge, which will be done in 1978. I've already built up an extensive library on the Battle of the Bulge. The Offensive and I am starting to get it into heavy. By the time I do the game I'll probably have the Ardennes Offensive coming out of my ears.

Who are your favorite designers in the hobby?

Dave Williams, who designed the BATTLE OF MIDWAY, and the NIGHT OF THE GOEBEN, would be my favorite. And of course you've got to mention Jim Dunnigan if only for the great numbers he's produced. A remarkable man.

What would you estimate to be the number of actual wargame participants in Australia?

I'd say around two thousand. These are people who play games regularly and own more than one game.
SQUAD LEADER REPLAY

Germans: Arnold Blumberg
Russians: Dale Wetzelberger
Commentator: Don Greenwood

Scenario 1 of SQUAD LEADER is, for quite obvious reasons, the one which many of you will be most familiar with. The rules for this scenario provide the basis for everything which follows and therefore virtually all SQUAD LEADER enthusiasts have played it with more than passing interest while getting their feet wet in this radically new game system. Our participants can probably lay claim to more games of it than most; both being primary testers of the game during its long development at AH. The commentator also happens to be the game's developer and has doubtless logged more hours over a SQUAD LEADER mapboard in the past two years than anyone else desiring to lay claim to that dubious distinction. His comments follow those of the participants in itals.

GERMAN COMMENTS—

I have played "The Guards Counterattack" scenario, as both the German and Russian player, on nine occasions and witnessed others participate in it almost as many times. The result was always the same, i.e., the Russian steamroller maiming the German defense. The pattern is always similar; Fritz desperately attempts to hold all the buildings he initially controls; Ivan locks arms and rushes across the street after intensive prep fire, breaks into building F5, eliminating any German units in the building in hand-to-hand combat; concentrates 36+ firepower factors on building I7 while pinning down the opposition in buildings M7 and K5. Final result: the Russians end the game with about 50% of their force unbroken, occupying buildings F5, I7, and K5, opposed by two or three unbroken German squads in buildings M7 and M9, accompanied by one or two squad leaders who have been requested to turn in their Iron Crosses as a result of yet another German defeat in this scenario.

A few months prior to SQUAD LEADER's release at ORIGINS 77, a prominent gamer, and playtester of SQUAD LEADER, Robert Chiang, wrote a detailed analysis of the scenarios. In that letter to Don Greenwood, Bob stated that "...the Germans should win at least 95% of games played in Scenario 1.1'" I wish he'd show me how it's done.

Realizing all that has gone before, my set-up is designed to attack, not just to receive fire. Keeping in mind the Russian victory conditions, my game plan is to trade buildings with Dale. It is my hope that while the Russians are storming building F5 (which they usually take easily by turn 2), I can be entering building N4. With the fall of F5, I7, and K5 became very vulnerable. On the other hand, with the fall of N4, the Russian building M2 becomes equally vulnerable to German occupation and the support of the Germans in building K5 becomes easier. If the above can be accomplished, and I can deny Dale a 3:1 ratio in unbroken Russian to German squads, I will win the game.

I placed the 9-1 leader and two squads in hex F6 in order to keep them out of the field of fire of the Guard units in building F3 and to block an end run around the west of F5. These units will quit building F5 as the Russians enter.

The forces at H5 and J4 are designed to (1) use penetration fire for maximum killing power should the Soviets rush F5; and (2) minimize the number of squads that must be exposed to Russian Prep Fire. A comment on my opponent, Dale is a solid gamer who does not become dejected as a result of a few bad die rolls. He knows SQUAD LEADER and its rules, and how to use them. He will probably attempt to pin my units down in building M7 with fire from building N4. He may reinforce his N4 position with the squad from N2 and some from M2, while taking most of the M2 units to building K2 in order to assault building K5. Meanwhile, his Guards will most likely prep fire at F5 and then advance across the street toward that building during the less chancy Advance Phase.

RUSSIAN COMMENTS—

SQUAD LEADER is a unique game in that Fate plays a large part in the ultimate outcome. Granted one should not take great risks, however, the tide of battle can swing dramatically in a short period. A few "snake eyes" at the right time can repair almost any situation. Thus, past strategies are not very useful. Generally, on the attack one must attempt to bring the most firepower to bear against the enemy, leaving some units free to move and react to any opportunity. I am going to try to blast my way into building F5 with concentrated fire from the Russian Guards, and from there, see what develops.

The German set-up is good, however, I disagree with parts of it. In hexes H5 & J4 he has 2 LMG for K5. If I can break the squad, then the LMG will be useless, whereas if they were stacked with two or more squads, I would have to break both to prevent use of the LMGs.

From a tactical standpoint, my initial thrust will be at these two hexes. I will then journey out into the street during the Advance Phase to avoid the -2 DRM that would be employed if I went out there during the movement phase. Just call me a conservative Soviet. Other Russian units will be deployed to support an advance, depending on my Prep Fire results vs. hex L6.

NEUTRAL COMMENTS—

Given the limitations imposed by the scenario, both set-ups are quite competent. The obvious error of stacking an 8-0 leader in the front line where he can only be a detriment to his troops has been avoided. Both players have correctly grasped the principle of keeping such leaders close by for rally purposes, but out of the front lines where their breaking would jeopardize the performance of their squads.

What few options this initial scenario allows in regards to set-up belong in most part to the Germans and no major faux pas are in evidence. F3 is quite correctly left vacated. Its occupation would serve only to expose forces to the massed fire of the
GREAT CURRERS

THE GENERAL

GETTYSBURG '77 ERRATA

RULES CORRECTIONS
1) p. 1 - Object of Game - Culp's Hill is (U40 not U41).
2) p. 7 - Combat Qualifications Rule 3 is (c) see 3 (not e) see 6)
3) p. 8 - Retreat rule 2.
   A. Change to read: "If the retreating unit is adjacent to more than one unfriendly unit, the controlling player may try to retreat to a hex opposite to one of the opposite hexes."
   "Add "If unable to retreat to an opposite hex, a unit may retreat to any adjacent hex occupied by enemy units."
   "Delete rule 3 - If a unit forced to retreat is completely surrounded by enemy units, it is eliminated instead.
   Change rule 3 to 4
4) p. 12 - "Change coloring for units in column so that flank boxes are front boxes and the front and rear boxes are flank boxes. Do the same for column diagram on p. 15.
5) p. 13 - (14) - Change "Command Limit" to "Control Limit."
6) p. 17-(24.2) Change "bride" to "battaline marker.
7) p. 17-(25.2) Change rule 2 change "Experience Assault Chart." To "Current Experience Chart."
8) p. 18-(27.0, rule 4) Change "(27.0)" to "(28.0)"
9) p. 22-(12.0) Effect, rule 6. Delete last sentence: "The range of influence..."

COUNTERS, CHARTS AND TABLES CORRECTIONS
1) The Pegram-Jackson battery counter should be Jenkins-Jackson battery counter.
2) The reverse side of the Base Game counters, Stuart 1, Stuart 2 and Jenkins have been incorrectly positioned so that Jenkins backs Stuart 1, etc.
3) The Confederate occupation counter labelled D3 must be changed to D24.
4) Change Az. to coordination level to 3.
5) Wep. brigade of Avery's division should have a white badge rather than a blue badge.

Intermediate Confederate Order of Appearance
4. 840 M. reinforcements enter at Culpstown, not Chambersburg Pike (both are the same road)
7. 2 P.M. entry-Hoke changed to Avery.

Advanced Union Order of Appearance
All Advanced Victory Point Penalties are awarded to the Confederate player.
8. 840 M. reinforcements-change Cooper's Bty to Stewart's Bty.
10. Optional Entry-rule 3 change 0.6 to 0.5.
11. Wadsworth leader counter enters with Meredith and Cleburne.
12. Rank's battery enters with McIntosh cavalry brigade at 12:00 P.M., July 2.

Intermediate Game Table (on back of manual)
1. Change all Die Roll modifications from + to - and all bonuses to penalties and vice versa from - to + and vice versa from + to - and vice versa from - to +

Advanced Game Tables
15. Casualties Table-Procedure, rule 3. Change casualties points to 3 for all units.

Advanced Fire Tables. Notate sentence starting with "Any number..."
17. Activity Capability Chart-Add to Infantry, Cavalry in Backline column "unit at rest."

ARTILLERY QUESTIONS
1) Do artillery batteries out of ammunition posses a noise strength?
A. No.
2) When do batteries move? Which segment?
A. Each battery may move in any one segment that the controlling player desires. The same is true for commanders.
3) Can division artillery fire 3 hexes from a different brigade belonging to the same corps?
A. No. It must fire with its own division.
4) Can batteries move independently of a commander's influence?
A. Yes.
5) Explain the artillery field of fire diagram on rule 20.00 vs. 360° and restricted field of fire.
A. One battery may fire 290°. If there is more than one battery in the hex, no battery must fire within the restricted field of fire up to their maximum range.
6) May an artillery battery change its firing in immediate phase while in the same hex without moving?
A. Yes-and it can fire in the same turn.
7) Why would you want to count horizontal fields of fire in rule 24.04?
A. This occurs only in converting artillery strength to combat strength. It allows all cannon to be counted.
8) May an artillery battery move by "advance movement"?
A. No.
9) A limited field battery "expose a flank" during its movement?
A. No.
10) A battery cannot fire if it is more than 3 hexes from its brigade or division. Does it still have a range of influence?
A. Yes.
11) What can artillery units or units in column which start in range of influence do?
A. They either stay where they are or change to battery or artillery, and fire or retreat or advance to attack.
12) Can an artillery battery that confines itself in an infantry zone of influence continue to move?
A. Yes. It must either retreat or unload.
13) How are cannon captured?
A. If an enemy brigade advances into a battery's hex after an involuntary retreat.
14) A unit in column capture a limited battery's hex after an involuntary retreat?
A. No.
15) What are artillery capture rules?
A. Any unit can enter a hex occupied by a battery if it does not move, but it can remove the a.p. expended from the retreating battery.
16) If there are over 8 a.p. in a hex can it voluntarily retreat?
A. Yes.
17) What happens if a unit in a forced retreat continue its retreat because of the enemy in itsMaximum range?
A. It is eliminated from play.
18) Is rule 30.05 applied only when the advancing brigade advances adjacent to the retreating brigade?
A. No, only when the advancing unit is close enough to the retreating unit.
19) Can a defending unit which made a voluntary retreat in the previous turn, make a defender's assault against attacking units which advanced adjacent to them in the previous turn?
A. No. It must either remain where it is or it must continue its retreat.
20) Does an attack unit during "defender's return fire" have the option "to advance into the flank," or does the attacking player have the option to advance into the flank if he is not the attacking player's turn?
A. Yes.
21) Does a unit which has been reduced to 0 a.p. by fire, and then is reduced in strength any amount by fire and/or battle?
A. It is halved in strength.
22) A unit in voluntary retreat, may it "stand pat."?
A. Yes.
23) May a unit retreat even if it is in involuntary retreat?
A. Yes.
24) After what phase may a unit advance in fire?
A. After fire combat=assault or fire, assault if engine makes an involuntary retreat.
25) May a unit which is defined as an "attacking" move adjacent to an engine unit that turns?
A. Yes, as long as it is 3 hexes of an enemy unit (23.01).
26) Can a unit defined as an "attacking" must expend 6 a.p. move just one hex and stop upon moving adjacent to an enemy unit?
A. Yes.-22.08 states "as soon as a battle moves adjacent to an engine or artillery/brigade, its move is over for the turn."
27) May a defending unit which has separated itself from its brigade to advance into an engine flank as per 24.03, still advance if it was initially adjacent to an enemy unit, or must such a unit not have been adjacent to any enemy units to take the "advancing engine's flank"?
A. The only restriction is that it is not being fired upon during "fire combat."
28) If a marker or markers are forced to violate the concentration restrictions during, say, an involuntary retreat, what happens to them?
A. It is forced to move to the nearest level of the concentration restrictions. It receives a 10 pt. disorganization penalty for each hex of additional restriction.
29) Does retreat after combat and "advance after combat" movement have the same restrictions as retreat and retreat movement during the regular movement phase?
A. Yes.
30) Can a unit retreat even though it expends its flanks to enemy units or other types of influence?
A. Yes-a flank can be exposed by a battery in advance or retreat.
31) May an infantry unit in column that finds itself in an enemy zone of influence move?
A. Yes.
32) Must it change into battleline formation?
A. No.
33) Can it remain in column and retreat out of the range of influence?
A. No. It must form into battleline. It changes the strength of each marker when converting from columns to battalions.
34) Must a unit in the range of influence of an artillery battery, but not infantry or cavalry be counted to attack in order to advance?
A. Yes. This will be changed in a later edition of the rules. For now, range of influence for artillery to 3 hexes but allow one disorganization point to a 4 battery cannon for any enemy movements within its original range of influence.
35) May a marker containing more than 8 a.p. ever advance as a result of a successful assault or perform a retreat?
A. No. It is reduced by half if it is 8 or more as a result of a successful assault or perform a retreat.
36) Does a marker or markers if not 8 a.p. retreat and/or attack?
A. No.
37) Can a unit retreat without a flank if it is 8 a.p. or more?
A. Yes.
38) Can a unit voluntarily retreat or advance in such a way that it would expose itself to fire. Does this mean that a unit whose flank is already exposed to fire that wishes to retreat cannot retreat if it withdraws during the retreating flank will continue to be exposed to fire?
A. No. Units may either voluntarily or involuntarily retreat as high as they wish or they may not.
39) May an attacking unit which begins its movement phase adjacent to an enemy unit advance at all?
A. Only after a successful assault or if the defender makes a voluntary retreat.
40) Does a unit in voluntary retreat automatically recover 3 a.p.?
A. Yes.
41) Can a unit voluntarily retreat at any move rate?
A. Yes. Does not have to continue its retreat and can stop any time though it cannot perform any other type of movement or attack. A unit in voluntary retreat can move exactly up to 6 a.p.
42) Can advance be less than 5 a.p. if it results in consequences?
A. Yes.
43) Do the penalties of rule 27.2 apply at the turn of a 90° turn?
A. Immediately at the end of each retreat.

ACTIVITY, STRENGTH AND DISORGANIZATION POINT QUESTIONS
1. Clarification. If the turn is 11. s.p. fire at a brigade marker containing less than 8 a.p., break down strength into larger increments on Breakdown Charts, etc. 20 s.p. breaks down to 11 s.p. and 9 s.p., 15 s.p. breaks down to 11 s.p. and 4 s.p.
FACTORY
OUTLET

Whenever in the Baltimore area feel free to drop in to our Factory Outlet store located in our design offices at 900 St. Paul and 20 E. Read St. This store is the world's only retail outlet featuring a complete selection of Avalon Hill games, part, magazines and accessories. Pay by cash or check or bring your credit card, and if visiting on Saturdays feel free to stay and attend a gaming session with Interest Group Baltimore and get involved with whatever playing happens to be going down. Or just drop by and play or talk the games of your choice on Saturday with any of the locals and enjoy the competition.

Hours: AH Factory Outlet—Tuesday thru Saturday; 9 A.M. to 5 P.M.
IGB Playtesting—Saturday; 10 A.M. to 5 P.M.

We will now accept game orders by phone from those individuals with currently valid MASTERCARD, BANKAMERICARD (VISA), or AMERICAN EXPRESS credit cards. The number to call is 301-254-5300. Ask for Clu Newton or ext.34 and state that you wish to place an order for a game. You must give the order number, expiration date, and name of your credit card account, along with your order and shipping address. Phone orders are available every Monday-Friday from 8:30 AM to 5 PM. Absolutely no collect phone calls can be accepted.

THE GENERAL

1. Is the Breakdown Chart used for artillery fire?
   A. Yes.
   A. Yes.
   B. No.
   A. No.

2. Can a battlemarker choose to fire at less than its actual strength?
   B. No.
   A. Yes.

3. What is the turn after from?
   A. Casualtics
   C. Change
   A. Pate

4. After using the Breakdown chart, can the phasing player state which s.p. are so as to avoid use of doubling and or best experience level?

   A. Yes.

5. Are disorganization levels determined immediately as disorganization points are received?

   A. Yes.

6. Under section 7.0 (strength distribution) it states that 6 s.p. is the minimum a non-flank cavalry can be formed as. Does this mean that so long as the non-flank markers are all the same strength, they can be 7 x 8 or 8 x 6 or 6 x 6 the minimum and maximum for cavalry?

   A. Six s.p. is minimum strength only.

7. (20.01B) If a marker of more than 8 s.p. suffers casualties in fire fight and is then assaulted, are the casualties removed from the firing position?

   A. Yes.

COMMAND QUESTIONS

1. When do reinforcements lose their exemption from the command control rules? The turn they change formation use lower number of activity points, or the turn after this happens.

   A. The turn they attempt to change.

2. What good is an army commander if he can only use his leadership rating?

   A. An army commander cannot actively participate in the command or coordination of troops. He has some function if utilizing rule 9.2.

3. (15.0) Can any given commander influence any given brigade?

   A. Only those brigades under his authority.

4. Can the distance from a commander to a brigade be traversed through hexes adjacent to enemy units?

   A. No—unless they also run through a friendly unit.

5. Must commanders pay terrain costs?

   A. No.

6. Does a commander have to with troops under his authority to add to an assault, i.e., can Reynolds help K5 Corps units?

   A. Yes. A commander can use his leadership rating with any brigade.

7. Can commanders influence more than one assault?

   A. Yes.

8. Why do commanders not aid in rallying disorganized troops as in the Intermediate game?

   A. The idea in the Advanced Game is that once troops start retreating, it is difficult to reverse the momentum unless given a phase of good fire.

9. Rule 22.9 implies that a brigade not under the primary commander or a reinforcement (strength rating no matter how often one is

   A. Yes, if the brigade is attacking on its own.

10. What if a brigade commander is incapacitated and replaced and the replacement is also incapacitated?

    A. Replacement brigade commander never changes in rating no matter how often one is incapacitated.

BASIC GAME AND INTERMEDIATE GAME

1. On the Basic Game CRT, can a unit attack when the strength difference is 13 or greater?

   A. Yes. Use the 11-12 column.

2. In the Intermediate Game, what happens if two adjacent units are adjacent after combat?

   A. The defending player in turn must move his shifted unit away from the enemy units.

FORMATION QUESTIONS

1. Classification—When the term "marker" is used in the rules, it refers to infantry or cavalry battlemarker and column markers.

   A. May a brigade add more than one marker to its battleline?

   A. Yes.

2. May a battlemarker fire into another?

   A. Yes, but only if it is on defense. An attacking marker can only fire at one attack.

3. Is there a cost for reducing the number of battlemarker of a brigade in a turn?

   A. No. Except the movement cost accrued by moving the flank marker into the new flank.

MISCELLANEOUS

1. If a brigade that was named to attack at the beginning of its movement phase loses its attack status as a result of being more than 3 hexes away from an enemy brigade or battery it can be named to attack again at the beginning of its next movement phase?

   A. Yes.

2. Does infantry in column use the same column as "infantry" and "cavalry in column" on the Activity Capability Chart?

   A. Yes. "Infantry" means infantry in any formation.

3. Can a brigade in battleline formation change its type of battlemarkers at any time?

   A. Only during the normal movement phase or during advance and retreat movement.

4. Under section 6.2 (formation continuity) it states that a brigade in column "must be provided so that the head of one marker points to the rear of another." When a brigade is using road movement, do the above conditions apply to just the head and rear markers or the entire brigade?

   A. Yes. Only if in column or on the road. There is no head of a marker need only point to the hex occupied by the marker in front of it. The column does not have to be a straight line.

5. What happens if a brigade at rest is fired upon or assaulted?

   A. If fired upon, there is no defensive fire. The attacker automatically gains flank fire. In assault, the brigade defends at a strength of 1; it can automatically be formed into battalion in retreat, but it receives 10 d.p. in doing so.

6. Can a unit in column change to rest and then to column formation facing in a new direction (about face)?

   A. Yes. This can be done without the intermediate step of moving to rest. See 19.4.

7. During night turns, is the three hex range affected by friendly units or terrain?

   A. Always.

8. Can a unit remain at night within 3 hexes?

   A. Yes.

9. Can enemy brigades already adjacent at the start of night remain adjacent during night?

   A. Yes.

10. Does an assaulting brigade have to combat fire to be able to assault?

   A. No.

11. Does a column in a range have a range of influence?

    A. No.

12. What is the maximum number of strength points that can occupy one hex?

    A. There is no limit.

13. Can two battlemarker occupy the same hex with a combined strength greater than 8 s.p.?

    A. Yes, but only 8 s.p. can fire.

14. Can a flank marker contain more than 8 s.p.?

    A. Yes.

15. On page 8, there is a diagram showing the fire distribution of a battalion marker. How is this distribution affected if the marker is less than 8 s.p.?

    A. The strength of the marker does not apply. The fire distribution diagrams indicate the maximum amount of fire that can be directed into each hex by that type of formation marker. A unit can direct less fire into the hex.

16. How does flank fire affect assault?

   A. It has no effect.

17. What is the range of influence of an infantry or cavalry battleline in battle?

   A. 3 Grids.

   A. It depends on the type of formation. A diagram of the range of influence for each type is shown on page 15.

Solution to Contest Number 811

During movement, the new airborne unit from Britain drops into G-8, the new HQ unit moves to Antwerp to provide next turn's supplies (so new units may be landed), SHAFF moves to G11, and the 8th Armored and 9th Armored, unsupplied and able to move only one hex, move anywhere they can get to. The rest of the units move and attack as indicated below:

<table>
<thead>
<tr>
<th>Attacking Unit</th>
<th>From Hex</th>
<th>Defending Unit(s)</th>
<th>Odds</th>
<th>Die Roll</th>
<th>Attacker's Final Position</th>
<th>Defender's Final Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>80 air</td>
<td>G11</td>
<td>1SS</td>
<td>1-5</td>
<td>3</td>
<td>anywhere</td>
<td>G10</td>
</tr>
<tr>
<td>10 arm.</td>
<td>J8</td>
<td>21 p2r, 9SS</td>
<td>1-2</td>
<td>1</td>
<td>J8</td>
<td>H10</td>
</tr>
<tr>
<td>new inf.</td>
<td>H12</td>
<td>11 p2r</td>
<td>1-1</td>
<td>1</td>
<td>D9</td>
<td>H10</td>
</tr>
<tr>
<td>44 inf.</td>
<td>S5</td>
<td>1-2</td>
<td>2</td>
<td>elim</td>
<td>D9</td>
<td>elim</td>
</tr>
<tr>
<td>11 arm.</td>
<td>K11</td>
<td>5155S</td>
<td>1-1</td>
<td>1</td>
<td>J10</td>
<td>elimin</td>
</tr>
<tr>
<td>78 inf.</td>
<td>D9</td>
<td>331 inf.</td>
<td>1-1</td>
<td>1</td>
<td>D9</td>
<td>elimin</td>
</tr>
<tr>
<td>new inf.</td>
<td>F10</td>
<td>708 inf.</td>
<td>1-1</td>
<td>1</td>
<td>E9</td>
<td>elimin</td>
</tr>
<tr>
<td>new arm.</td>
<td>F10</td>
<td>48,148,347</td>
<td>1-2</td>
<td>s</td>
<td>F9</td>
<td>elimin</td>
</tr>
<tr>
<td>new inf.</td>
<td>H11</td>
<td>3 para</td>
<td>1-2</td>
<td>s</td>
<td>H10</td>
<td>elimin</td>
</tr>
<tr>
<td>new inf.</td>
<td>S5</td>
<td>1-2</td>
<td>2</td>
<td>elim</td>
<td>elimin</td>
<td></td>
</tr>
</tbody>
</table>

(note: * indicates attack is helped by TAC air point)

TAC Missions:

<table>
<thead>
<tr>
<th>Mission</th>
<th>Defender</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATT</td>
<td>SSA</td>
</tr>
<tr>
<td>ATT</td>
<td>SSA</td>
</tr>
<tr>
<td>ATT</td>
<td>SSA</td>
</tr>
<tr>
<td>DEF</td>
<td>SHAFF</td>
</tr>
<tr>
<td>DEF</td>
<td>new inf. on H10</td>
</tr>
<tr>
<td>DEF</td>
<td>new inf. on H11</td>
</tr>
</tbody>
</table>

The German units left on H10 and G10 must counterattack and cannot get better than 2-1 odds (which means German elimination, since the Allies can choose a die roll of "6"). Notice that even if the German units were supplied—they are not—only the 2nd SS could get a 3-1 (by moving to F10 and attacking SHAFF), and the Allies could choose an "exchange" result and eliminate the German.

With all of the German units doomed, the Allied player wins by clearing the board of German units before the end of the game!

Alternate solutions are possible (and, if correct, will be accepted).
MAGNETIC GAMES

Now you can convert your favorite game for vertical display or secure in-play storage with magnetic tape, unmounted boards and just an hour of your time. All you'll need is a metal surface and an unmounted gameboard. We supply the magnetic strips with self-sticking adhesive already applied. You just cut the 1/2" wide strips into half inch squares and apply them to the unit counters which came with your game. The result is a 1/4" thick counter which will stack six high even when the mapboard is mounted in a vertical position for display purposes. Never worry about that phm move being jostled again between turns. Naturally this magnetic treatment will be less valuable for counters with two-sided printing, but that still leaves them with a multitude of uses. Note: it will be necessary to be sure that the top portion of all unit counters is uniformly applied to the top half of the magnetic strips. Otherwise, the polarity may be reversed and the counters will actually repel each other rather than attract. Therefore, it is wise to mark the back of the magnetic strips uniformly across the top so as to be sure to apply the top half of the board to the top half of the magnetic strip. Magnetic strips are available from Avalon Hill for 90¢ a foot or $7.50 for ten feet. Unmounted mapboards are available upon request for $6.00 each. Usual postage charges apply, as does the 5% state sales tax for Maryland residents.

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. The tray has sixteen 11/2" x 2-1/2" compartments 3/4" 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 both 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 directly 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 5% state sales tax.

FOREIGN READERS

Due to contractual obligations with our exclusive distributors we cannot accept mail orders for games from Australia, Britain, Germany, Greece, Italy, or Japan. Such orders must be placed with our exclusive distributors whose addresses you'll find listed on Page 2 of this magazine. Orders for parts and air mail subscriptions to the GENERAL are not subject to this ban. APO and FPO addresses of U.S. servicemen likewise are not subject to this ban. We also urge you to get in touch with the distributor for your country in regards to placing your GENERAL subscription through him which in most cases will result in considerable savings for you.

THE GENERAL

PANZERBLITZ BOOKLETS

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

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

Reprints include Larry McAneny’s “The Pieces of Panzerblitz”—voted the best article ever to appear in the GENERAL, “Beyond Situation 13”—twelve additional scenarios by Robert Harmon; “Parablitz” and “Panzernecht”, “Blind Panzerblitz”; “Situation 13”; “Championship Situations”; “Panzerblitz Concealment”; and “Incremental Panzerblitz.” Topping it all off is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer’s Guide to PANZERBLITZ sells for $3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents add 5% state sales tax.

PBM EQUIPMENT

Each kit sells for $6.90 postpaid and includes enough materials (4 pads) to play virtually dozens of games, including addendum sheets which list grid-coordinates for those games not already possessing them. Half kits consisting of two pads and all the pertinent instructions sell for $3.50 postpaid.

Kits are available for the following games:

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*MANNHEIM'S
*LUFTWAFFE
*ANZIO
*BLITZKRIEG
*PAZERBLITZ
*BULGE
*STALINGRAD
*D-DAY
*RUSS CAMPAIGN
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*WATERLOO
**THE GENERAL**

**READER BUYER’S GUIDE**

**HIT SUBMARINE** $12.00

WWII Multi-Vessel Naval Game

**INSTRUCTIONS:** Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5 average; and 9 terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you’ve found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of “5.”

Participate in these reviews only if you are familiar with the game in question.

1. **Physical Quality**
2. **Mapboard**
3. **Components**
4. **Ease of Understanding**
5. **Completeness of Rules**
6. **Play Balance**
7. **Realism**
8. **Excitement Level**
9. **Overall Value**
10. **Game Length**

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

**Game to be reviewed next:**

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**CONTEST NUMBER 83**

It is the Confederate turn in an Introductory Gettysburg game. All of the rules except the options are in use. As the Confederate player, you are to move your units and set up your attacks so as to guarantee the elimination of every Union unit in the diagram by the end of your next turn. This assumes that you roll the worst attack rolls possible and that the Union player rolls the best results in his turn. There are no units in play other than those illustrated in the diagram.

Fill in the chart below indicating the moves, attacks, order of attacks, units lost in exchange and advances and/or retreats, if any, for your units for this turn. At the end of your turn, you should be in a position such that no matter what the Union player does in his turn you will eliminate all surviving units in your next turn.

<table>
<thead>
<tr>
<th>Hex</th>
<th>Unit Entered</th>
<th>Defending Unit(s)</th>
<th>Order of Attack</th>
<th>Advance</th>
<th>Retreat</th>
<th>Exchange</th>
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Use hex I.D. given in diagram.

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next GENERAL and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

**ISSUE AS A WHOLE:** Rate from 1 to 10, with 1 equating excellent, 10- terrible

**Send 3 entries:**

<table>
<thead>
<tr>
<th>NAME</th>
<th>ADDRESS</th>
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**Send entries to:**

THE GENERAL

P.O. Box 2432

Minneapolis, Minnesota 55440
Russian Guards. Providing the Guards with any more targets within their normal range than necessary is about as sure a way as there is to lose building F5, its occupant, and the scenario. Unfortunately, they are in no position to return fire from F6 but it is a problem with no real solution. Leaving F6 vacant would mean that only the squad in J4 can prevent a flanking move to the west of the building and such importance should certainly draw all the fire the Russian can muster.

The only real point of contention seems to be in the double allotment of LMGs to a single squad at H5 and J4. Dale's argument does hold water, yet the MGs at J4 are necessary to cover the street. J4 is subject to only a 23% chance of breaking in an attack from J2 and 13% from G3. G4 could yield a 34% chance but that would rule out a normal range attack on H5. Under the circumstances, and considering the importance of the position, another squad should probably man J4.

H5 is quite another matter. Col. Berki and his accomplishment in G4 can lay 55% chance of a break on H5, and if that fails, the rest of the Guards in E4 can chime in with another 15%.

Exposing more troops to the fire of Berki just won't pay off in the long run, and the LMGs are of no real use in F6. If the Russians don't cross the street during the first Movement Phase, the Germans will be able to reinforce H5 during his Movement Phase. Troops in H5 are between the proverbial rock and the hard place and any disposition there is a gamble which can only be justified by the fall of the dice. Adding a second squad to H5 is not a bad move, nor necessarily a good one.

One last comment on play balance is in order before we begin. Arnold is a bit over-pessimistic about the German's chances. During the initial development of the game, the Germans won 11 of 12 scenarios I involved in. Naturally, the game rules evolved somewhat differently as we advanced to the later scenarios and this may have had an effect on play balance. The Chiang plays report, coming as it did at the end of the project and coupled with my own earlier experiences, convinced me to add one squad to the Russian O8 to "give them a chance". Post-publication reports have already favored the Russians, but if I find it hard to believe that the German's cause is as forlorn as Arnold would have us believe.

**RUSSIAN TURN 1— PREP FIRE PHASE**

<table>
<thead>
<tr>
<th>FIRING</th>
<th>TARGET DR DRM/FIT RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>H5</td>
<td>12</td>
</tr>
<tr>
<td>H5</td>
<td>7</td>
</tr>
<tr>
<td>J4</td>
<td>6</td>
</tr>
<tr>
<td>J4</td>
<td>6</td>
</tr>
<tr>
<td>J6</td>
<td>2</td>
</tr>
</tbody>
</table>

My failure to achieve any damage in the western buildings bodes ill for the Soviets. I could equally win a firefight by holding my ground, but time is my main enemy. I have only five turns to achieve the victory conditions. Therefore, I will move my remaining forces into positions from which they can advance into the street during the Advance Phase.

**DEFENSIVE FIRE PHASE**

<table>
<thead>
<tr>
<th>FIRING</th>
<th>TARGET DR DRM/FIT RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>G4</td>
<td>8</td>
</tr>
<tr>
<td>G4</td>
<td>10</td>
</tr>
<tr>
<td>G4</td>
<td>8</td>
</tr>
<tr>
<td>M5</td>
<td>10</td>
</tr>
<tr>
<td>N5</td>
<td>4</td>
</tr>
<tr>
<td>M5</td>
<td>7</td>
</tr>
</tbody>
</table>

The German defensive fire may have done him more harm than me. By creating a Berserker unit in N5, he has caused a distraction which may allow me to sneak into building K4 while the Berserker draws the lion's share of the fire. If the Berserker is lost, however, I may be in for trouble in building N4 as I'll be short a unit where he can concentrate the majority of his firepower.

**ADVANCING FIRE PHASE**

<table>
<thead>
<tr>
<th>FIRING</th>
<th>TARGET DR DRM/FIT RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>J4</td>
<td>6</td>
</tr>
<tr>
<td>F6</td>
<td>4</td>
</tr>
</tbody>
</table>

German squad 10 routes to L7; Russian squad 1 routes to its leader at N4. The Russian then shows his skill in the low crawl by advancing all his Guards into the street in an assault on building F5, plus three more squads which advance into L3 in an attempt to take advantage of the Berserker's charge.

**NEUTRAL COMMENT**

This is as unlikely a first turn of 'The Guards Counterattack' as I've ever seen, but it is sure to lead to some nasty consequences soon. The only serious fault I can find with either player's attacks is the German's use of 3 LMGs in his first attack on M5. The third gun added nothing to the attack and risked an unnecessary breakdown by firing. It should have held its fire or taken a pot shot at J2. The Russian's overall move is something else again, and it is certainly bolder than I would attempt. Granted, the Russian is under time pressures, but given his total failure to harm the German defenses, I would have waited to see what a Russian Defensive Fire phase and another Prep Fire phase would do before venturing into the street. As it stands now, the German in his Prep Fire Phase has break or worse percentages of 47% on the stack in E5, 35% on H4, 18% and 55% on G5, and 18% on F4. Given average luck, the Russian should have 4 of his Guards broken. A few low dice rolls could make it much worse and cripple the Russian's chances. The walk and see approach becomes even more palatable with the wise maximum advance into H3. This brings J4 into normal range of the Russian Guards and also doubles the potential firepower on H5. Waiting one more turn seems the more sensible approach to me.

To the east, I would have prep fired the M2 stack on K5 rather than moving to M4. The subsequent berserker status of the Russian 2nd squad makes this move look better than it is. If the German is smart, he'll ignore the berserker squad and concentrate fire on L3.

The German's biggest mistake was in failing to rout Sgt. Hamblen to L7 with his broken squad. Not only did he miss a chance to rally the squad in his Rally Phase, but by vacating L6, he forces the berserker squad to attack M7 which the German can reinforce in his Movement Phase from M9 and then greet the berserker with a 3-1-1 Close Combat Kill Number of "9."

**GERMAN TURN 1—**

The Russian advance into L3 is the only real surprise. I thought for sure he would use them as reinforcements for building N4 or, at worst, head for K2 via M1-L0-K1 in order to increase his firepower on J4 next turn. As it turns out, however, my only defensive fire which had any effect probably did him more good than harm by creating a berserker unit. It is essential that I enjoy a good round of Prep Fire this turn to offset his bold first move.

**PREP FIRE PHASE**

<table>
<thead>
<tr>
<th>FIRING</th>
<th>TARGET DR DRM/FIT RESULT</th>
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</thead>
<tbody>
<tr>
<td>L3</td>
<td>9</td>
</tr>
<tr>
<td>E5</td>
<td>8</td>
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<tr>
<td>G5</td>
<td>11</td>
</tr>
<tr>
<td>F4</td>
<td>11</td>
</tr>
<tr>
<td>G4</td>
<td>7</td>
</tr>
<tr>
<td>M5</td>
<td>7</td>
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</table>

**RUSSIAN TURN ONE—** The first exchange of fire breaks only one squad per side. Not does result in the Russian 2nd Squad going berserk. The subsequent Russian advance is probably too daring for this point in the game.
**THE GENERAL**

Things are proceeding as well as can be expected and his failure to cause any damage yet to the occupants of building K3 is encouraging as it protects my move into N4.

**NEUTRAL COMMENT—**

The German routs squads 2 and 3 to H7 and ends his turn by advancing Hieken to L7 to tend to the broken squad there. He probably would have been well advised to rout Keiso along with squad 1 to H7 where he could attempt to rally them with Desperation Morale in the Russian rally phase. F5 is lost and Keiso should have taken the better part of valor.

The Russian routs squads 3 and 4 to N4 where Cohenov will have to do his best to rally some type of defense force for the building. Broken Guards F3 and 17 rout back to G4 and E4 respectively.

The German attacks on the Guards were just plain unlucky. The Russians got off far lighter than they should have. Over in the neighborhood of L3, however, the Germans got just what they deserved. The berserk unit should have been ignored in favor of a concentration of all available fire on L3. The Russians now have an "in" to K4 and the availability of plenty of firepower to lay on J4 means that they could well have the upper hand in any battle for the building which now looms as the critical point of the battle. As successful as the attack on M5 was, the German interests would have been better served by having the L7 fire group hit H3 which is now the primary firing point for the destruction of J4.

**RUSSIAN TURN 2—**

Turn 2 commences with the successful rallying of the German 10th and Russian 1st squads. Col. Berki also manages to rally the 13th Guards despite the effects of Desperation Morale.

The squads in L3 have to get out of the middle of the street but just where they go will depend on the results of my Prep Fire. Between Dubovich and the Guards in H3, I should be able to neutralize J4 and that will allow me to advance into K4 where I can hope for an early attainment of my victory conditions. Then I'll play defense. If I don't break the German 7th squad, then I better back off and reinforce M5.

**PREP FIRE PHASE**

**Firing**

<table>
<thead>
<tr>
<th>Target</th>
<th>DR</th>
<th>JFT</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1) Dubovich, 9, MMG</td>
<td>J4</td>
<td>5</td>
<td>+3/16</td>
</tr>
<tr>
<td>2) 10, 11, 12</td>
<td>J4</td>
<td>5</td>
<td>+3/16</td>
</tr>
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</table>

Now that I've neutralized J4, I'll try to accomplish both the assault on K4 and the reinforcement of M5. Sending the 13th Guards into J4 combined with my taking of building F5 with its excellent fire positions for attacks on I7 should draw off enough fire to allow N4 to hold on its own until Cohenov can rally some more troops.

**DEFENSIVE FIRE PHASE**

**Firing**

<table>
<thead>
<tr>
<th>Target</th>
<th>DR</th>
<th>JFT</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1) Keiso, 1</td>
<td>G6</td>
<td>11</td>
<td>+2/8</td>
</tr>
<tr>
<td>2) K4</td>
<td>K</td>
<td>5</td>
<td>+3/16</td>
</tr>
<tr>
<td>3) L7, F5, MMG, MMG</td>
<td>N5</td>
<td>5</td>
<td>+3/16</td>
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<tr>
<td>4) Wetzel, 5, 6, LMG</td>
<td>M5</td>
<td>2</td>
<td>+1/12</td>
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<tr>
<td>5) 4, LMG</td>
<td>H</td>
<td>3</td>
<td>+2/6</td>
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The decision to advance into K4 with only two squads was a mistake. Realistically speaking, I just didn't send enough to give myself an even chance of doing so much good in either building. Given his attack on M5, though, I guess I'm fortunate I took the wrong course. In any case, N4 is in a lot of trouble. I'll move my M4 to K2 to at least cover the L5 approach to the building.
During the ensuing Rout Phase, the Russian 1st squad returns to N4 to hear Commissar Cohens' patriotic pitch again and the 7th is eliminated for lack of a place to rout to. The Germans lose K5 and the 1st squad for failure to rout, the German 7th moves to J5 where Cpl. Pollack awaits.

The Russian Advance Phase reinforces the notion that this Soviet is in a hurry with bold moves into G7, I8 and K5. The latter results in a Close Combat but the Russian is unable to take down the German squads in melee. He does eliminate the German 9th squad at 1-1 however, before being eliminated himself at 2-1.

**NEUTRAL COMMENT**

Although the dice roll made it a moot point, Keho and the 1st German squad fired into the wrong hex. The Russians in G5 moved through F5 and would have been equally affected by firing into that hex. A low dice roll could have haggled all five of Keho's immediate problems rather than just three.

The absence of the German HMG is telling. I'm beginning to suspect Arnold doesn't realize a squad doesn't have enough fire power to take down a hex. The failure of Keho to rout out of F5 is going to leave the Germans very short on manpower very soon and the Russian firepower concentration on I7 is overpowering.

The Russian advances which close his turn are probably too precipitous. There is no need to give the German cheap shots at Russian squads—especially three at a time. As it stands, the Germans in I7 have a 42% chance of scoring a KIA on I4. Furthermore, the Germans in L6 and L7 using an "upstairs" LOS have a 38% chance of eliminating the Russians in G7. Such an occurrence could well eliminate any chance of Soviet victory as well. In addition, the move into G7 will allow the German squads in H7 to rout again. They were worthless in H7 as long as Cpt. Wetzelberg was tied down in I7 directing fire, but if they keep routing eastward they may eventually find a leader to bring them back into the fray. It is my opinion that the Russians could afford to wait a bit longer and would benefit from another exchange of fire before taking such risks. The advances would be more acceptable if they weren't so semblant of an "all your eggs in one basket" approach. If the opponent is going to score KIAs, make him do it with several low dice rolls, not just one!

**GERMAN TURN 2**

The German succeeds in rallying all three of his broken units and are not subject to Desperation Morale including two desperately needed squads in N4.

**PREP FIRE PHASE**

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<tr>
<th>FIRING</th>
<th>TARGET DR DRM/IF/FT</th>
<th>RESULT</th>
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<tbody>
<tr>
<td>1/6</td>
<td>K5</td>
<td>+3/8</td>
</tr>
<tr>
<td>2/14, 15, LMG x 2</td>
<td>I7</td>
<td>+3/8</td>
</tr>
<tr>
<td>3/16, 18, 19, 20, 21</td>
<td>F6</td>
<td>+3/30</td>
</tr>
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</table>

My success against the Guards in G7 and H5 gives my position at 17 a new lease on life. Thus reassured, I am launching my assault on N4.

**GERMAN TURN TWO**

The German enjoys good fortune at the expense of good judgement. The Russian 14th, I8th, 30th and 21st squad are broken in Prep Fire while the 10th, 11th and 12th are allowed to cross the street at 14 without a shot being fired. The Russian returns fire, stalling the advance at 17 by breaking the German 6th. The German advancing fire has mixed results, breaking the Russian 4th squad, but turning the already broken 1st squad into a berserker. The Russian 3rd and German 11th are lost in close combat while the berserker Russian 1st holds the 12th and 11th locked in melee.

The German receives insult on top of injury when his advancing fire on N4 transforms the Russian's broken 1st squad into a berserker—a facet only marginally compensated for by the breaking of the Soviet's 4th squad in the same attack.

The Russian defensive fire into J5 was a good attack despite its failure to achieve casualties as it kept the German 7th squad under the effects of Desperation Morale.

Despite all this, the German's position is far from hopeless. Given the same dice against different targets, the German could well be in a commanding position now. As it is, the well-timed advance of Cpt. Wetzelberg and the route of three squads into F8 threats to give the Germans some much needed manpower just in time to hold the western flank while the Soviets are in grave danger of losing N4 and M2 in the east.

**RUSSIAN TURN 3**

The German fortunes improve even more in the Russian Rally Phase, with the successful rally of his 2nd and 3rd squads. The 6th and 7th, still under the influence of DM do not rally however, and the 7th is desperately needed. The Russian 4th is equally reluctant, however, and is needed every bit as much.

**PREP FIRE PHASE**

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<th>FIRING</th>
<th>TARGET DR DRM/IF/FT</th>
<th>RESULT</th>
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<tbody>
<tr>
<td>1/6</td>
<td>Dubovich, 9, MMG</td>
<td>M4</td>
</tr>
<tr>
<td>2/16, 18, 19</td>
<td>I7</td>
<td>+3/8</td>
</tr>
</tbody>
</table>

K5 should be mine after this turn. Odds are that at least one of my Guards will survive his defensive fire, and if necessary, Close Combat. The breaking of squad 10 in M4 was a stroke of luck as it will be eliminated for failure to rout. This manpower loss should enable me to hold M2. Col. Berkii and the 17th Guards move into H5 for the dual purpose of rallying comrades and providing fire support. His loss of yet another squad in I7 makes Berkii's exposure on the front line a more reasonable risk.
RUSSIAN TURN THREE—The Russian Prep Fire proves very costly—breaking the German 4th and 10th squads. The latter is especially costly as it is eliminated for failure to rout, adding to the carnage created by yet another successful Close Combat which eliminates the German 13th squad. The unexpected Russian resistance in N4 has probably sealed the German’s fate, despite his utter good fortune in neutralizing the Russian penetration of building J4. The German 8th squad’s defensive fire breaks the Russian 10th and 11th and allows it to temporarily save the day in a Close Combat exchange with the Russian 12th.

GERMAN TURN 3—
I lost my 6th squad to a fate roll during a rally attempt but at least none of the seven Russian broken squads managed to rally either.

PREP FIRE PHASE
FIRING TARGET DR DRM/IFT RESULT
1) S. LMG x 2 H5 5 +3-8 M8.9.3.4
2) 8 J4 5 +3-8 111.8.5

ADVANCING FIRE PHASE
FIRING TARGET DR DRM/IFT RESULT
1) 12 K5 2 +3-6 14
2) 17. Dobovich, LMG x 2 F7 6 +1-4

I got the better of the Rout Phase. My 10th and 11th Guards rout to J2 where they are in easy reach of Lt. Dobovich while Com. Cohenov moves into N2 with the broken 4th squad. The German loses the 7th and 10th squads for failure to rout. In my Advance Phase, I’m moving the 9th squad and the MMG to J2 in an effort to reinforce N4 while Dobovich splits back to J2 to rally the Guards. The 10th Guards advance into K5 is met by a successful 1-2 Close Combat, but not before the Guards blow the German 8th squad away with a 2-1 in exchange. Meanwhile the berserk Russian in N4 is deserving of the Order of Lenin. He not only survives another 2-1, I CAT, thus keeping N4 in melee, the German 13th squad succumbs to a 1-1.

NEUTRAL COMMENT—
The German counterattack in N4 is melting away before his eyes thanks to the heros of the Russian first squad. The German advance into M4 is now shown post facto as a foolish move. M4 offered no advantage at all over M5 except for the possibility of a Point Blank Fire on Cohenov in N3. The advance should not have been made until the Russian threat to rout routes in N4 was eliminated. M5 offered both better protection from incoming fire and LOS due to its height advantage. The premature advance proved to be a very costly one.

It is still anybody’s game, however, thanks in large part to the expulsion of Russians from building K5. If the German can reinforce K5 and finally win his melee in N4, he has a chance.

GERMAN TURN THREE—Fortunes were again mixed as 17 continues to hold out against superior Russian firepower, but fate is cruel to the Germans in other ways as they lose both a broken squad to a fate roll in the Rally Phase and yet another 1-1 Close Combat against the berserk Russian 1st squad.

THE GENERAL

My recent losses have convinced me that my only chance is to reinforce N4 with all available men, taking it and M2, and hoping that my single squad in I7 can hold out. Therefore, I’m moving my remaining strength to the east in the person of Cpt. Wetzelberge and two squads.

DEFENSIVE FIRE PHASE
FIRING TARGET DR DRM/IFT RESULT
1) Berks, 17, LMG x 2 K7 12 +1-6
2) 16, 18, 19 K7 7 +3-16 M7
3) 9, MMG K4 6 +3-8

ADVANCING FIRE
FIRING TARGET DR DRM/IFT RESULT
1) Wezel, 2, 3 G6 9 +1-4

So far, so good—his defensive fire did no additional damage and he lost two captured LMG in the bargain. Wetzelberge now advances into M5 where he can protect K3 and be on hand to join the melee in N4 if I don’t kill the berserker this time.

Another notch on the guns of the berserker squad. They’ve completed their single-handed destruction of my initial attack force and are still unscathed through three rounds of Close Combat despite my leader advantage. This is the last straw. I now am down to only 3 unbroken squads and am in danger of being wiped out; let alone winning the game. Losing 3 squads to Close Combat, failure to rout, and a fate dice roll is just too much to overcome.

NEUTRAL COMMENT—
Arnold’s plight is indeed great but the situation is still not hopeless. He neglects to mention that the Russians have only 6 unbroken squads left at this point. A single low dice roll in the right place could still restore the situation.

The German Prep Fire selection was less than optimal. He does have to fire on J2 to prevent the rallying of the Guards there, but a single LMG would have sufficed. The other 6 factors should have gone to his more pressing problem—I5 or G6.

RUSSIAN TURN 4—
The German’s failure to fire on H5 last turn has hurt him. Both Guards units there as well as the
Russian 4th squad in N2 rally. The Guards then join in a massive attack on 17 which eliminates two German squads and opens the flood gates.

**PREP FIRE**

<table>
<thead>
<tr>
<th>FIRING</th>
<th>TARGET DR DRM/HT</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1) 14, 15, 16, 18, 19</td>
<td>17 2 *3:30</td>
<td>KIA</td>
</tr>
</tbody>
</table>

Now that his last squad on the west half of the board has been eliminated, I'm home free. All I have to do is waltz into two more of his nearly defenseless buildings and let him have N4. Besides, I now own a 9-2 advantage in unbroken squads.

**DEFENSIVE FIRE PHASE**

<table>
<thead>
<tr>
<th>FIRING</th>
<th>TARGET DR DRM/HT</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1) Wetzler, 2, 3</td>
<td>N4 8 +1:16</td>
<td>1K1</td>
</tr>
<tr>
<td>2) Pollack, LMG</td>
<td>14 4 +3/2</td>
<td>-</td>
</tr>
</tbody>
</table>

The German defensive fire breaks the Russian 4th squad which routs to N3. All remaining Russian squads advance in the Advance Phase. Berki and the 17th Guards kill Pollack in a 6-1 Close Combat but the berserk Russian has run out of luck. The 1st and 9th Russian squads miss with a 2-1 Close Combat against one German squad while the German takes them both out in a 1-1.

**NEUTRAL COMMENT—**

Despite finally winning a Close Combat, the German is all but beaten. He had to hope that 17 could somehow hold out and without it, his entire position has collapsed. All he can do now is charge Russian units and hope for the best.

The German should have defensive fire on M4 instead of N4 as the wooden building was an easier target. He had virtually no chance of stopping the berserk squad in a stone building, but the mistake went unpunished given the outcome of the Close Combat. Why isn't Hambien firing the MMG?

**GERMAN TURN 4 —**

More bad news for the German. The two Guards squads in J2 have rallied.

**PREP FIRE**

<table>
<thead>
<tr>
<th>FIRING</th>
<th>TARGET DR DRM/HT</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1) Wetzler, 3</td>
<td>K4 3 +1:4</td>
<td>1K1</td>
</tr>
<tr>
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<td>16 7 +1:2</td>
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**DEFENSIVE FIRE**

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<td>1) Berki, 17, LMG</td>
<td>M5 12 -1:8</td>
<td>-</td>
</tr>
<tr>
<td>2) 11, 12</td>
<td>M3 11 0:6</td>
<td>-</td>
</tr>
<tr>
<td>3) 14, 15, 16, 18, 19</td>
<td>L6 12 +3:12</td>
<td>-</td>
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**ADVANCING FIRE**

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</thead>
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<tr>
<td>1) 2, LMG</td>
<td>N3 5 +1:6</td>
<td>-</td>
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The turn ends with the German having made good the pledge to take two buildings. N4 and M2 are now solely theirs, albeit at a rather high cost. The Russian 4th squad routes to P3 and Cohenov voluntarily breaks to rout into O2.

**NEUTRAL COMMENT—**

The voluntary breaking of Cohenov was quite clever. This way, he avoids a Close Combat due to excessive losses. The situation as it now stands will force him to make suicidal changes in a vain attempt to satisfy victory conditions.

**GERMAN TURN FOUR—**

The German player succeeds in his initial goal of taking two Russian buildings, but finds himself losing anyway.

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The situation as it now stands will force him to make suicidal changes in a vain attempt to satisfy victory conditions.

**RUSSIAN TURN FOUR—**

The Russian Prep Fire, reinforced by the rallied 14th and 15th squads scores a KIA on 17, killing the German 5th and broken 4th squads, and ending any real chance of a German victory in the process. The Germans respond by breaking the Russian 4th with their defensive fire phase and eliminating the Russian 1st and 9th in the Russian initiated Close Combat in M5, but it is too little, too late.

**RUSIAN TURN FOUR—**

The Russian Prep Fire, reinforced by the rallied 14th and 15th squads scores a KIA on 17, killing the German 5th and broken 4th squads, and ending any real chance of a German victory in the process. The Germans respond by breaking the Russian 4th with their defensive fire phase and eliminating the Russian 1st and 9th in the Russian initiated Close Combat in M5, but it is too little, too late.

**NEUTRAL SUMMATION—**

In analyzing the entire game, I'll be the first to admit my play was far from flawless. The premature advance towards building K4 and the accompanying split decision to reinforce N4 were piecemeal commitments that amounted to gross errors. I think Arnold blew his last reasonable chance by not staying in the I7 area. Abandoning the two squads in I7 to their fate was the fatal blow.

**NEUTRAL SUMMATION—**

This game could easily have gone either way through the first three turns. It was not until turn 4 that the Germans' plight approached near hopeless proportions.

The "luck" seems to have been appointed out as evenly as one could expect. A quick account of 94 Russian and 68 German dice rolls led to an "average" die roll of 6.73 for the Russian and 6.72 for the German. Naturally, not all dice roll situations are created equal and the oversimplified analysis above provides very little in the way of
MISSION SCENARIOS

by Arnold Hendrick

Overall victory levels are determined by the following equation (see below). In the equation "T" means Terran initial army value, "TF" = Terran final victory value, "AI" = Arachnid initial army value, "AF" = Arachnid final victory value.

\[(TF) x (AI) \div (TI) x (AF) = \text{Victory Level}\]

Victory levels use the following scale to determine the type of victory won:

- 2.00 or more: Terran decisive victory
- 1.50 to 1.99: Terran recognizable victory
- 1.15 to 1.49: Terran marginal victory
- 0.88 to 1.14: draw
- 0.67 to 0.87: Arachnid marginal victory
- 0.51 to 0.66: Arachnid recognizable victory
- 0.50 or less: Arachnid decisive victory

With many missions, the Terran player has a secret victory requirement. He must accomplish certain goals, or he is unable to win a victory. If he fails the requirement(s), the best he can do is accomplish a draw.

The Terran player also has an indication of whether he must "retrieve" his forces by boat, or get them into a safe planetary perimeter. Forces that are not retrieved or within a safe perimeter by the time limit are considered captured by the Arachnid.

EXCEPTION: Any Humanoid allies with the Terrans need only be retrieved if the scenario requires retrieval.

Extend Multi-Scenario Play

Players may wish to maintain a "Combat File" for themselves, recording victories and defeats, just as a real officer would. A decisive victory is worth 5, a recognizable victory 3, a marginal victory 1, a marginal defeat -1, recognizable defeat -3, and decisive defeat -5. A player should keep a running total of his "file points," and the number of "missions" he has performed. The overall total indicates his current rank, while the average score indicates his general combat ability.

The Terran player should assume that the plateau leader (PL) man represents himself, and the PL should always be used. The Arachnid player should select any one master brain, and consider that to represent himself (exact master brain should be listed when planning out the hive complex). If a player is only using Humanoid allies, he is represented by the Humanoid Leader. If a player's personal representation is killed or captured, he is considered "out of the war," and a new record must be started. If a Terran suffers a WIA, he must roll a die; 1 is good, 2 to 6 is bad, and 7 to 12 is a career-ending wound. He can never return to combat; 4, 5, and 6 recover.

For those who like a specific rank representation, for every +1 total file points accumulated, a Terran player advances one level in rank. Rank levels are: 3rd Lieutenant, 2nd Lieutenant, 1st Lieutenant, Captain, Major, Lieutenant Colonel, and Colonel. A total of 50 points must be accumulated before he advances to General, the highest rank. The Terran player can conjure up equivalent ranks for himself.

Optionally, the amount of forces a player may use could be related to the rank he has achieved so far. A Terran 3rd Lieutenant is represented by only a section leader, and cannot command more than nine squads, and no more than two engineer squads. A 2nd Lieutenant is allowed one full MI platoon, and up to one Engineer section. A 1st Lieutenant can use up to nine squads of MI, but no more than one full Engineer section. A Captain may use any quantity of troops, limited to those available in the counter mix.

Similarly, an Arachnid player would have to have a rank equivalent to lst Lieutenant before he could use two hive complexes, and an equivalent to a Captain for three hive complexes.

There would be no limits on use of Humanoid allies, regardless of rank, but the overall number of heavy weapons units allowed to the player could not exceed his current number of file points, save that a minimum of four heavy weapons could be allowed regardless of the file number.

If a player reaches down into the two-digit negative numbers (-10 or worse) it is likely he would be cashiered and replaced with a new "personality." Actually, any player who drops below zero should be allowed to drop that personality and start a new one.

TERRAIN TYPES: Planetary Geosforms

- **A Planet:** (Arachnid). No Humanoids allowed. All terrain considered Savannah, no roads.
- **B Planet:** (Barren, modified). Barren terrain only costs aliens 1 MP to enter per hex. In late war scenarios only, no Humanoids allowed, roads do not exist, and city/port hexes are considered Savannah.
- **C Planet:** (Desert). Rough terrain is considered barren instead, does not affect ranged weapons. City is considered ruined, equivalent to rough terrain, but the four space-port hexes are still intact city/port hexes. No more than 100 points of Humanoids allowed, and no water, power or communications installations, or Humanoid fortresses, are allowed.
- **G Planet:** (Gas Giant). Thick and totally poisonous atmosphere. All terrain considered rough ground, no roads. All Terran MI drops and beacon drops must roll twice each for individual unit drift. All Terran WIA are automatically considered KIA instead, as atmosphere kills any men whose suits are opened. Special talent may not be used on this planet.
- **H Planet:** (Humankind). Humanoids MUST be used. No terrain modifications.
- **M Planet:** (Mountainous Mining). All Savannah and city/port hexes are considered barren terrain, no roads.

Arachnids allowed one extra engineer per queen, assigned to any combat brain in that queen's complex (allowing one brain per complex to have two engineers). Engineers must work separately, and individually.

Terrans lose their extended jump movement phase, may not use extended jump movement. Terrans must roll twice for each individual unit drift, for MI initial drop and beacon drops.

- **O Planet:** (Ocean). Barren ground is actually the "great red ocean." Ocean costs 3 MP for aliens to enter, 6 MP for Terrans, and blocks ranged fire similar to rough ground, since "Ocean" operations actually occur on the floor of the ocean (not the surface of the water). Note that MP costs prohibit the Terrans from making an extended jump move into an ocean hex, but do permit them to jump out into a non-ocean hex. Ignore all roads in ocean hexes.
THE GENERAL

Arachnids may tunnel freely under the ocean, but cannot open a breach in the primary tunnel segment. All Terran HNG bombs are rendered useless in the ocean, unless exploded with an Engineer demolition charge. Humanoid installations and fortresses may not be deployed in the ocean, and no Humanoids may start in ocean hexes (although their heavy weapons may enter it).

Type R Planet:
(Rolling non-mountainous). All rough ground costs 2 MP for all units to enter, instead of 3 MP.

Type T Planet:
(Terran). No Humanoids are allowed. Barron terrain is considered Savannah instead.

Type W Planet:
(Wet). Non-road Savannah hexes are marsh, cost 2 MP for aliens or Terrans to enter. Roads are like transportation lines, and blocked ranged fire between marsh hexes (do not block ranged fire if the line and/or target is in a non-marsh hex).

Barron terrain is considered highland jungle. 2 MP for all units to enter, and blocked ranged fire like rough or city/port terrain. Roads in the "red jungle" increase movement rate for aliens to normal road rate, but do not affect firing or Terrans. RAD areas demolish jungle, and the RAD hexes are considered Savannah instead.

EARLY WAR MISSIONS

A. Raid

1. Terrans must destroy at least one Humanoid installation, or one Arachnid Brain or Queen, or they cannot win, regardless of points.
2. Terrans are not allowed more than three MI squads, and no more than one engineer section. Terrans must arrive by drop or soft landing, and must retrieve all forces by the end of the game. Time limit 12 turns unless Terran player is attempting to kill brain or queen, in which case he is allowed 16 turns.
3. Diversionary Attack

1. No specific victory requirements.
2. Terrans not allowed more than three MI squads, and no more than one engineer platoon. Terrans must arrive by drop or soft landing, and must retrieve all by the end of the game. Time limit 10 turns.
3. Occupation

1. At the start of the first turn, the Terrans must place one or two perimeter markers within 10 hexes of V17; if both markers are used they must be at least 4 hexes apart. Terrans score bonus of 50 points for each turn there are no alien units on the surface within 8 hexes of each perimeter marker placed (thus Terran could score 100 for each turn marker is in place).
2. Terrans may arrive by drop, soft landing, and enter overland via any one edge. Must retrieve any units that are not within 8 hex of a perimeter marker at the end of the game. Time limit of 15 turns.

D. Assault

1. Terran must clear city of all surface units, installations and fortresses at the end of ANY Terran segment, or the Terrans cannot win regardless of points. In addition, Terrans must clear one of the four spaceport landing hexes, and have it clear of alien surface units on the last Terran segment of the game (turn 18).
2. Terrans may arrive by drop, soft landing, and/or via the west or south edge overland. Must retrieve any units that are not within 8-hex perimeter of a city/port hex at the end of the game. Time limit of 18 turns.

E. Capture

1. Terrans must capture Humanoid leader or Arachnid Brain, and retrieve it from the surface in a landing boat, or they cannot win regardless of points.
2. Terrans arrive by drop and/or soft landing. All Terrans and captives must be retrieved. Time limit of 16 turns.

LATE WAR SCENARIOS

F. Defend Humanoids

1. Terrans are on offensive, and may only use defensive demolition charges (no defensive). Arachnid player must be so informed.
2. Terrans must maintain at least one operational water, power and communication plant within 15 hexes of the city throughout the game, or kill all Arachnid Queens; otherwise he cannot win the game.
3. Terrans allowed one MI squad or one engineer unit in city/port hex(es) at the start, plus Humanoids. Other Terrans can arrive by drop, soft landing, or spaceport landing on the 5th turn or any later turn. Terrans need not retrieve units, entire surface of map considered a secure perimeter. Time limit of 15 turns.

G. Evacuate Humanoids

1. Arachnids are on offensive, and may only use offensive demolition charges (no defensive). Arachnid player must be so informed.
2. Humanoids MUST be used. Arachnid scores no points for destroying any power, water, or communications installations, but is not informed of this until the end of the game. Any Humanoids, including heavy weapons and fortresses, left on the surface at the end of the game are considered destroyed. Humanoids may be evacuated only in special landing boats, which arrive by beacon or spaceport landing, on the 5th turn or any later turn.
3. Terrans may arrive by drop, soft landing, and/or spaceport landing. Must retrieve all forces, no secure perimeter on map. Time limit of 12 turns.

H. Raid

1. Arachnids must be informed that there are no Humanoids in this scenario, and that they must have one prisoner cell per brain in each hive complex.

TERRAN POINT VALUES

Initial Army Value

Points of the initial army value are determined by adding up the point value of each of the following units or groups of units:

- 140 each MI (mobile infantry) squad of eight men.
- 20 each MI commander, no more than one per squad allowed.
- 26 each Engineer unit (squad), maximum of 6 allowed.
- 500 Special Talent, maximum of 1 allowed.
- 4 each DAP charge.
- 6 each DAR charge.
- 10 each HNG bomb, maximum of 8 allowed.
- 9 each HE launcher.
- 25 each NUC launcher with four rounds.
- 7 each Listening Device (LD), maximum of 6 allowed.
- 10 each HE demolition charge.
- 40 each NUC demolition charge.
- 30 each Air Car, maximum of 6 allowed.
- 50 each Landing Boat arrival-departure.
- 2 each Capsule for MI initial drop landing (one capsule per man dropped necessary).

Army Choice Limits

1. The Terran player must purchase MI by whole squads, he cannot select individual men. MI commanders may be selected individually, in addition to squads, but the number of commanders cannot exceed the number of squads. Normally the Terran player is limited to one platoon of MI, and one section of Engineers. However, he is allowed two of each in an "assault," "occupation," or "recovery prisoners" mission.
2. No more than two landing boats may be scheduled to arrive over any three-turn period, but an unlimited number of boats may be used throughout the game. Each planned arrival is valued at 50 points each. Loss of any landing boat does not jeopardize future landings.

Final Victory Points

The Terran player scores victory points for destroying Arachnids, and for destroying Humanoids in the late war scenarios only.

Arachnids:

- 1 each Worker destroyed.
- 24 each Warrior destroyed.
- 50 each Engineer destroyed.
- 80 each Heavy Weapon destroyed.
- 75 each Combat Brain killed.
- 125 Master Brain killed.
- 225 Queen killed.
- 200 Brain captured.
- 50 each Prisoner recovered.

Humanoids:

- 1 each Worker destroyed.
- 3 each Warrior destroyed.
- 18 each Fortress destroyed.
- 18 each Heavy Beam Weapon destroyed.
- 25 each Heavy Missile Weapon destroyed.
- 100 each Communications plant destroyed.
- 150 each Power Plant destroyed.
- 500 Water Plant destroyed.
- 100 Humanoid Leader killed.
- 200 Humanoid Leader captured.
ARACHNID POINT VALUES

Initial Army Value
Points of the initial army value are determined by adding up the value of each of the following units or groups of units:
- 350 each Queen and Master Brain (pair), maximum of 3 allowed.
- 75 each Combat Brain, maximum of 10 allowed.
- 20 each Heavy Beam Weapon, maximum of 1 per combat brain.
- 50 each Engineer, maximum of 1 per combat brain.
- 25 one Heavy and one Worker, as a pair, maximum of 5 pairs per combat brain.
- 10 each Defensive Demolition point.
- 7 each Offensive Demolition point.
- 4 each Prisoner Cell (with one prisoner).

Army Choice Limits
1. Each complex requires one Queen and Master Brain, and must have at least one combat brain, and no more than five combat brains. Complex must be either a straight line of brains and queue or a queen with brains adjacent.
2. Each combat brain must have at least one Heavy Weapon, Engineer, Warrior or Worker. It need not have the maximum allowance.
3. An entire hive-complex may not have demolition points exceeding five times the number of combat brains within the complex (i.e., a complex with a maximum of five combat brains could not have more than 25 demolition points). Points may be offensive or defensive, or a mixture.
4. Prisoner cells may be added to a complex to REDUCE its value. A complex may not have more prisoner cells than it has brains (including the master brain).

Final Victory Points
The Arachnid player scores victory points for causing damage to the Terrans, and for destroying Humanoids in late war scenarios only.

Terrans:
- 10 heavy damage to MI (but no worse damage inflicted), per man.
- 20 each MI suffering WIA, but ending the game retrieved by boat or within perimeter.
- 75 each MI suffering WIA, and captured, or ending the game outside boat or perimeter.
- 30 each MI suffering KIA, but ending the game retrieved by boat or within perimeter.
- 60 each MI suffering KIA, and captured, or ending the game outside boat or perimeter.
- 55 each Engineer squad destroyed.
- 5000 Special Talent destroyed.
- 1000 air car destroyed.
- 10000 landing boat destroyed.
- 1 each HE launcher, NUC launcher, or Listening Device lost (destroyed).

Humanoids:
- 100 each Communications Plant destroyed.
- 150 each Power Plant destroyed.
- 300 Water Plant destroyed.
- 100 Humanoid Leader killed.
- 200 Humanoid Leader captured.

HUMANOID POINT VALUES

Initial Army Value
Humanoids may be added to Arachnid initial army value in early war scenarios, or to the Terran in late war scenarios. Add up the value of each of the following units:
- 1 each Worker, maximum of 11, must use at least one
- 3 each Warrior, maximum of 25
- 18 each Fortress, maximum of 14
- 18 each Heavy Beam Weapon, maximum of 11
- 22 each Heavy Missile Weapon, maximum of 6
- 40 each Decoy Station, maximum of 8

The real communications, power and water plants add nothing to the initial army value.

Special Limits
1. Each Heavy Beam and Heavy Missile weapon must be matched by one Warrior. Number of Fortresses may not exceed the number of Warriors.
2. One worker is required. Any one worker is secretly designated the Humanoid Leader, see special additional rules.
3. All three communications stations may be combined into one giant super-station, represented by one one marker, if destroyed, the super-station counts as the loss of all three stations. Both power plants may be combined into a similar giant super-plant.
4. Communications stations may not be placed in rough terrain, nor may the water plant be placed in barren terrain. No more than one installation may be placed in a city port hex. No installations may be placed in EE7 or EFS (landing pad hexes), marsh hexes (type W planet only), or ocean hexes (type O planet only).

Final Victory Points
Compute based on normal final victory points allowed to that player (see Terran or Arachnid points, as appropriate).

THE GENERAL

2. Terrans must destroy or capture at least one Arachnid Brain or Queen, or they cannot win regardless of points.
3. Terrans arrive by drop and/or soft landing. They must be retrieved by the end of the game. Time limit of 16 turns.

I. Assault
1. Arachnids must be informed that there are no Humanoids in this scenario, and that they must have one prisoner cell per brain in each hive complex.
2. Terrans must destroy all queens, or they cannot win regardless of points.
3. Terrans arrive by drop and/or soft landing. Terrans may either consider the entire map a secure perimeter and use a 20 turn time limit, or have no secure perimeter and retrieve force, and use a 26 turn time limit. Terrans must make selection before the start of the game.

J. Occupation
1. Arachnids must be informed that there are no Humanoids in this scenario, and that they must have one prisoner cell per brain in each hive complex.
2. All other conditions same as the early war mission.

K. Recover Prisoners
1. Arachnids must be informed that there are no Humanoids in this scenario, and that they must have one prisoner cell per brain in each hive complex.
2. Terrans must recover all surviving prisoners from cells, or they cannot win.
3. Terrans may arrive by drop, soft landing, and/or overland via any one edge. Map is considered secure perimeter area, but recovered prisoners must be retrieved from the surface via landing boat before the end of the game, or Terran cannot score victory points for them. Time limit of 30 turns.

ADDITIONAL SPECIAL RULES

A. Terran Arrival
1. MI INITIAL DROP: each MI platoon dropped uses a separate direction of launch and individual unit drift procedure. If parts of a platoon are dropped on different turns, each new turn requires a new direction of launch, as well as individual unit drift. The exact turn of drop must be specified before the start of the game, in writing (may be kept secret from the Arachnid player). Location of MI drops need not be specified.
2. SOFT BOAT LANDING: one or more landing boats may transport ANY Terran forces to the surface, using the soft landing procedure, including beacons. Each new turn, a new direction of launch is required for landing boats, but the boat landing on the same turn must use the same direction of launch. The original target HEX and turn of landing for each boat must be secretly noted in writing before the start of the game.
3. OVERLAND: any troops may arrive overland, over any ONE of the four map edges, ONLY if the scenario permits. The edge selected must be noted in writing before the start of the game. Exact quantity of troops arriving on any turn is at the option of the Terran player.
4. SPACEPORT LANDING: in some scenarios, landing boats may use a "Spaceport Landing" instead of normal soft landing procedure. In a spaceport landing, the turn of arrival must be specified. The boat will AUTOMATICALLY land on that turn, without use of beacons, on either hex
### THE GENERAL

**F5** or **E7**, as the Terran player desires. Landing is impossible if any Arachnid demolition charge or Terran demolition charge or nuclear rocket has exploded in the spaceport hex. If both boxes are knocked out, no spaceport landings are allowed, and all boats scheduled to land cannot, for the ENTIRE game. There is no direction or launch or drift in spaceport landings.

5. **BOAT LOADING:** The Terran player must specify what troops are loaded into each boat before the start of the game, as well as specifying the exact contents of each drop. Drops and landings may be cancelled, or boats landed but their cargo cancelled (left behind), but planes cannot otherwise be altered. Canceled forces still count toward initial army value, but are considered surviving fully operational troops, and thus do not count toward the enemy final victory value.

### B. Aircars Transport

1. Aircars may carry up to five MI instead of an engineer squad. A special talent may be loaded with either. An aircar cannot carry both MI and engineers simultaneously.

2. MI transported by an aircar are reduced to 2 MP when loading, and 2 MP when unloading. MI may not load using extended jump movement, but may use extended jump on the turn they unload from the aircar. MI transported by an aircar cannot use any of their weapons, and like engineers, defend as one unit, using the defensive value of the aircar.

### C. Humanoid Leader

1. If any Humanoids are used, at least one worker must be included. Any one worker is secretly recorded by the player controlling the Humanoids as the “Leader” of the Humanoids (use the worker ID numbers).

2. If a Humanoid leader occupies a fortress, no other Humanoids are allowed within that same fortress.

3. A Humanoid leader will automatically surrender if in a hex that contains a fully operational enemy, but no friendly units (fortresses, other installations, disrupted, WIA or KIA friends do not count). When the leader surrenders, he is “captured” and remains in possession of the captor as long as surrender conditions continue to exist. Stunned or disrupted and WIA M.I. cannot capture a Leader, but an MI with heavy damage can make a capture.

4. A captured Leader can be carried by MI like a wounded man. He can be carried by any Arachnid worker or warrior without penalty. A player may not voluntarily direct any weapons at the captured leader, including ranged weapons firing into the hex, which would affect the leader, or explode demolitions that might kill the leader. This limit applies as long as the leader is in a captured state. Capture is permanent whenever the Terran player loads the leader aboard a landing boat and the boat leaves the surface, or whenever the Arachnid player gets the leader into a prisoner cell.

### D. Arachnid Offensive Demolitions

1. The Arachnid player may store demolition charges, in a non-explosive mode, in a brain cell. During the game, that brain's engineer can carry them into any hex of the tunnels, or set them into any hex adjacent to the tunnel net of the brain. This is a special function, and prevents the engineer from opening a breach, building or repairing a tunnel, or performing any other special function. The engineer can move after emplacing the charge, during normal movement. An engineer can only lay one charge per turn, maximum.

2. Once the engineer lays the charge, it is considered active at the end of that special function phase, and can be set off at any time.

### E. Arachnid Cell Creation

Whenever the Arachnid player carries a Terran MI or Humanoid Leader underground, he will immediately create a prisoner cell in that tunnel system to hold the captured man, even if it is a KIA casualty (Arachnids are so unfamiliar with Terrans, they have a difficult time distinguishing WIA from KIA). No special engineer work is necessary, the cell is presumed ready and waiting, but is only drawn on the map when it is put into use.

### MISSION SELECTION KEY—EARLY WAR

| Ace & King of spades | Raid, planet A (AA) |
| 9, 10 of spades | Raid, planet H (AH) |
| 8 of spades | Raid, planet M (AM) |
| 7 of spades | Raid, planet O (AO) |
| 6 of spades | Raid, planet R (AR) |
| 5 of spades | Raid, planet T (AT) |
| 4 of spades | Raid, planet W (AW) |
| 3 of spades | Diversionary Attack, planet B (BB) |
| 2 of spades | Diversionary Attack, planet D (BD) |
| Ace of hearts | Diversionary Attack, planet G (RG) |
| King of hearts | Diversionary Attack, planet H (HH) |
| Queen of hearts | Diversionary Attack, planet M (BM) |
| Jack of hearts | Diversionary Attack, planet O (BO) |
| 10 of hearts | Diversionary Attack, planet R (BR) |
| 9 of hearts | Diversionary Attack, planet W (BW) |
| 8 or 7 of hearts | Occupation, planet A (CA) |
| 6 of hearts | Occupation, planet B (CB) |
| 5 of hearts | Occupation, planet D (CD) |
| 4 of hearts | Occupation, planet G (CG) |
| 2 or 3 of hearts | Occupation, planet H (CH) |
| Ace of Diamonds | Occupation, planet M (CM) |
| King of diamonds | Occupation, planet O (CO) |
| Queen of diamonds | Occupation, planet R (CR) |
| Jack of diamonds | Occupation, planet T (CT) |
| 9 or 10 of diamonds | Occupation, planet W (CW) |
| 6, 7 or 8 of diamonds | Assault, planet A (DA) |
| 5 of diamonds | Assault, planet B (DB) |
| 2, 3 or 4 of diamonds | Assault, planet H (DH) |
| Ace of clubs | Assault, planet O (DO) |
| King of clubs | Assault, planet R (DR) |
| 10, Jack or Queen of clubs | Assault, planet T (DT) |
| 9 of clubs | Assault, planet W (DW) |
| 8 of clubs | Capture, planet A (EA) |
| 7 of clubs | Capture, planet B (EB) |
| 6 of clubs | Capture, planet D (ED) |
| 5 of clubs | Capture, planet H (EH) |
| 4 of clubs | Capture, planet O (EO) |
| 3 of clubs | Capture, planet R (ER) |
| 2 of clubs | Capture, planet W (EW) |

### MISSION SELECTION KEY—LATE WAR

| Ace of spades | Defend Humanoids, planet A (FA) |
| King of spades | Defend Humanoids, planet B (FB) |
| Jack or Queen of spades | Defend Humanoids, planet H (FH) |
| 10 of spades | Defend Humanoids, planet O (FO) |
| 9 of spades | Defend Humanoids, planet R (FR) |
| 8 of spades | Defend Humanoids, planet W (FW) |
| 7 of spades | Evacuate Humanoids, planet A (GA) |
| 6 of spades | Evacuate Humanoids, planet B (GB) |
| 4 or 5 of spades | Evacuate Humanoids, planet H (GH) |
| 3 of spades | Evacuate Humanoids, planet O (GO) |
| 2 of spades | Evacuate Humanoids, planet R (GR) |
| Ace of hearts | Evacuate Humanoids, planet W (GW) |
| King of hearts | Raid, planet A (HA) |
| Queen of hearts | Raid, planet B (HB) |
| Jack of hearts | Raid, planet D (HD) |
| 10 of hearts | Raid, planet G (HG) |
| 9 of hearts | Raid, planet M (HM) |
| 8 of hearts | Raid, planet O (HO) |
| 7 of hearts | Raid, planet R (HR) |
| 6 of hearts | Raid, planet W (HW) |
| 4 or 5 of hearts | Assault, planet A (IA) |
| 2 or 3 of hearts | Assault, planet B (IB) |
| Ace of diamonds | Assault, planet D (ID) |
| King of diamonds | Assault, planet G (IG) |
| Queen of diamonds | Assault, planet H (IH) |
| Jack of diamonds | Assault, planet M (IM) |
| 10 of diamonds | Assault, planet O (IO) |
| 9 of diamonds | Assault, planet R (IR) |
| 8 of diamonds | Assault, planet T (IT) |
| 7 of diamonds | Assault, planet W (IW) |
| 5 or 6 of diamonds | Occupation, planet A (JA) |
| 4 of diamonds | Occupation, planet B (JB) |
| 3 of diamonds | Occupation, planet D (JD) |
| 2 of diamonds | Occupation, planet G (JG) |
| Ace of clubs | Occupation, planet H (JH) |
| King of clubs | Occupation, planet M (JM) |
| Queen of clubs | Occupation, planet O (JO) |
| Jack of clubs | Occupation, planet R (JR) |
| 9 or 10 of clubs | Occupation, planet T (JT) |
| 8 of clubs | Occupation, planet W (JW) |
| 6 or 7 of clubs | Recover Prisoners, planet A (KA) |
| 4 or 5 of clubs | Recover Prisoners, planet B (KB) |
| 3 of clubs | Recover Prisoners, planet H (KH) |
| 2 of clubs | Recover Prisoners, planet T (KT) |
You’ve survived the powerful panzers. You’ve survived the dreadful Stukas. You’ve survived the onslaught of the world’s most feared army. You sit back, contemplate the forces before you and think wickedly to yourself, and now, it's my turn . . .

One of the great satisfactions of playing the role of Stalin in The Russian Campaign is the welcome feeling of relief that comes after enduring the rigors and hardships of the first several years. And then, if you’re lucky or have played well (or both?), there comes a time in the game when the German is finally spent, his armies lying weak and exhausted at the gates of Moscow. Victory has been denied him and all that remains is a shattered army and discouraged commanders. Hitler now faces the burning question that so long haunted Stalin: can I survive? The Russian is now put in the role of the aggressor and it is he who picks the points of attack, it is he who smashes through enemy positions and it is he who marches steadily, inexorably across the board to Berlin and victory.

The question of when the Russian player is 'ahead' is a delicate one, for if he assumes the offensive too early in the game, his valuable Guards and armor will be chewed up by the still strong German panzers. But if he waits too long, not even the most rapid advance will get him to Berlin by the spring of '45. Although somewhat simplistic, many players just total the combat factors of both sides which are currently on the board and compare the figures. If the Russian's total is higher, then he is ahead. But because the potential Russian production capacity is so much greater than the German's, the Russian is really ahead even if he is behind in total current combat factors. Why? Well, just examine the two powers' production capability. Assuming the Germans control two oil wells and have units available in the dead pile, the German replacements will total about 38 factors and the Axis allies about 11, giving a total of 49. In many cases this total will be less as certain replacements will not be available or will be smaller than the ones used for computing the total. The Soviet replacements, on the other hand, are not fixed but are tied directly to the number of production factors currently in play. By July of 1942 this total has reached 20 and by March, 1943 it rises to its high of 22. Of course some of these will have been lost in combat, especially those starting the game in the south. Even assuming those lost plus those due to German luck, there still remains 14 factors of production. As this production is per turn, the yearly rate would be 84, easily exceeding the German's total. After May of 1943 the Russian production is doubled, yielding the rather astounding total of 168 factors per year. On top of this the Archangel replacements can be added (3.5 x 6 = 21) giving 189. Even if Stalin only had 10 factors of production working for him his yearly output would be 141 factors, a figure which makes the Germans' 49 factors pale in comparison. But wait a minute, you say. So what if my potential is greater? What good is that when the German outnumbers me by a hundred factors? A valid point, but generally true only in the first year or two. Examine the following table:

<table>
<thead>
<tr>
<th></th>
<th>At Start</th>
<th>1942</th>
<th>1943</th>
<th>1944</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Ger-203</td>
<td>Ger-245</td>
<td>Ger-269</td>
<td>Ger-358</td>
</tr>
<tr>
<td></td>
<td>Rus-142</td>
<td>Rus-278</td>
<td>Rus-369</td>
<td>Rus-428</td>
</tr>
</tbody>
</table>

The above figures reflect the total possible number of combat factors each side could have at the end of the given year. Losses and replacements are ignored, while reinforcements and the various garrisons are included in the totals. From the At Start forces, it can be easily seen that the Germans will at first greatly outnumber the Russians, especially when coupled with the tremendous losses the Russian must endure during the first year. But as the reinforcements pour in, the potential total quickly rises until it peaks at the end of 1943, where they now have 121 more factors. The implication is that by that time the Russians can lose 121 more factors than the Germans and still be even. When you consider the greater Russian production, things are really looking up. That rather long-winded explanation explains why the Russian can effectively be ahead even though he may be temporarily behind in total combat factors. My rule of thumb for determining who is 'ahead' is total the Russian combat factors and add to it one-half year's production. When this figure exceeds the Germans' total, I move! Obvious exceptions exist, such as in winter, when German effectiveness is cut in half, or when facing large concentrations of German armor with only a small infantry force.

On the Move

Now that the correct (I hope) decision has been made to take the battle to the Germans, one problem often crops up that deserves careful consideration. The German is holding some line (usually a river, unfortunately) and you are about to assault it. But should you mass your forces for one giant attack, insuring a breakthrough, or should you spread your units, attacking in several places, but at lower odds? Consider the situation in Diagram 1. Assume it is September, 1943 and the weather is clear. The northern front has been inactive for months, but you have slowly built up your forces and now, with the anticipated reinforcements and replacements, you have a clear advantage. But how would you attack? (You may not enter hex row M, but may use rail lines up to and including hexes which you occupy.)

Before giving you my answer, let me indulge in a little mathematical hand-waving (anti-math freaks are given permission to skip on to the next section). In this particular example, we have the choice of making one large 3-1 attack, or one 2-1 and two 1-1 attacks, or three 1-1 attacks. The chance for a successful 1-1 attack, assuming that there are enough units available in the second impulse to attack should the first impulse attack result be an A1 or AR, is:

1/3 (EX,DR) + 2/3 (AR,A1,AR,C) + 1/2 (C,EX,DR) which equals 66.7%. A Contact result in the second impulse will also be slightly higher. German will be forced to counterattack in order to hold the river line. The various possibilities therefore for three 1-1 attacks are:

<table>
<thead>
<tr>
<th></th>
<th>3 Successes</th>
<th>2 Successes</th>
<th>1 Success</th>
<th>No Successes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>29.6%</td>
<td>44.4%</td>
<td>22.2%</td>
<td>3.7%</td>
</tr>
</tbody>
</table>

The expected number of successes (the number you would expect to get on the average) is exactly 2.0 (trust me). The chance of never opening up a hole with three 1-1 attacks is an amazingly low 3.7%. Now let's compute the results for one 2-1 and two 1-1 attacks:

<table>
<thead>
<tr>
<th></th>
<th>2 Successes</th>
<th>1 Success</th>
<th>No Successes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>55.6%</td>
<td>38.8%</td>
<td>5.6%</td>
</tr>
</tbody>
</table>

Expected Number of Successes = 1.5

Surprisingly the chance of complete failure increases while the expected number of success drops. The last possibility is one 3-1 attack:

<table>
<thead>
<tr>
<th></th>
<th>1 Success</th>
<th>No Successes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>94.4%</td>
<td>5.6%</td>
</tr>
</tbody>
</table>

Expected Number of Successes = 0.94

The result is actually worse than the second case. From this analysis we can conclude that the multiple low-odds attacks are far superior to one high-odds attack. For the Russian the 1-1 attack now becomes a potent weapon. The one bad feature of low-odds attacks is that your loss rate will be much higher than with the one high-odds attack. Offsetting this is the fact that the German's loss rate will also be slightly higher. As the two primary objectives when on the offensive are to eliminate German units and open holes in his line, this drawback is almost insignificant, especially when you consider the Russian's far superior replacement rate.

The decision has thus been made to opt for three 1-1 attacks (those who don't believe but skipped the previous paragraph had best go back and study it). Examine Diagram 2 for the solution. Note the placement of the reinforcements and replacements, which is critical if second impulse 1-1s are desired when the first impulse attacks fail. In fact, with the given positions, it may be possible to get 2-1 attacks on the units on G-17 and J-17. The only case in which this would not be possible was if the results for all three attacks in the first impulse were A1 (only a 3.7% chance—proof left to reader).

In some cases you may want to take one large high-odds attack rather than several low ones. For instance, if you could assure a breakthrough in the line, you might then be able to surround a large force that you might otherwise not have been able to reach. Another case is where you have a chance to
elaborate several German armored units (always lots of fun).

This principle of many low-odds attacks holds true in the case of just two attacks or for four or more. The point is to attack as many positions as possible, exposing the maximum number of German units to possible elimination and opening up as many holds as possible, forcing the German to stand and fight on unfavorable ground or withdrawing to a new line. When properly executed, this Russian steamroller tactic is literally overwhelming.

The Berlin-Bucharest Connection

Another important consideration in any Russian offensive is the severing of the rail line from Berlin to Bucharest. Once cut, Hitler is trapped in one capital or the other. If the German has waited too long to make his shift to his desired stronghold (usually Bucharest), the war may end earlier than he expects. Most German commanders recognize this danger and garrison the rail line accordingly. Of course this just helps the Russian cause as units that could be reinforcing the front line are wasting away in the rear areas.

The entire southern region west of Odessa appears an easy area for the German to defend. Numerous rivers and high mountains make quick advances difficult. But there are pitfalls, and the Russian commander must be quick to take advantage of any slips by the German. Examine Diagram 3 carefully. How many flaws can you find in the German position? Assume it is a snow month and the Russian forces significantly outnumber the Germans.

Diagram 4 indicates potential weaknesses. Most significant is the potential Russian advance, indicated by hexes marked with an X. No less than eight hexes can be reached that would cut the rail line, assuming successful first impulse attacks. Just by driving back the unit on Y-25 and occupying it, the line is cut by a unit which doesn't even have to contest a German unit for it. (The German units on X-27 and Z-27 are badly placed; they should be repositioned to Y-26.) A second way to cut the line is by means of a paratroop drop. Hexes marked with a P are legal drops which all inhibit rail movement from Berlin to Bucharest (or vice-versa). Incidentally, a sneaky way to get units into Hungary quickly in order to make the Hungarians surrender is to use your paratroops. As all Hungarians would immediately surrender when the unit requirement is met, an unsuspecting German may find himself without some flank protection in a crucial area.

Invasions are often convenient methods for cutting rail lines. If the German unit on FF-28 is weak, an invasion at EE-27 may succeed beautifully. The invading unit can then advance to the rail line or advance to DD-27 in order to surround the unit on DD-26. Or an invasion at GG-28 in conjunction with an airdrop at DD-28 will surround the unit at FF-28. Other units that could be surrounded during the second impulse are on hexes marked with an S. If in the Diagram Hitler is already in Bucharest, paratroopers in DD-28 (all three of them), a large invading unit at EE-27, and a concentrated effort against the front line of the units west of the Z-rows may create insoluble problems for the German. I've never been unhappy about winning a game a few turns earlier than planned!

More on Invasions

I rarely use both of my invasion opportunities in the Black Sea in any one game. I've never used even one when on the defensive, as I like to save one for breaking river lines in the region from Rostov to Odessa when I finally start my counteroffensive, and I like to hold the other like the sword of Damocles over my opponent's head. Saving your last invasion forces the German to constantly garrison the coast line, drawing units away from the front. Once you have used your last invasion, these units are free to move back to more critical areas.

One questionable strategy I've heard discussed is premature invasions and advancement toward Bucharest with the sole idea of releasing the Bulgarian garrisons. The theory is that a later invasion will stand a much better chance of survival as it won't have to face these additional factors. Personally I think this idea is unsound as any competent German commander can adequately garrison the coast with less factors than were originally released.

Creating Weaknesses

Assume it is March, 1945 and you are presented with the situation depicted in Diagram 5. The weather is clear but you only have two turns in which to eliminate Hitler and occupy Berlin to win the game. At first glance the cause seems hopeless.
Infantry is retreated to F-32 (via Berlin, a legal maneuver verified by Avalon Hill). The weakness is now on F-32, but as the defending unit is stronger the best odds achievable are 4-1. A 4-1 at least assures you of a Contact, however, and this is more desirable than an Exchange, as it leaves more factors adjacent to Berlin.

Thus seemingly impregnable positions can be broken by use of this tactic. In fact the chance of one or both of the critical 1–1s succeeding is 55.6%, which is considerably better than the other strategy yield of 4%! 

**Talvisota**

Even when on a major offensive, I avoid any tarttuote ("winter war") in Finland. For that matter, I also avoid any spring, summer or fall wars in Finland as those people are just more trouble than they're worth. The Finnish army, such as it is, just sits quietly behind the river at A-11, impervious to anything but a 1–1. Even a 1-1 is going to cost at least 20 or 22 factors and if that does win, the Finns are only slowly pushed back into their capital. Once they get entrenched there, you're faced with more 1–1s. The amount of factors involved and time necessary to secure Finland seem futile when you consider that Finland falls automatically in September, 1944. (This assumes you control Leningrad, but if you don't control Leningrad, what are you doing attacking Finland?) So leave them alone and hope they'll leave you alone. Five or six factors on B-10 is usually enough to deter them. Eventually Manne-heim will realize the error of his ways and you'll get your share of a Rommel from the frozen North.

**Optional Questions**

With the advent of the second edition rules for THE RUSSIAN CAMPAIGN many previous ambiguities were cleared up and new rules and scenarios added. One new optional rule is the Sudden Death Victory Conditions in which each player secretly selects one objective (city, oil well or elimination of a unit) for each year. If during the first clear weather turn of a given year, a player controls both his own and his opponent's objective for that year he immediately wins the game. This rule solved very nicely the myriad of draws that occurred due to the rather restrictive nature of the first edition victory conditions. A weak position can suddenly be turned into a sudden victory because of a well planned and well executed attack. The rule has only minor drawbacks, which I shall discuss later.

For the year 1942 the Russian must select Sevastopol, Kalinin or Kharkov for his objective. Generally Kalinin is the best selection as the other two targets lie in the south and most Germans concentrate their initial thrust in that area because of the three production centers. Kalinin is also easier to defend as it lies near Moscov, a source of many replacements, and any German trying to reach this rather remote town may find himself badly bitten during the winter months preceding the spring of '42. Of the three German objectives, Leningrad, Bryansk and Dneprpetrovsk, Bryansk is the most likely choice. It is not a major city and may lose Germans like to use that area as a winter staging area. On the off chance that the German has selected Dneprpetrovsk, I like to garrison that city as heavily as I safely can. The German may be forced to attack that city rather than the production cities of Kharkov and Stalingrad in order to protect that year's objective.

1943 brings three objectives, Voronezh, Moscow and Stalingrad, which can cause serious problems. If the war has gone well for the Germans in 1942, he can expect to land three or four of these cities and hold it by spring. The trick is to guess right. I prefer Moscow simply because it is the hardest city for the German to take, and loss of the Russian capital usually spells doom anyway. However, large garrisons in the other two cities and fronts toward them will help cloud the issue. German commanders tend to pick Kharkov as their 1943 objective (Leningrad and the oil well on PP-13 are the other two) because it is the easiest to take in the early years and the easiest to defend when the Russian counter-offensive strikes. Keep a careful eye on which city the German seems paranoid about. If you think you know his objective, it might be worthwhile to launch a minor offense there to see if he has any chance to take it, the German will be forced to withdraw troops from other areas to protect against your threat. At no point, however, should the German's possible objective be sought to the detriment of your own. As long as you hold your own objective you're not lost, but if the German holds yours, it's very unlikely that you will be able to take his.

1944 presents the most difficult choice to the Russian: Leningrad, Rostov or Kursk. If the war has gone well, the hiding problem is usually enough to deter them. Eventually Manne-heim will realize the error of his ways and you'll get your share of a Rommel from the frozen North.

**Diagram 5**

"Can Berlin Fall?" (March, 1945)

There is no chance to get better than a 1-1 on any of the units in the region of Berlin and Hitler himself is in a position where no less than 56 factors is necessary to attack at 1-1. A casual or discouraged Russian may give in and settle for a draw without even playing the game out. But there does exist a fair chance for a win. Do you see it?

The problem is that the German position is too strong. In order to get a 1-1 against Berlin you must first drive back both groups on D-30 and F-31 (only a 11% chance) and then win your second impulse attack against Berlin (33% chance), assuming you can muster the troops to do it. The chance of both these events occurring is less than 4%. Clearly something else must be done. The answer is to create a weakness where none existed before. Take your 1–1s against the stacks in question, but the key is to handle the German retreats in a manner detrimental to him. For example, if you win your 1–1 on D-30, retreat the 39th Armored and 23rd Infantry to B-30, but retreat the 54th Infantry to D-32. (Of course if the result was an EX the 54th would be eliminated, in which case you would retreat the 23rd to D-32.) Now you can move in against this weak unit and place units adjacent to Berlin on D-31, soaking off from E-30. (See Diagram 6.) The units in Berlin will now be forced to attack at low odds and may retreat themselves, killing Hitler in the process as well as opening up the door to the German capital. In Diagram 5 I have assumed the results of the four first impulse attacks against D-30, F-31, H-31 and J-31 to be DR, A1, C2 and AE, respectively. The retreat of the units defending F-31 is critical. The 8th Guard Armored and 1st Guard Armored are retreated to D-30 (the attack on D-30 has already been executed), and 6th Guard Armored is retreated to G-29 and the 59th Infantry is eliminated. The attack against the units on B-30 is not so much to eliminate them as it is to establish a position for the 8th and 9th Guards to prevent those two German units from easily participating in a counterattack against the Russians on D-32. Should the Russians lose the attack on B-30, the retreating units should go to C-31 (and D-30 if both survive). Note that if the attacks against F-31 or H-31 are successful, those units will be eliminated. The order of attacks is of paramount importance. The 6-1 against the 54th should be taken first, while the soak-off (expensive, but well worth it) should be taken last.

**Diagram 6**

"Weakness on D-32" (April, 1945)

If the original 1-1 against D-30 fails, there is always the chance of the 1-1 against F-31 succeeding. Then a similar situation to that shown in Diagram 6 can be created. The 3rd Armored and 43rd Infantry are retreated to D-32 while the 8th
The General

A.H. Philosophy... Continued from Pg. 2, Col. 3

Bruno Sinigaglio have been characterized by our falling all over ourselves trying to give the game away to the other fellow when one of us makes a mistake. It is this type of commodity which is the ultimate prize to be gained in wargaming or any hobby grievance.

One problem thus addressed, let's turn to some more as provided by letters from the readers.

Dear Mr. Greenwood,

I hate to trouble you with some complaints you probably have no control over but, as the Avalon Hill public relations man so to speak, I will now commence to jump on your back.

I've been plugging seriously for about two years now and have subscribed to the GENERAL during that period. As I read through your magazine I can't help getting the feeling that I've missed some new board for FRANCE '40 and trying to catch on. For example, the old Russian set-up for STALINGRAD you say. Huh, hold on a minute, what standard Russian set-up? That's the image you have. The cliché usual moves for AKI KORPS. I've been trying to piece together moves for A.K. series replays but, I'm not able to do so. "the usual opening moves for AKI KORPS?"

There is also the matter of the lack of articles on some very good games. For example, BATTLE OF THE BULGE is just about your best game (in my opinion anyway) but, the only thing you've printed in three years is a variant. I can't really complain about FRANCE '40 since I remember one meager article about back. Then there's everyone's hate game with the possible exception of a Mongolian milkman in Jefferson City, Missouri) KRIEGSPIEL. Surely there is something to make this game worth playing. In general, as far as old games go, I see "all can be hardcore gamers" (this is kinda interesting, Mr. Mueller and his hardcore gamers feel "passed by" while I feel sort of left out). Your newer subscribers are thirsting for old information. Some more booklets like that on PANZERBLITZ would be great.

Now for a rather direct question. Why don't you give a direct answer? Your question about ORIGINS going south... that's simply no problem. It is not that I have not one, not because we ran out of space. Regardless of how much you pay for the magazine we are limited to a maximum size of 36 pages plus inserts due to the limitations of our binding equipment. Getting well written, legally played, and correctly illustrated replays is not easy. Even when one is presented to us with well written comments, documented moves, and embracing good legal play (which isn't often) we still have to devote weeks to the commentary and illustrations. We must have at least one, we print it... when we don't we won't.

Another reader, James Cohen, voices a related complaint about the GENERAL's content but follows a different tack in laying the blame on management. His version is what we believe to be a commonly held misconception on the part of many readers.

Dear Mr. Greenwood,

The reason I am writing this letter is to finally express a complaint that I have had about the GENERAL for the last couple of years. My complaint is concerned with the fact that the magazine devotes so little of its potential (literally) of every issue of the GENERAL to one game, usually a new release. I understand the importance of advertising new games, but the way it is now, unless a reader has the one game that you're pushing this month, they might as well turn to page 18 and forget the rest.

Sure, having three or four, or 5 pages articles on a new game is good for sales, but won't one or two, 2 or 3 page articles and a picture on the cover be just as good? I think it would. You should adopt a policy of: a. not having more than two articles on the same subject, b. not having more than 1/4 of the magazine devoted to one subject, c. have at least one or two articles per issue on a "classic".

The GENERAL is printed for two main reasons: to make money for the management (as you called them in Vol. 14, No. 5) by advertising new games, and the pleasure of the reader which has been greatly neglected in the past. I would like to see pages devoted to a game he doesn't have? Does the average reader like to see the vast majority of his games totally neglected, in favor of some two or three relatively new games that are selling well? Does the reader like to see the question box occupied by questions concerning the very game that is just being released?

James E. Cohen
Louisville, KY 40207

Mr. Cohen's gripe certainly makes a lot of sense on the surface. Unfortunately, it has absolutely nothing to do with the way I edit the magazine. Management has never dictated what topics should be featured, or even included in the GENERAL. Responsibility for subject selection is mine and mine alone. Were this not the case I would relinquish the post in short order. Any kudos or brickbats for the magazine's content belong exclusively to me.

Why then, do I persist in devoting half of every issue to new games? Am I trying to push the feature status to new games? It just so happens that the new games are the easiest for our staff to write on with any degree of expertise. Having just concluded a year's exclusive study on a particular game, the next one will be thoroughly used in the wherewithal to write a feature length article on that subject. Oftentimes, they have a host of information which for one reason or another didn't make it into the game. The opportunity to use this information in a GENERAL feature is too good to pass up. Why does the feature article have to be staff written? It doesn't, we love to feature free lance material from the readership but once again I must resort to the standby—you can't publish what you don't have. If everyone shares your disinterest in the new games and clamors for more material on the older titles, then why is the bulk of material submitted by the readership based on those same new games? Believe me, I'd love to feature more material on older games and a greater variety of subject matter. I'm limited with what I have to work with. My responsibility to the readership, as I see it, is to present the highest quality material available in a professional manner. That goal can't be fulfilled by publishing non-existent or poorly written material. If the material is just that, then they should get moving and submit some quality material on the games they'd like to see covered.

More importantly, I do not agree with Mr. Cohen's premise that the concentration on an in-depth coverage of a new game is all that bad. What he considers weaknesses in the GENERAL's format, I perceive as strengths. It seems eminently practical to concentrate on a particular issue of the magazine to contain the answers to the most frequently asked questions of a particular game via the Question Box. Especially when in that same issue the reader can count on finding a R.B.G. analysis of the game as well as design commentary, strategy, variants or perhaps some historical data all on the same subject along with a contest to test his skill. This seems considerably easier than having to sort through a dozen different issues looking for an R.B.G. here, a contest there, questions & answers somewhere else, etc.

Besides, I believe the vast majority of the readership appreciates the in-depth coverage of a new game which allows them to really see what they're going to get for their money when contemplating a purchase. The present format offers far more to the majority of the readership in my estimation. At the same time, we try to offer as much variety as possible in the rest of the magazine. By going to a standard policy of 4+ pp. of inserts we have expanded the GENERAL to its maximum size and are trying to cram those same new games? Believe me, I'd love to feature more material on older games and a greater variety of subject matter. I'm limited with what I have to work with. My responsibility to the readership, as I see it, is to present the highest quality material available in a professional manner. That goal can't be fulfilled by publishing non-existent or poorly written material. If the material is just that, then they should get moving and submit some quality material on the games they'd like to see covered.

I am the first to admit that I'm not entirely happy with the article mix of the GENERAL as it is presently constituted. The matter of keeping both the "Old Guard" who have subscribed to the magazine from day 1, and the vast influx of newer readers happy with the same 38 pages is a problem with no real solution. The wants and dislikes of the two groups tend to be mutually exclusive. It would help however if veteran writers would overcome the fault of overgeneralization and not take for granted that the audience knows what "standard" or "accepted" moves are. This lack of detail is the biggest fault shared by wargaming authors today and is one of the major reasons I return so many manuscripts without a decision. As to the article mix itself, I don't write them... I just choose the best of what's presented. Were I to receive an outstanding BULGE or FRANCE '40 article I would publish it in the next available issue. I can't publish what I don't have. As to KRIEGSPIEL, I doubt any of our readership possesses the necessary literary skills to get me to devote space to a subject which is commonly accepted as the joke of the industry. Publication of more Wargamer's Guide books would not help the in-depth study of the old titles and also lessens the problems caused by our continually dwindling stock of available back issues. Work is already in progress on STALINGRAD, AKORPS, THIRD REICH, PANZER LEADER, and DIPLOMA- CRY. In the future, there will be GRAND TACTICS. An offer for a new project, we'll have a low priority.

Page 31
The GENERAL

number of counters that can be "handled" comfortably-somewhat subjectively, I would place this at 1000 tops (of course that is total, not per side). 2) to the maximum board size that can be deployed on a medium-large kitchen table. All space (available to one person) there, again I would subjectively estimate that his would be around 48x36 inches (probably the single biggest reason why the "mainstream" gamer will never be satisfied with the near impossibility of finding a place to set them up in). I appreciate your hearing me out on these matters and I hope that they might have an influence on some of your gaming decisions. I have been playing AH games for a decade now, and I hope that both you and I will be around for the next decade when I can write you again.

Thomas Shylker
Las Vegas, NV

ORIGINS RELEASES

This being our last chance to communicate with you before the big doings in Ann Arbor, we thought you might appreciate a progress report on what we're going to unveil there. This is by no means a concrete assurance of what we'll have finished, but it is more accurate than earlier listings. We reserve the right, of course, to hold back anything not completely to our satisfaction in favor of a later release date.

CROSS OF IRON, the first gamette in the SQUAD LEADER series, should be ready, but will probably sell for $10.00 rather than the earlier predicted $11.00. A projected release date is August 30, but the contingent plan has been expanded to eight and the component list has greatly enlarged, necessitating the price increase. "A RISING CRESCENDO" has been renamed CRESCENDO OF DOOM and has only a 50/50 shot at making it. It may be the best chance we can offer for a better price if we decide to offer the two together as a package deal.

BISMARCK is progressing nicely and should have no problems making the show as scheduled. GUNSLINGER, on the other hand, has been shelved temporarily in favor of MAGIC REALM—a fantasy offering with the largest art budget an AH game has ever enjoyed. The rising interest in fantasy which has given such priority to MAGIC REALM may also mean that TRIREME and CRESCENDO OF DOOM will be delayed until the fall. The designer insists he can be finished by ORIGINS, but it would mean going to press with less playtesting than we'd like.

THE LONGEST DAY is still scheduled for ORIGINS release, but problems caused by government restrictions on forward planning maps are causing alarming delays which could well ruin our best laid plans.

And now for the biggest groan... THE RISING SUN will not make ORIGINS. The game has progressed a long way since Frank Davis joined us, but not as fast as we'd like it. If another 3 months will make a difference between a good game and just another game, we'll opt for the former.

SQUAD LEADER... Continued from Pp. 23. A concluding evidence, but after casual reflection it seems fairly safe to say that luck played a minimal role in the outcome.

In my estimation, the turning point came during the German 2nd Turn Prep Fire Phase when he failed to fire his "game". These unfortunate creations are the result of 1) a misguided belief in the efficacy of the designer to recreate history simply by adding more units and map area, and 2) the ultimate pacifier to the realization of all the "wars" freaks.-house. (You never win if you try). When you can handle and 'mass' should be contained within the rules and charts of a game, not 1, repeat, not within its components. Simple massivity of scale in terms of the "mainstream" gamer's perspective of a realist, a lone, alone good, game. Third Reich is an excellent example. Although it is only a "large" game, the combinations/variables/realm of play is very good. In short, I feel that you should limit your "monster" games in two respects: 1) to the maximum
Welcome to the Indexing page...
**READER BUYER'S GUIDE**

**TITLE**
GETTYSBURG '77 Edition

**SUBJECT**
Tactical Representation of the American Civil War Battle

**$10**

GETTYSBURG "77 garnered a cumulative rating of 3.04, which placed it 26th among the 37 games rated to date. GETTYSBURG "77 is a bit difficult to rate because it consists of three different versions: Introductory, Intermediate, and Advanced. That, in itself, is not all that revolutionary, but the fact that each version utilizes a totally different game system is. Usually advanced versions just add more complex rules to an already established game system, but in GETTYSBURG "77 you learn an entirely new game when you move on to the next level. This caused considerable confusion as ratters didn't know on to the next difference. In itsclf, isnote all that revolution-

**WHAT THE NUMBERS MEAN:** Put simply, the results can be considered like this: Anything under 2.00 is pretty bad, 2.00 to 2.24 is acceptable, 2.25 to 3.04 is excellent; 3.05 to 3.24 is good, and 3.25 to 3.49 is very good. Anything rated higher than 3.50 indicates a dice deficiency and should either be rewritten or dropped from the line.

1. **Physical Quality** .......................... 2.52
2. **Mapboard .................................. 2.48
3. **Components ................................ 2.50
4. **Ease of Understanding .................. 4.32
5. **Completeness of Rules ................. 3.79
6. **Play Balance ................................ 3.07
7. **Realism ...................................... 2.46
8. **Excitement Level .......................... 3.02
9. **Overall Value ................................. 3.21
10. Game Length ................................. 4 hr., 36 min.

**THE GENERAL**

**Q:** How does Crefceque HQ start? Can it be achieved? **A:** Can be achieved in the '30s, but then again, even in the '30s, it's a difficult move to get on top of the map; it requires a very high score to be achieved.

**Q:** What is the Sea Movement Concept? **A:** No. The Allied 2-2-3 unit in the example should be 2-7-3.

**Q:** Where does the HASS York enter the game? **A:** On the red dot in the F-26 (not F-25).

**Q:** If a German 9-9-4 parachute battalion is defending, suppose the Allied player obtained an "EX" result after attacking. Does the German have any chance to reach the "EX" result from the 9-9-4-4-4 rule?

**A:** No. The German player has the option of breaking down the battalion; he is not required to do so. In this case, the German player does not break down the battalion and consequently loses nothing.

**Q:** If the Allied 2-2-4 attack an Allied 2-2-2 and a coastal artillery unit in the same hex at 1-3, does it turn an "EX"? If the Allied player removes one 2-2-4, the Allied player must remove the 2-2-2. What happens if the German player removes 2-2-4?

**A:** Since all of the defending units are turned into one combined defense strength, the Allied player removes the 9-9-4-4-4 rule if the German player removes 2-2-2. If the Allied player removes two 2-2-2's, he is simply wasting a unit.

**AVONAL HILL RBG RATING CHART**

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against others, we use it only as a generalization of overall rank. By breaking down a game’s ratings into individual categories, the gamer is able to discern for himself where the game is weak or strong in the qualities it values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

**COMING UP NEXT TIME**

**IN AUGUST**

**RICHTHOFEN'S MANEUVER CARDS**

Vol. 14, No. 4 of the GENERAL, printed a variant for RICHTHOFEN'S WAR which features the use of a deck of 22 maneuver cards to augment the mechanical movement system and add a degree of uncertainty and excitement to the game. Not just a random deck, each of the maneuver cards is dependent on specific factors such as terrain, alignment, attack position, and pilot skill. Using the maneuver cards one can more vividly execute the classic maneuvers of the day: Barrel Roll, Falling Leaf, Flat Spin, Immelmann, Loop, Nose Dive, Side Slip, Tight Circle, and Vertical Spin in an attempt to not always successfully get on the enemy's tail, rather than just trade shots.

This 22-card deck is professionally illustrated and printed and available from Avalon Hill with instruction sheet for $2.00 plus usual postage and handling charges. Maryland residents please add 5% sale tax.

**THE QUESTION BOX**

**Q:** Is the strength of the V-30 AA unit in range of aircraft from 8-19 AA units? **A:** Yes. The effects of AA units are determined at the start of the turn and attempt to execute aircraft missions. If the AA unit is neutralized before the bomber's turn, the bomber will not attempt to execute the aircraft mission. If the AA unit is still functional at the moment the bomber attack is resolved, the bombers are fired at. This would be a 2-2-3, 9-9-4 for the bomber mission was the AA unit.

**Q:** If there are five stacking points of German infantry occupying Maleme Airfield at the beginning of the German player segment, how many air units can land at that airfield during the air landing segment? **A:** Only one stacking point may land that turn. This is how many air landing units may not stack over their initial placement on the map. Note that an exception to this restriction is allowed in the case of stacking rules which apply only at the end of the movement and combat phases. Airborne units that drift and overstack are not eliminated until the end of the movement phase.

**Q:** May the 42 Coy REF REexecute demolition procedures while loaded in the track unit? **A:** No.

**Third Reich**

**Q:** Must the Sea Escort for a transoceanic SR be based in the port of embarkation? **A:** No — why is the Naval Movement Phase so important? Even if you plan to use your fleet for Sea Escort, you will need to plan ahead to have it in the right ports for the SR phase.

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The Third Annual Greater Los Angeles Simulations Convention will be held June 30, July 1, and July 2 on the campus of CSU Northridge. Tournaments, miniatures, and super-games will be featured. GLASC III will also host DipCon XI. Admission is $2 for pre-registration and $3.50 at the door. Dorm rooms will be available. Make checks payable to Fred Abrams. For more information write to: CSUM Simulation Gamers' Assoc., P.O. Box 163, Northridge, CA 91328.

John Hill, designer of SQUAD LEADER, is scheduled to be the guest of honor at KAL-CON '78, September 2nd and 3rd in Kalamazoo, MI. Many board game tournaments and miniatures games are being planned. Details are available from Tod Kerschner at 615-327-6420.

THE CITADEL, a hobby shop in Groton, CT, is sponsoring a RUSSIAN CAMPAIGN PBM tournament. The format is envisioned as a field of 16 entrants in single elimination competition. Each match will involve a double game (i.e. players play one game as the Russian and the other as the German) played simultaneously using common die rolls for weather and Archangel replacements. The winner will receive $100 worth of merchandise less shipping and sales tax (CT residents only). Entrance fee is $5.00. For more details send a stamped, self-addressed envelope to: THE CITADEL, 171 Bridge St., Groton, CT 06340.

The RHODE ISLAND MILITARY MODELERS & WARGAMERS ASS'N appears to have their act together too. At least President Leo Walsh's professionally printed card gives that impression with its motto: "With true understanding comes the ability to avoid actual conflict." Those in the Rhode Island area looking for organized competition should contact Leo at P.O. Box 7, Shannock, RI 02875.

The PLAY-BY-MAIL Systems Exchange Club has been formulated by Lee Bartwell. To join, just send him a PB system for any AH game in which a PB kit is not currently available. Also include a SSSE and you'll get copies of other systems sent in by other members for other games. Contact Lee at 169 Homestead Blvd., Mill Valley, CA 94941.

Those sending in potential contests for our puzzle editor shouldn't expect to hear from us until we've actually published your contest situation. The publishers of several years in some cases as all puzzle submissions are filed according to game and judged only when we are looking for a contest utilizing that particular game. Readers are invited to continue to submit potential puzzles and suggested solutions in the future. Remuneration for published puzzles will be paid regardless of when they actually are received.

Infiltrator's Report

Every once in a while excellence should be recognized and companies should pay tribute to the players instead of the other way around. Such is the case here as we salute Charley Cottle (above) for winning the prestigious armor miniatures and Outstanding Tactician award three years running at ORIGINS. Yes, Charley plans to attend ORIGINS IV in Detroit to make it four in a row.

We must extend our apologies for not responding to all of the hundreds of volunteers who offered to playtest our new products. We were simply snowed under by the number of highly qualified and interested gamers. We truly wish we could have used all of those who volunteered but it just wasn't possible. Thank you for offering and we hope you'll be just as interested next time we take applications.

The results of the Best Game Awards voting in the British magazine GAMES & PUZZLES once again found Avalon Hill games in dominant positions with three making the TOP 20 list. Heading the list for the second straight year was DIPLOMACY followed in the number 2 spot by KINGMAKER. Rounding out the AH representatives was ACQUIRE in 19th place following a year's hiatus from the Top 20.

Empire: A Complete Rulesbook and Reference Source to the Napoleonic Wars 1796-1815, by Scotty Bowden (1977 edition). Empire Games, P.O. Box 5462, Arlington, Texas 76011. $10.00. 101 pages.

Although aimed entirely at miniature players, this is a book that will prove of interest to anyone interested in wargaming in the Napoleonic period, primarily because of its excellent descriptions of the armies of the various combatants. Without going into extensive detail, suffice it to say that EMPIRE is in a scale of 60/1, and suitable for 15, 20, 25 and 30mm figures. The author expects that each player will generally command from a division to a corps, or from 1,500 to 40,000 men (250 to 700 castings).

All movement, fire, and combat in EMPIRE is simultaneous, with units carrying out pre-planned orders as designated by the players. All charts in the game use 20-sided dice for results, with fire, morale, movement, regimental integrity, ability to form squares, close action, and much more. The rules differentiate between the fighting and organizational structures of the French and all of their enemies, as well as the minor belligerents (i.e. what other set of Napoleonicics can you find rules dealing with the Turks?). Each battalion or squadron-sized unit is classified by its size, fire value, and morale. There are also tables showing the maximum percentage of each army that can be line, light, grenadiers, jagers, etc., with quite a bit of detail (the Austrians, for example, can have 9 different types of infantry and 6 different types of cavalry).

Each nation has several pages of commentary devoted to its military system, which is most helpful to anyone seeking an understanding of why that nation's troops fought as well (or as poorly) as they did.

In summary, this is an excellent reference and rule book for Napoleonic wargamers of every description, and well worth purchasing. The only criticism one might find is in the incredible number of spelling errors.

NAPOLEON AT BAY: 1814

One of five excellent military studies of Napoleon's campaigns, this volume was written in the early years of the present century. The author belongs to that school of detailed narrative historians, and this work is one of the best accounts of the campaign of France 1814 available. Petre deals at length with the military and diplomatic events of 1814. Included is extensive data on strengths, movement and organization of all the armies involved. The maps are precise and adequate, and enhance the work when continuously referred to while reading the text. This book is a must for all Napoleonic enthusiasts, and in particular, for those interested in the 1814 campaign.


GRIP DEPT.: Those of you sending in opponents Wanted ads which are not printed on the proper form or a photocopy of same are just throwing your quarters away. We will not take the time to rewrite your advertisement onto the proper form for you. Those not wishing to send coins through the mail may make their 25c token want-ad payment in equivalent amounts of uncanceled postage stamps. Readers are also cautioned that "for sale" type ads are accepted only when they apply to discontinued Avalon Hill games. Any non-qualifying ad will be rejected without refund.

The winners of Contest No. 81 who detected the missing German squad and came closest to occupying and defending the stone buildings necessary for victory were: J. Stahlher, Silver Spring, MD; B. Meisel, Balto., MD; P. Politi, Palatine, IL; J. Wirt; Chula Vista, CA; D. Carey, Rockaway, NJ; J. Lewis, St. Paul, MN; J. Wells, Seattle, WA; C. Farnham, Holt, MI; O. Nolte, Ridgewood, NJ; and P. Koch, Lincoln, NE.
OPPONENTS WANTED

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GENERAL BACK ISSUES

Only a limited number of GENERAL back issues are available for $3.50 each plus normal postage and handling charges. Due to low supplies we request that you specify an order for any selections you make. We reserve the right to limit lists. Names and addresses of subscribers are not retained. Orders should include the names of all persons to whom the back issues are to be sent. Normal orders are filled in the order received. Any orders not picked up by January 1, 1977 will be shipped.

The index below lists the contents of each issue by subject matter: features are designated with an "F." Readers are advised to order the back issues they want before they are sold out. The numerical listing should assist readers in finding specific articles. The numbers following each listing are the page numbers on which the article is located.

Vol. 11, No. 1 - "1976," Axis, miscellaneous, Panzerblitz, Chancellorville, Panzer Leader, Slagard, Tactics II... 27

Vol. 12, No. 2 - "1977," Axis, miscellaneous, Panzerblitz, Chancellorville, Panzer Leader, Slagard... 30

Vol. 13, No. 3 - "1978," Axis, miscellaneous, Panzerblitz, Chancellorville... 36

Vol. 14, No. 4 - "1979," Axis, miscellaneous, Panzerblitz... 42

Vol. 15, No. 5 - "1980," Axis, miscellaneous, Panzerblitz, Chancellorville, Panzer Leader... 48

Vol. 16, No. 6 - "1981," Axis, miscellaneous, Panzerblitz, Chancellorville, Panzer Leader... 54

Vol. 17, No. 7 - "1982," Axis, miscellaneous, Panzerblitz, Chancellorville, Panzer Leader... 60

Each back issue is comprehensive in scope, covering all major events, battles, and operations of World War II. The back issues are available at a discounted rate of $3.50 per issue plus normal postage and handling charges. The issues are mailed in a protective envelope and are shipped via first-class mail.

Orders should be sent to: Panzerblitz Changioville, P.O. Box 78, Des Moines, IA 50306.

The back issues are limited in number and are available on a first-come, first-served basis. Orders must be received by January 1, 1977 to ensure prompt delivery. Any orders not received by that date will be shipped on a later date.

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