Avalon Hill Philosophy Part 68

Every once in a while in this business, you have to eat some crow and we got some liberal helpings of it at ORIGINS '78 this past July. If you recall, back in April we did a promotional 8-page combination spread of our softball team, ORIGINS '78 events and upcoming releases. Although we went on record that some of the games might not make it in time for ORIGINS, even we did not expect that we'd fall as short as we did. When the record crowds at Ann Arbor descended on the exhibition area with cash at the ready, we faced them bravely with only two of nine promised titles. The most frequently asked question was: "Wha' happened?" Briefly, here's wha' happened.

CROSS OF IRON was our only new wargame to make the cut and the usual jokes about wet ink weren't all that far fetched. The concept for the gamettes had undergone great changes since we first proposed them a year ago. Not just hastily thrown together collections of new maps and counters, CROSS OF IRON with its massive new armor system grew into a major design and testing process that matched or exceeded the development of SQUAD LEADER itself. As a consequence, the project grew until it took on all the physical and time costs of a full scale AH game—which it is, except for the oddity of being a game based on another game. In any case, CROSS OF IRON didn't take 6 months as was initially planned, but an entire year. The second kit A RISING CRESCENDO (since renamed CRESCENDO OF DOOM) was set back according to the many changes given CROSS OF IRON will now have to undergo a second playtesting period. Don't expect it before next spring. As for CROSS OF IRON, although many expressed surprise at the cost ($12.00), we sold out of the 350 copies on hand during the first 4½ hours. Reports of the game being scalped thereafter for $25.00 a copy were probably exaggerated, but did lend a considerable buzz to the exhibition gloss.

STATIS-PRO NBA BASKETBALL was the only other new title released at the show. For a $15.00 price tag at a wargame convention it moved rather well. The other STATIS-PRO sports games... 1977 Major League Baseball, and Great Pennant Races are still being sold in their original STATIS-PRO packaging.

BISMARCK didn't make it to ORIGINS, although printer's proofs of the games' various components did and drew quite a few favorable comments. The game was essentially done, but the Advanced Game version had yet to be thoroughly tested. We decided to withhold publication pending a complete mail playtest. It should be available before Christmas on a mail order basis and in retail outlets the following spring. The price has been set at $12.00.

THE RISING SUN may be redubbed THE SETTING SUN if we don't finish it soon. The game, which went into its final testing stage before mail playtest, will probably keep it out of print until the spring. When it's gone, we'll breathe a sigh of relief and proclaim "never again." Making a playable game of this monster may end up being far more trouble than it is worth. We certainly won't tackle anything this involved again in the near future.

MAGIC REALM pulled a disappearing act on us when designer Rich Hamblen fell ill in late June. We did display the artwork for the game at ORIGINS and hope to conduct a mini-playtest session at GENCON. If all goes well, the game should be available by mail before Christmas, and in the retail pipeline shortly thereafter. We spent a small fortune on artwork for this game and have decided against releasing it until we can test it more thoroughly. Just how much we spent on the artwork will become obvious when you see the $15.00 price tag. Ah, inflation... will you ever end?

THE LONGEST DAY should have been called THE BIGGEST JOKE based on any expectation that it would be available for ORIGINS '78. ORIGINS '78 would be closer to the truth. It is tentatively being scheduled for Spring release. Randy Reed is doing his usual impeccable research job and has acquired enough data to fill a dozen books. The first real AH "monster" game leaves us with one overriding, unanswered question... will anyone play it, but rather, will anyone be able to pick it up? A monster game with mounted mapboards is not only a hobby first, but would probably be a sizable buy to the wallet as well.

TRIREME fell victim to the fantasy craze. Despite being all but ready for a by-mail playtest, the game was shelved in favor of work on MAGIC REALM. When progress will resume is open to conjecture, but surely not before MAGIC REALM is completed, and not prior to 1979, in any case. GUNSLINGER, incidentally, has an identical status, being another of Rich Hamblen's designs.

REGATA fell victim to the Wargamer's Guide to DIPLOMACY, which did get done. Nevertheless, this old 3M favorite should make it into the new Sports Illustrated branch of Avalon Hill before Christmas.

"Hoope, no MAGIC REALM, no BISMARCK, CROSS OF IRON is sold out, but let me tell you about our fantastic Statis Pro Basketball..."

As to the show itself, it can be safely said that ORIGINS '78 far surpassed its predecessors in size, facilities, organization, and just about any other category you'd care to mention. Metro Detroit Gamers put on a simply fantastic show in proving that a hobby organization can do even bit as good a job of running a convention as a major gaming company. In fact, they showed they could do it a lot better! Only the lack of air conditioning, failure to mail the excellent program to pre-registrants in advance, and an otherwise flawless conference. Attendance estimates were in the neighborhood of 3,600-4,000, a figure well substantiated by our ability to set a new sales record despite having only two new offerings as opposed to six the year before.

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PANZER LEADER, 1940

With all of the fine games currently available today on almost every conceivable subject, variants have to be presented with class to have any chance at all of meeting with anything approaching common usage. Paper counters and unmounted mapboards are fast becoming a thing of the past. A game worthy of one's time these days almost has to include die-cut counters and other physical accompaniments to attract your attention. Therefore, we've backed up Mr. Cruz's application of the PANZER LEADER game system to the 1940 Battle for France with a set of full color, die cut playing pieces. This sheet of 192 3/16" counters can be obtained from the AHparts Dept. for $2.00 plus the usual postage charges.

When coupled with the background data contained in the following article, the original PANZER LEADER rules and mapboards, and the ten additional scenarios contained in the special insert in this issue, PANZER LEADER, 1940 comes close to approaching the status of a new game—certainly at least that of a very classy variant.

The battle for France in 1940, for all its brevity, is probably still one of the most fateful events in modern history. Just think of it: At daybreak on May 10, 1940, France was the cultural center of the world. Her army was widely regarded as the most powerful on Earth. Her empire was second only to the British in size. Actually, the French empire, being made up mostly of African colonies, was much easier to protect and defend than the British, with its colonies spread all over the world. Great Britain, in turn, was the world power, the only nation with possessions everywhere... and the naval power to defend them. The two foremost powers on Earth faced again the foe they had defeated twenty years before. And just six weeks later, how it all changed! The French armies had been routed, most of France had been occupied and Britain was now alone, seemingly defenseless in the face of imminent attack. And look around now. The two powers facing the Germans that tenth of May took part in the final victory, despite their initial defeats, but not without crippling themselves in the process. Both have lost their empires and have been reduced to an inconsequential position in world affairs, all due to that six weeks of battle, thirty-seven years ago...

The reasons for the collapse of 1940 have been argued, proven and refuted to death. There is no point in beating that dead horse again here. One point worth discussion, however, is the relative capabilities of German and Allied weapons, especially tanks. During the war, no one was in the mood to publish hard data on weapons still in use. As a result, exaggerated estimates, misconceptions and propaganda were taken as fact for years. Nowadays, of course, we know better.

For the historically minded wargamer, it is unfortunate that no one has designed a tactical wargame on the battle of 1940. The disparity between the German and the Allied armies, an abyss at strategic level, was not as pronounced at the tactical level. As in Russia a year later, the equipment to stop the Germans was there, but was badly misused... Our purpose here is to create a variant for the regular PANZER LEADER game. A few extra rules will be added as required and, with the addition of a few extra 1940-vintage weapons, the decisive battles of 1940 can be fought again.

THE UNITS

Anti-tank Artillery

During the 1930's, mechanical development made tanks a bigger menace than the WWI models had ever been. To stop them, most major armies developed anti-tank guns of 37-40mm caliber, weighing about a thousand pounds. These were precision instruments, designed to hurl a shell or solid shot at a very high velocity and to penetrate the armor of a tank by the brute force of the impact.
against it. A good example was the German 37mm Pak 35/36, on which Japanese, Soviets and Americans later copied in 37mm guns. This weapon had an effective range of about 400 yards, although it was powerless against the heavier (and better armored) British infantry tanks. Early in 1941, the Germans began to replace it with a bigger gun. The British Army developed the two-pounder: a 40mm gun, firing a two-pound solid shot. This gun had more range than the German weapon and was more sophisticated. It incorporated such niceties as a mounting which allowed all-around traverse in the firing position. It also weighed twice as much as its German counterpart, but it was never made something for nothing. The French (always different from everybody else) relied on three different pieces for anti-tank defense. The most common was the 25mm gun. Most of these were a 1934 model, heavier than the German 37mm. An improved 1937 version was also available. As a back-up the French used the veteran 75mm gun, model 1897. This was actually a medium field gun, used in the A-T role. Although effective, this old cannon was gradually being replaced by the new 47mm gun. Only a few of these were issued on time for the battle. In latter years, it became fashionable to regard these small guns as less powerful than peashooters, but don't forget that the anti-tank guns of 1940 were quite able to deal with the tanks of 1940. The King Tiger was not around yet.

Finally, in a class by itself, there was the famous German 88mm gun. This weapon had been designed for anti-aircraft work, to serve as a 20-pound shell at any desired point up to five miles away. The Germans tested this (and other) weapon(s) in Spain, during the civil war, and discovered that the 88 made a fearsome anti-tank gun, taking note of the fact for future reference. The 88 was used in the battle for France, but it never gained in the A-T role. That would not become fashionable until later in the war. Eventually, the idea of killing tanks with AA guns was copied by the Americans and the Russians. The 88 was used by the Germans until the end of the war and by other nations after it. A few nations still use them to this day.

Anti-Aircraft Artillery

As tanks improved, aircraft did the same, and the old WWI anti-aircraft guns, which had been retained since then, became obsolete within a few years. Everybody agreed on the need for powerful guns to deal with high-flying planes (above, say, 20,000 feet). This required sophisticated weapon systems like the German 88 or the British 3.7 inch gun and their associated paraphernalia: trackers, range predictors, etc. Older weapons were retrofitted with the new gadgets and kept in service. The best example of this is the British 3 inch anti-aircraft gun, which entered service in 1917 and remained in use until 1946. Except for the German 88, these guns were used only in the rear areas, against airplanes. That's why they're not included in this chapter. Everybody agreed, too, on the need for smaller-caliber guns to deal with low-flying planes (under 10,000 feet) and tanks at medium altitudes (up to 20,000 feet). The former were light anti-aircraft guns up to about 25mm caliber while the latter went up to about 50mm. Predictors were much less sophisticated than in the big guns and would have been useless against low flying planes anyway. High rates of fire (over 100 rounds per minute) and tracer ammunition were used to make up for this deficiency.

The German light flak gun was the 2 cm Flak 38 while the medium gun was the 3.7 cm Flak 36. Both were fine weapons and were used throughout the war, supplemented by newer weapons or modified as needed. In addition to these, the Germans also made good use of a large number of captured foreign weapons, mostly in rear areas. In Britain, the army had neglected its A-A defense for many years. As the threat of war grew bigger, the top army brass began to see the light and thus began a last-minute search for anything which could be called light flak. The Royal Navy had been using quick-firing guns for decades and had what seemed to be a model suitable for use on land. This was the O.Q.F., 2 pr, better known as the 2-pounder Pom Pom. This was a 40mm weapon, based on an older 1-pounder gun. The army having nothing else available, tried to adapt the Royal Navy's gun for their purposes. Unfortunately, this gun had been designed to be used in a ship, where weight is almost insignificant. Weighing seven and a half tons, the Pom Pom could never be considered a mobile weapon. Fortunately, an alternative appeared after all: the 40mm Bofors gun. This Swedish weapon weighed only two tons and had a more powerful shell and greater range than the British Pom Pom. The choice was obvious, and purchase of a batch of Bofors guns was followed by production under license in Britain. Versatile enough to be used both as a light and medium anti-aircraft gun, the Bofors is one of the great weapons of the sea. It was used, through purchase, loan or capture, by all major combatants and many minor ones in WWII and has remained in service around the world to this day. The French Army used two light guns, a 20mm and a 25mm gun. The 20mm gun was the Swiss Oerlikon, made in France under license. This was also a very popular gun, as widely used as the 40mm Bofors, although the Oerlikon was used mostly in naval gun. The 25mm piece was a French design, produced by Hotchkiss since 1930. Other weapons were also available, like the 37mm Hotchkiss and the 40mm Bofors, but were not used by army units in the field. The French did not seem to worry too much about the Germans from the air and their unity establishment did not include any anti-aircraft artillery at all. Twenty-two divisions had a dozen 20mm Oerlikon apiece and another thirteen divisions had six 25mm guns each. More than half of the French Army had no anti-aircraft protection at all!

Infantry Guns

During the First World War, the various combatants soon discovered the impotence of infantry against any strong position, especially when defending with machine guns. This led to the invention of a number of weapons to increase the infantry's firepower. At the infantryman's level, there were the machine gun and the hand grenade. Platoon, companies, and larger units had various sizes of mortars and light guns. It is the light infantry gun with which we are concerned here.

The infantry gun was never all that popular, since it was very expensive to maintain. Fortunately, there was an efficient solution to the infantry's needs. Of the major powers, the French and the Japanese went for the infantry gun idea, but not to the extent that the Germans did. The two former nations had only small man-carried guns at company level. The French gun was a 37mm WWI piece which was used in WWII. This was the "Canone d'Infanterie de 37 mm 1916 T.R.P." Obsolete by 1939, it was replaced by the French in WWII due to the limited number of infantry support weapons available. It was issued mainly to second class units: reservists, colonial troops, etc. The Germans, on the other hand, made full-size guns and organized them in eight-gun companies, attached to the infantry regiments.

The most common German infantry gun was the 7.5 cm IG 8, a weapon developed in 1927. It had the unusual feature of a break-open action, like a shortgun, to load the gun. It was used throughout the war, like the heavier 15 cm SIG 33. This was a more complex weapon, but the famous Tiger tank was quite able to deal with the tanks of 1940. The 7.5 cm IG 8 weighed only 800 lbs., while the SIG 33 tilted the scales at 3500 lbs. Just for comparison, the British 25 pounder and the American 105mm howitzer weighed 4000 and 5000 lbs. respectively.

The usefulness of the German infantry guns seems to be highly questionable, especially when compared with the mortars, which were every bit as effective as the infantry guns, but were lighter, cheaper and easier to manufacture and to use.
These weapons came in various models, from old pre-WW1 pieces to brand-new designs, but they were never as numerous as the ubiquitous 75. The British 25 pr. gun and the French 75 were the 18 pounder gun. This weapon, whose official designation was “Ordnance, Q. F. 18 pr.” entered the service in 1904. Its caliber is 3.3 in and was used in large numbers in WW1. During the 1930’s, new and better weapons came out, but the shortage of them forced the use of the 18 pr when WWII began. A number of these veterans were taken to France by the British and abandoned there in 1940. Some remained in service, for training purposes, until the end of the war. The need for a gun firing a 25 pound shell was seen as early as 1925, but it was not until the early 1930’s that anything was done about it. The reason for the delay was, of course, the large number of 18 prs available. To have their cake and eat it, too, the British began, in 1935, to re-bore existing 18 pr barrels to take the 25 pound ammunition (3.45 in caliber). The result was the “Ordnance, Q. F. 25 pr Mark 1,” commonly known as the 18/25 pr. By 1939 this weapon had become the most common gun in the British field artillery regiments. Large numbers of them were sent to France and lost there. The 18/25 pr was intended to be only a stop-gap until the F.25 pr 75 seminar took their place. The latter weapon, the 25 pr Mark 2, was designed from the beginning to take the 25 pound shell. It entered service in 1940, completely replacing the 18/25 pr by 1944. The Mark 2 was used for the first time in Norway, and none were sent to the British Expeditionary Force in France. This is the “25 pr” included in the PANZER LEADER units.

Germany, after her defeat in WW1, was forced by the Versailles Treaty to scrap most of the guns she had. Thus, when her army began to be expanded after Hitler’s rise to power, new weapons had to be provided, giving the German artillery an edge over opponents equipped with older weapons. The smallest medium gun was the 7.5 cm leFH 18, first issued in 1938 and used until 1945. Wooden-spoked wheels were fitted so the gun could be towed by motor vehicles. The “medium” medium gun was the 10.5 cm leFH 18. A first-class weapon, this gun entered service in 1935 and was the backbone of the German field artillery until the end of the war. It was fitted with either wooden-spoked wheels or rubber tires. The heavier of the two, until the leFH 18, was the sFH 18, a 15 cm weapon which served from 1934 to 1945. It was also fitted for horse-drawn or motor towing. These weapons are also included in the PANZER LEADER game. Like the French 75 and the British 25 pr, these German guns were used by other nations after the end of the war and some armies have kept them to this day.

Mortars

About 1908, the German Army began to issue a small number of trench mortars to infantry and provide it with the firepower to deal with minor enemy strongpoints. During the First World War, the practice was copied by other warring nations. Infantry guns, already mentioned, and mortars of various sizes were developed. Most of the latter were improvisations which were discarded after the war, but their capabilities were not forgotten. During the late twenties, the concept of heavy firepower in the hands of the infantry, for close support, came up again. Light mortars were the obvious weapon to fill this need, being powerful for their size, cheap and easily portable, so all any meaning, must be compared with the armor of their intended targets on German tanks. The PzK I had 13mm of armor, making it vulnerable to all French anti-tank guns at common “battle” range (about 500 meters). The PzK II had a frontal armor of 30mm and about 15mm in the sides and rear, while the PzK IV had 30mm and 20mm, respectively. The PzK 38 had 25mm in the turret and at the front of the hull and 18mm or less in other places. The best armored of the lot was the PzK III, with 30mm armor all around. We can see, then, that all German tanks (except the PzK III) were vulnerable to all French anti-tank guns at usual battle range. The PzK III was better protected, but no Panzer division had more than 65 of them. The bulk of the German tank force was made up of the thin-skinned PzK I and II.

Even before the battle began, things were not going exactly as planned. Since each French infantry division was expected to carry away about ten kilometers of front line, it should have been provided with at least a hundred anti-tank guns, according to the ten-guns-per-km rule. Instead, only 58 were authorized for each division (5.8 guns per km). To make matters worse, not all divisions were up to full strength. The reserve units defending the critical Sedan sector (where the German attack was to come) could only muster 4.7 guns per km. Obviously, the French were not practicing what they preached. French divisional commanders had been instructed to identify the most likely avenues of approach and deploy their anti-tank weapons there, but this placed a heavy burden on the shoulders of officers who usually had little experience with tanks and less desire to acquire any. With the advantage of hindsight, we can now see that their task would have been hopeless anyway; all natural or man-made “tank-proof” barriers had eventually been penetrated . . . by tanks.

When the battle began, it soon became apparent that the pre-war assumptions of 10 anti-tank guns per km and no more than 50 enemy tanks per km of front had been in error. Even that ratio implied that each gun would have to destroy an average of five enemy tanks, a clearly unrealistic rate. And, when the attack came, it was with a strength of about a hundred tanks per km. The defense was simply overwhelmed by the unexpected concentration of offensive power. No reserve existed, since the division did not have enough anti-tank guns to create any, while the guns themselves were heavy pieces, mostly horse-drawn, and therefore too slow to be moved about the battlefield. The painstakingly drawn defense plans, like so much else, collapsed under the strain of the battle. The anti-tank weapons available were not enough to stop the German tanks, while the infantry was rarely more than a third of their planned contribution. Again using the advantage of hindsight, it becomes evident that the French defenders did not have a chance of success. Comparison with what was done later in the war is enlightening. The French in 1940 believed that ten guns per km were sufficient, but three years later, in the Battle of Kursk, the Russians employed 29.8 anti-tank guns per km in their defensive fortifications and even that line was pierced by the Germans, requiring the intervention of Russian armor to restore the situation.
nations began to make or buy mortars again. They came essentially in three sizes: small (45 to 60mm caliber), medium (75 to 85mm) and large (over 90mm).

The small ones were used by the infantry platoons and are part of the infantry units’ Attack Strength in the PANZERBLITZ/PANZER LEADER. No unit is provided for them. The French Army used the Brandt 60mm mortar, model 1935. This mortar was, by the way, made under license in the U.S. and was used by the American Army in WWII. The British used the Spanish Ecia 50mm mortar. Under the official name of Ordnance, a M.L. 2-inch mortar, “it entered service in 1938, being used throughout the war and for many years afterwards. Fifteen different models were developed. The Germans had a 50mm mortar which saw service in limited numbers in WWII. Slightly more powerful and accurate than its British counterpart, it weighed over three times as much (31 vs 10lbs.), which did not exactly endear it to the infantrymen who had to carry the thing around.

The German medium mortar was the 8cm Granatwerfer 34, an 81mm weapon used by the German Army from 1934 to 1945. The “Ordnance, M.L. 3 inch” mortar was the British medium weapon. It was based on the 3 inch Stokes mortar of 1915, on which are based all modern medium mortars. The 3 inch mortar was outranged by the German 81mm, but fired a heavier bomb. The French used the Brandt 81mm, model 27/31. Like the Brandt 60mm, this mortar was produced in the U.S. It is included in PANZER LEADER, as are the British 3 inch (76mm) and the German 81mm mortars.

The large mortars were used mainly by the chemical warfare units of the various armies, to deliver poison gas (not used in WWII) and smoke, although some thought had been given to the idea of firing high explosive from them. There were not that many of them in service and certainly were not as popular as they were to become later, as the war went on. The French and the British had no heavy mortars. The Germans had the 10cm Nebelwerfer 35. This was a 105mm weapon first issued in 1935. It was used in small numbers until the end of the war. It was replaced since 1941 by rocket batteries and since 1942 by a copy of the 120mm Soviet mortar.

Infantry

By the fourth decade of the 20th century, the infantry’s traditional title of “Queen of Battles” had become little more than a bad joke as far as the infantrymen were concerned. The dramatic improvement in guns and rifles made in the last decades of the 19th century, coupled with the invention of the machine gun, forced the infantry first to hide among the bushes and then to dig into the ground for protection. Hardly the position for the queen of anything. Despite her obvious weaknesses, made only worse by the new threat from the air, infantry made the bulk of the armies of 1940, the reason being that infantry is, of all branches, the cheapest.

The basic infantry unit in PANZER LEADER is the platoon. These were very similar among the various warring nations: a MG machine gun and automatic rifles, an anti-tank rifle and a light mortar (sometimes) and a small crowd armed with SMG’s, rifles, hand grenades, pistols and bayonets. Usually, the platoon was made of four squads of about ten men each. Three infantry platoons would form a company, three companies would form a battalion and three battalions, a regiment or a brigade. This method of building units with three sub-units as building blocks, known as the triangular system, was very popular then and now. Exceptions were sometimes made, as in German infantry companies, made up of four infantry platoons, or in British battalions, made of four infantry companies. Each sub-units with heavy weapons were added to support the infantry element in the higher echelon.

Most of the infantry’s firepower came from its machine guns. The Germans considered the MG the most important infantry weapon and had more per platoon than their opponents. Grenades and sub-machine guns provided additional punch at short range. Everybody had hand grenades in 1940, but only the Germans had sub-machine guns. The French had automatic rifles, but these are heavier weapons, closer to light machine guns than to SMG’s. The British Expeditionary Force did not have any SMG’s either, since the top Brass had made quite clear before the war that they did not want them. As a War Office officer put it: “the British Army saw no need to equip itself with gangster weapons.” Light mortars were a useful addition, but were not all that important. The Germans and the British had anti-tank rifles, but these were of very limited value. They could only penetrate light armor although they could break the tracks of larger tanks. Rifles and pistols were almost ineffective except as morale boosters for the men carrying them, while bayonets were seldom used in combat, being reserved for really important things, like opening tin cans and cooking.

The other infantry-type unit in the game is the engineer platoon. These units were armed like infantry but had a smaller number of heavier weapons (MG’s, mortars, etc.). The engineer units had (and still have) two main duties: to create obstacles to oppose enemy advance and to speed up friendly advance by removing enemy or natural obstacles. For these tasks, they carried construction and demolition equipment, including explosives, flamethrowers and other nasty toys which made them very effective in close assault, as shown in the game.

Transport

Although motor vehicles had been around for decades and had shown their potential since the First World War, the armies of 1940 were, for the most part, dependent on horses for transport. The main reasons for this anachronism were two: conservatism among top army officers and limited motor vehicle production capacity. The German Army depended on horses to move most of their infantry. Horses were sometimes a strategic and tactical liability as they had some weakness, made only worse by the new threat from the air, infantry made the bulk of the armies of 1940, the reason being that infantry is, of all branches, the cheapest.

The armored car was used by all combatants for many and varied duties: security, reconnaissance, mobile headquarters, etc. As several models and variants were normally in use, only the most important ones will be mentioned here. The Germans, with their customary thoroughness, took the time and effort to provide themselves with a good number of light and heavy armored cars. The light car was the Sd Kfz 221, a four-wheeler armed with a machine gun. This was a fast vehicle which, despite its poor cross-country performance, remained in service throughout the war. There were two heavy cars, the Sd Kfz 231 6-wheeler and the Sd Kfz 231 8-wheeler. Both vehicles had the same designation although they were completely different. The 6-wheeler was first introduced in 1933 and

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vehicles for supply, support, recon, etc. The British Expeditionary Force, on the other hand, was completely motorized, but it must be remembered that the small BEF was about the size of the motorized element in the French and the German armies.

Besides trucks, all major armies had tracked and semi-tracked transport vehicles to get to places where trucks could not go. The game, as it is, does not assume that all vehicles are assumed to be armored, although this was not always the case. The Germans developed a number of armored and unarmored half-tracks of which the most important was the Sd Kfz 251, which was first used in Poland in 1939. Used in large numbers throughout the war, twenty-two different variants of this vehicle were issued. Britain had the Bren Carrier, a fully tracked vehicle which, first produced in 1936, was used in huge numbers throughout the war. The early models carried only a Bren machine gun (from which came the vehicle’s name) and its gunners, but no other passengers. A few were made with unprotected seats on the outside, to carry infantrymen, but they were a failure. Another variant, the Scout Carrier, was made with the passenger’s compartment protected by armor. Many and varied duties: security, reconnaissance, mobile headquarters, etc. As several models and variants were normally in use, only the most important ones will be mentioned here. The Germans, with their customary thoroughness, took the time and effort to provide themselves with a good number of light and heavy armored cars. The light car was the Sd Kfz 221, a four-wheeler armed with a machine gun. This was a fast vehicle which, despite its poor cross-country performance, remained in service throughout the war. There were two heavy cars, the Sd Kfz 231 6-wheeler and the Sd Kfz 231 8-wheeler. Both vehicles had the same designation although they were completely different. The 6-wheeler was first introduced in 1933 and
was based on a commercial truck chassis, with steering in the two front wheels and propulsion in the two rear axles. This vehicle suffered from poor manoeuvrability and cross-country performance and it began to be replaced in 1938 by the 8-wheel car, which had eight-wheel steering and drive and was very similar to the Sd Kfz 234/1 (issued in 1944 and included in the gallery). Both the 6- and the 8-wheelers were armed with a 20mm gun and a machine gun. The British had two armored cars: the Morris CS9/LAC and the Daimler Scout Car. Both were four-wheeled vehicles, but only the Daimler had 4-wheel drive. The Morris was first issued in 1939 and was a four-wheel machine gun and an anti-tank rifle. It was intended as a stop-gap only, until a better car came out of the factories, due to its poor cross-country performance. Its replacement was the Daimler, first produced in 1939. This was an outstanding design, although the early models were handicapped by poor weaponry (only a machine gun). These Daimlers are not the Daimler armored cars included in the game. Only 38 Morris cars and a smaller number of Daimlers were used by the BEF in 1940. Unlike the Germans and the British, the French had only one armored car design: the Panhard 178. This was a four-wheeled car, with four-wheel drive and entered service in 1935. Armed with a 25mm anti-tank gun and a machine gun, the Panhard was one of the best armored cars of its time and, after the collapse of the French Army, the Germans put to their own use all the Panhards they could lay their hands on.

Tanks—

For all that has been said about them, the tanks of 1940 were not the invincible monsters some believed them to be at that time. They were bounded both by their technical limitations and by the relatively small numbers available. The “average” (so to speak) tank of 1940 had relatively thin armor, with seldom a maximum thickness of more than one or two inches and, in light tanks, as little as ¾ of an inch in the weaker places. Sloped armor was unusual, flat vertical plates being almost the rule. Few tank guns were capable of firing both high explosive shells and a piercing shot. The majority of the gun-armed tanks were equipped to fire only the latter. With machine guns as their only anti-personnel weapon, most tanks were, therefore, handicapped when attacking infantry positions, unless they could obtain external support. Indeed, through tanks of this kind had heavier weapon than one or two machine guns, to the obvious detriment of their fighting ability. Despite their bulk and size, tanks were (and still are) fragile vehicles, requiring careful maintenance and subject to frequent breakdowns. To keep them going, good mechanics and well-trained crews were needed and the number of tanks an army could maintain was limited as effectively by manufacturing capacity and vehicle procurement and operating costs as by the limited supply of men trained to handle the machines. On the other hand, the tank itself could not be underestimated, since it could be stopped only with weapons designed for that purpose or with medium and heavy artillery (which usually was not close to the front). Infantrymen caught without anti-tank weapons were helpless against tanks and as likely as not to flee in disorder at their approach. Nevertheless, the threat to the older branches of the army and the need to keep tankists under control by keeping their tanks in small units, directly controlled by the infantry. The second school was made up of tank enthusiasts, who wanted a bigger role for their machines. As a reaction to the pressure from the conservative senior officers, most tankists turned their backs to the lessons of the peacetime exercises of the théories and claimed that an all-tank army was the army of the future and that the physical and moral shock caused by their all-powerful machines would be enough to shatter any unarmored enemy. It was a most unfortunate situation, for both sides were actually turning away from science and experience, relying instead on fear, superstition and myth. Both sides got some of what they wanted, with the senior officers, of course, getting the tanks they had always wanted and, instead of the time. Both sides received tanks tailored to their requirements. The tankists had an armored division created, but were not allowed to command it and, eight months after the war began, this unit still was in England. Tankists were promoted to high rank but immediately sent out of the way (to Egypt in one case, to retirement in another). Many British lives were thus wasted, either by refusing to use armor until too late, like in France, or by launching it in headlong charges against dug-in German anti-tank guns, as so often happened in the North African desert.

British military planners agreed on the need for two basic types of tank: the cruiser and the infantry tank. British doctrine called for the infantry, supported by the heavily armed "I" (infantry) tanks, to break the enemy front and for the faster cruiser tanks to exploit the gap and attack the enemy rear. Being in the forefront of battle, infantry tanks would require heavy armor. On the other hand, speed would not be essential, since they just had to be fast enough to keep pace with marching infantry. Two models filled this need: the infantry tanks Mark I (A11) and the Mark II Matilda (A12). The former was a light and cheap vehicle, developed in 1936. It was well armored for its small size, but badly underpowered, with a top speed of only 8 miles per hour. Armed only with one machine gun, the A11 was obsolete by 1939, but was used in 1940 anyway. It was a total failure, unable to outrun enemy tanks and, even when most of the defense was broken down, in the French in 1939, it was relegated to use in training. The A12, first issued in 1940, was less of a failure, if only because its thick armor could only be penetrated by the more powerful German guns. It also was very slow, with a maximum speed of 15 m.p.h., and was armed with a 2-pdr gun and a MG, both in the turret. Since its gun fired only armoring piercing shot, its only anti-personnel weapon was its MG, which was a serious limitation in combat. Like the A12, all British tanks of this period suffered from the inability to fire high explosive from their weapons.

The cruiser tanks, in turn, were further divided into light and medium. The British light tank was the "Light Tank Mark VI B", a fast little machine, thinly armored and with two MGs as its only weapon, the final product of a long line of light tanks made by the British. Despite its good speed, the Mark VI proved to be virtually useless in battle, due to its weak armor and poor armament. The medium cruisers were the A10 and the A13. The A10 was a mediocre tank, based on a previous cruiser tank whose main virtue was that it was cheap. It was a vain attempt to make a tank able to act both as an infantry and as a cruiser tank, resulting in a machine combining the worst of both: the speed of an "I" tank (16 m.p.h.), but with armor too thin for such a job. The A13 was a better tank, being based on a Christie tank brought from the United States, and had a top speed of 30 m.p.h. First issued in 1939, the first models were rather thinly armored and an uparmored version soon came out. Both variants saw action in France. Both the A10 and the A13 were armed like the A12, with a 2-pdr gun and a MG in the turret.

British tank doctrine was the product of two divergent schools of thought. The first, represented by most senior officers, regarded the new weapon as a threat to the dominance of the older branches of the army and tried to keep tankists under control by keeping their tanks in small units, directly controlled by the infantry. The second school was made up of tank enthusiasts, who wanted a bigger role for their machines. As a reaction to the pressure from the conservative senior officers, most tankists turned their backs to the lessons of the peacetime exercises of the théories and claimed that an all-tank army was the army of the future and that the physical and moral shock caused by their all-powerful machines would be enough to shatter any unarmored enemy. It was a most unfortunate situation, for both sides were actually turning away from science and experience, relying instead on fear, superstition and myth. Both sides got some of what they wanted, with the senior officers, of course, getting the tanks they had always wanted and, instead of the time. Both sides received tanks tailored to their requirements. The tankists had an armored division created, but were not allowed to command it and, eight months after the war began, this unit still was in England. Tankists were promoted to high rank but immediately sent out of the way (to Egypt in one case, to retirement in another). Many British lives were thus wasted, either by refusing to use armor until too late, like in France, or by launching it in headlong charges against dug-in German anti-tank guns, as so often happened in the North African desert.

At the end of the First World War, the French had more tanks than anyone. This lead in quantity and quality was due to lack of interest (and money) during the thirties, just as the Germans and Russians stepped-up their tankbuilding programs. French military doctrine at that time was based on the supposed inviolability of a well organized defense line. Offensive action was inconceivable except to mop up the remnants of the enemy after it has spent its strength in futile attacks. French tanks, and the doctrine for their employment, were developed with this scenario in mind. It would be incorrect, however, to say that the French Army discarded tanks completely. After all, the French created an armored division before the Germans and the British did.

The French Army had two uses for armor. The cavalry wanted light fast tanks to assume its traditional role of covering the front and flanks of advancing armies and to scout for information. The infantry, on the other hand, wanted well armored tanks for close support and was willing to accept slower machines in exchange for more armor. The French tanks of 1940 were designed and built during the twenties and thirties with these requirements in mind. Although they sound very similar to the British concepts, in practice they never were. French tanks were, in general, well armored and armed, something which cannot be said of most British tanks of the period. And, although their machines were sometimes a bit slow, the French never wasted their limited resources in 8 m.p.h. tanks like the British. Despite their designation, most French tanks were capable of operating together, having similar speeds and armor and, by 1940, tanks from both branches were operating together in the armored divisions.

With two organizations ordering tanks, it's not surprising to find a large number of tank models in service with the French Army. The most important light cavalry tanks were the Hotchkiss H-35 and the H-39. Both were light machines, weighing about 13 tons, but not very fast (17 m.p.h. for the H-35 and 22 m.p.h. for the H-39). The H-35 was armed with a machine gun and the 37mm gun, model 1918, the
same gun mounted in the old WWI tanks. This gun was used in some of the H-39's, but most had the improved 37mm 1939 model. This weapon had a longer barrel than the 1918 piece and was more powerful. Also used by the cavalry were the AMR-35 and the AMC-35. These were fast tanks, lightly armored and intended for reconnaissance. They were not main battle tanks as the H-35 and the H-39 were. The AMR-35 was very fast (34 m.p.h.), thinly armored and armed with either a MG or a 25mm anti-tank gun. The AMC-35 was a bit slower (25 m.p.h.), but better armored and armed with a 47mm short gun. One medium cavalry tank, and one of the best of that time, was the Somua S-35. This was a fine machine, reasonably fast, well armored and armed, carrying a 47mm gun. After the battle, the Germans equipped some of their garrison units in France with captured S-35's, releasing first line German tanks for service in Russia and North Africa.

The infantry had three different light tank models (not counting WWI veterans), but one model accounted for over 80% of their numbers; the Renault R-35. This tank was well armored for its weight (11 tons) and was armed with the 37mm 1918 gun and a MG. It was also quite slow (12 m.p.h.). The two other light tanks were the FCM-36 and the R-40. Both were very similar to the R-35, although some of the R-40's had the long 37mm gun. For this reason, no counters have been included for the FCM-36 and the R-40 with the short gun. The "WWI veteran" mentioned above was the Renault FT-17. Armed with the 37mm 1918 gun, these tanks had fair protection, but were extremely slow. The French were well aware of the limitations of these old and tired machines and used them for infantry support in secondary fronts. The medium infantry tank was the D-2, a sluggish vehicle, but armed with a 47mm gun, plus a MG. Not many were made, the cavalry's S-35 being preferred instead. Finally, there was the Char B-1, a medium-heavy tank, heavily armored and carrying two MG's and two guns, a 47mm anti-tank gun in a revolving turret and a 75mm Howitzer in the glacis plate, between the tracks. This was a fine tank, but had a serious drawback; its range was only 85 miles.

After the First World War, the Germans were explicitly forbidden to have tanks. For years afterwards, they got around this prohibition by various schemes such as sending German technicians to work in tank design abroad, setting up a secret tank testing facility in the Soviet Union and conducting army exercises using civilian cars as tanks. It was not until the advent of Hitler to power that German tank enthusiasts came out of the closet, so to speak. Like France and Britain, Germany had its share of men who realized the value of armored and mechanized troops. Hitler, enjoying boundless power, was able to give a free hand to these men and to force the top German generals (most of which were as conservative as their French and British counterparts) to accept it. After a few years in this favorable environment, a German armored force resulted which was second to none.

When the Germans began to rearm, they realized that an interim light tank would be needed while a suitable battle tank was developed and produced. Tank design and construction is a very specialized effort, requiring expertise almost beyond the capabilities of the German industry of the early thirties. And, of course, the facilities to build hundreds of twenty ton tanks just did not exist. Light tanks, due to their smaller size, were less of a burden to industry and could be manufactured by the automotive industry in existing facilities. Crews had to be trained and tanks and their support units had to be organized and tested. It is difficult to produce an easily available tank in these early stages without the creation of a truly potent force when the heavier tanks become available. The interim tank was to be the small and cheap Panzerkampfwagen I (For those who do not know yet, Panzer=armored, Kampf=combat, wagen=vehicle). In service since 1934, this machine was armed with two machine guns and was regarded as too thinly armored for combat, as experienced in the Spanish civil war had clearly shown, but the acute need for tanks, any tanks, made imperative its use both in Poland and in France. In the latter campaign, about a third of the German tank force was composed of Pzkw I's. This machine did not leave front line service until 1941. By 1939, a steady supply of modern tanks was assured and the phasing out of the Pzkw I began. The chassis of this tank was used for various variants for training, supply, armored command vehicles and towing. In that year, an armored anti-tank vehicle was made, consisting of a captured Czech tank gun, behind an armored shield, on top of a surplus Pzkw I. The whole thing was called "Panzerjager (4.7 cm Pak(t) auf Pzkw I (aufs B))." It was as ugly as its name and saw limited service with the infantry divisions until 1942. Another variant was the "Geschutzwagen I for 15 cm sFg 33," consisting of a 15cm infantry gun (complete with carriage and wheels) on top of a Pzkw I. Thirty-eight were converted and used for close support in the armored divisions. Due to delays in the production of the main battle tanks, another interim tank was developed: the Pzkw II. In service since 1935, the Pzkw II was armed with a 20mm automatic cannon (the standard anti-aircraft gun) and a MG and made up another third of the German tank force in May, 1940. Faster and better armored than the Pzkw I, the Pzkw II still was unbeatable, due to its small gun. Nevertheless, this tank was used in front-line service and made in large numbers until 1942. Production declined to a trickle after that, the tank being relegated to the reconnaissance battalions of the armored and the motorized divisions and used until the end of the war. The surplus chassis were used for a number of variants, but the most important was the "Wespe" self-propelled gun.

When planning the requirements of their new armored force, the Germans envisaged two types of tank. Both would have to be bow and turret machine guns; the first would be the main battle tank, with a high-velocity anti-tank gun, while the second would mount a large caliber gun, for close support. The former would be the Pzkw III, while the latter was to be the Pzkw IV. Deliveries of the long awaited battle tank, the Pzkw III, did not begin until late 1938 and it was not until after the war began that this tank was officially accepted by the Army. The tankists had originally asked for a 90mm gun, but they had to settle for the 37mm piece then made for the infantry. However, the turret ring was designed with a large diameter, to allow the installation of a larger gun at a future date. In this tank, the commander had a raised cupola in the turret, allowing all-around vision and a small caliber machine gun in an anti-aircraft turret arrangement, which relieved the commander of all duties except commanding, resulted in a very effective vehicle, despite its relatively weak gun and armor. Periodically upgunned and uparmored, the Pzkw III was to remain in production until 1943 and in service until 1944. A number of variants were made, of which the most important was the assault gun StuG III, which was produced and used until the end of the war. Production of the Pzkw IV began in 1936, with a few vehicles being made for training purposes, but it was not until 1938 that this tank began to join the panzer divisions. The Pzkw IV was a close support tank, so only a relatively small number was required and, once a few hundred were made, production was slowed down. In addition to two MG's, this tank was armed with a 75mm L24 gun, capable of firing a 50mm round and had a non-high explosive. It resembled the Pzkw III, which was slightly smaller, and had a similar interior arrangement: three-man turret, commander's cupola, etc. Like the Pzkw III, the Pzkw IV had a large diameter turret ring which allowed the installation of a larger gun as the German piece of the Pzkw III. Later in the war, the Pzkw IV took the Pzkw III's place in the battle tank role. In 1941, upgunned, it was retained in production and in service until the end of the war. In typical German fashion, the chassis of this tank was used for a number of assault gun and tank destroyer variants, anti-aircraft tanks (like Wirbelwind) and self-propelled guns (like Hummel).

Due to the delays in delivering the Pzkw III, the Wehrmacht had to make use of the tanks captured when Czechoslovakia was occupied in 1939. There were some 100 prewar Czech tanks, the German T-17, Pzkw 35(t) and Pzkw 38(t). Both were small light tanks, about the size and weight of a Pzkw II, but were better armed, having a 37mm anti-tank gun (albeit not as powerful as the German piece of the same caliber) and two MG's. These tanks were not as good as the Pzkw III, having such drawbacks as a two-man turret, bolted armor, and a smaller ammunition supply. Nevertheless, in German hands they proved to be quite effective. In the battle for France, the 6th Panzer Division used a large number of Pzkw 35(t)'s, while the Pzkw 38(t), which was uparmored and upgunned by the 8th Panzer Division. These tanks remained in front-line service until 1943. The surplus chassis were used for variants (like the "Hetzer" tank destroyer) which remained in service until the end of
the war. We shall represent both Czech tanks with the same counter, since their capabilities were very similar.

During September and October, 1940, a special armored regiment was created and trained for the invasion of England. This unit was equipped with amphibious tanks, to land on the shores of England in the very first wave of the invasion. Fifty-two PzKw IVs were modified by waterproofing the hull and adding a flotation device and a marine propeller connected to the waterproofed engine. The flotation device consisted of metal floats, filled with celluoid bags and attached to the tank. Also, two hundred and ten PzKw III’s and IVs were converted into submarine tanks. Each was made watertight and equipped with a snorkel and a gyro compass. They were supposed to lower themselves through a ramp from a barge to the sea floor and crawl ashore under their own power, using the compass and directions given by radio to get there. These machines, of course, were not used against the British, but the PzKw III’s and PzKw IV’s saw employment against the Russians the following year, when they were used to cross the river Bug.

German use of tanks was based on the indirect approach, concentration of force on a selected weak point, and rapid exploitation of any breakthrough. The Panzer force would pierce through the enemy lines and penetrate deep into their rear, disrupting their supply and communication lines and causing a collapse of enemy resistance by a sudden blow to their brains rather than a protracted battle against which there was no countermeasure (the attrition strategy of WWI). For this reason, German tank crews (the elite of the Army) had been trained and equipped. All German tanks had radio, and, in their advanced models, the tank commander had no other duty but to command his vehicle. This could only result in better control and coordination of the armored force. Senior officers were provided with armored command vehicles, allowing them to follow and observe the battle from close range and to control their units through radio. However, it is in a sense a mistake to talk about “German” tank doctrine, for it was not developed only by Germans nor did all Germans believe in it. The tactics and strategy used by the Wehrmacht in France were the product of the work of French, British and German tank enthusiasts. Their ideas were put in practice thanks to the endeavours of General Guderian and a few others, mostly German, including Hitler himself. Unfortunately, while the German armored force was being developed, the French were too busy with domestic politics to pay any attention. And the British, well, they were busy too, sending their tank experts out of the way, in an attempt to make England safe for such anachronisms as hussar cavalry.

The French had a large number of tank models, but most of these were too slow or carried only light guns, so we really have to look at only two tanks: the Somua S35 and the Char B1. Both were armed with a 47mm gun and a machinegun in the turret, with the Char B1 also carrying a 75mm howitzer slung between its tracks. Thus the B1 had the advantage in firepower, while the S35 was faster. In armor thickness, the B1 had the edge. The S35 was a very good tank (among the best of its day), but it was second to the Char B1, which was superior in every respect, such as the ability to engage both armored and unarmored targets with its two guns.

Among the Germans, we can quickly eliminate the PzKw I and II (insufficient firepower in both cases) and the PzKw 38 (inferior to the PzKw III in all details except speed). These leaves two German tank contenders in the arena: the PzKw III and IV. The PzKw IV was probably the most successful German tank design of the war, being designed in the late thirties with room for improvements that would keep it in service until the end of the conflict. The model used in 1940, however, was not as good as the PzKw III, which was better armed and had the anti-tank gun which the “IV” lacked. Also designed with room for improvements, the PzKw III was the best German tank of 1940 and probably was better than any of the machines it faced at that time, which usually were better armed and armored, but were slower and, in the case of the French, without radio. Comparison of the machines mentioned above with those possessed by other powers is interesting, to say the least, so we shall undertake that task here.

By mid-1940, the Italians had begun production of their most important tank of the war: the M13/40 medium. This machine had a good 75mm gun and had about as much armor as the tank could bear. Although, the M13 was slow, unreliable and its armament was inadequate, being too thin and of riveted construction. On the other hand, the Americans had spent a decade in experiments and trials, improving previous designs, but never building more than a few copies of each new model. The American tank development was thus maintained at a minimum cost. The best U.S. tank of 1940 was the medium T26E1. This machine was comparable to the German tanks of the time, carrying a 37mm gun and having about the same armor protection. It was very reliable, due to a lengthy development, but was not produced in quantity. The M3 Grant and the M4 Sherman were based on the M2. Back in the Old World, the Japanese had also been busy designing and testing tanks and their standard medium model was the Type 97, Chi-Ha. This machine entered the service in 1937, armed with a 75mm gun and a maximum armor thickness of only 25mm. It was a success because it had the good fortune to face only opponents with little anti-tank capability in the early years of the war. Good luck was no substitute for quality which the Chi-Ha lacked, for the tank was no match for contemporary Western models. Finally, there were the Soviets, but they were playing an entirely different game, their tanks being two years ahead of anything the rest of the world had. We are talking, of course, about the T-34, a reliable tank, easy to build and maintain, fast, with thick sloped armor and with a 76.2mm 53 gun, and a maximum armor thickness of only 75mm. It was a success because it had the good fortune to face only opponents with little anti-tank capability in the early years of the war. Good luck was no substitute for quality which the Chi-Ha lacked, for the tank was no match for contemporary Western models.
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<td>NA</td>
<td>½</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8.1</td>
<td>3</td>
<td>Six 81mm mortars, 59 men</td>
<td>M</td>
<td>⬤</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rifle</td>
<td>18</td>
<td>British: 37 men, 2 MGs, one 50mm mortar—French: 50-60 men one to four automatic rifles, one MG</td>
<td>I</td>
<td>⬤</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Engineers</td>
<td>6</td>
<td>Forty to sixty men, mine clearing, demolition and construction equipment</td>
<td>I</td>
<td>⬤</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>9</td>
<td>Five trucks, five drivers</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>9</td>
<td>Six Bren Carriers, six Bren MGs, 12 men</td>
<td>I</td>
<td>✗</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td>Six Chenillette 37L carriers, 12 men</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>Six Morris CS9/LAC armored cars, 6 MGs, 24 men</td>
<td>I</td>
<td>✗</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>Six Daimler Scout cars, 6 MGs, 24 men</td>
<td>I</td>
<td>✗</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
left free to concentrate its efforts on assisting the German ground forces, with decisive results. The Blitzkrieg was based on the rapid movement of motorized units, sweeping through the enemy rear, and for this they needed quick assistance to deal with any check met by the advancing forces. Towed guns are slow and take time to set up, but airplanes can be on call just a few minutes away. In this role of flying artillery, the Luftwaffe helped to maintain the momentum of the offensive, to keep the Allies off balance and to deny them the chance to consolidate their defenses. The Allies could move troops by day only at their own peril, for observation by German aircraft was unavoidable and attack from the air could come at any time. The German armies were spared these problems.

The most important German ground attack airplane was the Junkers Ju 87 Sturzkampflugzeug, or "diving-combat-airplane," better known as the Stuka. The Stuka was a slow and poorly armed machine, obsolescent by 1940 standards. It could not operate in contested skies without suffering steep losses, as was shown in the Battle of Britain. Nevertheless, in the German-dominated air over France, against defenseless troops, this machine proved to be extremely effective. Despite its ugly, evil-looking square shapes (or perhaps because of them), the Stuka became a symbol of the Luftwaffe and of Germany, probably the most notorious airplane of World War II. The model in service in 1940 was the "B," armed with one forward-firing machine gun and another in the rear and carrying one bomb of up to 500 kg (1100 lbs.). Its attack strength for game purposes is:

Machine Guns 1 (I)
Bombs 20 (H)

NEW RULES

PANZER LEADER, 1940 uses all the standard rules of the regular PANZER LEADER game, with optional and experimental rules used as agreed by the players. A few extra rules will be added here, to represent some special units and situations not present in the regular game.

1. CHENILLETTES—This vehicle had a very limited transport capacity. For that reason, only infantry type units may be carried by it. No towed guns or mortars of any kind may be carried.

2. FRENCH TANKS—French tank units represent companies (10 to 13 vehicles) instead of platoons. Therefore, all French tank units are counted as two units for stacking purposes. If a French tank unit is destroyed, it must be replaced by two wreck counters instead of one. This rule does not apply to other French armored units like the Chenillette 37L carrier and the Panhard 178 armored car. As per the standard rules, no more than three wreck counters may be placed in the same hex, even if two French tank units are destroyed in it.

3. INFANTRY TANK MARK I (A1) AND RENAULT FT-17 TANK—The British A11 tank and the French FT-17 tank both have a Movement Factor of 2. It costs them only 2 MP to enter a slope hex. Other movement rules are unaffected.

4. AMPHIBIOUS LANDINGS—With the Germans engaged in this business (and the Allies on the
<table>
<thead>
<tr>
<th>CAT</th>
<th>SYMBOL</th>
<th>NAME</th>
<th>NO</th>
<th>COMPOSITION</th>
<th>WEAPON</th>
<th>ATTACK MODES</th>
<th>TARGET</th>
<th>MOVEMENT</th>
<th>OR</th>
<th>EXP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>37mm</td>
<td>4</td>
<td>Four 37mm anti-tank guns, about 37 men</td>
<td>A</td>
<td>●</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>88mm</td>
<td>4</td>
<td>Four 88mm anti-tank guns, 111 men</td>
<td>A</td>
<td>●</td>
<td>NA</td>
<td>C</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>20mm</td>
<td>4</td>
<td>Six 20mm anti-aircraft guns, 40 men</td>
<td>H</td>
<td>●</td>
<td>NA</td>
<td>C</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>37mm</td>
<td>1</td>
<td>Six 37mm anti-aircraft guns, 42 men</td>
<td>H</td>
<td>●</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>75mm IG</td>
<td>4</td>
<td>Two 75mm infantry guns, 36 men</td>
<td>H</td>
<td>●</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>150mm IG</td>
<td>2</td>
<td>Two 150mm infantry guns, 39 men</td>
<td>H</td>
<td>●</td>
<td>NA</td>
<td>C</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>75mm HOW</td>
<td>3</td>
<td>Six 75mm leFK 18 howitzers, 67 men</td>
<td>(H)</td>
<td>●</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>105mm HOW</td>
<td>2</td>
<td>Six 105mm le FH 18 howitzers, 112 men</td>
<td>(H)</td>
<td>●</td>
<td>NA</td>
<td>C</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>150mm HOW</td>
<td>3</td>
<td>Six 150mm SFH 18 howitzers, 120 men</td>
<td>(H)</td>
<td>●</td>
<td>NA</td>
<td>C</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>81mm</td>
<td>3</td>
<td>Six 81mm mortars, 66 men</td>
<td>M</td>
<td>●</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
</tr>
<tr>
<td>INF</td>
<td></td>
<td>Rifle</td>
<td>18</td>
<td>59 men, 6 SMG, 5 MG</td>
<td>I</td>
<td>●</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Engineer</td>
<td>3</td>
<td>83 men, 3SMG, 3 MG, 2 flamethrowers, demolition and mine clearing equipment</td>
<td>I</td>
<td>●</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TRANS</td>
<td></td>
<td>Wagon</td>
<td>6</td>
<td>Four horse-drawn vehicles, six men</td>
<td>I</td>
<td>●</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Halftrack</td>
<td>10</td>
<td>Five Sdkfz halftracked vehicles, 5 MGs, 10 men</td>
<td>I</td>
<td>●</td>
<td>NA</td>
<td>½</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CARS</td>
<td></td>
<td>Sdkfz 221</td>
<td>2</td>
<td>Seven Sdkfz 221 armored cars, seven MGs, about 24 men</td>
<td>I</td>
<td>●</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Sdkfz 231-6</td>
<td>2</td>
<td>Seven Sdkfz 231-6 six wheeled armored cars, (20mm), about 31 men</td>
<td>H</td>
<td>●</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Sdkfz 231-8</td>
<td>1</td>
<td>Seven Sdkfz 231-8 eight wheeled armored cars, (20mm), about 31 men</td>
<td>H</td>
<td>●</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>TANKS, TDS, AGS</td>
<td></td>
<td>PzKw I</td>
<td>6</td>
<td>Five PzKw I tanks, 10 MGs, ten men</td>
<td>I</td>
<td>●</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>PzIg 47</td>
<td>2</td>
<td>Five PzIg 47 tank destroyers (47mm), 15 men</td>
<td>A</td>
<td>●</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>GW-I</td>
<td>1</td>
<td>Two GW-I assault guns, (150mm), eight men</td>
<td>H</td>
<td>●</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>PzKw II</td>
<td>9</td>
<td>Five PzKw II tanks (20mm), five MGs, fifteen men</td>
<td>A</td>
<td>●</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>PzKw III</td>
<td>9</td>
<td>Five PzKw III tanks (37mm), 15 MGs, 25 men</td>
<td>A</td>
<td>●</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>PzKw IV</td>
<td>6</td>
<td>Five PzKw IV tanks (75mm), 10 MGs, 25 men</td>
<td>H</td>
<td>●</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>PzKw 38</td>
<td>6</td>
<td>Five PzKw 38 tanks, (37mm), 10 MGs, 20 men</td>
<td>A</td>
<td>●</td>
<td>A</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
5. AMPHIBIOUS TANKS—The PzKw II, with its flotation device, is used in the game in the same way as the Sherman DD tank. For each amphibious PzKw II, a die is rolled (as was the case for the DD) and the unit lands normally with a die roll of 1, 2, 3, 4 or 5. With a roll of 6, the unit is sunk and removed from play. Amphibious (PzKw III’s and PzKw IV’s, being submersible tanks, behave in a slightly different way. All the rules for DD Shermans apply, except that the Allied player may not fire at a submersed tank. Any Allied tank which lands in shallow water must make a roll and if this roll is 1, the tank is disabled and remains in the water. Each of these units, a die must be rolled and the unit is lost with a die roll of 6. With a die roll of 1 through 5, the unit lands unharmed, but may not move in the turn in which it lands on the beach. Once on the beach, it may be attacked like any other unit and it may move normally in the turn following the landing.

6. AIRPOWER—Contrary to popular belief, artillery cannot really compensate. As you would expect, French armor is less effective than the British or the German. In this respect, however, there is an important difference. The Sherman DD tank. For each amphibious tank battle of Normandy, the Allies were a bit more effective. Unlike the French, the Germans have airplanes and the Allies only inflict heavy losses on the thick British armor, but had to withdraw, at heavy cost, when the Germans counterattacked with tanks that afternoon. Nevertheless, heavy losses were inflicted on the German infantry, specially on the 7th Panzer, whose commander had sent his tanks too far ahead for them to be able to come back on time. At that time the Germans believed that the attack had been carried out by five Allied divisions and feared another attack, on a larger scale, that might cut off their armored forces in France. Thus, the German High Command ordered the Panzer divisions to stop and even sent the 5th Panzer Division back, to assist the 7th. This delay gave the Allies the time they needed to fortify the Dunkirk perimeter, making the evacuation possible, which would have placed a few days later and would have saved the British Expeditionary Force from the German prison camps. On the other hand, the commander of the 7th Panzer Division also profited from the lesson he received that day. His name was Rommel.

SITUATION 27—When the Allies realized that their armies in Belgium were in danger of being cut off, they tried to coordinate a massive attack on the German pincer both from the North and from the South, to isolate its armored tip. From these grandiose plans came a small, local attack by an improved Anglo-French force. With the immediate purpose of relieving the German pressure on Arras, 74 British infantry tanks, 2 battalions of British infantry (on foot), a gun battery and a few French tanks went to the attack. They had a field day against the German infantry, which lacked armor. The assault group was annihilated, and the American tanks were useless against the thick British armor, but had to withdraw, at heavy cost, when the Germans counterattacked with tanks that afternoon. Nevertheless, heavy losses were inflicted on the German infantry, specially on the 7th Panzer, whose commander had sent his tanks too far ahead for them to be able to come back on time. At that time the Germans believed that the attack had been carried out by five Allied divisions and feared another attack, on a larger scale, that might cut off their armored forces in France. Thus, the German High Command ordered the Panzer divisions to stop and even sent the 5th Panzer Division back, to assist the 7th. This delay gave the Allies the time they needed to fortify the Dunkirk perimeter, making the evacuation possible, which would have placed a few days later and would have saved the British Expeditionary Force from the German prison camps. On the other hand, the commander of the 7th Panzer Division also profited from the lesson he received that day. His name was Rommel.

SITUATION 28—With the Allied armies cut in two and the Germans racing northwards along the coast, the British Expeditionary Force, the British High Command ordered the Panzer divisions to stop and even sent the 5th Panzer Division back, to assist the 7th. This delay gave the Allies the time they needed to fortify the Dunkirk perimeter, making the evacuation possible, which would have placed a few days later and would have saved the British Expeditionary Force from the German prison camps. On the other hand, the commander of the 7th Panzer Division also profited from the lesson he received that day. His name was Rommel.

SITUATION 29—Just before dawn with their backs to the sea, the Allied forces trapped in the Dunkirk perimeter had no other escape route than by sea, to England. It was a desperate situation and desperate action was needed. Unable to stop the Germans, the Allies had to settle for slowing them down with raids and spoiling attacks like the one depicted here. This one was an attack on a German bridgehead across the La Base canal, near Givenchy, held by an infantry battalion. It was an attempt to pull on Rommel the same trick tried in Arras, but this time he had his armor close at hand, and the British tanks were quickly driven off.

SITUATION 30—Needless to say, this situation never took place. It was included because it was the only chance to use the German amphibious tanks. Besides, it gives the Germans an opportunity to get even for all the battles they take in the “D-Day” section. The PANEHER division seems to be rather weak in this situation and that deserves some explanation. The reasons for the British weakness are fairly obvious: With so much equipment lost in France, they just did not have the
### French Unit Compositions

<table>
<thead>
<tr>
<th>Infantry Battalion:</th>
<th>Infantry Regiment:</th>
<th>Motorized Infantry Battalion:</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Diagram" /></td>
<td><img src="image2" alt="Diagram" /></td>
<td><img src="image3" alt="Diagram" /></td>
</tr>
</tbody>
</table>

- **Infantry Division**: three Infantry Regiments, one A-T Company, one Light Artillery Regiment, one Heavy Artillery Regiment, one Infantry Recon Battalion, six Engineer.
- **Motorized Infantry Division**: three Motorized Infantry Regiments, one Motorized A-T Company, one Motorized Light Artillery Regiment, one Motorized Heavy Artillery Regiment, one Motorized Recon Regiment, two Motorized Engineer Companies.
- **Division Legere Mecanique**: one DLM Armored Brigade, one DLM Recon Regiment, one Dragons Portes Regiment, one Motorized A-T Regiment, one DLM Artillery Regiment, one Motorized Engineer Battalion.
- **Division Curassée**: one DCR Armored Brigade, one DCR Motorized Infantry Battalion, one DCR Artillery Regiment, one Motorized Engineer Company.

### British

<table>
<thead>
<tr>
<th>Infantry Battalion:</th>
<th>Infantry Brigade:</th>
<th>Cruiser Tank Battalion:</th>
<th>Engineer Battalion:</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image4" alt="Diagram" /></td>
<td><img src="image5" alt="Diagram" /></td>
<td><img src="image6" alt="Diagram" /></td>
<td><img src="image7" alt="Diagram" /></td>
</tr>
</tbody>
</table>

- **Infantry Division**: three Infantry Brigades, three Artillery Battalions, one A-T Regiment, one AA Battalion, one Engineer Battalion.
- **Armored Division**: two Cruiser Tank Brigades, one Engineer Battalion, one Recce Battalion, one Mechanized Artillery Regiment, one Mechanized A-T Regiment, one AA Regiment, one Infantry Battalion.
resources to adequately cover the beaches. Besides, they had not had neither the time nor the slave labor to build defenses like those the Allies faced four years later. For the invasion, the Germans had plenty of men and equipment, but lacked the ships to get them across the English Channel. Landing craft were scarce and there was a serious shortage of warships for escort and bombardment, due to the naval losses suffered in the conquest of Norway.

**BIBLIOGRAPHY**

Tons of ink and paper have been devoted to the Second World War, and the Battle of France has received more than its share of both. Listed here are the most useful of the various resources to adequately cover the beaches. Besides, they had not had neither the time nor the slave labor to build defenses like those the Allies faced four years later. For the invasion, the Germans had plenty of men and equipment, but lacked the ships to get them across the English Channel. Landing craft were scarce and there was a serious shortage of warships for escort and bombardment, due to the naval losses suffered in the conquest of Norway.

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Although there were many who expressed horror at the idea of a revision of their old favorites such as AFRIKA KORPS and STALINGRAD (AH Philosophy, Vol. 14, No. 5) in favor of “design innovations” more in keeping with the “state of the art”, there doubtless were many who shared Mr. Mueller’s sentiments in that published letter. One such comrade in arms is Louis Cooney whose sophisticated variant of STALINGRAD is about as thought provoking as any official revision we could probably come up with ourselves.

I shall never forget the keen anticipation I felt a dozen or so years ago upon opening my very first copy of STALINGRAD—and the keen disappointment I felt after examining the game. The bleak graphics, the whimsical Russian order of battle and the unimaginative game mechanics were all dismal evidence of a regressive design. Yet, perversely, STALINGRAD steadily grew in popularity to become a favorite of wargamers and a mainstay of wargaming tournaments. For all of its shortcomings, I regularly find myself turning back to my well-worn STALINGRAD, while my copies of BARBAROSSA, WAR IN THE EAST (II) WAR IN EUROPE, DRANG NACH OSTEN, RUSSIAN CAMPAIGN (JEDKO), RUSSIAN CAMPAIGN (All), EAST FRONT and NOWEHMACH T gather dust on my shelves.

STALINGRAD’s universal popularity stems from the classic nature of its subject campaign and the classic simplicity of the game itself. The Russian Front in World War II was a classic match of German skill, speed and shock against brute Russian strength, size and endurance. However crude it may be in format and mechanics, the game does simulate this match in a fundamental way—even if more characteristic of WWI than WWII. After a dozen years, however, every arbitrary nuance of the game’s mechanics has been so scrutinized, analyzed and otherwise reduced to absurdity in discussion and play that genuine realism has become sacrified to gamesmanship. The 1974 rules revision was another keen disappointment for STALINGRAD partisans like myself who feel that the revision could have and should have done far more to enrich the game’s realism and to accelerate its pace with no real loss of simplicity. Thus, it seems left to a humble revisionist such as myself to provide the definitive revision of STALINGRAD.

Before revising the game, we should consider the purpose of the revision and select the historical variables we must want STALINGRAD to simulate. The purpose of the revision is two-fold: to simulate the operations of a classic campaign with all of their dramatic sweep and historical intensity and to infuse into STALINGRAD the brevity, excitement and simplicity of play of the ideal tournament game.

Some of the critical historical variables which should be simulated are: the total surprise achieved by the Axis on 22 June 1941, the momentum of an advance, the superior operational flexibility and initiative of German forces, the deep penetrations and battles of encirclement known as Kesselschlachten, the war production potential of Russia, the importance of weather and supply and the unique fighting qualities of the Finns.

A good revisionist—refer to my article in PANZERFAUST 664, “Game Design: An Unliquidated Revisionist Speech!”—salvages everything he can and lives with what he must. Major revision of crucial physical components such as the mapboard and unit counters would prove to be more trouble than completely redesigning the game from scratch (which I have done in about four distinct versions at this scale alone). Therefore, all rules and components of the original game are retained unless contradicted by any of the following revisions:

IV. WEATHER
A. Weather Determination
1. July, August and September are automatically Perfect weather.
2. For October, a die roll of 1-2 produces Perfect weather, and a result of 3-6 produces Mud.
3. If October was Perfect, November is automatically Snow; if October was Mud, November is automatically Perfect.
4. December, January and February remain Snow weather months.
5. For March, a die roll of 1-2 produces Snow and 3-6 Mud.
6. If March was Snow, April is Mud. If March was Mud, a die roll of 1-2 produces Perfect April weather and 3-6 Mud.
7. If April is Snow, May and June are automatically Perfect. If April was Perfect, a die roll of 1-3 produces Perfect May weather and a 4-6 die roll equals Mud.
8. If April or May was Mud, June is automatically Perfect. If April and May were both perfect, 1-4 makes June Perfect, 5-6 Mud.

B. Weather Effects on Operational Movement
1. In Mud turns, all units’ printed movement factors become “2”—except for cavalry units which become “3.”
2. In Snow turns, all units’ printed movement factors are halved—except for Finnish units’ whose movement factors are unaffected.
3. The movement bonus given to eligible units in the Operational Movement Phase remains unchanged by weather.

C. Weather Effects on Combat
1. In Mud turns for both players, all attacking odds are reduced by a one-column shift in the combat odds e.g., a 9:1 (or higher) becomes a 6:1, a 2:1 becomes a 3:2, a 1:2 becomes a 1:4.
2. All Snow weather turns. Russian units also receive a one-column odds shift in their advantage when defending—unless attacked only by Finnish units. In Snow turns of the first winter only, Russian units receive a one-column odds shift in their advantage when attacking Axis stacks containing no Finns.

D. Weather Effects on Battlefield
1. In Mud weather turns, only cavalry units may advance an additional hex through a vacated hex if the other Advance after Combat requirements have been met.
2. In Snow, only Russian armor and cavalry units may advance an additional hex if the other Advance after Combat requirements have been met.

E. Weather Effects on Breakthrough Movement
These effects are the same as those on printed movement factors in the Operational Movement Phase.

F. Weather Effects on Terrain
1. In Snow turns, all river, swamp and lake hexes on and north of the diagonal hex-line R19, S20, ..., Kursk, ..., EE32, FF33, ..., HH35, ..., Astrakhan are frozen over and treated as clear terrain hexes for all purposes.
2. In thaw turns, a player’s units on lake hexes are not eliminated unless they are still there during his Supply Status Determination Phase. In all non-Snow turns after the thaw turn, no units may enter lake hexes.

I. REVISED TURN SEQUENCE

A. Turn and Weather Determination
B. Axis Player Turn
1. Axis Replacements Phase
2. Axis Strategic Movement Phase
3. Axis Operational Movement Phase. Overrun attacks (6:1) may occur during this movement phase. Eligible units receive movement factor bonuses during this movement phase only.
4. Axis Attacks Resolution Phase. Axis tactical advances resulting from combat must be executed immediately after each attack.
5. Axis Breakthrough Phase. Axis units moving in this phase may not move into (or out of) an enemy Zone of Control.
6. Axis Units’ Supply Status Determination Phase.
C. Russian Player Turn: same as Axis Player Turn.
D. Victory Determination Phase.

II. GAME TURNS Each game turn represents one month of real time.
A. Tournament Game—This consists of 8 turns: June 1941 through January 1942, inclusive.
B. Extended Game—This starts in June 1941 and lasts through December 1944 or the turn in which one player accedes to his victory conditions.

III. VICTORY CONDITIONS
A. Tournament Game—The Axis player wins if, during the Victory Determination Phase in any game turn, German units occupy all of the cities in any one of the following groups of cities:
1. Leningrad and Rostov, OR:
2. Moscow: OR
Otherwise, the Russian player wins.
B. Extended Game
1. The Axis player can still win after January 1942 if he occupies both Moscow and Stalingrad with German units in the Victory Determination Phase in any game turn through December, 1944.
2. The Russian player wins if, during the Victory Determination Phase of any game turn through December, 1944, Russian units occupy Helsinki, Warsaw and Bucharest.
THE GENERAL

V. TERRAIN
A. Terrain Effects on Operational Movement
1. Mountain and major city hexes cost all units 2 movement factors for each such hex entered regardless of weather.
2. Each unfrozen swamp hex entered costs all armored infantry and armor units 2 movement factors even in Mud weather turns.

B. Terrain Effects on Combat
1. Terrain (and weather) effects on combat are cumulative.
2. Defensive terrain advantages are as follows:
   a. For Russian units:
      1) Axis attacks cross-river against any defending Russian unit(s) are reduced by a one-column shift in the combat odds.
      2) Axis attacks against a Russian infantry unit (or any combination of Russian units of which at least one is infantry) which are in swamp, mountain, or minor city hexes are reduced by a one-column shift in the combat odds for each such terrain advantage.
   b. For Axis units:
      1) Every Axis unit defending against a cross-river Russian attack receives one additional multiple of both of its printed combat factors added to themselves for all purposes.
      2) Each Axis infantry and armored infantry unit defending in mountain or major city hexes receives one additional multiple of both of its printed combat factors added to themselves for all purposes.
      3) Russian attacks against an Axis infantry or armored infantry unit (or any combination of Axis units of which at least one is infantry or armored infantry) in a minor city hex are reduced by a one-column shift in the combat odds.
      4) Axis units receive no defensive terrain advantage for defending in swamp hexes.
   c. Terrain Effects on Tactical Advances after Combat
      An armor or cavalry unit may not advance two hexes through the defender's hex if it attacked cross-river or if either of the two hexes have terrain which would cost it two movement factors to enter in normal operational movement. However, if not violating ZOC restrictions, any unit may always advance one hex after combat into the hex vacated by all defending units.
   d. Terrain Effects on Breakthrough Movement
      Terrain effects on Breakthrough movement are the same as those on normal operational movement.

VI. ZONES OF CONTROL
Except in the case of major cities, ZOCs remain "active" as in the regular game.
A. No unit may move both out of and into an enemy ZOC (directly from one ZOC to another or otherwise) in the same movement phase—be that phase operational movement, tactical advance after combat or breakthrough movement.
B. Russian units may not end any movement phase stacked together in any enemy ZOC unless they began that movement phase already stacked together and unless, if moved, they were moved together as a stack sometime during that movement phase.
C. During the Operational Movement Phase only, all units moved during this phase which do not move either into or out of any enemy ZOC receive a two movement factor bonus (regardless of weather) added to their weather-modified printed movement factor.
D. Major Cities
   1. ZOCs of adjacent enemy units do not extend into major city hexes for combat purposes. Any units on major city hexes are not compelled to attack adjacent units even to them. Units inside major cities do not form normal "active" ZOCs on adjacent enemy units outside the city, though.
   2. If any of the units in a major city do attack adjacent enemy units, any remaining units in the major city are not compelled to participate in the attack. However, all enemy units (adjacent to the major city having one or more units attacking out of it) must be attacked—even if not by those units.
   3. Any Russian major city which is not occupied by an Axis unit functions as a Russian ZOC for Axis movement, retreat or advance after combat and supply purposes. (Thus, for example, any Axis unit moving into an unoccupied Russian major city hex during the Operational Movement Phase must pay its two movement factors, lose its operational movement bonus and stop.)

VII. STACKING
This is the same as in the original game with the following exceptions:
A. Stacks of Axis units of different nationalities may be only two units deep.
B. Russian and Hungarian units may not be stacked together.
C. Refer again to VI B. about stacking restrictions in enemy ZOC for Russian units.

VIII. REPLACEMENTS
A. Replacement units may enter the game from the owning player's stackboard edge—western for Axis, eastern for Russian—or one per replacement city. They may move as do regular units in the turn of their arrival from whatever their replacement source.
B. Russian replacement cities and sources are now Leningrad, Moscow, Kiev, Kharkov, Stalingrad and Stalin. (As before, these cities might be underlined on the mapboard.)

C. The Russian replacement production now begins in June, 1941 at a rate of 4 factors per replacement city/source per month. In September 1941, this rate increases to 6 factors each and in December 1941 to 8 factors each.
D. For Russian infantry units only, the attack factor is used as the replacement factor. (As a reminder, Russian infantry units' attack factors might be underlined.)
E. In January, 1942, the German replacement rate increases to 6 per month and in January, 1943 to 8 per month.

IX. STRATEGIC MOVEMENT
A. Rail Movement
   1. To be moved by rail, at the beginning of the Strategic Movement Phase a unit must not be in an enemy ZOC and must already be on a rail hex which itself is one of a continuous line of rail hexes leading back to the owning player's side of the mapboard without interruption by enemy units or their ZOC. Axis units cannot be moved by rail in Finland unless such a rail line back to the western edge of the mapboard can be established (through Leningrad, obviously).
   2. In Perfect and Mud weather turns, a unit eligible to move by rail may move as many as 20 continuous rail hexes during the Strategic Movement Phase. It may not stop in an enemy ZOC, and it may move no further during the remainder of the player's turn. In Snow turns, this rail movement distance drops to 12 continuous rail hexes.

   3. Each player may move units worth as many as 16 replacement factors by rail per month regardless of weather. Replacement units are counted against this rail movement capacity limit.

B. Sea Movement
   1. To be moved by sea, at the beginning of the Strategic Movement Phase a unit must already be on a port city hex and the owning player must control the sea.
   2. A unit eligible to be moved by sea may move from one friendly port city to another during the Strategic Movement Phase. It may move no further during the rest of the player's turn. Units worth a total of 4 replacement factors may be moved in each sea turn.
   3. The Baltic Sea is controlled by the player who controls Helsinki. Port cities are Königsberg, Riga, Helsinki and Leningrad.
   4. The Black Sea is controlled by the player who controls Sevastopol. Port cities are Odessa, Sevastopol, Novorossisk and Batum.
   5. Units cannot be transported by sea through the White Sea, Caspian Sea or Mediterranean. Amphibious assaults may not be made against unfriendly port cities. Units may sail from any port cities in enemy ZOC. They may disembark in friendly major port cities—occupied or not—adjacent to enemy units. Units may not disembark in minor port cities which are in enemy ZOC, though.

X. OPERATIONAL MOVEMENT
A. Any units which were not moved in the Strategic Movement Phase may be moved up to the limit of their weather-modified printed movement factor—see IV. B.
B. Eligible units may receive the operational movement bonus—see VI. C.
C. Units move subject to applicable terrain, ZOC, stacking and weather restrictions—refer to the appropriate rules sections.
D. Overruns—Defending units subject to 61:1 or 4:1 surrounded attacks resulting in their certain elimination lose their ZOC for all purposes the instant such odds are achieved against them during the Operational Movement Phase.

XI. COMBAT
A. General Rules
   1. Except in the case of major cities—see VI.D.1.—ZOCs are "active" for combat purposes just as in the original game.
   2. The defense factors of Axis units in any stacks containing German or Finnish units must be attacked as one combined whole. Otherwise, defending units in the same hex may be attacked separately as in the original game.
   3. Finnish Power—The combat factors of Finnish (only) units defending in Finland hexes are doubled for all purposes. The attack factor of any Finn attacking a Russian unit which is on a Finland hex is tripped for all purposes.

B. Combat Odds Calculation Sequence:
   a. Attack factors of attacking units are totalled.
   b. Defending units' defense factors are increased by any applicable terrain-added multiples.
   c. The "basic odds" are calculated in the customary manner.
   d. Any applicable column shift modifications to the combat odds are made yielding the final combat odds.
6. Combat Results—

a. AE. All attacking units are eliminated.

b. AR. The attacker must retreat all of his units involved in the attack back 1 or 2 hexes observing all ZOC movement restrictions. Any units unable to do so are eliminated instead. Defending units may never Advance after Combat.

c. DR. The attacker retreats all defending units 0, 1 or 2 hexes as he chooses. Any defending units which would be unable to retreat to a hex a full two hexes away from their former position are instead eliminated.

d. II. The attacker retreats all defending units 0, 1 or 2 hexes as he chooses. Any defending units unable to retreat are not eliminated: they just stay where they are.

e. X: Exchange. All defending units are eliminated as are attacking units having attack factors at least equal (if possible) to the multiple-modified attack factors of the defending units. EXCEPTION: Against defending Russian armor units, their defense factors are used to calculate the Exchange cost to attacking units.

f. DE. All defending units are eliminated.

g. DE\3. For the Russian attacks, a “DE\3”—not a “DE”—means “Exchange.” Thus, a Russian attack at 2:1 would actually have the following range of results:

\[\begin{array}{cccccc}
1:5 & 1:3 \\
1:6 & 1:4 & 1:2 & 1:1 & x & 3:2 \\
3 & 2 & 1 & 0 & 1 & 1 \\
1 & 2 & 3 & 4 & 5 & 6 \\
\end{array}\]

A die roll of 1 (DE\3) means “Exchange” so all attacking and defending units are eliminated.

A roll of 2 (DR) would eliminate the 4-4-4 (thanks to the “No Retreat!” orders) and retreat the 8-8-6 with no loss to the Russians. Assuming there were no other Axis units’ ZOC to prevent it, the Russian units would be able to Advance after Combat into Odessa. Russian units would remain in place.

A roll of 4 or 5 (AF) would force the Russian player to retreat his attacking units 1 or 2 hexes. Although defending units cannot Advance after Combat, the German units would be disabled for the next Axis’ turn, assuming there were no other Russian units adjacent.

A roll of 6 would eliminate all of the attacking Russian units.

Another combat example: A Russian 4-4-4 and an 8-8-6 are defending Odessa against a cross-river in a Mud Turn. Although the Russian player did not give his forces “No Retreat!” orders at the end of his previous player turn, let’s say Axis ZOC prevent a retreat. The Axis player attacks the 4-4-4 with one 4-4-4 for basic odds of 1:2. Because the attack is cross-river and in a Mud Turn, the final odds shift two columns down to 1:5. Because it is already a Mud Turn, the 4-6-6 gets no additional advantage for being in a swamp hex (V. p. 56). Odds against the 6-6-6 are 289 or 3:1 shifted downward to 3:2. Since Russian units receive multiple modifications only for defending in major cities, the exchange value of the 6-6-6 remains “9.” In its surrounded condition, a die roll of 2 would eliminate it with no loss to the Germans, whereas a roll of 3 would have no effect (other than forcing it to counterattack its attackers along with the 4-4-6 in the Russian Player Turn!).

B. Tactical Advances after Combat

1. Immediately after any combat wherein the defender’s hex is vacated, attacking units may advance into it—observing all ZOC and stacking restrictions, of course.

2. Armor and cavalry units may advance one additional hex through the vacated hex if doing so does not violate ZOC and stacking restrictions and some other conditions.

3. If all defending units in a hex were eliminated with a DE result, any attacking armored infantry and armor or attacking Finnish units may ignore all ZOCs as they Advance after Combat.

XII. BREAKTHROUGH MOVEMENT

A. To be eligible to move in the Breakthrough Movement Phase, a unit cannot have yet moved in any previous phase or have participated in any other unit movement, retreat and supply purposes as of the instant it is vacated by Axis units.

B. A roll of 3 (DR) could retreat the 8-8-6 but would leave the 4-4-4 (thanks to its “No Retreat!” orders) in possession of Odessa. Russian units would remain in place.

C. A roll of 4 or 5 (AF) would force the Russian player to retreat his attacking units 1 or 2 hexes. Although defending units cannot Advance after Combat, the German units would be disabled for the next Axis’ turn, assuming there were no other Russian units adjacent.

A roll of 6 would eliminate all of the attacking Russian units.

Another combat example: A Russian 4-4-4 and an 8-8-6 are defending Odessa against an attacking armored infantry and armor units for the entire Axis player-turn. The above movement restrictions apply during the entire Axis player-turn, whether or not Maikop or Grozny are liberated during the turn.

B. If at any time during a Russian player-turn Axis units occupy the minor city hexes of Maikop and Grozny, Russian armor corps’ printed movement factor is halved from “4” to “2.” Also, a fuel shortage reduces such armor units’ Advances after Combat by one possible two hexes to the one vacated hex in any weather and terrain conditions. The above movement restrictions apply during the entire Russian player-turn, whether or not Maikop or Grozny are liberated during the turn.

C. Fuel shortage movement restrictions have no effect on the movement bonus awarded eligible units in the Operational Movement Phase.

XV. SET-UP AND FIRST TURN RULES

A. The attack factors of all Axis units are doubled for all purposes in the Axis Player-turn only of the first turn—June 1941.

B. At least 25 Russian units must be set up in a 3-hex wide zone inside and adjacent to the western Russian border running from the Baltic Sea to the Black Sea. Russian units may not be stacked in the Set-Up.

C. German infantry units are limited to no more than 8 replacement factors may start the game in Finland. Only those German units numbered with an “R” may, if the Axis player wishes, start the game in Rumania. Finn and Rumanian units must start the game in their respective countries.

D. June, 1941 is a Perfect weather month.
A. The 35th, 3rd and 28th Russian infantry corps—one 5-7-4 and the two 7-10-4s—should be removed before play and be replaced with three 6-9-6 armored corps—the 5th, 8th and 9th.

B. To be brought in as replacements only, the Axis player should have the German 1st SS and 3rd SS Armor Corps—two 8-10-6s and a 7-9-6, respectively.

Any clawn can be a critic. However, in this article I have proposed constructive answers to many of the questions and criticisms long raised by myself and other American historians. I hope this article will serve as a basis for further discussion in an open dialogue on rules and revisions which will benefit not just STALINGRAD and Avalon Hill but military boardgame design at large.

There are many historical features of the Eastern Front which this revision simulates or intensifies. Especially in the Tournament Game with its brevity, the German player must maintain his blitzkrieg momentum of advance. More than just psychologically, the rules of retreat, advance after combat, breakthrough and disengagement enable and dictate the penetration and unrelenting pursuit of the enemy in the style of "Schnell Henry" Guderian or George Patton. Specifically, moving into and staying in a defending unit's ZOC with an Advance after Combat forces that unit to either counterattack or disengage for the turn. A turn spent disengaging and regrouping is a wasted turn.

Any successful Russian disengagement, regrouping and counteroffensive will require (as at Moscow in December, 1941) a nerveless holding and concentration of reserves. Furthermore, attacking in the face of sizable enemy reserves (as the Germans did at Stalingrad and Kursk) should prove to be both fruitless and dangerous.

As in the actual campaign, the German player can usually run amuck until time constraints force him to focus on a geographical objective—specifically, a major city—in which Russian units can fight off and in which reserves, which Russian reserves can be concentrated. As more than one German general conceded, the Russians were always good fighters, and given time they became good soldiers as well.

The "home court" advantage of Finnish units produces a situation resembling the relatively poor performance of German units in the North, the helplessness of Russian units at the mercy of Finnish tactics and the reluctance of the Finns to advance beyond their borders in the service of Hitlerian schemes.

Another intriguing detail of play is the ability of Russian units to launch unexpected, last-minute assaults across frozen lakes in thaw months (as happened on Lake Ilimen) in an extended game. In the Tournament Game, the superior power and mobility of Russian units in swamps sets up the "Pripyat Fortress" situation with which the Russian 5th Army confronted the Germans in June-August 1941.

The predicament of an isolated replacement city (such as Leningrad historically was) is better simulated by the revision's isolation and replacement rules. Under the new conditions, replacement forces must be paid just to sustain a besieged replacement city. One objection to my revision might be that the Russian player is overly restricted in his initial set-up of units. My answer is that this was the historical situation. Stalin's direct interference and cynical incompetence tied the hands of the Red Army Command—Timoshenko and then Zhukov et al.—at all levels on pain of liquidation. On the other hand, the thorough preparation and total surprise wrought by the Germans in the first days of the campaign are accurately simulated by the doubling of Axis attacking strength in June, 1941.

Another objection might be that the rules are discriminating for or against a particular player may favor specialized players ill-prepared for tournament play. However, we already have rules with the standard game—"professional Germans," etc. Anyway, you cannot know the strengths and weaknesses of one side without having to know those of the other.

An obvious revision is my use of the standard STALINGRAD Russian Order of Battle. The given OB played in the context of these revisions roughly simulates the organization and (in-)capacities of the prewar Red Army. The weaknesses of that prewar Red Army dogged the Soviet Army even into the later stages of the war—the wartime reorganization notwithstanding. In any event, the small number of Russian unit counters has always been one of the major factors contributing to STALINGRAD's playability. My ideal revision of STALINGRAD requires an entirely new mapboard and OB, and it is outside the scope of this article.

Certainly, with the gamut of possibilities this revision creates, considerable playing will be required to fine tune it. As with the original game, altering the Russian replacement factor is the most effective means to balance the game. I would enjoy hearing from anyone with an opinion of the revision and of the amount of play-balance they think is required for historical or tournament play. Unlike some designers, I never presume my work to be so definitive that I would deny it its full growth.

Comments to: Louis Coatney, RR 4, Box 4785-5, Juneau, Alaska 99803.

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Andrew McNeil is the Scotsman who originally designed KINGMAKER for Philmar, LTD in England. As a 40ish executive with Granmap Television, LTD whose conventional wargaming exposure is defined by most American standards he offers a viewpoint on gaming in England and games in general well worth reading. Our Mich Uhl who handled the cleanup chores in the Avalon Hill development of the Philmar edition authorized the questions in italics below.

**INTERVIEW: ANDREW McNEIL**

How and when did you get started in wargaming?

Each time I start to set down a date for the time I started in wargaming I seem to remember some earlier occasion. I certainly started with miniatures. They were beautiful lead models of ships of the Grand Fleet which belonged to my father, who was a boy at the time of the First World War. He told me something of the games he had devised for them, and inspired by him I armed myself with chalk, ruler, and Tables compiled from the old Encyclopedia Britannica, and devised a highly enjoyable table-top wargame. When JUTLAND appeared, it was familiar. I'd played it years before. I was 11 or 12 years old when I played my dreadnought game. The battle ended with the sinking of both ships. I was then about 24 years old when I played my dreadnought game. The battle ended with the sinking of both ships.

When did you get started in wargaming?

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How and when did the idea for doing KINGMAKER originate?

KINGMAKER originated with my deep love of history, and of medieval history in particular, and Britannica, and devised a highly enjoyable table-top wargame. When JUTLAND appeared, it was familiar. I'd played it years before. I was 11 or 12 years old when I played my dreadnought game. The battle ended with the sinking of both ships. I was then about 24 years old when I played my dreadnought game. The battle ended with the sinking of both ships.

What are your favorite periods in history?

I don't have any favorite periods in history because I know a lot about them all, and I like them all. But I particularly like those periods of history where there is still room for interpretation by historians which upsets the established view of things, like KINGMAKER and the Wars of the Roses. In a way the game is only a means to that end, discovery of a truth by building a model. The next game I do will do the same.

What do you find interesting about wargaming as opposed to other pursuits?

I'd say that what is interesting is the interaction of player and dynamic within the well-constructed model, and if the designer has done that well, then there should be as much interest for the spectator as for the player. Look at the success of The Series Replay in this magazine.

What is your impression of the tremendous proliferation in types, styles, and sheer number of wargames which has occurred lately? In particular, what do you think the future holds for the new categories now popular; i.e., large or huge detailed monster games, fantasy role-playing, multi-player games à la KINKMAKER, and computer games?

I'm not surprised at the proliferation, but I am perhaps a little alarmed that it will all get out of control. And will there be any room for the 'intuitive' designer? I would say that it is the intuitive designer who has created each of the four categories of game you specify. But there is a danger, isn't there, that the model will collapse under a weight of pure data?

As an ACW buff of long standing I had to have TSS. It leaves one happily drained. It's a great thing to have around. But it's not mainstream. Nor are the other giants, despite the pleasure quotient.

Fantasy role-playing games, space warfare, Tolkien's battles? I'm not into them, but I know the pleasure that people get from them. They're not mainstream either, but there can be no doubt that they will be with the awareness of both players and designers of mainstream games by getting them working and playing in the space and the planes. If you can build a model of a dungeon, you can build a better model of the rise of Bolshevism or even of the battle of Franklin (1864 ACW battle typifying superiority of Union command structure).

Multi-player games are great, and I'm glad to see that other games have evolved, borrowing something from KINGMAKER! But I think Rich Berg made an error in allowing so much bookkeeping in CONQUISTADOR. They're meant to be fun. As well as stretching the game designer's mind. But I'm sure that their chief use, and here is where I would make a claim for KINGMAKER, will be to bring new people into the mainstream of the hobby, while still being games that hardened buffs will turn to after 60 hours of TSS or DND.

I haven't played a computer game, being horribly innumerate. But I fed figures into KINGMAKER, and I can see that the advent of cheap, programmable calculators could open up new opportunities for dynamics in future games, whatever the model. 1914 comes to mind as a game which could be redesigned that way.

What do you think of the "state of the art" at present?

Games from the large companies are getting better all the time, and so is WWII. There's less mess about the dividing line between a wargame and a game per se, between simulation and recreation. And this must come from the greater feeling of confidence that the companies have now, when the signs are so good for the hobby. Perhaps that means that they are not taking themselves too seriously, and so they produce better games.

Do you think there is room for improvement in game design?

As long as games go on being designed, and are not the process of feeding OOBs and Met reports and Terrain Factors into a computer, they will naturally go on being improved. I stuck out for color when I designed KINGMAKER. No one's afraid of it any more.

Do you like the directions in which board gaming is presently moving?

Board gaming is moving ahead on a broad front. The various arms seem to be supporting each other. Fantasy games, multi-player games, and massive simulations are there with a good sprinkling of the straightforward wargames, which are better than before because of the experience of those who have created them and those 'in house' developers. How nice it is that AH is producing ASSAULT ON CRETE, as well as revised GETTYSBURG; how nice it is, also, that SPI can give us ISLANDS and THE WAR BETWEEN THE STATES for those of us who like to get into the economics behind the fighting, and at the same time produce straight simulation in numbers.

What do you think a game should say?

I should be really rather horrified if a game said anything to me, even if I agreed with it. Surely one of the great things about games is that it deliberately doesn't make value judgements about the subject. I deplore the ideas of the Nazis, but I don't want to have to add or subtract to the die roll every time SS Tetenkopf goes into action. It comes down to what I
THE GENERAL

said earlier, that a game should be a good model, playing it should instruct as well as give pleasure. It doesn't need to say more.

What kind of games would you like to see?

Good games, games that look well, feel well (materials and components are important). More games that can be played over 4.5 hours, games that go beyond the OOB to the 101 other variables.

What is wargaming like in Britain?

Wargaming in Britain is still in embryo, with miniatures still dominating the scene, with personalities like Grant and Featherstone. Board wargaming is on the increase, but the sales of games are still tiny compared with those in the U.S.

What kind of history does British wargaming have?

Well, the history of wargaming in Britain is very interesting. If you were to go back to before the First World War, when Britain was a pre-eminent military and naval power, you would see wargaming as we know it to be born—"kriegspiel", of course, was played in Britain as well as Germany—"de rigueur" for professional soldiers. I don't know about the U.S. H.G. Wells had written 'Little Wars'. One would have expected wargaming to have developed in Britain. But it didn't. It remained something for the Sandhurst and Camberley chaps. So it was.

Is wargaming a popular activity in Britain; about how many Britons participate?

I would be reluctant to give a figure to the wargaming pubs and clubs, or to tell how many Britons are into AH games in the U.S. but would hazard a guess at around 15-20,000. Tiny, isn't it?

How do British wargamers feel about American game companies and their treatment of foreign customers? Can there be an improvement in our relations?

I have never heard any complaints about American game companies. We British are fair-minded, and recognise that import duty and our poor foreign exchange rate puts up the prices. I have heard, and have long expressed, admiration for the generally high standard of packaging and presentation of games. Admiration there must be too for the British companies, who are more into AH games in the U.S. but I would hazard a guess at around 15-20,000. Tiny, isn't it?

The hobby is still too small to be able to recognise themes or styles. But if a native industry does get beyond the home-printed folio stage, I would expect a preponderance of 'intuitive' games, rather than massive simulations. American companies are too advanced, and they already deal with the American reserve, and 'straight' games will not be popular with you in the U.S. Then and there, we have 'KINGMAKER' as 'intuitive'. It's probably significant that JEDCO produced the games they did from Australia. It's probably a guide to the way things will go here.

What directions are Britishers taking in the gaming and design fields?

There's a constant struggle to create a game from the English Civil War (17th century). But there hasn't been a good one yet, from what I've seen. And that's rather typical of the approach. Choose a period and try and give a game from known methods in the hobby. No room for intuition and no "model-building".

There are a growing number of British wargame companies that have produced good quality games. Can we expect more in the future?

I wish I could see a "boom" in British gaming, even if I thought that was a good thing. But as my other answers should have made clear, I see nothing wrong with the way things are developing at the moment. The next stage is for the prices to come down by sub-licensing the popular games for manufacture over here, and I believe a start has been made on this. Let's face it, AH and SPI have world domination, and no-one here is going to challenge them. Even Shazam knows more about game design than most British games manufacturers . . .

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THE GAMER'S GUIDE TO DIPLOMACY

THE GAMER'S GUIDE TO DIPLOMACY is a 36-page illustrated booklet containing all sorts of valuable information for DIPLOMACY buffs of all ages and a surefire way to liven up conversations among friends. It's informative and enjoyable. The GUIDE is divided into eight sections. In the Introduction, Mr. Walker discusses the development of the game, its uncommon nature where some vices become virtues, and where ethics become, in some cases, a definite liability, playing objectives, country selection, and more.

In Section II, "Elements of the Game," you will read about such things as communications, alliance and treachery, aggression and defense, cheating, stalemates, convoyed attacks, and receive some tactical hints for better play.

The third section of the GUIDE presents a detailed study of the board, styles of play, and choice opening moves and game strategies for each of the seven Powers in DIPLOMACY. There are also several revealing charts showing the relative successes and failures of all of the Powers over the course of 803 recorded games.

Section IV presents a sample game, with commentary by the author and an analysis of the diplomacy and tactics of each of the seven players involved. The commentary is accompanied by several easy-to-read maps so you can go right along with the progress of the game.

The fifth section of the GUIDE concerns itself with postal DIPLOMACY, where you'll find a little history, descriptions of the various ratings systems used, and a few suggestions on how you can get involved in this exciting segment of the game.

Section VI is devoted to variants, with a full description of each of several of the better-known variants, including "Napoleonic" DIPLOMACY, "Sid" DIPLOMACY, "The Great War" and "Twin-Earths" DIPLOMACY. There are also complete rules for the original 1955 version of the game, and as a bonus the back cover of the GUIDE is a reproduction of the original map, for those readers who wish to play the first DIPLOMACY.

Section VII deals with clubs and tournaments, an area that the author feels is growing in importance as the ever-increasing rise in postal rates increases the attraction of face-to-face DIPLOMACY play.

The final section, entitled "Questions and Answers," attempts to deal with the most common (and several most uncommon) questions that may arise. As the author says, "They include some which are frequently asked as well as some that were asked only once and were debated at length afterwards."

For anyone with even the most casual involvement in this highly demanding game, THE GAMER'S GUIDE TO DIPLOMACY is absolutely priceless, and well worth the mere $3.00 plus 50¢ postage that it costs. Send your check or money order made payable to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Maryland residents please add 5% state sales tax.
An air unit can SR over an unlimited number of sea hexes as long as it can touch down at a friendly base at least every eight hexes. A possible SR path would be from Athens to Benghazi to Malta to Tunis to Corfu (if no French are present) to Vichy to London, with no Sea Escort required. The path would have to avoid enemy-controlled islands or coastal hexes.

3.32 Missions that require Offensives on two Fronts can be conducted as long as the Offensives are paid for. A German fleet based in E. Prussia may use Naval Transport to carry a ground unit from Leningrad to Danzig, after which the unit may take part in an attack on Berlin. The Transport mission and the final ground assault would then be conducted as an Offensive. If the Unit had been carried to Kiel only one Offensive would have been needed.

3.321 If the French are deliberately trying to lose the war, the French player is invited to march through Paris, the German player may choose to ignore any called-for French losses. The combat takes place but the French units remain intact.

3.3 It is not necessary to end the turn with a unit in an enemy capital to accomplish Conquest. If the Germans move units through Paris and then prevent the French from reconquering it, France fails.

3.51 The colonies and conquests of a fallen Major power (not including France) becomes neutral until occupied by a friendly player using an Offensive or Attrition option, and movement. No declaration of war is necessary.

3.52 When Paris has been taken by Axis troops the French may only initiate combat if there is a chance to retake the capital. This means that the French must be able to mount a 1:2 or better attack against Paris, taking into account Axis Defensive Air Support. If they can only achieve 1:3 odds, France will automatically fall without conflict of any sort by the French, including Attrition attacks.

After the Combat Phase ends the German player removes half of the French infantry in France, half of the French units based in Paris, half of the air bases, half of the air FACTORS and half of the naval units, rounding down (half of 3 is 1). Fleets are built up to the lowest and strongest units possible before halving. Corfu becomes German with France, but is considered a colony for game-legal mechanisms.

4.3 The only supply bases in the

France is subsequently conquered, the total BRP value goes to Britain. The rules governing Cooperative Conquest also apply to Cooperative Intervention.

3.581 If Russia invades a German Minor Ally while Germany and Italy are not allied Italy can intervene against Russia, making the invaded country an Italian Major Ally, using the same rules Germany would have.

3.582 The Axis side may only have twenty German factors in an Inactive Minor Ally. When the Minor is activated all restrictions are lifted.

3.583 Germany does not lose BRPs if a Minor Ally is conquered prior to activation.

3.6 A neutral Russia cannot invade a Vichy colony, even though Russia can normally invade a neutral adjacent to Russian territory. The capture of Finland would put Russians adjacent to both Norway and Sweden. The capture of Turkey by France and/or Britain would not allow neutral Russian fleets or ground/air units to pass through the Dardanelles or enter Turkey. Russia may not undertake Cooperative Conquest with the Allies until actively allied with them.

As stated in the 2nd Edition rules, a Major power's naval forces may intercept an enemy sea invasion of a Minor at any time.

3.7 When a Major power declares war on a Minor in the second half of a Game-turn, the Minor's first move would take place in the first half of the following Game-turn, moving before the invaders even if he is taking two turns in a row due to a BRP advantage.

When more than one neutral has been attacked on the same Front and no Intervention has occurred, the Minor would conduct separate attacks against the invaders. An attacking Major power may never make more than one Attrition attack per Front.

A Minor's air units may not conduct missions outside their own borders, except for German Minor Allies.

3.71 Intervention is accomplished by moving a ground, air or naval unit into the invaded Minor by Amphibious Assault, Naval Transport, regular ground/air/sea movement or SR. If a unit cannot be moved into the Minor, Intervention cannot occur. If Intervention cannot occur, the Minor is on its own and will make no Attrition losses if the invaders' forces on the Minor's Front are not in contact with the forces of an opposing Major power. For example, the Germans could invade Sweden from Norway with an Attrition option while Russia is neutral. The British or French could not get a unit into Stockholm and there would be no active Allied troops in contact with Germans on the East Front, so any Attrition losses must be taken from the Swedes. If the British then landed in Bergen and Germans were not adjacent to either Bergen or Stockholm during the SR Phase, a British air unit could be SR to Sweden, constituting Intervention. Any future Attrition losses would still be taken from Sweden until British ground units appeared on the East Front.

3.8 Either player may SR Lent Italian Forces. When Italy is conquered the forces are removed.

4.2 Zones of Control do not extend across lake/sea/river/sea or Quattara hexides.

4.3 The game is won by taking the capitals of Major powers and Minor Allies which have military forces, Libya (for the Allied Only), Egypt (Allies only) and the east edge of the board in Russia (Soviets only). The French colonies do not qualify as supply bases so that units which start a turn in
4.91 A fleet may not provide Sea Escort and Intercept enemy fleets in the same Game-turn. It may Escort in the second half of a Game-turn and Intercept in the first half of the following Game-turn, though.

4.9234 A DAS mission may be intercepted anywhere between and including its base and the hex under attack. Unlike Counterair, the Intercepting player does not have to equal or outnumber the defender.

4.925 A Replacement unit does not count in an Attrition attack nor can it advance if a hex is won, but it can be retreated by an enemy Attrition attack.

4.95 The Allies may lend BRPs to a neutral Power. A neutral Italy may lend BRPs to Germany and vice versa. France may not lend BRPs to Russia or any Allied power before 1942.

5.6 The presence of an air unit of any size on Malta prevents the movement (by Staging or by SR) of any other air unit to the island, even if the owner intends to combine them into one unit.

5.7 Partisans do not need to be supplied and supply cannot be traced through them if they occupy an enemy-controlled hex. That is, Partisans can never change the ownership of a hex, even temporarily. They do not need supply and the enemy cannot use SR in hexes adjacent to them. Partisans cannot operate in the Nazi-Soviet Pact Area.

5.91 The Allies control Turkey, the Lend Lease route need not go through Persia. Any Allied-controlled route into Russia can be used, as long as all elements of the route are in Allied hands. If the Persian route is opened by the Allies, the Axis may then invade Persia without first declaring war.

6.1 Italians do not count toward the 25-factors required for the East Front garrison. The garrison must be in place at the end of each German player-turn; unless and Germany are at war. Units in Kiel do not count.

6.2 Italian intervention does not apply to the Pact Area. Control must be established by holding all of the involved cities at the end of a Game-turn and the area is then held until all cities are lost. Russian units cannot be built in the Pact Area.

6.3 No British ground, air, naval or airbase counters may ever be in the same hex as French ground, air, naval or airbase counters. Nor may British units move into or fly missions over Paris or the Maginot line. British and French ground units may attack the same hex (as long as only one side advances after combat) but they cannot fly joint air missions (as the British: French air ratio would be 1:1). British: French naval units may not intercept or conduct naval missions in the same hex. They could both bombard the same hex, but the fleets would have to be in different hexes when it occurred. Either player's fleets could provide supply for the other's units (say, on a Beachhead). If France makes it into 1942, 6.3 is no longer in effect.

6.4 This rule does not apply to units in the Nazi-Soviet Pact Area.

8.2 The West Wall appears in the Spring '44 turn of the Campaign Game.

8.3 This rule applies to the entire Campaign Game.

8.4 Buildings are not built in the Campaign Game.

8.9 New fleets must be built in units of nine factors; partial strength units cannot be built to fill "out" units with less than nine factors. The new units would appear in the fourth Unit Construction Phase following the Construction Phase in which payment...
was made.
9.4 This rule is suspended while Axis supply can be traced through Turkey (or via Russia / Persia / Iraq / Jordan / Palestine / Egypt).
9.5 For the purposes of this rule, Gibraltar is not a Bridgehead on the Continent. A Bridgehead on the Portuguese or Spanish beaches would be.

There must be no Axis units in Africa at the time of the die roll for the -1 modification to apply.
9.6 Units on Malta count toward the limit of eight units, despite the Fortress. If both entrances to the Med are lost, Malta is out of supply. Gibraltar can always be Amphibiously Assaulted if there is no 9-factor fleet present in the Fortress.
9.8 Axis Variation #1 - Iraqi units may leave their home country, just like any other German Minor Ally.

Axis #2 - Units in Ireland can be "rotated" with other units as long as ten factors are stationed there at the beginning and end of each British Phase. Axis #4 - This variation can only be played in the '39 Scenario and the Campaign Game.

Axis #7 - If played at the start of a '42 Scenario, the German may add the thirty Turkish BRPs to his At Start total.

Axis #9 - The extra units must be built; they are not added to the At Start Force Pool.

Allied #3 - The French fleets are halved before they go over to the British.

10.2 In a multi-player game a player may not SR through an ally's territory without his permission.

10.3 Objective hexes always belong to the original conqueror. A player may not take away an ally's Objective unless the ally is conquered.

Miscellaneous
1. Ground units are allowed to enter Great Yarmouth from J25 only.
2. The island in H36 is owned by Sweden.
3. K30 can only be invaded from the Baltic.

BINDERs

These binders are ruggedly constructed in attractive red leather finish vinyl, with gold embossed logos of THE GENERAL and the Avalon Hill Game Company, located on the front and spine. Each binder measures 9 x 12 x 3/4" 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, and can easily be removed from the binder at your desire. The binders are available from Avalon Hill for $5 plus 75¢ postage. Maryland residents please add 5% state sales tax.

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VISA

About two years ago, shortly after I first met Richard Harnblen, we were chatting about the early days of wargaming. Conversation drifted around to our old favorite, D-DAY, the oldest of the classics. I told Rich some of my ideas to modify D-DAY to make it more realistic and to improve the play of the game. Shortly afterwards, he went to work for Avalon Hill, and passed my ideas on to Don Greenwood. He liked them, and I undertook to turn my ideas into a new set of rules. After much typing, playtesting, modification, and rewriting, D-DAY '77 came into being.

D-DAY, in its seventeen year history, has undergone a number of evolutionary changes, but it has always retained its classic style, presenting a complex strategic situation with relatively simple rules. In the latest version, I endeavored to keep the flavor of the original game, eliminate the rules ambiguities that plagued earlier versions, and make the game more realistic without enumbering it with complicated rules. I wanted to keep the current unit counters and board, which I knew intimately, and had long established tradition behind them. Only the rules would change, making it easy to update an existing game. I also wanted to keep the game suitable for postal play.

D-DAY '77 was designed to recapture the style of play in the '61 version. The normal flow of the game should be an Allied invasion in Normandy, Brittany, South France, or Bay of Biscay, followed by an attempt by the Germans to bottle up the invasion. The Allies eventually break out, and the Germans usually will retreat to a series of river lines, to the Seine, to the Meuse, and at last to the Rhine. Victory will depend on how skillfully the Germans can resolve and counterattack, and how well the Allies can employ their airborne divisions and smash through successive German lines.

The major rules changes are in the areas of Air Power, Replacements, Supply, Reinforcements, Airborne Drops, and Strategic Movement. I started out with the assumption that D-Day '65 is well balanced if we ignore that 17 hex supply line limit and the Allied air power. If there is any imbalance in the updated game, it should be in the Germans' favor, since it takes more experience to be a good German player, it is more work, and it is generally considered more fun to be the Allies since they do the bulk of the attacking.

One of the problems with both earlier versions of the game was the lack of mobility on both sides. It sometimes took over a month for the Allied reinforcements to reach the front after coming ashore. German panzer reserves around Paris took two or three weeks to reach Normandy, and Patton's breakout from the Normandy beachhead was impossible to reproduce in the game. Borrowing Strategic Movement from ANZIO, units can be allowed to approximate much better the speed of their actual counterparts.

Since the Allied forces were extremely mobile, all Allied units are allowed to use strategic movement, to double their speed. This allows units to reach the front much faster, and it also allows the Allies to switch reserves from one front to another. Most important, it allows unopposed units to make spectacular gains, until they either reach German resistance or run out of supply.

Throughout the war the bulk of the German army was horse-drawn. Thus strategic movement is limited to the elite units: the panzer, panzer grenadier, and parachute formations. This enables the German player to bring reserves up quickly to crush an Allied invasion or to plug a breach of the front; but the slower moving infantry may be left behind in a rout. Of course, the Allies were engaged in the continuous campaign of air interdiction to attack French roads and railroads to slow the movement of the German mobile forces. This is represented by the unit and river interdiction missions of the TAC factors, which are discussed below.

Originally, we tried giving Strategic Movement to all German as well as Allied units. The Germans were able to mass unbeatable forces at any invasion area in very little time. This led to unrealistic results, as well as swinging the game balance heavily in the Germans' favor. The Strategic Movement rule adopted contributes to a more realistic and better balanced situation.

Although the Allies will find Strategic Movement useful, the net benefit is strongly in the German favor, even taking into account air interdiction. This plus for the Germans is offset by the changes to the rules regarding the Allied airborne divisions.

In the earlier versions airborne landings could not be made in a German zone of control. However, in the actual airborne operations, the paratroopers landed on top of or very close to German units, as those who have seen "A Bridge Too Far" are well aware. The new rules only forbid landing in the same hex occupied by an enemy unit, which would play havoc with the game system. Rather, airborne units can land adjacent to German units, as they did in Normandy, Arnhem, and Wesel. It is now more difficult for the Germans to defend against airborne drops, but it is still possible. The key lies in forcing the paratroopers to soak-off against units in the rear, and having strong units nearby to counterattack.

The limit of two drops per airborne division is very artificial, and it has been done away with. It also made an airborne division that has dropped twice rather worthless, which is very unrealistic. Now an airborne division can drop any number of times during a game, depending on how long it survives. However, it must drop from Britain, since the actual airborne drops were made by units that flew from British airfields. It is also impossible to rescue a surrounded airborne division by having it fly to safety.

The maximum of three airborne divisions that may drop per turn is imposed because that was the most that dropped at one time, in Market Garden, and even that strained the capacity of the Allies. Since an airborne drop uses a lot of bombers to tow
Carpet bombing also helps the Allies, but it doesn't completely make the game as Strategic bombing did in D-DAY '65.

In the '61 version, German replacements were taken by attack factors. This was changed in '65 to defense factors, and static divisions were not allowed to be replaced. D-DAY '77 reverses to the original for several reasons. It helps the Germans, and the Germans needed the replacements after the changes to the airborne and air power rules. More importantly, as the war progressed, the German replacements were of lower and lower quality. This is best represented by the static divisions. Since replacements are by attack factor, the German can get the most defense factors by replacing those static divisions and the weak 3-4-3 infantry divisions. This leads to a more realistic situation by encouraging rather than forbidding static divisions to be replaced.

Headquarters may not be replaced to discourage the German player from using them as delay units. This is a very unrealistic use of the HQs, which were usually kept far back, away from the action. The Allies are discouraged from using their HQs as combat units to hold the line by the HQs' value in the game.

At first I wanted to do away with the Allied replacements, because they weren't in the original game, and the Allies do get reinforcements throughout the game. However, we found that the Allied drive tended to run out of steam too soon. This was fixed by giving the Allies a replacement rate, but the D-DAY '65 replacement rate swung the balance too far in favor of the Allies.

I must give Richard Hamblen credit for the brainstorm that solved this problem: the German strategic installations. This gives the Allies a replacement rate that is entirely lacking in the German example, depending on how well the Allies are doing. It also encourages the Germans to hold on to Brest, the channel ports, and Rotterdam, and the Allies are encouraged to take them. In fact, the naval base at Brest, and the V-1 and V-2 sites were major Allied objectives that occupied quite a bit of Allied effort. It also has the useful side effect of employing the three German corps substitute counters, which are a holdover from the '61 game and were totally ignored in the '65 version.

Each of the Allied headquarters cannot be replaced to encourage the Allied player to protect them and keep them out of harm's way. The airborne divisions cannot be replaced because they were elite units, requiring a lot of training, and were very difficult to replace. It also makes each airborne division that much more valuable.

The timing of the second invasion is critical to the game. In '61, the rules weren't clear as to whether the second invasion had to be on the 9th week, or could be from any time from the ninth week on. The first interpretation helps the Germans considerably; the second interpretation requires them to hold large ports of the coast indefinitely, or retreat to the Meuse. In D-DAY '77, we have compromised by allowing the second invasion any time from the 9th to the 16th week. This gives the Allies some flexibility, but puts some limits on them. They could now invade on the 11th week, for example. This makes it more realistic because the valuable landing craft were needed elsewhere, and weather would not have permitted an invasion too late in the year. Note that the Allied 16th week reinforcements may be used in the second invasion.

In the first two versions, reinforcements could be brought ashore only in the original invasion area, or through inland ports. There were quite a few ambiguities in this section of the rules: can reinforcements land in a German zone of control? How many units can land at a captured inland port per turn? Can reinforcements land at any beach hex in the invasion area, or only on hexes actually invaded?

The Germans have been careful in defining Allied control of a supply hex, which counts for both reinforcement and supply purposes. The only exception is the German coast, where the Allies could land supply, but wouldn't risk landing troop ships because of the proximity to the remains of the German Navy and Luftwaffe.

A non-port coastal hex can only be controlled if a successful invasion took place there. I assume that a Mulberry port would be constructed.

Coastal ports anywhere, not just in the invasion area, can be captured and used for both supply and troops, but they must be occupied by the Allied unit at the start of the Allied turn. This prohibits the Allies from landing troops at a port on the turn of capture, and having those newly landed troops capture the next port along the coast in the same turn, where new troops land, and so forth. New troops cannot land until the more difficult. The supply ports must be garrisoned to be used. HQ units are excellent for this, representing the significant amount of manpower that is involved in running ports and unloading troops and supplies.

In D-DAY '65, they were treated the same way as coastal ports, except that the Allied units to the ports must be kept clear of German troops who could interfere with the shipping to the port. The British and Canadians engaged in a major campaign to capture the approaches to Antwerp.

The supply rules caused the most headaches. In the '61 version, a supply source, once captured, could supply units any distance away. In the '65 version, supply was abruptly cut off at 16 hexes. This eliminated South France from practical consideration as an invasion area, which released enough, but they must be occupied by the Allied unit all the way from Normandy to the Bay of Biscay.

I wanted something in between the two extremes. Supply should not be a decisive factor in most cases, but it should be important enough to be a consideration. In general, the further from a supply source the action is, the more difficult the supply should be. My original idea was to have each Allied unit count as one division for supply purposes if it was within 8 hexes of its supply source; 2 divisions if within 16, or 24 hexes. The Allies could supply units only when actually invaded; and then supply too much, and can be very complicated to calculate.

The method that I finally used required the use of Headquarters to represent logistical effort, and extend the supply radius of ports to 8, 16, or 24 hexes, depending on the number of Headquarters being used at that port. This has some very nice effects. Since the number of HQs is limited, the number of ports that can be used is limited. If the Allies are near their source of supply, they only need one HQ per port and can open more ports. However, when troops to make a powerful defense, they need more HQ per port and can use fewer ports. Once HQs at a port draw supplies from that port, the smaller ports become useless at a distance. A large port such as Marseilles can use most of its supply capacity out to 24 hexes. Thus, Marseilles cannot be invaded, because the smaller ports become useless at a distance.

Supply "over the beaches" was limited and not as reliable as supply from a port. Thus beaches can supply units only when actually invaded; and then can supply units only up to eight hexes away. Note that on the two turn fits, even with strategic movement, an Allied unit cannot move beyond supply radius of a beach. It can only move out of a beach's supply radius on the third turn, when HQs may be brought ashore.
STRATEGY FOR THE FOURTH MAN

A RAIL BARON CLINIC

by Michael L. Gray

This article was originally submitted to our sister publication ALL STAR REPLAT but was shuttled over to me with the haughty notation: "ASR only covers sports games". This bit of condescension would normally have earned the manuscript a quick trip to the round file but for the fact that I penned similar essays on two previous RAIL BARON articles which I foolishly sent on the editor of ASR previously. Neither fish nor fowl, RAIL BARON submissions have been caught in the large vacuum which exists between our sports and wargame publications. Such orphans never really concerned me very much previously, knowing full well the wrath that would befall me were I to devote so much as a single page of the GENERAL to a non-wargame analysis. RAIL BARON is an exception worthy of a chance, however. A simple game of chance on the surface, it can evolve into an intricate and calculated struggle between experienced players who have taken the time to analyze it. It is the ONLY game that our ENTIRE staff enjoys so much that they can be talked into an after-hours all night gaming session . . . from Tom Shaw down through Randy Reed and our wives and girl friends. Add to that list of endorsers such notable competitors as Gary Gygax and Howie Barasch and you begin to understand that this just may be an exceptional game after all.

So at the risk of being accused of playing the 'marketing' game again, I decided to offer a non-wargame article upon the stormy waters of a wargaming readership. Not because Mr. Gray's prose is all that accomplished or his analysis all encompassing . . . indeed, he barely touches the surface of applicable strategies in this fascinating game. His fourth man strategy was so far out that the first plays we (or rather I) learned via the school of hard knocks. There are a multitude of other buying strategies which must be precisely timed based on the current situation. The trick is not in knowing what to buy but when to buy it based on such variables as money on hand, opposing financials, ownership, and destination situations, etc. Knowing why buying a Superchief or Express is a good move for one player and a poor one for the next is realizing the difference between a game of skill and one of chance. I consider myself an accomplished RAIL BARON player yet must take a back seat to cohorts Uhl and Hamblen whose computer-like studies of the game have reached mammoth proportions. Mr. Gray's article should help the uninitiated avoid the "bigger is better" pitfall and his charts should provide the key to unlocking the secrets of one of the best games anywhere.

It's a game about railroads. Every friend and neighbor I've played it with has come back begging to play it again. It's really fun and different. RAIL BARON is played on a "map" of the United States on which many cities are connected by various railroad lines. Players move along these railroad lines towards their destinations in order to earn money. Money . . . ahaa! Each player starts out with $20,000 and rolls for a "home city." The object of the game is to get back to your "home city" with $200,000. There are two data tables in RAIL BARON. The first is the Destination Table, which contains all the information needed to find your home city and your destination cities. First, roll three dice (two white, one red) and consult the Region table. This will tell you which of the seven regions of the country your city will be in. Once you know the region, roll again. Look under that region and find your city.

Once you've got a home city, you need a destination. So you roll again (and again). On your turn you roll again, only this time you move your pawn the number shown on the two white dice towards your destination. When you get there, you collect a payoff. How much? Check the Payoff Chart. The longer the trip, the more you get. Baltimore to Washington pays $500. Miami to Seattle pays $35,000. Now comes the fun part—you can buy any railroad line that you can afford! There are 67 cities connected by 28 different railroads. Why buy railroads? Read on!

Every turn, you must pay to operate your train. If you travel on unowned railroads and/or your own railroads, pay $1,000 per turn. But if you should happen to travel to say, Miami, you'll have to ride on the Seaboard Air Line. If someone else owns that line, you pay that crafty fellow $5,000 every turn you travel on his line. After a few low rolls, you have paid out more than you'll receive as your payoff! If as soon as all 28 railroads are bought up, the fee goes up to $10,000. So the race is on! You need those railroads in order to avoid paying user fees. You can only buy a railroad after you have reached your destination. Then you get a new destination, but you never know where it's going to be. Railroads range in price from $4,000 to $42,000 each. For added excitement you can buy faster trains. An express train costs $4,000 and permits an extra die roll when you normally roll doubles. A Superchief costs a whopping $40,000 but you roll three dice every turn!

FIRST GAMES

Our first games were played with four players: two rail barons and two rail baronesses. Not having any idea what to buy first we assumed that the Big Three must be the best. That was our first mistake! The Southern Pacific ($42K), Union Pacific ($40K) and the Atchison, Topeka and Santa Fe ($40K) always went first, and the fourth person mooched and mumbled. The next most expensive railroad is the Pennsylvania ($30K), and it's very short compared to the Big Three. I always felt sorry for that fourth person. So, the "Strategy for the Fourth Man", (or Woman) was born.

STATISTICS

After hours of calculations, I constructed the Region/City Odds Table (Figure 1) and the City Rank Table (Figure 2). These tables list the probabilities of rolling any given region, any given city and any given city within any given region. Then I added the probabilities of all the cities on each railroad together to give an accumulated probability of rolling a destination on any given railroad. (See Adj% column in Figure 3). Note that there is almost a 27% chance of having to go to a city on the Pennsylvania Railroad! Very Interesting!

I then went back and divided each city's probability by the number of railroads that run to it, giving an adjusted probability (See ADP% column in Figure 2). Then I added all the adjusted probabilities of all the cities on each railroad together, giving an adjusted probability for each railroad (see Adj% column in Figure 3). Here again the Pennsylvania comes through with honors, 9.23%.

Taking the total price of all 28 railroads and dividing by the adjusted probability gives an adjusted real cost figure of that line worth in terms of reaching potential destinations.

One thing to remember when looking at these figures is that the number of cities on each railroad and the length of each railroad have not been accounted for.

STRATEGY

Knowing these probabilities really helps. But buying high probability railroads won't win the game. You must buy a network of railroads that cover the board as completely as possible or you'll be paying out more than you collect. Keeping my
ITHE

your opponents snarf up the big three, what next?

Central and the Chesapeake and Ohio went fast. But later bought the big three. I won exalted the collected payoffs for reaching destinations at about three. Anyway, 1 knew the others would go for the big way. 1 knew the others would go for the big

figures a secret, I proceeded to play RAIL BARON.

Now assuming you get the Pennsylvania and same rate as the others. Since I didn't

As predicted, they low on funds. I proceeded to buy the railroad right away. I had more money and

buy much in the Southeast. This region can be monopolized by buying the SAL and the ACL. If you can't get the Rock Island, or if you think you can wait on the Great Northern you could invest in the Southeast. It's up to you. These decisions are what makes the game so much fun!
### RAILROAD VALUE TABLE

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Next, try for the L&N and the DRG&W. This will complete your network. If you can get the T&P line, otherwise, avoid the south. It's too hot (and expensive) down there anyway.

If you used to enjoy playing Monopoly, you'll love RAIL BARON. It gives each player the freedom to buy whatever he or she chooses. However, be sure to allow four to five hours for play. That may sound like a lot of time, but the game is totally absorbing. I also recommend that each player learn how to use the Destination Tables and Payoff Chart. This will speed the game up tremendously.

All aboard!

### 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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T-shirt—for one-armed wargamers. Deluxe version comes with two arms day-glo printing on front, AH logo on back. Sold for $5.00—specify size: Small, Medium, Large, X-large.

Hex Sheet—22" x 24" overall PanzerBlitz size hexes. Ideal for designing your own mapsheets. Comes with AH grid numbers printed on 110-lb. white index card stock sent you rolled up in a tube to avoid creasing. $1.00 each for 4 for $7.00 for 12.

Wargamer's Guide to PanzerBlitz—if the T-shirt doesn't do it, this 30-page manual will. It's chock full of helpful hints on play, with diagrams, and examples gleaned from the best of all such material ever printed, plus lots of new stuff prepared just for the Guide. $3.00.

Plastic Storage Trays with Lid—for troop counters you've got to keep separate. Great for reducing set-up time. Includes: $3.50 for 6 $6.50 for 12.

Troop Counters—3" square. Printed on offset stock that accepts most all coloring mediums with little or no spreading. Comes in white, blue, and red-cut for punching out. 192 units per sheet $1.00 each $3.50 for 6 $6.50 for 12.

Folding Mapboards—8" x 22" overall. For those who can't stand to play on mapsheets that curl, crease, wrinkle, bubble, and pop, mount them on boards with the same stiffness and protective backing sheet as regular AH gameboards. $1.50 each $7.00 for 6 $12.00 for 12.

Maryland residents please add 5% sales tax.
AIR POWER IN THE PACIFIC

By Harry Buchanan

In the VITT Series Replay (Vol. 14, No. 6) we looked at the situation on what the Japanese should do to maximize their efforts against those obsolete U.S. battleships during the initial turn of the game. Realizing full well that what I proposed was counter to history, I fully expected to hear from a number of people who would decry my simple minded obsession with striking ships—any ships. Yet, the ultimate in counter proposals probably belongs to Harry Buchanan whose radical approach to the situation is described below. If you are firmly convinced that the game is unbalanced in favor of the Americans (I'm not), then his plan may just hold the best chance for ultimate Japanese victory. As far as I'm concerned, I'll still take those 10 obsolete battleships over an expected average loss of a carrier any day... but that's what makes these things interesting... isn't it?

When Admiral Nagumo's Pearl Harbor attack force retired after two devastating strikes, they had inflicted a humiliating defeat on the U.S. Pacific Fleet. The Japanese player in VITT has the option of repeating this feat. He can even improve on Nagumo's performance by electing to make additional strikes to destroy crippled ships. This is certainly a viable strategy and one that will probably win many games. From a historical point of view the Japanese strike was indecisive, based as it was on the premise that the World War I battle would be the decisive weapon in the coming conflict. As we now know the carrier with its deadly air group was to be the premier force and thus the Pearl Harbor raid was literally no more than a raid. The unusual thing about this raid is that the Japanese player has the option of repeating it. This article presents a strategy based on the importance of air power in the real conflict and in the game.

Unlike Nagumo and Yamamoto, the IJN player does know where the American carrier forces will "probably" turn up. The most likely place will be the U.S. west coast, but that's out of reach. The Hawaiian Islands come next, but because of the withdrawal rules the U.S. player can avoid combat against a superior force and this isn't what we're looking for. This finally brings us to the Central Pacific. At first glance this doesn't look too promising, but let's look at the numbers. In 48% of all games played, no U.S. carriers will appear in this area. The remaining 52% represents an opportunity that comes only once per game for the Japanese. Turn one is the only time during the game when the U.S. player has no control over the placement of these ships. Since one task force contains 2 carriers, this must be accounted for in computing the odds of appearance. We then find that the odds are: (a) 29% for a single carrier; (b) 19% for two, and (c) 4% for three. While four and five carriers are possible, the odds are minimal. Disregarding these and the three carrier case for a moment, we see that in almost half the games played at least one but not more than two carriers will show up. This is a made to order situation for the concentration of Japanese naval power for the purpose of elimination of some of those vital carriers.

This can be done if one is willing to strip away some of the heavy carriers from the Pearl Harbor strike force. I recommend all of the 4 strike carriers plus the Hosho be committed to the Central Pacific. This leaves a pair of 3 factor and a pair of 2 factor carriers for the Pearl Harbor force. Nothing is to be gained by sending gun ships on the raid. The plan here will be to strike and get out. Prime targets will be the 2 cruisers and the land based air. If the 3 strike carriers concentrate on the 2 cruisers, they can expect to get 6.25 hits (enough to dispatch them) in the first raid. Using the 2 strike units and then whatever is available in the second strike, 6 hits should be accumulated on the 7th Air Force. Of course if you get lucky in the first raid, you can try your hand against battleship row, but remember this whole strategy is based on hitting enemy airpower and those units (like the cruisers) which can support the carriers. Finally this is the place to put the I-Boat. Since there's an 80% chance for at least one U.S. carrier in the Hawaiian area and the rules allow the submarine to attack before U.S. forces retreat, this alone has an 18% chance of sinking a single carrier.

We've already discussed the carrier force in the Central Pacific. Couple this formidable day force with a strong force so the U.S. player can't seek a favorable night battle. Figuring the U.S. force might have as many as 6 cruisers and 2 carriers, you can see what a threat the Japanese player will engender. A squadron of battleships for each carrier makes a nice combination although you can get the same effect using cruisers. Let's assume for a moment that 6 cruisers are included and that the IJN player sends six, 4 attack factor BBs along with the two, 5 factor BBs on the raid. The plan here will be to sink 1 carrier 98%, (b) sink 2 carriers 77%. In a day fight the results are similar: (a) sink one 99%, (b) sink two 80%. This is a little more realistic since in an air duel the Americans can sink a IJN carrier 82% of the time and have a 2% chance to sink two. In computing these odds I assumed one U.S. carrier had an armor factor of 3 and that the U.S. would concentrate on the Shokaku and Zuikaku. I'll let you draw your own conclusions as to the fate of a single IJN carrier unfortunate enough to face this trio. Also remember this is only the first round of battle. With the carriers out of the way the Japanese can concentrate on sinking the U.S. cruisers and this provides an extra bonus.

Recupering we find that 29% of the time the I carrier will show and the odds of it being sunk are about 99%. In 19% of the 2 carrier games will show and the odds that one will be sunk is again about 99%. Both will sink about 80% of the time. When this result is combined with the I-Boat's chances, we find the Japanese player will sink two carriers about 12% of the time and that in 49% of the games he'll sink one. I'm sure many readers are thinking back to those 48 games in a hundred when the Japanese blow down on thin air having lost no ships and those bonus air strikes against Pearl Harbor battleships were wasted. Well just remember that in the actual campaign, those BBs aren't worth much without land based or naval air power. Reflect, if you're skeptical, on what happened to the Japanese battle fleet after control of the air was lost. Those ships were carefully hoarded during the early part of the war and then ignominiously sunk by aircraft. This included the super-super dreadnoughts Yamato and Musashi. I don't believe you'll find any comparable ships in Pearl Harbor on Dec. 7.
CROSS OF IRON is the final word in tactical Eastern Front WWIl games. Based on the highly acclaimed SQUAD LEADER game system, CROSS OF IRON addresses the problems of the former and then goes on from there to build an armor system every bit as innovative and detailed as that initially attributed to the basic SQUAD LEADER infantry concept. Forget the oversimplified armor system used in the basic game. A year of research, development, and testing has resulted in an almost entirely new armor system which fits nicely within the SQUAD LEADER game system and is literally dripping with rich detail. Throw away your old vehicle counters. They are replaced by the 576 back-printed 5/8" counters in CROSS OF IRON, which contain new speed, gun, machine gun, armor, breakdown probability and target size ratings right on the counter. Virtually every vehicle which saw action on the Eastern Front is represented; from the giant King Tiger to the Russian BT-7 and experimental T-35; the land battleship with an eleven man crew, three guns and five Mgs.

And that's not all! The on-board artillery rules have been rebuilt to feature Infantry Guns, mortars of all sizes, anti-aircraft guns, and even rocket weaponry. Virtually every piece of ordinance which saw action on the Eastern Front is included.

You also get 520 back-printed half inch counters which, together with a 36 page rulebook, enable you to expand your SQUAD LEADER gaming with the following new features: Double Time Movement, Romanians, Height Advantages, SS, Panzerschrecks, four new types of Panzerfausts, Anti-Tank Magnetic Mines, Armored Cars, Anti-Tank Rifles, Prisoners, Cavalry, Russian Conscripts and Volksgrenadiers, Snipers, Molotov Cocktails, Partisans, Parachute Drops, HE Near Misses, Advanced Close Combat, Stukas, Fire & Weather Effects, etc.

The eight illustrated, programmed instruction scenarios also come with two new Quick Data Reference Cards which encompass all the features of the new Armor system. A sampling of the new armor rules would reveal such features as Spraying Fire, a separate Turret Covered Arc, Bow, Co-Axial and AA MG factors, new CE (Crew Exposed) rules, "Buttoned-UP" penalties & advantages, Target Size modifiers, revised Smoke and Smoke Candle rules, Ammunition Depletion, Range Effects on Penetration, Immobilization by Fire, Burning AFVs, Critical Hits, Target Acquisition, Intensive Fire, Reverse Movement, Advanced Overrun, Armor Leaders, Excessive Speed Breakdown and Bog rules, etc.

Rounding out the physical components is a fifth board portraying a heavily forested area. New terrain features include forest-roads, marsh, and gullies. This board and all future gamette boards is based on a slightly larger hex size to correct a slight imperfection which kept the original SQUAD LEADER boards from being perfectly geomorphic. The original SQUAD LEADER boards 1 through 4 have also been converted to this new size and are now being assembled in new games. CROSS OF IRON includes four of the new size boards 1-4 in unmounted form, so original purchasers of the game can adapt their original game equipment to the new hex size.

Easily the equal in game value of any AH game, we expect the CROSS OF IRON gamette to do for tactical armor wargaming every bit as much as SQUAD LEADER did for infantry combat simulation. CROSS OF IRON is available only by mail-order from Avalon Hill for $12.00 plus postage. Maryland residents add 5% state sales tax.

WARNING: CROSS OF IRON is not for the uninitiated. Mastery of SQUAD LEADER should be considered a prerequisite.
Avalon Hill did some winning of its own as it walked away with the Charles Roberts Awards for Best Tactical Game in 1977 (SQUAD LEADER), Best Strategic Game for 1977 (VICTORY IN THE PACIFIC) and Best Non-Wargame of the past five years (RAIL BARON). THE GENER-AL, despite being nominated for best game magazine for the fourth straight year, once again fell before SET, which continued its mastery of that category. SPI graphics expert Redmond Simonsen deservedly won entrance into the Hall of Fame. Also making their debut at ORIGINS were the H. G. Wells Awards for Excellence in the military field. Coupled with the Charlies, wargaming would now appear to have a complete awards system to go along with its national show, which next year is scheduled for the Philadelphia area in place of what has traditionally been known as Penn Con. The tentative date for the show has been set at June 22nd-24th. The initial press release informs us that the entire Widener college Campus will be made available for ORIGINS V—making it the largest of the 15 continuous conventions held in Chester, PA since 1984. PENN CON 79 will be included as part of ORIGINS 79 and will run concurrently. The return to the East Coast was a disappointment in some quarters, but we'll have more to say about the site selection process next time.

And now on to more important news...

ANN ARBOR, MI The Avalon Hill Swallows, playing in their second and last league game of the season, proved unbeatable as they tied arch-rival SPI 13-11 after 9 innings of regulation play as part of the festivities of ORIGINS IV.

Over 100 misguided spectators were on hand Sunday morning at 8:00 to see the Swallows demonstrate their physical superiority in amassing a commanding 13-8 lead going into the bottom of the ninth. The lead would have been greater had not three Swallows been thrown out while trying to stretch singles into doubles or triples. Someone forgot to tell them they could rest at second between hits.

Pitcher Frank Davis, picked up on waivers from SPI, went the route for the non-decision and showed true class, compassion, and moral superiority in not only allowing his former teammates to save face and tie the score, but also to keep the bases as well with only one away in the ninth. Satisfied that things had been evened up sufficiently, he calmly added to his league high strikeout totals by fanning an SPI pinchhitter for his first K of the year and thereby winning the league strikeout championship. Davis then尔ered the order to fewer pitches when he went to a 3-1 count before retiring Richard Berg on a grounder to short. Neither team could be enticed to carry the game into extra innings.

Player-coach, religious leader, and VP Tom Shaw was speechless after the game, but has earned fame and fortune he writes a game company and informs them that they have the good fortune of being able to buy his idea—if they act now. His optimism turns to frustration when the mailman now doesn’t bring him handfuls of money, but rather the realization that the game company has snubbed him by not even responding begins to dawn painfully on his injured ego. What often follows this frequently repeated scenario is an expenditure of time, effort and money which often leaves our prospective game designer feeling betrayed and victimized by unfair monopolies. What follows is our advice to the prospective game designer on just what he is up against and how to (or how not) go about being published.

First off, it should go without saying that a new game designer is just one sardine in an ocean full of mackerel. For every game that’s published, literally thousands have been turned down. By conservative estimate, a thousand unsolicited game ideas or prototypes cross this desk every year. A thousand… everything from JOHN DOE TO THE NAME OF THE TURRET OF THE FAMOUS CITY TO THE TITLE OF KURSK ON A 1:1 scale… how can we look at them all? The answer is simple, we can’t… we don’t even try. Furthermore, unless the individual has enclosed a stamped, self-addressed envelope, we usually won’t reply and even when we do, it’s a form letter. Perhaps… but just composing letters of rejection to each submission would require an additional salaried employee.

The simplest fact of the matter is that there are enough professional designers available to game publishers to make sorting the good from the bad an avalanche of tripe and near misses an unproductive endeavor. Is it hopeless then for a newcomer to break into the coveted ranks of “designer”? No, but a healthy appreciation of the odds one faces and what is expected of the prospective game designer is helpful. Let’s start with a list of don’ts.

1. Don’t expect to sell an idea to anybody. Manufacturers are interested in completed, ready-to-test-play prototypes—not ideas. An idea doesn’t belong to anybody—your idea may well be old hat to the publisher. The trick is in getting that idea into a letter format.

2. Don’t send an unsolicited prototype or manuscript. Most publishers will return such material unopened or thrown away. Due to the threat of nuisance lawsuits, an experienced company will not look at a game manuscript without a signed disclosure form of their own wording to protect themselves from people who send in an unsolicited idea and then lay claim to anything published with the slightest resemblance to their idea. The proper procedure is to send a letter of inquiry describing the game, your background, etc., and asking if the publisher is interested. If the publisher is interested, he’ll be in touch with you. If not, don’t expect an answer. Remember, you are selling your game in this letter; if you can’t present a professional image of yourself and your product in a letter, chances are you can’t sell the game later on. If you can meet these standards either. It is up to you to convince some New Products Manager that you have a lot on the ball without making a pain of yourself.

3. Don’t phone or show up unannounced. Chances are you’ll never get past the secretary if she’s doing her job. Publishers have a work schedule like everyone else and seldom like to be disturbed with unsolicited game proposals. There is a time and place for everything. The publisher enjoys a buyer’s market, so meet him on ground of his own choosing.
4. Don't press for a personal presentation of your game. If you have done your rules well, they will speak for you. If you haven't then you have no business trying to sell a game as a completed product. Being able to talk a good game is no substitute for having done a complete job. Let the publisher test the product at his leisure without you looking over his shoulder.

5. Don't expect help in designing your game. Many is the rejected letter that starts out: "With your experience and my initial ideas . . ." If you haven't totally finished the game, including playtesting with dozens of different people, you're not even worth the 100% ready for publication without the need to change so much as a comma before you approach a publisher. In short, if you're not willing to devote several years of your own time to perfecting the item before trying to sell it, then you shouldn't even bother. Frankly, many of the designers of games currently in our line will never get a chance to design another AH game, because they left us with uncompleted prototypes. We won't do their work for them again.

6. Don't expect that your name will be used in the publishing. The individual who follows his salutation with the news that he has the most innovative and unique game ever made, but can't discuss it further until his rights are protected, will rarely get to even a form letter rejection. Publishers haven't got the time to play Mickey Mouse games like that. If you're that worried about being ripped off, you have nothing to fear. You'll never get your foot in the door to begin with.

7. Don't sink money into a game. There are a number of organizations, be they lawyers, agents, or whatever, who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. Agents who make a living off the plague. 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Dear Sirs,

Following, you will find a critique of the GENERAL, Vol. 16, No. 6, in particular and previous volumes in general. I feel that I have been frustrated in the past few attempts to see the GENERAL, and in my current position, I have frequently found the coverage of the general game, as well as the other sections of the magazine, to be somewhat lacking in depth. The articles in the magazine seem to be overly simplistic in nature, and the quality of the writing is often quite poor. The magazine’s claim to be a refereed publication is not supported by the quality of the articles that are included. The articles are often superficial and do not provide a comprehensive analysis of the topics they cover. Additionally, the magazine’s attempts to provide a forum for discussion and debate are often not successful. The articles are often poorly written and do not engage the reader in any meaningful way. The magazine’s claim to be a refereed publication is not supported by the quality of the articles that are included. The articles are often superficial and do not provide a comprehensive analysis of the topics they cover. Additionally, the magazine’s attempts to provide a forum for discussion and debate are often not successful. The articles are often poorly written and do not engage the reader in any meaningful way. The magazine’s claim to be a refereed publication is not supported by the quality of the articles that are included. The articles are often superficial and do not provide a comprehensive analysis of the topics they cover. Additionally, the magazine’s attempts to provide a forum for discussion and debate are often not successful. The articles are often poorly written and do not engage the reader in any meaningful way.

Joel Davis

PS. Please do not take this personally. I am simply trying to do my best in order to provide a valuable service to the readers of the magazine. Thank you for your understanding.

Dear Sirs,

I greatly enjoyed the Jan-Feb issue of the GENERAL—especially the “Diagnosia” section. Although the debate is obviously long-standing and not to be solved by outside interference, I believe that the debate is still relevant today.

I am not a game designer, but I have played some of the games and have a strong interest in them. I have noticed that some of the games have gained popularity recently, but I am not sure what the reasons are for this. I would appreciate it if you could provide some insights on this topic.

Valerie Greenman

Columbia, MO

Dear Mr. Gassenwood,

I bought my copy of the GENERAL last week at my local store and have had a chance to read it. I must say that I was quite impressed with the overall quality of the magazine. The articles were well-written and provided valuable insights into the game. I also appreciate the efforts being made to promote the genre and its history. I hope that you will continue to produce such valuable content for the readers.

Best regards,

Nicole A. Mickey

San Francisco, CA

Dear John Bausen

The Austin Hill Philosophy: Part 67 went to great lengths to demand the issue's main argument. To remain anonymous, Nicole A. Mickey pseudonym for grand strategy/operations research, games that do not involve significant proportions. The flow has been long, almost two years, since the reader was consulted. So I'm making you come over.

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A. The radio can be used to contact any fire module available. No one radio has exclusive contact with a particular fire module. Two or more radios can be used with the same module from different vantage points, thus increasing the chance of effective coverage and maintaining contact. One module cannot, however, have more than one counter (Artillery Request, SR. FF) on the board at one time, regardless of the number of radios in contact with it.

5.34 Can this special movement be applied in hex 1-4 where there is no enemy wall?

A. No.

6.49 Can an M10 fire twice, indirectly, in the phase of the player turn?

A. No.

**THIRD REICH**

Q. If conquest of England reduces U.S. deployments to four and variant 8 has been drawn by either side, would the deployment limit be changed to 3 (Axis drunk) and 5 (Allied drunk)?

A. Yes.

Q. 3.54 and 3.56 disagree as to the exact point at which the forces of a minor country are removed. When is it?

A. At the end of the conqueror's combat phase.

Q. Assume Axis units attack a pacified neutral capital. An EX result leaves no Axis ground unit able to enter the city. How do I resolve this?

A. If the coast is clear, BRPs would fail to "immediately retake the capital."

Q. What happens when playing armor crosses a front in the middle of a move?

A. They must abide by the option chosen on the fronted front. This means that if they cross into an Allied territory, they must surrender all their units to the inhabitants of the territory, even if they don't want to.

Q. What is the effect of tuning an entire country, of a minor country or of a part of a country?

A. Both sender and borrower are reduced by the total amount.

Q. In the destruction of a conqueror's capital, his forces are removed. But what happens if a +6 is rolled on the player's turn?

A. The Turns that have no result are grouped in multiples of ten minutes and that a rating of 18 would equal 3 hours.

**AVALON HILL RBG RATING CHART**

The game ratings are ranked by their cumulative scores which are an average of the 9 categories for each game. While it may be fairly argued that a game should be rated against the others we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values most. Readers are reminded that every Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

**COMING UP NEXT TIME**

**THE GENERAL**

**READER BUYER'S GUIDE**

**TITLE**

AIR ASSAULT ON CRETE & INVASION OF MALTA

**SUBJECT**

WWII Operational Level Invasion Game

**AIRCRAFT ON CRETE** was the 38th game to undergo analysis in the RBG and rated 25th with a cumulative rating of 3.04. A new feature of CRETE was the inclusion of an entirely separate simulation on a similar, but hypothetical, invasion of Malta, utilizing an additional map board, counters and slightly amended rules. Early indications are that the bonus or "throw in" game may be the real gem in the package. Due largely to a much shorter playing time, the INVASION OF MALTA seems to be more popular than CRETE itself.

The mechanics are somewhat of a throwback to the classic genre of AH battle games with only an occasional nuance or added sophistication to remind you that this is not a product of the 60's. The end result is a game system somewhat reminiscent of BULGE in excitement level, while tinged with the uncertainty of Hidden Placement and Movement features.

AIR ASSAULT ON CRETE reached the best in the Realism and Excitement Level categories where it bested the average numbers for the entire AH line by 28 and .14 respectively. Otherwise, the game pulled below or near average performances throughout; rating no higher than 20th or lower than 28th in any of the nine categories.

**WHAT THE NUMBERS MEAN:** Put simply, the results can be considered like this: Anything over 2.00 is pretty durn fantastic; Scores ranging from 2.0-2.9 are excellent while 3's must be considered good. 4 through 5 would be considered fair, with the upper half of the 4.5 combination considered poor. Anything rated higher than 6 indicates a fine deficiency and should merit immediate attempts at redesign or dropping from the line.

**1. Physical Quality**

**2.00**

**2. Boardmap**

**3.10**

**3. Components**

**3.00**

**4. Ease of Understanding**

**3.03**

**5. Completeness of Rules**

**3.05**

**6. Play Balance**

**3.43**

**7. Realism**

**3.18**

**8. Excitement Level**

**2.76**

**9. Overall Value**

**3.65**

**10. Game Length**

3 hr., 8 min.

SQUAD LEADER

5.31 What is the maximum number of portage points a squad may carry?

A. The answer is dependent on the number of MF the squad has to forfeit in exchange for added portage ability and therefore is affected by leadership, terrain, and the distance traveled. A squad wishing to move only one hex over Open Ground accompanied by a leader could carry a maximum of 8 portage points. The maximum amount which can be carried during an Advance Phase is noted in 5.73.

5.33 Would exposed passengers on a halberd be considered on higher terrains as the wall or hedges beside of that target hex?

A. Yes, therefore, infantry targets would receive a DRM for only the halftrack, not the halberd and the wall/hedge. The effect of fire traced across a wall and/or into woods, however, is in addition to the +2 DRM for the halberd's "wall."

5.34 & 3.92 If a Russian AFV crew rolls a "2" on the d6, while still in the vehicle do they become berserk?

A. Yes, but only as a result of enemy fire (not breakdown). If they do go berserk, they abandon the AFV only if it is immobilized, and are subject to the same rules for abandoning the vehicle as a crew which fails a MC. Thereafter, they must charge the nearest enemy unit.

If the AFV is not immobilized, the AFV must charge the nearest enemy unit and attempt an overrun stopping in The Overrun hex, unless it is in a stone building or is an AFV in which case it must move adjacent to it and fire at the target until it is destroyed. It must then charge that next nearest target and so on.

5.42 May a berserk unit already adjacent to an enemy unit at the beginning of the Movement Phase move to another hex if it remains adjacent to the original adjacent enemy unit?

A. Only once, and in so doing, it would lose its chance to fire at other targets during the Defensive Fire Phase.

5.48 Suppose you have two radio counters but only one fire module; what can be made of the extra radio counter?

A. The radio can be used to contact any fire module available. No one radio has exclusive contact with a particular fire module. Two or more radios can be used with the same module from different vantage points, thus increasing the chance of effective coverage and maintaining contact. One module cannot, however, have more than one counter (Artillery Request, SR. FF) on the board at one time, regardless of the number of radios in contact with it.

5.34 Can this special movement be applied in hex 1-4 where there is no enemy wall?

A. No.

6.49 Can an M10 fire twice, indirectly, in the phase of the player turn?

A. No.
Vol. 14, No. 6 of the GENERAL managed a 3.51 rating by the readers which ranked it among the six issues of Vol. 14. Despite this relatively poor position, the feature article on D-DAY by Joel Davis ran away with best article honors by a wide margin on our 1200 point scoring system based on 200 random responses which tend to indicate the preference of the majority of the readership for feature analysis of the newer games as opposed to the classic games of the past. The rest of the article ratings for Vol. 14, No. 6 looked like this:

D-DAY: Evolution of a game ...............445
Series Replay Victory in the Pacific .......306
A. H. Philosophy. Part 66 ................225
Abstract PANZERLEADER ...............89
The Initial Invasions ........................76
Operation Crusader ........................64

Congratulations are due Bob Medford for winning our first annual Editor's Choice Award. The award consists of a $100 bonus and lifetime subscription to The GENERAL to the author of the outstanding article appearing in a given publication year. Bob received 37% of the vote for his "SQUAD LEADER: First Impressions" article which appeared in Vol. 14, No. 5. Having scored a key role in the development of the game as one of the principal playtesters, Bob was well versed to discuss the intricacies of the game while the game was still new to most readers. The other nominees for the Vol. 14 award were Jeff Bond who received 27% of the vote for his "BRP Warfare in THE REICH", Richard Berg who garnered 22% for "Playing Your Hand in KINGMAKER", and Joel Davis who managed a 14% share for "D-DAY: Evolution of a Game".

The Northern Ohio Wargaming Society Convention will be held Oct. 28 and 29th in the Berea Armory at 72 N. Rocky River Dr., in Berea, OH. Among the many events scheduled will be tournaments in WASS-A, KINGMAKER, DIPLOMACY and ALEXANDER. Further information can be obtained from David Ulatowski, 6103 Thoreau Dr., Parma, OH 44129.

Evidence of the rising acceptance of board gaming in Great Britain can be seen through the continued growth of World Wide Wargamers. Formerly known as UK Wargamers, the association has assumed an international flavor in its two years of existence with over 1,000 members spread across 5 continents and 33 countries. The principal reason for the rapid growth lies in its excellent quarterly publication boasting an editorial staff which includes members of the British Imperial War Museum. Founder and secretary of WWW is Keith Poulter, a 37 year old lecturer in political science. The association also runs conventions, helps in the formation of local clubs, etc. In a structure reminiscent of the principal, and now defunct, American democratic-club of the early 70's, the International Federation of Wargamers, WWW elects officers by postal ballot of the members. Annual dues are $13.00 and membership is available to all from World Wide Wargamers, 74 Cherry Tree Rise, Buckhurst Hill, Essex, England.

The Confederate player in Contest No. 83 was confronted with a difficult problem in that he does not have sufficient strength to guarantee elimination of all of the Union forces in one turn. He must discover an alternate solution so that he can handle the enemy forces in the first turn and whatever remains in the next. The great difficulty in accomplishing this feat is that, with optimum die rolls in his turn, the Union player can immobilize a large portion of the Confederate force. The Confederate player must rely on some trick to prevent paralyzing Union counter attacks and/or escape. The solution lies in a Move Rule 6 which prohibits a unit from moving from one enemy ZOC to another. By adroit positioning, the Confederate player can hold enemy units in place so that they are forced to counterattack at very unfavorable strength differentials.

The Confederate units concentrate their attacks on two Union units. The attack on Barlow guarantees his elimination. The Confederate player must advance Heth 1 into the defender's hex. The other assault against Humphreys is not quite as strong and the Confederate player must accept an exchange (the positioning of Jenkins to surround Humphreys causes all DR results to revert to elimination since Humphreys has no legal hex in which to retreat). Plans are afoot to follow up on this initial success with another feature on CROSS OF IRON . . . the first of the SQUAD LEADER gamettes in which he also played a crucial role.

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CONTEST NUMBER 84

Premise: It is the last turn of a PANZER LEADER game. You are the German player. You move first. To win you must have destroyed at least one more Allied unit than your own losses. As of now, however, the losses are exactly even. Objective: Move the German units and/or attack in such a manner that gives you the best probability of winning under the conditions described above. Remember: the Allied player will get one more opportunity to move and attack.

NOTE: Do not use Forced March or Opportunity Fire in your solution.

List the final hex and the attack launched for each unit.

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<th>Attacker</th>
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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 scoring excellent, 10=terrible)

Name
Address
City State Zip

Opponent Wanted
25c

Owner Wanted
25c

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NAME: 
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Now YOU Can Coach
the Champions with NBA BASKETBALL

The Game of Professional Basketball

Widely acclaimed as the best tabletop basketball game ever produced, the 1978 version of Statis-Pro NBA Basketball is even better than ever! Inside the sturdy gamebox you'll find everything you need to recreate the entire 1977-78 NBA season, including a full-color gameboard and individual player cards for 224 top NBA players (PLUS full rating for 40 more fringe players!)

Everything that Happens in the Real Game

Each Statis-Pro Player Card has been individually made up using our comprehensive computerized rating system. We give you every one of the pros and his EXACT TALENTS AND ABILITIES and then let YOU BE THE COACH!

Each Player is rated for the following categories: Field Goal Shooting Ability, Free Throw Ability, Rebounding, Fouls (both causing and drawing them), Blocking Shots, Stealing the Ball, Assists, Defense, and Stamina. In addition, each TEAM is rated for its Defense and Fast Break abilities. There are also special rules representing Home Court Advantage, Technical Fouls (on players and coaches), Ejections from the game, and much more.

Ideal for Solitaire Play

Statis-Pro NBA Basketball was designed specifically with the solitary gamer in mind. The amazingly fast play of the game and the incredibly accurate depiction of the real players' abilities guarantees that you will have as exciting a game by yourself as with your friends. But it's also a great game to play in person, as you and your opponent set your lineups, feed players in and out of the game, speed up or slow down the pace of play, all according to the way YOU think the game should be played! And you can even make up your own leagues, by each taking your favorite team, or by drafting for your own rosters.

Plays as Fast as the Real Game

Using the unique Statis-Pro system of FAST ACTION CARDS instead of dice, you'll find that Statis-Pro NBA Basketball games can easily be played (and scored) in less than an hour. By matching the cards against the players' ratings you'll get instant results for every play, while at the same time the cards are serving as your timing system! It is this speed and ease of play alone which makes Statis-Pro by far the most enjoyable of the many table basketball games now on the market.

Perfect for Statistical Buffs

Since Statis-Pro NBA Basketball duplicates all the actions of the real game, you'll probably want to keep records of your players. For this purpose we include a unique scorepad right in the game that allows you to record everything that happens—so that you can see exactly how close it comes to the real NBA!

Game Includes:

* Detailed Rules Folder
* Mounted Full-Color Playing Board with Reference Charts & Tables
* Set of Fast Action Cards
* Player Cards representing players from every NBA Team (plus ratings for fringe players)
* Scorepad

Game Includes Latest (1978) Player Stats

That's right! The game contains Player Cards showing performances of the very latest season just completed. If you already own the game from a previous year purchase, simply order the 1978 Player Card Set by itself. Just $7.

Start YOUR NBA Season Immediately!

Just enclose a check or money order with the coupon below, and we'll rush you your Statis-Pro NBA Basketball Game. And we'll also put you on our customer list so you'll be informed next year when our updated player cards are available.

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☐ Bowl Bound: 32 of the all-time great college teams from out of the past to match up in un-dreamed of gridiron battles $10
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Avalon Hill Games Co., Dept. 7, Balto., Md. 21214 Tel. (301) 371-0330
SITUATION NO. 21

BELGIUM: THE CLASH OF ARMOR

AVAILABLE FORCES

ALLIED

GERMAN

SET-UP

GERMAN: Enter East edge of C board on road, unstacked, infantry and guns in trucks and halftracks, moving at 15 hexes per turn to Kuhn for the first two turns. Units may then leave the road and move full speed. Units unable to enter immediately set-up in road-march-order off board, and enter in that order. ALLIED: Enter South edge of A board on Western road (hex GG3), unstacked, infantry and guns in trucks and Chenillettes, moving at 12 hexes per turn to Nece during the first two turns. Units may then leave the road and move full speed. Units unable to enter immediately set-up in road-march-order off board and enter in that order.

SPECIAL RULES

The Stukas do not enter until the fifth turn.

TURN RECORD TRACK

SITUATION NO. 22

CHEHERY: GUDERIAN ATTACKED

AVAILABLE FORCES

ALLIED

GERMAN

SET-UP

GERMAN: Set up first in Nece. Reinforcements enter on the 8th turn from the North side of the mapboard. ALLIED: Set up second, anywhere on board C.

SPECIAL RULES

NONE

TURN RECORD TRACK
SITUATION NO. 23
STONE: GUDERIAN'S FLANK

May 15, 1940: The French 3rd DCR and the 3rd Motorized Division attack the Gross Deutschland Motorized Regiment and elements of the 10th Panzer Division.

AVAILABLE FORCES

**ALLIED**

```
1 2 3 4 5 6 7 8 9 10 11 12
1 2 3 4 5 6 7 8 9 10 11 12
```

**GERMAN**

```
1 2 3 4 5 6 7 8 9 10 11 12
1 2 3 4 5 6 7 8 9 10 11 12
```

**SET-UP**

**ALLIED:** Set up first, anywhere on board C.  
**GERMAN:** Set up second, anywhere on boards D and A.

**VICTORY CONDITIONS**

Allied player wins if he controls Yblin at the end of the game.  
German player wins by avoiding the Allied victory conditions.

**SPECIAL RULES**

Use Allied halftracks from the game as trucks.

SITUATION NO. 24
BOUVELLEMON: THE THIN FRENCH LINE

May 15, 1940: The 1st Panzer Division attacks elements of the French 14th Infantry Division and the 3rd Brigade of Spahis, the last barrier between Guderian's forces and the open, defenseless French plains.

AVAILABLE FORCES

**ALLIED**

```
1 2 3 4 5 6 7 8 9 10 11 12
```

**GERMAN**

```
1 2 3 4 5 6 7 8 9 10 11 12
```

**SET-UP**

**ALLIED:** Set up first, anywhere on board D.  
**GERMAN:** Set up second, anywhere on board C.

**SPECIAL RULES**

No more than four aircraft counters may be on the mapboard at the same time.

SITUATION NO. 25
MONTCORNET: DE GAULLE ATTACKS

May 17, 1940: De Gaulle's 4th DCR attacks the flank of the 1st Panzer Division.

AVAILABLE FORCES

**ALLIED**

```
1 2 3 4 5 6 7 8 9 10 11 12
```

**GERMAN**

```
1 2 3 4 5 6 7 8 9 10 11 12
```

**SET-UP**

**GERMAN:** Set up first, in St. Athan, Artain and Nece. Reinforcements enter on the 8th turn from the North side of the mapboard.  
**ALLIED:** Set up second, on or South of the K hex row.

**VICTORY CONDITIONS**

The Allied player wins by controlling one or more of these three towns: Nece, St. Athan and Artain.  
German player controls Nece, St. Athan and Artain: MARGINAL German victory.  
Allied player controls one town: MARGINAL Allied victory.  
Allied player controls two towns: TACTICAL Allied victory.  
No Allied unit is present on or North of the Q hex row and the German player controls the three towns mentioned above: TACTICAL German victory.

Any other result is a draw.
SITUATION NO. 26
CRECY: DE GAULLE TRIES AGAIN

May 19, 1940: De Gaulle's 4th DCR attacks the flank of the 1st Panzer Division for the second time.

AVAILABLE FORCES

GERMAN

ON BOARD C:

ENTER ON TURN 4:

ON BOARD A:

VICTORY CONDITIONS

German player holds all bridges and all town hexes of Grancelles: DECISIVE German victory.

German player holds all bridges in Grancelles: TACTICAL German victory.

German player prevents French player from holding any bridge hex in Grancelles: MARGINAL German victory.

French player holds all of Grancelles South of the river: MARGINAL French victory.

French player holds all of Grancelles South of the river and one bridge hex: TACTICAL French victory.

French player holds all of Grancelles South of the river and all bridge hexes: DECISIVE French victory.

SPECIAL RULES

No more than four aircraft counters may be on the board at the same time.

Consider the following bridges destroyed: C-Y-3, C-Y-5, D-BB-6 and A-J-2.

TURN RECORD TRACK

SITUATION NO. 27
ARRAS: FORLORN HOPES

May 21, 1940: “Frankforce” (elements of the 5th and 50th British Infantry Divisions and the 1st Tank Brigade and remnants of the 3rd DLM attack the Totenkopf SS Motorized Division and elements of the 7th Panzer Division.

AVAILABLE FORCES

GERMAN

ATTACK FORCE

IN GRANCEILES

VICTORY CONDITIONS

Victory conditions are dependent on control of the six towns South of the major stream.

Allied player controls four towns: DECISIVE Allied victory.

Allied player controls three towns: TACTICAL Allied victory.

Allied player controls two towns: MARGINAL Allied victory.

German player controls three towns: MARGINAL German victory.

German player controls four towns: TACTICAL German victory.

German player controls five towns: DECISIVE German victory.

SPECIAL RULES

Consider the bridge in hex J2, board A, destroyed.

TURN RECORD TRACK
**Situation No. 28**  
**Calais:**  
The Mobile Division attacks  
Available Forces

**Set-Up**
- **German:** Set up first, anywhere on the board, five or more hexes away from Rieux. Reinforcements enter from the East edge of Board C on turn 4.
- **Allied:** Set up second, in or within two hexes of Rieux.

**Victory Conditions**
The Allied player wins by controlling any one of the following:
1. Woods hexes in and around hexes B-Q-9 and B-R-10, or
2. Volle and woods hexes to the East of the town, or
Any other result is a German victory.

**Record Track**
1 2 3 4 5 6 7 8 9 10

---

**Situation No. 29**  
**Dunkirk**  
Available Forces

**Set-Up**
- **German:** Set up first, anywhere on board D. Reinforcements enter from the South edge of board D on turn 4.
- **Allied:** Set up second, anywhere on board C.

**Special Rules**
None

**Record Track**
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

---

**Situation No. 30**  
**Seelow: Invasion of England**  
Available Forces

**Set-Up**
- As per Amphibious Landing Rules. Allied player may set up on both boards.

**Victory Conditions**
Victory conditions are dependent on control of the towns on the mapboard. German player controls five towns: DECISIVE German victory.
German player controls four towns: TACTICAL German victory.
German player controls three towns: MARGINAL German victory.
Allied player wins (DECISIVE) if German player controls less than three towns.
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DETROIT WINTERCON VII GAMEFEST

We're proud to present Metro Detroit Gamers' Lucky 13th Game Convention, Detroit WinterCon VII Gamefest. Following our successful sponsorship of Origins 78 this past summer, MDG brings a new level to the MichiCon/WinterCon convention series. While the safety friendly, fun convention as always, but with a bit more quality. With a professionally decorated exhibit hall, an extra building, and a highly experienced convention staff, WinterCon VII will be a gamers' treat. Our list of attending game companies and personalities is extensive and growing. Many new products have already been slated for introduction at WinterCon this year. Our guests, Duke Seifried and John Hill, will be on hand to demonstrate and talk about all phases of gaming. And our extensive tournament/event schedule will assure plenty of organized gaming for everyone. The pre-registration process, which we developed for Origins, will assure better chances for sign-ups for all pre-registrants. And our no-line philosophy assures more time for gaming. The popular MDG auction is being expanded to two time slots—more time for our famed auctioneer, Mike Bartnikowski, to perform his selling act. Flea markets will also be available for personal selling of game related goodies. Be sure to send for a copy of our schedule/pre-registration flyer which includes a complete listing and description of all events, maps, lodging information and other convention site information. Extended hours will be in effect—from noon Friday, December 1 until 9 pm Sunday, December 3. Weekend Pre-Registration $6; Door Weekend Tickets $8; Daily Door Tickets $4; Most Tournaments/Events $1 each. Pre-Registration deadline is November 1, 1978.

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- Avalon Hill Classics
- Panzergruppe Guderian
- War at Sea
- Russian Campaign
- Napoleon's Last Battles Quad
- Squad Leader

MULTI-PLAYER GAME TOURNAMENTS
- Rail Baron
- Risk
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- Cosmic Encounter
- Kingmaker
- Diplomacy
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ELECTRONIC GAME TOURNAMENTS
- Mattel Electronic Football
- Mattel Electronic Basketball
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ROLE-PLAYING GAME TOURNAMENTS
- Dungeons & Dragons (2 sets)
- Legacy/Runequest
- Boot Hill
- Knights of the Round Table
- Gun Slinger
- Traveller
- The Morrow Project

DEMONSTRATIONS TOURNAMENTS
- American Civil War (2)
- Angriff Armor (2)
- Arabela Ancients
- Battle for France 1940
- Dwarves vs. Orcs
- Empire Napoleonics
- Fantasy (3)
- Fighter Pilot (3)
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- Johnny Reb
- MBT (72 Players)
- Medieval
- Micro Armor Quickies (5)
- Modern NATO Armor
- Modern Naval
- Napoleon vs. The World
- Napoleonics—15mm; 25mm (2); 20mm CLS (2)
- North Sea Encounter
- Renaissance
- Ringbearers (2)
- Russo/Japanese Naval

ADULT/SPORTS
- APBA Baseball
- Backgammon
- Football Strategy
- Nuclear War
- Speed Circuit
- Demolition Tournaments
- Two-Player Game Tournaments
- Mattel Electronic Basketball
- Mattel Electronic Football
- Mattel Electronic Auto Race
- Mattel Electronic Space Alert

MINIATURES TOURNAMENTS/DEMONSTRATIONS
- American Civil War (2)
- Angriff Armor (2)
- Arabela Ancients
- Battle for France 1940
- Dwarves vs. Orcs
- Empire Napoleonics
- Fantasy (3)
- Fighter Pilot (3)
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- North Sea Encounter
- Renaissance
- Ringbearers (2)
- Russo/Japanese Naval

PANELS/SEMINARS
- Fantasy Games Today
- Science Fiction Gaming
- Professional Game Design
- Role Playing Games
- Computer Gaming
- Future Trends in Games
- Figure Painting
- Hobby Organizing
- Advanced Dungeons & Dragons
- Adventure Gaming
- Legacy Workshop
- Scenery Construction
- Tanks, Tanks, Tanks
- Panzertroops
- Squad Leader
- Warlord of Mars

OTHER EVENTS/FEATURES
- Auctions—Two Time Slots
- Figure Painting Contest
- Computers To Game On
- Flea Market
- Awards Ceremony
- Convention Kick-off & Wrap-Up Ceremonies
- Food on Premises

Over 40 Exhibit Booths
As of mid-August the following companies have committed to help fill our professionally decorated exhibit booths. Many more confirmations are expected shortly.

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