Avalon Hill Philosophy Part 92

It now comes time for me to take up the mantle. I’ve put my scattered thoughts in a semblance of order, and wanted to utilize this, my first contact with the readership, to voice my aspirations for the GENERAL. But, as a prelude and not a diatribe, it would behove me to give vent to my “philosophy” of the hobby we engage in.

The playing of games, of all ilk, has ever been an important facet of my life. In combination with my family, my education, and my sundry professions, it has determined what I am today, my weltanschauung and my canon. Fancying myself a historian, it is only natural that the role of “wargames” as a pastime in our Western culture evokes a stirring in the stygian depths of my curiosity. I’ve, in my brief span, faced the gamut of player “types” and run the gamut of “playability” and “realism”. I have been moderately aware of, and am now intimately concerned with, the industry of “conflict simulation”. I am, in short, a member of the “third generation” of wargamers, now shorn of anonymity.

Like any pastime, gaming is more than simple diversion—or at least it should be. It is a challenging entertainment; it is a social activity; it is an education. If one does not look upon playing games as more, does not participate in all three aspects, one does the hobby and himself a disservice. Indeed, if you are one such, never consider yourself an aficionado; you are no gamer.

Games should be challenging entertainment—in simpler terms, fun and a stretching of mental ability. Like exercise is for the muscles, games of strategy are for the mind. And like athletic competition, every meeting should be a challenge. Out-running a man bound to a wheelchair or outboxing a

Continued on Page 28, Column 1
The battle of Gettysburg was a huge struggle that locked the armies of the North and South in three July days of bitter warfare which turned the tide of the Civil War against the Confederacy. Among the many small actions that made up this battle none was more important than the fight for Little Round Top, a rocky forested hill on which rested the extreme left flank of the Union line. It was here that the outnumbered 20th Maine regiment held off repeated Confederate assaults, turning back the South's best chance to win this battle which they could not afford to lose.

**LITTLE ROUND TOP** is Avalon Hill's new game for two players which re-creates this critical battle. During a typical game turn, both players move their company sized forces over a map of the battle area, positioning them for rifle fire and bayonet charges. Fire and melee combat are resolved by a die roll on the appropriate Combat Results Table. Regimental officers and their command abilities are crucial for keeping the attack moving forward or the defense intact.

**LITTLE ROUND TOP** comes complete with a colorful map of the battlefield, 100 cardboard playing pieces, and a short rules booklet.

**Playing time:** 2½ hours

**Complexity rating** (from 1 to 10, 10 the highest): 4

**LITTLE ROUND TOP** is available now for $6.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.
... And in this way a New Age came to Man and he shivered no longer in the darkness. And in the Kingdoms of Arawan, the New Age brought Man a war of righteous retribution against the ancient peril of the land, BRIMSTONE.

Dragonhunt is a game for two to six players. From your first move to the final climactic battle between man and dragon, you will be catapulted into a land of fast action, excitement and adventure. Each player controls one of the six kingdoms of Arawan. With your Hero, Knights, Men at Arms and Snipers, you will seek to outmaneuver the other players and slay the unholy dragon. By judicious use of your units and movement cards, you will gain new lands, face Fantastic Beings and, with skill and luck on your side, defeat Brimstone.

The winner of the game will be the player who seizes the High Kingship of Arawan by wounding Brimstone thrice and then slaying him. On the road to this goal, he will fight many battles against other citizens, and the other players as well. Through cunning use of his movement cards, the player will gain the friendship of different Fantastic Beings and advantages over the other players. Dragonhunt presents novel and exciting challenges that will test even the finest gamer, yet its easily understandable system can be played and enjoyed by gamers of all ages.

Dragonhunt is available now from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214, for $16.00. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.
BATTLE OF THE BULGE
REJUVENATING AN OLD ROGUE
By Bruno Sinigaglio

Bruce Sinigaglio, not completely satisfied with the original edition, proceeded to research further the battles following his discovery of additional primary source materials and his continuing correspondence with other historians specializing in the Ardennes Offensive, he launched into a revision of BULGE '81. Enlisting the support and aid of Mick Uhl, the game's developer (Whose own comprehensive review of the changes incorporated by the second edition follows on Page 17 of this issue), Mr. Sinigaglio produces the latest word in BATTLE OF THE BULGE designs. In the following article, he examines the historical basis for both editions.

BATTLE OF THE BULGE—1981 began as a simple revision of the classic but flawed BULGE—1965. The revision was to be similar to those of WATERLOO and D-DAY. After but brief research, it was decided that the map and order of battle needed to be completely reworked. Don Greenwood allotted a couple of weeks to us to straighten things out. Two weeks dragged into a few years, but eventually it was finished.

The amount of information available on the brief period of this one battle is immense. Unfortunately, there is, among this mass, considerable disagreement as to unit strengths and times of arrival. In order to resolve the contradictions among sources, it was necessary to go to the primary source documents. The primary sources for the role of the United States and Great Britain were the regimental, divisional, corps and army unit histories. Frequently, a corps or army unit history would disagree with a divisional or regimental unit history; when this occurred, the information provided by the lower formation would be given more credence. For the Germans, the primary sources were the ETHINTS (European Theater Historical Interrogations—1945) documents, the A-Series Manuscripts (USAREUR, Historical Division—1946) and the B-Series Manuscripts (USAREUR, Historical Division—1946-48). Whenever these documents disagreed with each other, the more detailed document or one substantiated by a German author would be relied upon. (An example of one of the above documents would be ETHINT 12: ARDENNES OFFENSIVE, ROLE OF COMMANDOES AND 150th PANZER BRIGADE, by Oberstleutnant Otto Skorzeny, 12 August 1945.)

ORDER OF BATTLE
The divisions that participated in the battle are represented by their maneuver regiments. Thus, the full divisional strength is built into the combat factors of such regiments. This method of inclusion of the divisional artillery, recon battalions, anti-tank battalions and other battalions was dictated by the scale of the game. In a regimental level game, therefore, there is an inherent measure of divisional integrity; the significance being that the artillery and attached battalions of a particular division will never be independently supporting the maneuver regiment of another division. The independent brigades and regiments that fought in the battle were handled in the same manner as divisions. The corps artillery units (which were actually regimental sized) and the Nebelwerfer brigades were independent commands, and are therefore included as distinct units.

The unit organization charts show the basic organizations of the type units involved in the Ardennes fighting. Variations to the basic unit organizations are noted or discussed.

GAME SYSTEM
The game system of the original BULGE was not discarded; however, much emphasis was placed on accentuating the differences between armor, infantry and artillery. The rather bloodless CRT was retained, but greatly modified. One goal was to try to limit casualties to the totals that were actually experienced from 16 December to 2 January. To those who believe the CRT is still too bloody, keep in mind that combat units were usually pulled out of a battle when they reached between a 20-30% casualty level. So a D ELIM occurs, it does not usually mean D ANNihilated, but rather D WITHDRAWN TO lick WOUNDS. Of course, units cannot always be pulled out when the magic number is reached—especially if surrounded or holding at all costs. During the first days of the fighting, for instance, the 28th Infantry Division was decimated because it had been ordered to hold at all costs. Using the aforementioned casualty percentages, 60,000 casualties would cause the removal of sixty regiments from the line. According to Elisho (Hitler's Last Offensive), five US armored divisions were virtually eliminated due to losses suffered in the Ardennes, two US infantry divisions were eliminated and nine US infantry divisions suffered extensive casualties.

SEQUENCE OF PLAY
The sequence of play was arranged so that PBM could be readily handled. This required the Allied player to allocate Artillery Final Protective Fire Support before the German player moved. Essentially, the FPF Support is assigned to the most critical points with no flexibility for shifting fire. For those who desire more realism in this area, simply modify the sequence of play for face-to-face encounters (i.e.: don't allocate FPF Support until your opponent has finished moving).
ARTILLERY

Including corps artillery units in the game was more realistic than adjusting the combat factors of the maneuver units to reflect their presence. Unit size was not a consideration, since artillery corps were actually regimental-sized elements. Allied artillery has a considerable advantage in mobility and capability, but not in strength. However, if the Allies can build an artillery center of gravity of 40 factors in the latter stages of the game, the effect is devastating. On the other hand, while the German wehrers are potent, they are slow, cannot provide FPF Support, must fight adjacent, are not good for advancing after combat, are affected greatly by Allied Strategic Bombing, and are easily eliminated. German corps artillery is strong, yet it can never reach a total strength of 40 factors. Further, it too is slow and cannot provide FPF Support unless the 15th Army Offensive is cancelled. (Note: the ability of German corps artillery to fire FPF is a new optional rule in the second edition rules.)

SUPPLY

Supply rules tend to favor the Allies. A supply line must be traced to a road and the road must be traced to a friendly board edge. The Allied supply line can be 33% longer than the German — this arbitrarily reflects Allied superiority in motor transport. The Allies have the north, south and west edges to initially trace supply to. The Germans have the east edge. Liege can operate as a supply source for the Allies so long as it is unoccupied by enemy units. The Germans must occupy Liege to claim it as a source of supply for German units.

ISOLATION

Units are not eliminated as a result of supply. They instead suffer an attack factor and movement factor penalty, but they continue to function even if they remain isolated for the entire 17-day period represented by the game.

ROAD MOVEMENT

This was oversimplified in the first edition; continuing development has led to more realistic road movement rules for the second edition. All infantry type units will only be able to move at maximum road rate if they do not begin or end their turn in enemy zones of control. Further, German corps artillery will not be able to move at maximum road rate and then fire during the same turn. The reasoning for these changes is fairly obvious: infantry and the poorly-motorized German corps artillery would waste time getting in or out of line or battery, respectively, and that, consequently, the maximum distance these units could travel in a given time would be directly affected.

RIVER MOVEMENT

The rivers in the Ardennes, although not major obstacles to movement, were difficult or impossible for pure armored formations to cross. As a result, another oversimplification will be updated by the second edition. Pure armor will only be allowed to move, advance or retreat across rivers at bridges or towns.

ROER RIVER

The River Roer was the boundary for the 15th Army. In order to reflect this historical situation more accurately, German units will not be permitted to cross the Roer until Monschau falls or until the Fifteenth Army sends the 3rd Panzerdivision into the fray. In effect, the second edition update will prevent the weak 352nd Volksgrenadiers from outflanking and weakening the Elsenborn Ridge line.

The following are a representative selection of the units available to the German and Allied commanders. These are presented to acquaint the players with the composition of their forces, to make them aware of the historical functions of the units, and to impress the fact of what the counters being pushed around really represent - thousands of men caught in the final great battle for the liberation of Europe.

GERMAN ORDER OF BATTLE

Each of the 3-3 infantry regiments belong to one of the newly-formed Volksgrenadier divisions. These should not be confused with the Volksturm. Each infantry regiment contained only two battalions. The artillery regiment consisted of four battalions (standard organization). The regiments of the 18th Volksgrenadiers are slightly stronger because they were reinforced by an assault gun brigade prior to the offensive. Generally, each VG division was at full strength; however, there were some minor deviations among the divisions engaged in combat.

The 26th Infantry was not like a regular VG division, and the troops resented that designation. The 26th was a veteran division from the Eastern Front. Its infantry regiments contained three battalions. The artillery regiment consisted of four battalions, three of 105's and one of 150's. The division possessed the equivalent of an extra antiaircraft battery also.

The two German airborne divisions were similar to the early German infantry divisions. Each parachute regiment contained three battalions, as did the artillery regiment. The 3rd was at full strength for the offensive; the 5th was short its heavy motor and antitank battalions, so the 11th Assault Gun Brigade was attached to the division. One regiment of the 5th was fully motorized.
The panzergrenadier regiments contained two battalions. One regiment was usually armored infantry, while the other was motorized. One regiment of the 116th Panzer was understrength. One battalion of the 304th Regiment rode bicycles, but the other was motorized. The artillery regiments contained one battalion of SPA (Wespe and Hummel, two battalions of 150's, one battalion of 150's, one battalion of 170's and one battalion of Nebelwerfers. In addition, the 1st SS was reinforced with an entire flak regiment.

A few researchers have indicated that the 10th SS should not be listed at full strength, because all of its authorized allocation of 60 tanks were down for maintenance on 10 December. These historians obviously don't give the German mechanic much credit. The 10th SS was not scheduled to be used before 20 December. Surely, the 10SS Panzer would be up by then. Take, for example, the status of the 1st SS; on 10 December, 30 of the 45 Tigers of the 501st SS Panzer Battalion were down for maintenance, but by the 16th the 501st was at full strength. If the

Do not be tempted to sell the Wehrmacht panzers short. They outperformed the SS at Kursk, and would do so in the Ardennes. The strengths of the Wehrmacht panzer divisions vary considerably, because they were not as favored as the SS divisions when it came time to replenish. One regiment of the 116th Panzer was understrength. One battalion of the 304th Regiment rode bicycles, but the other was motorized. The artillery regiments contained one battalion of SPA (Wespe and Hummel), one battalion of 105's and one battalion of 150's. The 9th Panzer Division is marginally weaker than the other SS panzer divisions, because it was short 25 of its authorized allotment of Mark IVs and 21 Sturmgeschütz. Again, we may have given the German too much the benefit of the doubt, especially since Sturmgeschütz are infantry support weapons. As a result, the 9SS Panzer Regiment will be a ten-factor unit in the second edition.

Of the five SS panzer divisions, the 12th SS was reported as looking the weakest in panzer strength on 10 December; however, said report does not include the 506th Tiger Battalion. The 2SS Panzer Regiment was nearly as strong as Peiper. The 2nd SS was overstrength 20 Sturmgeschütz but lacked the self-propelled artillery battalion.

Other researchers believe the 9th SS should be weaker than the other SS panzer divisions, because it was short 25 of its authorized allotment of Mark IVs and 21 Sturmgeschütz. Again, we may have given the German too much the benefit of the doubt, especially since Sturmgeschütz are infantry support weapons. As a result, the 9SS Panzer Regiment will be a ten-factor unit in the second edition.

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The panzergrenadier divisions were built around the two motorized infantry regiments. Each regiment contained three battalions, either in trucks or halftracks. The artillery regiment consisted of four battalions (standard organization). The panzer battalion was usually an assault gun brigade, but in the case of the 15th, it actually was composed of a battalion of Mark IVs.

The bridge blowing and construction rules are abstract methods of accounting for another of the functions of engineers. The construction or demolition of bridges can be delayed or stopped when threatened by the enemy. As the enemy closes, the chance of effective destruction decreases. Bridges were usually blown at the last minute; however, many times the demolition attempt failed and the bridges were captured (e.g.: Ourtheville, Nijmegen, Remagen). Bridge demolition cannot be attempted by the Allies on the first turn, as the Allies were not convinced that the enemy had mounted a full-scale offensive until the 17th. The bridge blowing rules were written in such a manner that the Germans are forced to place units on the flanks of their drive. In the second edition, certain bridges will be blown at the start of the game.

A new second edition optional rule is "Last Minute Demolition." This was not included in the first edition, because it does not work well for PBEM. It can be used for FTF games without disrupting play. Quite simply, a bridge or dump can be blown at the instant the enemy enters the hex.

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TACTICAL AIRPOWER

German air can assist in a ground attack, unless Allied defensive air has been assigned to the threatened hex. Allied air can attack, defend or interdict movement. Interdiction causes the German units to swing off the road; thus, such must expend extra movement factors to pass through an interdicted hex. In the original BULGE, and in other games on the same subject, airpower could eliminate entire units alone. This capability was not included in BULGE—81 since Allied aircraft were officially credited with only AFV kills from 16 December to 2 January. The interdiction rule attempts to simulate the true role and effect of the tactical edge Allied airpower gave. In the second edition, interdiction costs have been reduced for German infantry and artillery units during turns of "Mud".

TACTICAL AIR HISTORY

The following information was taken from Royce Thompson, OCMH, Tactical Air Phase During Ardennes Offensive. This table does not take into account German sorties intercepted to the east of the battlefield.

BATTLEFIELD SORTIES SCHEDULED

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</tr>
<tr>
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</table>

STRATEGIC AIRPOWER

When the weather cleared on the 23rd, Allied bombers started to pound rail centers and bridges east of the battlefield. This caused a slow down in the movement of supplies to the front. The result was not experienced by the front-line commanders until 24 hours after the weather cleared. In effect, the supplies for the 24th were slowed by the bombing on the 23rd, a 24-hour delay on offloading.

FIFTEENTH ARMY OFFENSIVE

Included in the "Wacht am Rhein" plan was an offensive by the German 15th Army against the U.S. 9th Army to the north of the Ardennes. The timetable for the launching of the 15th Army offensive hinged upon the progress of the 6th Panzer Army. The idea was to wait until the 6th Panzer achieved initial success, and then hit the U.S. 9th after it had pulled units from the line and sent them south to stem the tide of the threatening 6th Panzer.

On 24 December, Hitler cancelled the 15th Army offensive due to the failure of the 6th Panzer Army to breakout beyond the Meuse. Actually, the probable cancellation of the offensive was noted on 22 December when the 9th Panzer and 15th Panzergrenadier Divisions were ordered south. If the 15th Army offensive had been launched, the Allies would not have been able to send as many divisions south as they did; nor would they have been able to commit unlimited airpower to the Ardennes battlefield.

A new optional additon to the second edition rules is the provision for German corps artillery to fire protective fire if the 15th Army offensive is cancelled. A Fuhrer Reserve of 50 ammunition trains was withheld from the Ardennes for the 15th Army offensive. When the offensive was cancelled, this reserve was available to Army Group B. As a result, the ammunition shortages experienced early in the battle were relieved in late December. Of course, Allied strategic bombing was still slowing the movement of all supplies, so the Germans cannot provide FPF until the weather changes.

The table of organization for Panzer Lehr is the same as that of the numbered Wehrmacht panzer divisions. Panzer Lehr must be covered separately, because there is little agreement as to its composition on 16 December 1944. The regimental designations of 901, 902, and 903 have stirred much debate already. The panzergrenadier regiments are identified by everyone as 901 and 902. The panzer regiment has been listed in research material as "LEHR", "130", and "undesignated". In BULGE—81, the decision was made, based on A-Series Manuscript 941/945, to call the third Lehr regiment the 903rd; on page 26, General Bayerlein states that the 901st was fighting near Bastogne, the 902nd was at Humain and the 903rd was near Taffin, south of Rochefort. It appears that the regiment in question was designated "903" for the brief period of time that encompassed the Battle of the Bulge (possibly by Bayerlein only).

The composition of the Fuhrer Escort was taken from ETHINT 80 and B-Series Manuscript 692. The recon battalion consisted of five companies of armored cars. The panzer regiment consisted of a battalion of Mark IVs and a battalion of assault guns. The flak regiment included four batteries of 88mm. The artillery battalion counted 22 tubes, which was just short of being the equivalent of two battalions.
The parachute battalion commanded by Baron von der Heyde was given a choice of four objectives for Operation Steezer. These included the Meuse bridges at Armentières between Huy and Liege, the Ourthe bridge at Ham, and the southern approaches roads to Liege, the Spa-Francorchamps road, and Baraque Michel. After studying the plan, Colonel von der Heyde decided that one battalion could not possibly handle either of the first two objectives. Thus, the last objective was chosen—with the stipulation that Skorzeny’s disguised Germans be prohibited from operating near the drop zone. The conditions for the drop were horrible, and only 35 of the 106 transport planes found the drop zone. Most of those who did land walked back to German lines or were captured. There was no significant fighting since they found that they had landed, scattered, amidst the 1st Infantry Division. The nebelwerfer brigades packed an offensive punch as long as they could be supplied and moved forward. Each nebelwerfer brigade that participated in the Ardennes campaign contained two full regiments. Each regiment consisted of at least six battalions. The 7th, 8th, 9th and 18th Nebelwerfer Brigades possessed an additional seventh battalion. The 4th had six battalions, but it had a 21cm werfer battalion in place of the usual 30cm werfer battalion. The number of tubes ranged from 162 to 706 for each brigade involved. The Corps Artillery and nebelwerfers were controlled at corps level and were used to augment the offensive punch of the attacking divisions. The role these units play in the game is slightly lower because they had given some of their prime movers to the VG divisions. Each artillery corps contained the equivalent of at least two light artillery battalions and three heavy artillery battalions. The 766th Artillery Corps is strongest because it contained an extra battalion of 150’s. The 416th is stronger because it contained a battalion of 15’s and half a regiment of 21cm Werfers. Included in the corps artillery combat factors are other miscellaneous artillery batteries controlled at army level. In calculating the combat factors of each artillery corps, total strength was reduced by 20% to accommodate ammunition supply problems. German artillery corps usually contained more guns than American artillery corps. 1085/11 PANZER AND 9 PANZER/15 PANZERGRENADERS The 10th SS and 11th Panzer divisions were held in OKW Reserve during the Ardennes offensive. If the offensive was successful in producing a breakthrough, these divisions would have been committed as a third wave behind the 2nd SS and 9th SS Panzer divisions. When the offensive proved to be stymied, OKW became very reluctant to commit their only armored reserve on the Western Front. The 9th Panzer and 15th Panzer grenadier were part of the 15th Army OB. If the Ardennes offensive was successful, these divisions would have been needed for the anticipated 15th Army attack. Since these two units were ordered south before the 15th Army offensive was cancelled, it became necessary to mutually exclude the 1085/11th and the 9th/15th. This was required because, if both groups were committed to the Ardennes, there would be no panzer or panzer grenadier units available for a late 15th Army offensive. Thus, it is assumed that the pair that is not committed becomes the spearhead for any German attack to the north if much success is achieved in the Ardennes, or they are withheld in reserve if little success is realized. FUEL DUMPS Fuel dumps can be blown in the same manner that bridges are blown. Some players may feel that dumps should be blown automatically, because of their volatility. This was not considered, however, because capturing a dump is difficult enough already. During the battle, Peiper did manage to capture a 5000 gallon dump near Bullingen. Automatic demolition would not allow this to happen in BULGE. BLITZKRIEG Is this feasible? Peiper was partially successful. Although he did not reach his objective, he did blitz through the Allied line. Observe the Blitzkrieg Table. At 2-1 odds, a "-2" die roll modifier is needed to obtain a meaningful result. Essentially, a Blitz 2 does not usually help, except at Houffalize or St. Vith. If an unsurrounded unit is attacked from three hexes, a Blitz will let the defender an escape route. At 3-1 odds, a modifier is still needed to bring on a devastating result. If the Germans are willing to commit enough troops for a 4-1, they have a 16% chance to Blitz 3, or a 0% chance if they can muster a -2 DRM. Risky, but at least the option is now available. BRITISH XXX CORPS Field-Marshall Montgomery purposely dallied to keep his spearhead for his last offensive uncommitted. The British XXX Corps took up positions north of the Meuse along the line Hasselt-Louvain-St. Trond. If the Germans crossed the Meuse, they would have had to fight through the British. In the game, the Germans can keep the British off the board by exiting mechanized units from the north or west edge. Theoretically, the British are fighting the Germans off the board. The ratio of two British to one German unit was adopted because of the importance the Allies placed upon Antwerp. If players wish, they may permit the British to cross the Meuse in accordance with the optional British Commitment rule. Committing the British to the battle is not necessarily to the Allies advantage however. Conversely, preventing the British from entering the board is not always to the Germans' advantage. Experience will tell. GERMAN CORPS INTEGRITY This is a new optional rule for the second edition of BULGE—81. It was in the first edition at one time, but was eventually deleted during the playtest.
If the Germans mix corps units for an attack during the first six game turns, a +1 is added to the die roll.

**VICTORY CONDITIONS**

The Antwerp victory condition was based on the ultimate objective of "Wacht am Rhein". The 6th Panzer Army would drive past Liege and seize Antwerp. The 5th Panzer Army would take Bastogne and Brussels and hold the left flank. The 3rd Army, under Patton, was fighting to widen the Bastogne corridor; while the Germans, with four panzer divisions, two panzer grenadier divisions, two infantry divisions, three Volksgrenadier divisions, a corps of glider troops, and a large number of infantry regiments, were attempting to reestablish the encirclement and capture the road junction in one final assault. To further spice up this victory condition, casualties and possession of other strong points are also considered. If the Germans take and hold Bastogne, but lose most of their army doing so—they still lose.

**TOURNAMENT SCENARIO**

The Tournament Scenario was designed for tournament play or for those who don't have time for the campaign game. Much playtesting went into establishing reasonable play-balance for this scenario. The Allies should win about 60 percent of the time. The victory conditions are based roughly on von Rundstedt's idea of knocking the Allies off stride.

**NEW SCENARIOS**

For those who only have time for a short game, two new scenarios will be provided in the second edition. The scenarios, based upon Von Rundstedt's Plan Martin and Model's Operation Herbstnebel, will add a new twist for those players not yet satisfied with all that BULGE-81 offers.

**BIBLIOGRAPHY**

For those desiring to investigate the course of the battle or evaluate the design efforts expended on the second edition, the following works are recommended for study:

*A-Series Manuscripts, A858-A978*; particularly recommended among these are "A924—Sixth Panzer Army" by F. Kraemer and "A941/945—Panzer Lehr" by F. Bayerlein.
The 2nd and 3rd Armor Divisions were heavy ("square") armor divisions, possessing six tank battalions in two regiments. Although this organization represented a strong fighting force, it was replaced in 1943 with an organization that was lighter but more flexible. The 2nd and 3rd were the only armor divisions to retain the heavy arrangement.

The other 13 American armor divisions slated for the European Theater took on the light ("triangular") configuration. These divisions were divided into combat commands (A, B, Reserve). Each combat command included tanks, armored infantry and artillery on its roster. The Reserve was weaker because the attached battalions usually assisted the A and B commands. The 4th Armored was the only American armor division not at full strength.

Allied corps artillery varied in strength from two to four battalions per command. Compare this with at least five battalions per command for the Germans. The American artillery is given equivalent or stronger combat factors because they had a virtually unlimited supply of ammunition, whereas their German counterparts were plagued by supply problems. The 190th Artillery Corps represents two corps that each contained only two battalions (190th and 79th).

An unfortunate oversight on the part of the designer has left the Allies short one artillery corps. The 404th Artillery (4-2-4) with XII Corps should enter at 26PM with the 6th Armored Division. A blank counter can be used to include this unit, which will be worked into the countermix in later editions.

The 43rd Wessex, 51st Highland, 53rd Welsh, Guards Armoured, 33rd Tank and 34th Tank had just been rested and refitted in preparation for Monty's last offensive. The 6th Guards tank brigade, which was also in XXX Corps, is not included in the game. The 6th Guards were mishandled by the Allied command; it was placed under the command of three different armies within a few days and spent most of late December moving to newly-assigned positions, only to have their orders changed once there. The commitment of the 50th Northumbrian Division will cost the Allied player victory points. This division, which had experienced Dunkirk, North Africa and D-Day, was chosen as the one British division to be disbanded and sent home.

The division had begun to turn in its equipment when it was placed on alert for possible commitment in the Ardennes. This caused quite a stir in England and political pressure was brought to bear upon the Allied command not to use the 50th unless absolutely necessary. The Allied player too must recognize the force of political realities and public pressures.

The 29th Armoured Brigade, which was in the process of drawing new tanks and equipment, was placed under the command of the 53rd Welsh Division on 21st December. The 6th Airborne Division had recently arrived from England and was placed under XXX Corps on 26 December; it did not reach the Meuse until 27 December.

BULGE PBM KIT

A Play-By-Mail kit for the new '81 version of BATTLE OF THE BULGE including complete instructions is now available for $8.00 plus 10% postage and handling charges (20% to Canada, 30% overseas). When ordering be sure to specify whether you want a PBM kit for the new '81 edition of the game or the old '65 edition. Each kit contains sheets for both German and Allied players. PBM kits are available only from The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. MD residents please add 5% state sales tax.

On the following two pages are the German Orders of Appearance for PLAN MARTIN and OPERATION HERBSTNEBEL, the new scenarios introduced in the second edition of BULGE '81. American placement remains the same as for the original game. Mick Uhl details these new scenarios, with their rules and victory conditions, in his article entitled "Bulge II" (page 17 of this issue). In response to the many requests for a COMBAT RESULTS TABLE for BATTLE OF THE BULGE separate from the rulebook, the insert of this issue contains such, as well as the updated BLITZKREIG ATTACK TABLE.
PLAN MARTIN—GERMAN ORDER OF APPEARANCE
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TT3, UU3 and UU4

Anywhere in A and UU6

Anywhere in B

Units may start in any of the hexes connected to the proper letter by a dotted stripe

REINFORCEMENTS

1. 16PM
   XX12 Only (Optional) (See 42.0)

2. 17AM
   Drops at JAJ on a die roll of one. (See 40.0)

3. 18AM
   XX12 Only
   Arrive turn after Germans enter Monschau; but not before 18AM.
   Arrive 19AM even if Allies still hold Monschau.

4. 20AM
   XX20 Only
   Arrive turn after Germans enter Malmedy; but not before 18AM.
   Arrive 19AM even if Allies still hold Malmedy.

5. 22AM
   XX26 Only
   Arrive turn after Germans enter垄断; but not before 18AM.
   Arrive 19AM even if Allies still hold垄断.

6. 25AM
   XX26 and XX28
   Arrive turn after Germans enter垄断; but not before 18AM.
   Arrive 19AM even if Allies still hold垄断.

VICTORY CONDITIONS:

1) German combat units occupy all three Liege hexes at the end of the Allied 25PM turn. The units must be supplied from UU1 or the east edge.
2) Supplied German combat units must occupy Bastogne, St. Vith, Spa and either Namur, Andenne or Huy at the end of the Allied 25PM turn.
3) The Allies win if the player can prevent the German conditions of victory.
OPERATION HERBSTNEBEL—GERMAN ORDER OF APPEARANCE

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**Anywhere in A and UU6**

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**Units may start in any of the hexes connected to the proper letter by a dotted stripe.**

**REINFORCEMENTS**

1. **16PM**
   - Drops at JJ6 on a die roll of one.
   - (Optional)
   - (See 42.0)

2. **17AM**
   - Drops at JJ6 on a die roll of one.
   - (Optional)

3. **18AM**
   - Arrive turn after Germans enter St. Vith; but not before 17AM. Arrive 19AM even if Allies still hold St. Vith.
   - TRAFFIC JAM: If St. Vith is occupied by Allied units on the turn of arrival of 2 SS and 9 SS Panzer Divisions, their arrival must be delayed an extra turn.
   - (Advanced Game)

4. **18AM**
   - Arrive turn after Germans enter Monschau; but not before 18AM. Arrive 19AM even if Allies still hold Monschau

5. **21AM**
   - Released same turn as Further Escort Brigade

6. **22AM**
   - Released same turn as Further Escort Brigade

7. **23AM**
   - Released same turn as Further Escort Brigade

8. **25AM**
   - Released same turn as Further Escort Brigade

**NOTES:**

1. German units may cross Roer on 16AM turn. US 9/47 Infantry Regiment may enter game on same turn that Germans enter a Roer River hex.
2. German units may use Hex UU1 as a supply source starting on 16AM turn.
3. 15SS and 12SS may attack on 16AM turn.
4. The A and D setup units belong to the same corps for Corps Integrity Rule.
5. No Fifteenth Army offensive is launched. All Allied reinforcements are available.
6. All regiments of the 9, 10SS and 11 Panzer and 15 Panzergrenadier may enter the game.
7. There are no special conditions for release of 10SS and 11 Panzer.

**VICTORY CONDITIONS** are identical to those for PLAN MARTIN.
Mr. Beyma's article on opening German moves, though written before the release of the second edition, remains a valid and viable strategy. Mr. Uhl's interspersed comments are equally informative for would-be Hesslers. For the many who feel the game to be oriented in favor of the Allies, this should give them pause.

**BULGE '81** is an exciting and rewarding game, combining historical accuracy and a realistic battle flow with the same playability that marked the original. The rules are clean and feature numerous innovations that add many nuances and considerable interest to the familiar game. Bruno Sinigaglio is to be commended for an excellent job on the redesign of this classic.

The Allies have a significant advantage in **BULGE '81**. A competent German commander is needed to make the game interesting. Inexperienced German players have a tendency to get bogged down after the first six to eight turns. Many times a well-directed German offensive will reach the Meuse, only to fall short of achieving any of the three victory conditions. (A slight modification of the Meuse River victory condition can help balance the German chances: require the German player to control any six of the eight specified towns.) It is recommended that the game be played with all advanced and optional rules—except perhaps, the armor attack restriction. It is ironic that **BULGE '81** needs to be balanced for the Germans by employing optional rules; the optional rules of **BULGE '65** were commonly used to overcome the shortcomings of the Allies.

The German player must attack aggressively early in the game; every effort must be made to eliminate or trap large numbers of American units. Strong forces need to penetrate rapidly into American-held territory before sufficient Allied reserves arrive to stem the tide. The German player is not likely to win by attrition and a methodical advance; dash and daring are prime ingredients in a victory. The first four to six turns of each game will be decisive. For those as yet unaware of the fact, this article is a clinical consideration of the opening German moves.

The German player will need to clear his lines of communication and be in position to exploit weak points in the American line; to this end, St. Vith and Clerf must be quickly secured. A strong attack on Elenborn ridge towards Malmedy and Verviers before the Americans can heavily fortify this area is a necessity. A key to a potential German victory is to launch the Fifteenth Army offensive as early as possible, keeping many Allied units out of the battle and reducing enemy airpower. The Germans must have those reserve panzers as soon as possible to add punch to their offensive, increasing the options. To the south, they will want to take Bastogne and drive hard for the Meuse, stretching out the American lines and threatening the towns.

By the 19th, the German player must cast a critical eye and evaluate the overall progress of his effort; he must determine which of the three victory conditions appears most promising. If the prospects of reaching the River Meuse on a broad front by the 21st/22nd look good, the German player can go on for the strategic victory: Antwerp. Even if a strategic victory cannot be achieved, it is wise to exit as many panzer-grenadier units as possible. Each regiment so exited will divert two British brigades, making the Liège or the Meuse River victory more feasible. A Meuse River victory can be attempted if the strategic victory is out of reach. Every effort must be made to secure Givet, Dinant, Namur, Andenne and Huy before the stacks of Allied units fortify them. One or two of these towns could be pounded into submission by massive German forces before Allied ground and air reinforcements arrive, but not more.

The Liège victory should be pursued if the offensive is proceeding well in the north and the likelihood of a successful breakthrough across the Meuse to the south is slipping away. The best German units should be concentrated south and west of Liège to force a crossing of the Meuse just west of the city. If Liège can be isolated from the rest of the Allied army, it can probably be reduced. All of the Nebelwerfers and corps artillery, along with the best panzer units, are transferred to the Liège front. Liège is pounded into submission hex by hex. Other than at Liège, the Wehrmacht goes onto the defensive. Generally speaking, if the German player is not in a winning position by the 22nd, he should go over to the defensive and play for a point count victory. (In actuality, this is a defeat or, at best, a draw; this victory condition was added, I suspect, to provide an incentive for players to complete the game even if the face of historic German defeat.)

**DESIGNER NOTE:** Mr. Beyma's statement here is not 100% correct. It presumes that a game's victory conditions are valid only if they correspond to actual historical objectives. The goals for "Wacht Am Rhein" as set down by Hitler were considered so outrageous by his General Staff that no one seriously believed they could be obtained—as was actually borne out by the battle. The point count victory was included for play balance, yes. It also was based upon the actual German performance; a German player who wins a point count victory has done better than his historical counterpart. It just like the early Avalon Hill advertising blurbs for Gettysburg when they asked, "Can you do better than Robert E. Lee?"—MUI

The German player's opening attack is the key point in the game. The combination of initial deployments, first turn surprise rule and lack of Allied air and artillery on 16 a.m. provides the German with the only opportunity to deliver a devastating blow to the American defenses he will enjoy during an afternoon of gaming. Figure 1 shows an initial German assault that has been used a number of times in competition with good effect. A study of these attacks and potential results would not be amiss for the novice.

1. **2-1 (-I) vs 4/12.** There is a 16% chance of eliminating the 4/12 and a 33% chance of trapping the unit.
2. **1-1 (-I) vs 9CCA.** The -1 DRM provides a 16% chance of an Exchange against the 9CCA. Elimination of this important unit on 16 a.m. will greatly bolster German morale.
3. **2-1 (-I) vs 28/109.** A 2-1 against the 28/109 is actually better than a 3-1; a 3-1 has only one chance of an Engage.
4. **4-1 (-2) vs 28/110.** This key attack is roughly equivalent to the 6-1 vs 28/109 in the old **BULGE.**
An A Advance 4 will pressure the American defense. There is also a 33% chance of eliminating the unit entirely. It is possible to bring a 5-1 attack on this unit, but the results are essentially the same and the factors spared can be better employed elsewhere.

5. 5-1 (-I) vs 28/112. This attack has a 33% chance of eliminating the American unit. A good advance by the attackers will cross the Our, flank St. Vith and threaten the 333rd artillery.

6. 2-1 (-I) vs 106/454 and 1-1 (-I) vs 106/423. These are straightforward low odds attacks, each with a 50% chance of an Exchange or Engage.

7. 8-1 (-I) vs 14. Besides having a 66% chance of eliminating the valuable armored cavalry, this attack has a 66% chance of surrounding 106/422 and a 16% chance of surrounding 106/423.

8. 1-1 (-I) vs 106/422. The combination of this attack and the 8-1 on 14 yields a 94% probability of preventing the withdrawal of the American unit.

9. 8-1 (-2) vs 99/394. The 99/394th will be eliminated on any roll other than a "6", which produces an A Advance, at least giving the German the ability to surround 99/394 and to disrupt the American road net.

10. 8-1 (-I) vs 99/393. This is another attrition attack with a 66% chance of eliminating the enemy unit.

11. 1-1 (-I) vs 99/395. This attack is designed to pressure the American northern flank. Any result other than Attacker Retreat accomplishes that objective.

12. 1-1 (-I) vs 2/9, 2/38. An Exchange or Engage would be nice at this point. Even a Contact forces an American withdrawal.

Note the importance of the 326/753 move. This unit threatens the American northern flank and will oftentimes tie down another American unit. Additionally, 326/753 can move into Rotgen on the 16 p.m. turn.

The German attack is virtually the same without the SS panzer divisions. The net effect of the required unit shuffling is that the 1-1 vs 2/9 and 2/38 cannot be made and the 8-1 vs 99/399 is reduced to a 1-1. Not much of a setback at all.

[DESIGNER NOTE: Again we feel Mr. Beyma to be slightly off the mark. Our playtests show that the loss of the two SS panzer divisions on the first turn represents a substantial penalty to the German attack, if merely for the reason that it takes 51 combat factors out of the battle.—MUI]

So very much hangs on the first three or four turns in this game. A very good opening assault can give the German player the momentum to drive to the Meuse; a poor one will leave him with an uphill fight for every step toward the river. The German gets three assaults on the American line before any reinforcements arrive. If the first turn has gone as planned, he must go all out during the 16 p.m. and 17 a.m. turns. Experience has shown that the toughest decisions of the game for the Allied player are those of the 16 p.m. turn. Often, air interdiction must be used on 17 a.m. to prevent a German breakthrough. The German player must spare no effort in trying to break the enemy line and create threats in many areas of the mapboard. A successful offensive should strive to eliminate four American units per turn during the first 48 hours.

Hence, a 2-1 is a reasonable attack in BULGE '81. There is a 16% chance of eliminating the Allied unit on an Exchange. An Exchange is almost as good as a Defender Eliminated early in the game. In most such, the German player must lose only one unit; often this can be a 3-3 infantry regiment. If the goal is to pin the enemy unit, there is a 33% chance of an Engage result at 2-1 odds. The enemy unit must either counterattack at unfavorable odds or be
caught unaware. Oftentimes, the German player can threaten a 6-1 versus 333rd artillery on 16 p.m., which will force the American player to commit additional units to that sector.

The Von Der Heyde, 150 Panzer, and Commando Optional Rules should be used in order to give the Germans a little better chance. The primary use of the commandos is to disrupt Allied movement, particularly the 17 a.m. reinforcements, in the vicinity of Eilsonborn ridge. Figure 3 shows a typical deployment of the commandos to delay the arrival of the 7th Armor and 1st Infantry Divisions. The Von Der Heyde and the 150 Panzer rules depend on luck rather than skill, and consequently have little impact on most games. To make more interesting and more realistic use of these units, I recommend the following rule changes.

VON DER HEYDE (VDH)
1. Prior to the start of the game, the German player secretly records the drop hex for the VDH. The drop hex may be any clear or rough terrain hex east of hexrow Y.

2. The VDH airdrops into this hex during the German 17 a.m. movement phase. Roll a single die to determine the outcome of the airdrop:

   Die Roll Result
   1,2 Drop Successful
   3,4 VDH Scatters
   5,6 VDH Eliminated

The following die roll modifications are applicable:

- Airdrops in rough terrain hex . . . +1
- Airdrops in an Allied zone of control . . . +1

3. Scattered is resolved as follows: Roll a die to determine the direction of scatter (1 = north, 2 = northeast, etc.); roll again to determine the number of hexes displaced (number of hexes = number rolled divided by 3 or 2, whichever is greater). VDH may not move.

4. VDH is eliminated if it lands in a town, in woods, on the board, or directly on top of an Allied unit.

5. VDH may not use normal movement on the airdrop turn. It must attack if it lands in an Allied zone of control. It is in supply on the drop turn.

For added interest, allow 150 Panzer and the Commando units to move anywhere on the board.

The blitzkrieg attack is potentially the most devastating tactic. It can disrupt the Allied defense and trap enemy units. But it should be used sparingly during the campaign, as only occasionally will a situation present itself where a blitzkrieg attack can have a fair chance of achieving significant results. Such a situation as found in Figure 4 would deserve consideration as a blitzkrieg attack. Most such need an Attacker Advance 3 to be really successful. This requires a combination of high odds and favorable die roll modifiers.

Bridge demolition capability is a powerful weapon in the Allied arsenal. A blown bridge essentially disrupts German movement for two turns. This can be a critical delay early in the game. The Allied player cannot attempt to blow a bridge until a German unit comes within three hexes of the bridge. Thus, the German player should be careful not to move within this radius until he is ready to assault the bridge and capture it “on the run.” Preferably a move or advance should get German units on or adjacent to the bridge. Clearly this is not always possible and the Allied player will blow some bridges in front of the German advance. A mechanized or infantry unit should be moved into the bridge hex to begin repairs as soon as possible. Remember that the Germans can only repair nine bridges during the course of the game.

There is a loophole in the rules that allows the Allied player to blow bridges behind the German lines provided that a supply route can be traced to them. This can be prevented by garrisoning the necessary road intersections with units. Interestingly enough, another way to deny the Allied player use of this tactic is simply not to leave any German units within three hexes of any bridges in the rear. Note that the German player may also blow bridges. This will most likely be done later in the game to slow the inevitable Allied counterattack. On the rare occasion, the German player may even be able to disrupt a key enemy move early in the game by blowing a bridge.

Continued on Page 32, Column 3
In less than one year after its initial release, *BATTLE OF THE BULGE* '81 is getting a face-lift. Not that it really needs one. The old game still looks good to me. However, the opportunity to make some alterations has presented itself and I like the game enough to consider it worth this extra effort. I think you will too.

Those of you who already own the current version of *BULGE* '81 needn't worry about purchasing a brand new game. Included in this article are all the changes and additions made to the original. Once equipped with this material, you will have all the information needed to play the second edition *BULGE*.

The bulk of this new material is in the form of two additional scenarios and three new optional rules. Added to this are several significant changes to the Basic and Advanced games. All of this will be covered in detail.

**CHANGES TO BASIC GAME**

**Movement**

1. Movement across cliff hexes is prohibited. Although this is inferred in the first edition rules, it is never actually spelled out.

2. For German infantry-class units, movement along roads has been reduced from one-quarter movement point per hex entered to one-third movement point per hex entered. All other units still retain the one-quarter movement point per hex rate. Basically, this change was made because the designer, Bruno Singaglio, realized that the German infantry was moving too quickly by road. Actually, a fellow designer and an expert on the subject, Danny Parker, brought this to his attention. A look at the current movement rates and a quick conversion will make this clearer. Each hex has a distance of two miles measured from hexside to hexside. Moving at the current road rate, a German infantry unit can march up to twelve hexes, or twenty-four miles, in a twelve hour game turn.

3. All infantry-class units which begin their movement in an enemy ZOC or intend to end their move in an enemy ZOC have their road movement rate reduced. German infantry-class units move at a rate of one-third movement point per hex entered. Allied infantry-class units move at a rate of one-third movement point per hex.

4. German corps artillery which plan to provide offensive fire support in the combat phase have their road movement rate reduced from one-quarter to one-third movement point per hex for that turn. Those units that use the full movement rate should be temporarily inverted for the duration of the combat phase to insure they do not provide offensive fire support.

5. Armor units may never cross a river at any time except at a bridge or town. Armor units may cross river headwaters without penalty.

6. German combat units may neither enter a Roer headwaters hex (QQ4), but only to attack. With this new rule, armor units are prevented from eluding normal movement, advance on the river. They can always retreat across a river without stopping. With this new rule, armor units are prevented from crossing a river anywhere or anytime except at a bridge or town (this includes normal movement, advance and retreat). An armor unit can retreat onto a river but not across one.

When designing the river crossing rates for the first edition, only the depth of the rivers was considered as an impediment to crossing. On the whole they are very shallow and easily fordable by all units including tanks. This was reflected by just delaying, rather than denying, the crossing of the rivers. An important factor, though, was overlooked. Although the rivers themselves are shallow, their banks are steep. This is not a serious impediment to any of the vehicles except the heavy-tracked armor. We decided to correct this situation by prohibiting armor from ever crossing an unbridged river.

**Roer River Restriction**

6. German combat units may neither enter a Roer River hex nor use hex UU1 as a supply source until the turn after a German combat unit enters Monschau or until the 19AM turn, whichever comes first. German combat units may enter the Roer headwaters hex (QQ4), but only to attack Monschau.

This rule was added in order to prevent the ahistorical flanking of Monschau—a popular and powerful tactic available to the German player in the game. During the early battle, this maneuver was never seriously contemplated. The Hurtgen Forest north of the river being too prohibitive for major operations. Unfortunately, this situation could not be effectively translated onto the game board. It is unfair to the American position on the Elsenborn Ridge to be so easily flanked. This rule solves the problem.

**Traffic Jam**

7. American occupation of St. Vith jammed the German traffic heading west to the front line in the early days of the battle. Most delayed were the two SS panzer divisions (2nd and 9th) hurrying to reinforce the 6th Panzer Army. To reflect this situation, no units of these two divisions may move onto the board on their turn of arrival (they remain on the board edge) if one or more Allied combat units are in St. Vith. They can then enter play on the following turn. (In effect, Allied occupation of St. Vith has delayed their arrival one turn.)

**Supply**

8. German units cannot use hex UU1 as a supply source until the turn after a German combat unit enters Monschau or 19AM, whichever comes first.

**Die Roll Modifications**

9. Nebelwerfers must be included when totaling the artillery strength in a battle.

This has been added just to clarify a somewhat nebulous rule in the first edition rulebook.

**Combat Results**

10. The defender must select Counterattack if he has one or more unengaged friendly combat units adjacent to one of the enemy units in the engagement.

We originally permitted unengaged friendly units in turn to remain adjacent to an engaged enemy unit without forcing a counterattack. With this change, that is no longer permitted. In return, we have streamlined a complicated combat result to a point where it is about as simple as its going to get. We think it is a fair exchange.

**BULGE II**

An Introduction to the Second Edition

By Mick Uhl
CHANGES TO ADVANCE GAME

Improved Positions
11. Improved positions may be built by either side in any hex other than a town hex.
2. A player may build improved positions only during his Supply and Fort Construction Phase. Fort markers are used to signify improved positions.
3. A player may build improved positions only in non-town hexes that are out of enemy ZOC and which are occupied by one or more friendly supplied infantry-class units. Within these restrictions there is no limit to the number of non-town hexes that can be improved in a single turn.
4. At least one infantry-class unit in the hex must be designated the constructing unit. It must stay in place and cannot move in the next movement phase.
5. An improved position is removed from play when all infantry-class units there move, retreat or advance away.
6. Mechanized-class and artillery-class units may join infantry units in an improved position. However, they cannot use an improved position without at least one infantry-class unit present.
7. Improved positions do not affect stacking, movement or ZOC.
8. If at least one defending unit in an attack occupies an improved position, a one is added to the attacker's die roll.
9. The following American units begin the game already in improved positions: 99/395 (QQ25), 106/424 (PP18), 28/112 (NN20) and 28/109 (OO29).

Air Interdiction
12. During the mud turns, the interdiction penalty for German infantry, nebelwerfer and corps artillery has been reduced from two movement hexes to one movement point.
13. A blitzkrieg advance requires all attacking mechanized units to advance at least one hex (but not more than the amount indicated) in any direction chosen by the German player. Attacking infantry and artillery units must retreat one hex. The defender must remain in place.

Bridge Demolition
14. At the start of the game, bridges have already been blown in hexes MM24, TT31 and WW33.

Foot Construction
15. At the start of the game, a fort is added to the 4/12 infantry in Echternach.

First Turn Surprise
16. This rule must be modified as follows to adapt to the new rule changes. Delete rule 27.4. It has been superseded by the Roer River Restriction (number 6 above).

Allied Fuel Dumps
17. At the end of the 19AM turn, if the Staveloet fuel dump has not yet been captured by the German player, the Allied player must remove it automatically without consulting the Demolition Tables.

Another rule that needed clarification.

OPTIONAL RULES

Panzer Brigade 150
18. Panzer Brigade 150 may attack an enemy combat unit during infiltration, but only one that has not been attacked in the combat phase.

Originally it was felt this would complicate play. Now, as I re-read this rule, I'm not sure why we thought so.

Einheit Stellau Commandos
19. Only one commando can be in a hex at the end of the movement phase. Commandos may no longer stack together in the same hex.

This rule greatly simplifies the commando infiltration procedure without really altering its impact on play.

British Commitment
20. The option whether to play with this optional rule must be decided before the game begins. If this rule is to be used, the Allied player must announce on the 25AM whether or not he will permit British forces to cross the Meuse. If he chooses not to commit, no British unit other than the 11/29 armor may ever voluntarily cross the Meuse. If he does choose to commit, he may (but is not required to) move any or all British units through the Meuse but he must now capture St. Vith and Bastogne to win.

This rule needed some clarification.

THREE NEW OPTIONAL RULES

Last Minute Demolition
21. The normal bridge demolition and fuel dump demolition rules are designed to accommodate play by mail. Last Minute Demolition is added as an optional rule to provide greater authenticity in bridge demolition while not detracting from the play by mail aspect.
2. Last Minute Demolition may be attempted starting on the 17AM turn.
3. Last Minute Demolitions are attempted during the opposing player's movement phase.
4. The demolition attempt is made at the instant the enemy unit moves into a bridge or fuel dump hex. On a die roll of one, the bridge or fuel dump is destroyed. The moving enemy unit may continue to move if able to do so; however, the unit cannot use a blown bridge to cross the river. The last minute demolition blows the bridge just before the unit crosses.
5. Last Minute Demolition can be used only if the target was not subjected to a normal demolition attempt during the defending player's last engineer phase.
6. Last Minute Demolition can only be attempted if the target hex was last occupied by the defender. Also, if the target is a bridge, the defender must be able to trace a supply route to the hex just before it was entered by the enemy unit.
7. Last Minute Demolition cannot be triggered by enemy units advancing or retreating after combat.
8. At the beginning of the game, all bridges and fuel dumps except the three on the Roer and Urfi Rivers are considered to have been last occupied by the Allied player.

German Corps Integrity
22. The seven German corps that are part of the initial 16AM assault are designated A and G on the unit counters. (The German set-up areas are in actuality the corps marshalling areas.)
2. The Germans suffer a +1 die roll modification for attacks involving mechanized-class, infantry-class or nebelwerfer units of different corps.
3. German corps artillery units and German reinforcements may attack and provide fire support in conjunction with any other German units without causing the +1 die roll modification.
4. The penalty for not maintaining German corps integrity is not applied after the 18PM turn. During the actual battle, the rivalries existing among the participating German corps were eventually forgotten and closer cooperation was evident from December 19th to the end of the battle.
5. For both the Plan Martin and Operation Herbstnebel scenarios, the German A and D set-up units are considered to belong to the same corps.

This rule almost made it into the first edition. In the end, its drastic effect on play-balance and additional complication did it in.

The inclusion of the Plan Martin scenario in the second edition suddenly made it relevant. (It is an important balancing factor for this one scenario.) In the other scenarios, it should be only used when a novice is facing an expert German player.

German Artillery Final Protective Fire (FPF) Support
23. The cancellation of the Fifteenth Army offensive freed over 5000 tons of munitions for use in the Bulge. It was available as soon as poor visibility cancelled Allied strategic bombing. To reflect this sudden increase in ammunition supply, German corps artillery units may provide FPF support as well as offensive artillery support beginning on the 29AM turn if, and only if, the 15th Army offensive has been cancelled. The German FPF Support Phase occurs immediately after the German Engineer Phase.

2. The procedure for FPF Support is explained in section 11.5. Now, after 28PM, it can apply to German corps artillery as well as Allied corps artillery.

SCENARIOS

Campaign Scenario—Meuse River Victory Conditions
24. This type of victory is attained if there are supplied German combat units in at least seven of the eight following towns: Givet, Dinant, Namur, Andenne, Huy, Bastogne, St. Vith and/or Spa for four consecutive German supply phases. These towns are identified by light blue crosses. (Note that the specified towns occupied can change from one supply phase to another as long as the number does not fall below seven.)

The German player is no longer required to take all eight towns to gain this victory. This gives the Germans late game help if they needed it.

Campaign Scenario—German Victory Bastogne
25. Loss of the VDH battalion is worth only one point to the Allied player.

Plan Martin
26. This plan (initiated by Field Marshal Von Rundstedt) was one of many proposals submitted to Hitler as an alternative to his overly ambitious Wacht Am Rhein. The objectives were more modest—disrupt the Allied preparations to invade Germany by advancing just to the Meuse while keeping the German reserve intact in the process. In the ensuing hull on the west front, the army could then have a chance to halt the Russian advance from the east. The weight of the attack was shifted to the north with a simultaneous offensive by the Fifteenth Army. This scenario begins with the
German 16 AM turn and ends upon the conclusion of the Allied 25 PM turn.

2. This scenario has been designed to be played at the Advanced game level incorporating all optional rules. It can still be played using just the Basic game rules.

3. The Allied player sets up and brings on reinforcements exactly as described on the Allied Order of Appearance card. The German At Start set-up [see page 12 of this issue] is altered as follows:
   a. A units set up in UU1 and UU2.
   b. B units set up anywhere in B.
   c. C units set up anywhere in C.
   d. D units set up in TT3, UU3 and UU4.
   e. E units set up anywhere in A plus hex UU6.
   f. F and G units do not start on the board. They enter the game with the Fuhrer Escort Brigade. The conditions for entrance are the same as those for the Fuhrer Escort Brigade.

4. The German reinforcement schedule is also altered as follows:
   a. The following reinforcements become starting units. The three regiments of the 79 Volksgrenadier Division set up anywhere in F. The three regiments of the 9 Volksgrenadier Division set up anywhere in G. The three regiments of the 107 Volksgrenadier Division set up anywhere in E.
   b. The either/or conditions for the entry of 10SS Panzer and 11 Panzer Divisions versus the entry of the 9 Panzer and the 15 Panzergrenadier Divisions no longer apply. All the regiments of these divisions may enter play in the same game and, in addition, there are no special conditions for the release of the 10SS and 11 Panzer Divisions.
   c. All German reinforcements enter on or between hexes UU1 and XX16.
   d. The Fifteenth Army Offensive cannot be initiated. All Allied reinforcements may enter play and all air units are available.
   e. The victory conditions, the three rule modifications and the early release of 9/47 infantry are the same as described for Plan Martin (26.5 through 26.7).

UNIT COUNTERS

Changes have been made to the combat strengths of several units as well as a new unit added to the Order of Battle. These changes were prompted by further research into the historical unit strengths and a desire to make the OB as accurate as possible.

**BLITZKRIEG TABLE**

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**ALL-TIME BEST SELLERS**

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THE LONGEST DAY
AN OVERVIEW
Part II
By Jim Burnett

PLAY OF THE SCENARIOS

The following are a few observations, hints, and comments on the play of each scenario. They are made with the use of the Addenda and the notes presented above in mind. As all of this has been done by one playtest group, it may tend to be biased; your own attempts may produce slightly different results. We think, however, that the constraints of rules and play will lead to certain conclusions, regardless.

1. MORTAIN

Sit back and watch the Allies draw this one at the worst. The German player must make a strong push toward Vire just to prevent a loss. Because of this and the congestion that will occur at Mortain, send the 1 SS Panzer north to hold/attack at Vire. This should prevent a loss. As for the rest, St. Pois may fall with heavy German pressure. With a little luck, the three hexes can be taken in four turns. The 116 Pz and 84 Inf are certainly strong enough to do this if used wisely. Where the Allies usually hold is at St. Hilaire. The 2 Pz, 2SS Pz, 17SS Pz, and 275 Inf, moving as far as they can on the first turn, will still be six hexes away. With only one road to go up, and the 3rd Armored to contest the way, this is a nearly impossible task. The reinforcement of the 2nd Armored merely clinches it. The best way to regard the scenario is as a training exercise. If anything, the difficulty of an offensive surge against even moderately tough opposition should be readily apparent. Learn with this one and put it aside. An interesting variation is to alter the victory conditions to give one point for St. Pois, St. Hilaire, and each hex of Vire. Not historical at all, but a bit better balanced.

2. FALAISE POCKET

This is another futile exercise for the German. He has 333 points (as defined by the scenario) on the board, and must exit 182. We recommend that the reinforcements be held off the board and 18 points taken. A very real problem here is that 60 points of infantry (277, 276, 326, 363, 84, and 275) can’t even exit just by walking out unmolested. This leaves the Allies with only 91 more points to kill or stall. A heavy attack toward Portages can easily do this, since the enemy must protect this route to get 10SS, 9 Pz, 3Fs, IIIFs, LXXI, and LXXXIV out (123 points). Since the losses taken at this time will add up to too many points, Germany has mathematically lost. The Allies need do nothing but attack whenever possible and use all the defensive fire they can. As a balancing suggestion, require the Allies to
hold the Germans to 150 points or less to win. Germany still needs 200 to win. All other results produce a draw. The lesson of Falaise is that while defense is easy, offense against trapped units whose options are limited is equally easy. Lines of communications must be maintained at all times, no matter who you are.

3. COBRA

In the Cobra scenario, we come to the real challenge. While it is advisable to assign sides based on player preferences so that a strong offensive-minded player will face a defensive-minded one, the scenario is balanced. The lessons from the first two scenarios should be applied here. The German must defend the roads to Pontaubert and Mortain. The problem is that there are several roads and two Allied options. In any event, Villeneuve is a key. The capture of this city gives the Allied player a choice of which way to finish the scenario. Germany is also working under a handicap of too few reinforcements, especially in the west. An orderly and planned retreat is a necessity for 279 Pz, 275 Inf, 353 Inf, and 3Fs. If the tactical corps (two of each) is destroyed, however, it doesn't matter. The reserves must have time to cover the roads further south. Maximize; have all of the units covering the main roads. With a three-hex wide front at the point of each road and the rest of the units at crossroads along the advance, the Allies can win by forcing the Allies to take the long way there. The key is flexibility. Remember that Avranches and Vire can fall after a fight, but that's the limit. If the entire operation is run as close as possible, victory can be had.

The Allied problem, conversely, is to go as fast as possible. Desperately, as you can, especially during the first turn. After that, move as far as possible. All use defensive fire that is available. The main offensive should begin as a three-pronged attack at Essay, the 5Fs, and St. Lo.

The British units should put heavy pressure against the 326 Inf in an attempt to break a flank. All other units should destroy as many Germans as they can. While the carpet bombing occurs against the 130 Pz, actual attack pressure should be on both sides of this division in order to thin out a given area. Don't forget to direct one of the batteries on the HQ unit. At any rate, the next couple of turns should feature as much Allied movement as can be mustered, whether on roads or not, to engage as many Germans as feasible. Fast movement and unit destruction are the order of the day.

Fortunately, the use of air bombardment for disruption can be invaluable after the initial attack. Mobile artillery for defensive fire makes the armored divisions worth even more than usual. Each of the three thrusts should feature two infantry divisions supplemented by an armored division and an artillery division. When ready, the British should advance with their infantry division and artillery corps on the eastern flank.

Cobra will also test the pre-planning ability of the Allied player with his supply units to the utmost. Supply must be sent as far ahead as practical, destined for the place and units where it will be most needed. Following the beginning of the scenario, some infantry divisions may no longer be able to keep up the pace. Discard these divisions at the side of the road and send the supplies up to those who can. If the German has his armymarks correct, the Allies must be outside of Avranches or through Vire by 29 July. The decision of which way to go should have been made on the previous turn. It now remains a matter of closing from the north and a flank. The flank move is a direct result and benefit of the center thrust toward Brecy. Remember that the British units will be available if the Mortain objective is chosen. Whatever the outcome, this scenario should not only be well-balanced but exciting as well.

4. CHERBOURG

The Cherbourg scenario is essentially a miniature of Cobra. It could also become the most popular, with a single mapboard and low unit density. This is combined with a balanced game. The Allied proposition is unit destruction, then advance, and a solid fight into the city. The German's defense is based on his fortifications and the terrain and then hold at the second front line.

As with Cobra, the Allies should use a three-pronged attack using each division as a spearhead reinforced by armor and artillery. The corps HQ should stay near the center of the board to use the long-range guns in support and to be able to rapidly mobilize to whichever front shows the most promise after the opening moves. Supply unit shuttle to the west flank must be carefully planned. The quicker the road from St. Vaast to Les Pleux can be secured, the better the offensive should proceed. Use the first turn to destroy units by both direct attack and defensive fire. Prime candidates for this destruction are units with only a single step. This should mean the loss of over a dozen units for the Germans, well in excess of a quarter of their initial front line, and make the formation of a new line difficult at best. The second turn should likewise be a slogging match; strive to eliminate another dozen counters. Turns three and four should be used for positional play to put at least one of the attacks at the first fort line over a few hex width. If the German has more available, move flak units forward, destroy them as soon as possible; the forts will then fall easily. Turn five should break the outside fort wall in about six places, giving plenty of room for advance. If the Allies strike the inner fort wall on turn six and have been diligent at their job of unit destruction, the city should fall on the seventh turn. Unless the German makes some very bad errors or you habitually throw sixes, this is about as much as can be expected.

Any loss of tempo will result in the loss of the game. Allied air power is critical here, especially against hills and other tough defensive spots. (Remember the losses of ZOC by a disrupted fort?) Naval bombardment should be held at least until turn five or six (or even seven—depending on progress) to make penetration on critical fortifications. Your recon units can be used to spot for this fire, notably against occupied forts. Note too that the German 353 Inf has a .833 chance or two at .667 and one at .5. Take whichever combination gives you the best fit for your circumstances. If the weather rules are used here, the Allies have run their course if the weather goes bad. The balance of this scenario is so fine that the only errors to be made are of the vagaries of weather means the loss of the game.

The German player must play the terrain. For him, this scenario is an exercise in the use of space, force, and time; none of which he ever seems to have enough of. Heavy losses must be expected for the first turn, but careful movement on the succeeding ones can minimize the effects. Whatever the losses, the first five turns must be used to hold the Allies in bad terrain. Hills and rivers are your friends; bocage and cities, your allies. Obviously, the crucial points are roads and their junctions. Remember, the American units may have a good start with less troops because of the hills, but beware of the thinning effects which may cause quick collapse later. For the first few turns, the two armored units and the AOK 7 are the most important ones you have on your roster. Leave the armor in reserve to shore up potential trouble spots, especially those caused by defensive fire. They AOK 7 should go to the Valognes area to prevent a breakthrough in the middle and to retain road movement capability for re-deployment. The MG companies and AST units should fill the gaps in the line; remember that you have ten independent units and only three HQs, so one of them will be unavailable for the first two turns (although the first turn you will not have ten independent units). The 101 units attached to the 84 Korps can get in one good defensive fire—don't waste it. Keep the HQs supplied until the last turn, then use them as last-ditch defensive units. Their three factor defense is really not that bad—better than many of their subordinates start with. As a contrast to some others, I prefer to hold them in position on the crucial flanking positions, using the 84 Inf units as a further backup. Consider the 84 Korps HQ unit to be divisional HQ for these units. The one and possibly two defensive fires that the flak batteries have can provide just enough damage to prevent the Allies from amassing the final factors needed to finish off the city. Remember that flak needs no supply. Turn seven should find you with the (depleted) AOK 7, 709 HQ, 1/919, a couple of flak batteries, and the 258 Armored units left defending the Zhuravka. Defensive fire and terrain advantages have been used judiciously, this should be just sufficient to save enough of the city to win.

As stated before, Cherbourg—like Cobra—is a near run thing, where time is of the essence. Players are urged to be very careful in planning moves a half hex ahead. Failure to do this leaves large gaps on defense and stalled units on attack. Force is only force if it has a point of application.

5. NORMANDY

The Normandy scenario is a vital preparatory exercise for the Campaign Game. While players are urged to practice it a couple of times, actual play will probably not occur after the first two turns of the Normandy scenario and the setup time. The small number of turns keep it at the exercise level. As a bonus, however, the scenario is balanced. The Allies should take Carentan, Ranville, and probably Bayeux. The Germans should hold Caen, Montebourg, and probably Lisigny. The essential points then are the fate of the air drops for the British to hold Ranville and the strength of the Omaha landings for the Allies to threaten Lisigny. (Refer again to Figure 6 and 7 for the initial deployment suggestions.) From then onward, it is just a matter of following normal attack and defense procedures to attain your objectives. The Allies should note that either the 2/22 or the 1/12 of the Fourth division can get to Carentan on the follow-up movement phase. If this is not done, the Allies can dismiss any thought of a real shot at victory. While this scenario is not recommended for repeated play, it is an exercise that cannot be skipped. The Campaign Game can be won or lost on the beaches if a player does not know what is going on.

6. OVERVIEW

The scenarios are of three types. Mortain and Falaise are merely good practice for tactical situations which will reoccur later. Normandy is a mathematical exercise for a situation that will definitely happen. Finally, Cobra and Cherbourg are excellent for the loss of the Wehrmacht, the importance being that one player must act solely as offense and one as defense. As it takes all kinds to make up wargaming, hopefully you will find your match. Since all but the first two are balanced, and these can be fixed as noted above, the scenarios will all give a competitive game. TLD is worth buying for the information and the scenarios alone, but the Campaign Game is the piece de resistance.
THE CAMPAIGN GAME RULES

This is not actually the "Longest Day", 6 June 1944. It is the entire Normandy Campaign and to get the full spectrum of all components and rules and the full value for your money, the Campaign Game must be played and played as many times and as long as possible. Too many people will start, get through the first few turns, and quit. You must mean this as a tactical game, not a Normandy scenario. It is when many divisions are on a great expanse of mapboard that the full effects of the rules covered below interact to create a complete game, with a subtlety of play that takes time and effort to realize. Your only real problem will be to find a place to keep the game set up. If it's worth it.

The weather should be the factor that keeps the Germans in the game. Its blunting effects on Allied air and naval power are not only definite, but to a tactical air support. Forewarned is forearmed! Same benefit and must take every opportunity to first time around) are the best times for counterattacks. Both sides should definitely keep a division and then making wholesale replacements.

As was covered above, Allied Strategic Interdiction is a great asset. So great in fact, that the use of the heavy bombers should be limited almost exclusively to interdiction, with carpet bombing being saved for those rare occasions when there are really not enough German units to make interdiction worthwhile or the weather favors you. The value of interdiction is that the bombers can follow the German units on the Strategic Movement Track, placing themselves at the points where there is the most to be gained. In particular, the addition of three bombers to the Remes and Seine River boxes requires that the German roll a 6 'just to see a unit pass. This is an almost solid roadblock. Don't worry about the two bombers "wasted" in South France. They will play their role when possible. Use the four you have for interdiction and to force carpet bombing to the back of your mind.

Inter-Allied Co-operation is normally a plus for the German but little else need be said other than the fact that it gives some justification for different colored US and British counters. A lethal variant is to require the Luftwaffe, SS, and Wehrmacht to abide by the same rules. This is historical and very interesting but not really recommended. The only other point to note here is that the US can use the British Mulberry. You're usually in trouble if you have to, but it can keep the Allies in the game if the landings have gone poorly.

Mulberries are strictly an Allied bonus. The Mulberries are necessary for Allied buildup. Some care should be exercised to insure the capture of the particular landing boxes since the first objective at Omaha Beach should be to capture Mulberry A. Any piece of equipment that puts an Allied division across in three turns is worth fighting for. Remember to defend your locations; Mulberries, once gone, are irreplaceable.

In contrast, the minor ports really are minor. At most they are valuable to land supplies close to the action; but, since they take 14 turns to clear, there is generally no action nearby. The German player should not worry about the loss of these locations unless they be strategic points like Carentan and Isigny.

Cherbourg, however, is another matter. The full strategic value of the port cannot be realized, but it will have quite a wait to use it. Since any competent German should be able to hold the port hex until 27 June, which will put the expected capacity at -4, a typical Allied takeover on 1 July will make the full factors unavailable until 29 August. This is before the end of the game. The time average value of the port of ten stacking points over the last two months will be an aid to the US starting 24 July when the 28th Infantry Division arrives. Since storms can wipe out Mulberries, Cherbourg may be necessary. As is, the Allies should make a real effort toward Cherbourg to gain that port supply and reinforcement point.

In the Campaign Game's alternating benefits design, the German player has use of railroads. Because of the need to rush units from the edge of the board to the front lines, Germany must have the roads to move infantry divisions. (With the extra movement factors, strategic railroad boxes and mechanized move available to armored divisions, they will go faster on the roads.) An extra bonus in the rail system is that units do not have to be supplied to get full benefit of rail movement. Thus, divisions split up by strategic interdiction can be remelded. Armored divisions can also benefit from as they move along the above bonuses if they are out of supply. The German is urged to make maximum possible use of the rail net as long as it is available.

However, Allied interdiction with FB units may well cut that availability to a bare minimum. Even though the FBs will be used in road interdiction for the 6 June turn, 32 factors should be assigned to rail interdiction (17 from one country,

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Figure 7b The first three weeks' unit backlog for the Allies. This assumes average beachhead employment per Figure 7b. The US has 5 beachheads, British 10, Mulberries on 22 June. Minor ports of Isigny and Courouan on 25 June.

Figure 7c The first three weeks' unit backlog for the Allies. This assumes average beachhead employment per July 7b. The US has 5 beachheads, British 10, Mulberries on 22 June. Minor ports of Isigny and Courouan on 25 June.
CAMPAIGN GAME SCENARIO

As stated above, the Campaign Game is the real reason to buy TLD. While the rulebook is not so massive that complete recall of each part would be impossible, the planning and adaptability necessary to make use of the full system will provide the real test for each player. The only unique aspects some players might consider using are the weather and the beachhead, and they are easy to understand. The early game end conditions for the Germans are there merely to halt a game which has no chance for reasonable continuity, since the attainment of any of these almost impossible requirements would spell long-term defeat for them. In these situations being met, play the game out to conclusion. You will never realize all the subtle nuances and interactions unless you do.

As an overview of what will normally go on during a game, assuming typical weather and average die rolls, a sample time table (Figure 8) will give you some guidance. As a further look at the Campaign Game, two views are necessary. First, from the action side, then from the systems side.

With respect to action, the dates in the figure are accomplished by the following. The practice lessons from Normandy will put the Allies ashore in force, but not to the extent that they had hoped, especially if the French forces are not available, these can be enough to prevent an Allied victory, for the Germans to transfer units from rail to road movement and usually gains at least another day's delay.

The minor German rail units, E.Tr and artillery, are of limited use. The E.Tr units are like the little Dutch boy with his finger in the dike. Then they are trying to repair at the rate of three per turn what the Allies are destroying at nine. The job must be done, however. Don't forget them as they can be of some help. And remember that you are laboring to remove only the cut units; net damage is forever.

The RR artillery is somewhat the same shape. For fire purposes it proves the same as coastal arty, except that it can fire at any hex within range. Being only two units of one strength point each, these must have a die roll of 6- to be of any help at all. Use them separately as there is no difference between one and two on the bombardment table. Suggested positions for the units are the units northwest or east of Cherbourg and south of Caen, at a distance of about ten hexes to allow fire for a long time. Put them someplace where a defense factor or two might help someday. They're inevitably going to stay for a considerable time and may do well to sit around waiting for a defensive factor or two more to become available.

All in all, the rail system is a deceptively crucial part of the game. Every turn it is in operation is of benefit to the German. The Allies must destroy it as rapidly as they can. Don't underestimate this facet of the game.

For the three final extras for the Allies, air bombardment is a bigger bonus than it may seem. The typical game is always looking for that extra factor to increase the attack odds one ratio and therefore will usually be thinking of TAC bombing. The mere fact that tactical bombers have to be assigned before mechanized movement and defense forces are in place means, however, especially if the Allies face a cunning German who has a good defense in depth. Naval bombardment is fine, but of limited range and must have spotters. Air bombardment, on the other hand, requires no spotters and is not restricted by range. While there are only 27 factors available, those that the Allies have can be of some use. With the four bombardment factors, the Allies can practically eliminate the long bombardment factor or two from the mapboard immediately to the east, but this should prove practically impossible because of the flooded area's hindrance to Allied motorized movement. A few fairly engaged units and the artillery to insure that the corps HQs are accomplished.

Unit withdrawal by the Allies is probably not worthwhile. The time it takes to withdraw a unit and then send it back with its replacements is just about the same as running replacements through the unit entry track. There is no notable difference. Replacements have zero stacking points and thus may be sent free when available. A unit withdrawn and then returned uses landing capacity in both directions and there are not that many landing units. It is accomplished as before by making sure the unit doesn't have this capacity to spend. About the only time withdrawal could be of assistance is when using the Second Allied Drop Variant (covered below). In this case, a paratroop division which has been severely battered and thus is worthless for other duty can be sent back for refit, creating a threat not to be ignored by the enemy. The two stacking factor paratroops can use Utah, Sword, or a second factor port without upsetting much of the entry schedule. Don't base a whole game plan on withdrawal, but don't forget it either.

A couple of other minor details which are not directly addressed in the rules per se but have an impact include the following: Allied and German corps do not get a free supply unit on the entry schedules such as divisions do. Care should be taken to have one from the used pile available to join them when they are due to enter. The Allied non-divisional reinforcements should be chosen with care upon entry. The mechanized capabilities of the M10s are very valuable and that you get two of these per turn. You also get two 155Gs with the same advantages. The British should normally receive the first reinforcements since they will have the extra landing capacity and will have to battle the Panzer divisions and trying within Caen.

Air support is another bonus to be exploited. The four air support units are only a half factor each, but are immediately renewable in contrast to other support factors. For example, if the allied armor is destroyed upon division, they may be delivered anywhere in F and OV-1 weather is there. There is only one third chance of survival, but even this usually means more than one free supply unit per turn. Remember that any type of HQ can use these units. Air support should be used the turn it is received so that another delivery attempt may be made on the next turn. At the very least, waste it on defensive fire if a regular attack is not feasible.

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As far as the systems used, we will again consider first and mainly the Allied side, since they will be the most active. All of the tactics used in the Normandy scenario will still be valid for the first three turns—except that after turn one, landing divisional units may require much more difficult. Remember to watch the landings of HQs on the first turn since they will be subject to coastal artillery fire. Fighter-bombers should concentrate on road interdictions for the first turn, then switch to rail interdict until the rail net is destroyed. Light and medium bomber units should be used to achieve higher odds on the first turn and then to suppress the remaining coastal artillery units on the second and third. Even after, they should be employed adaptively as the situation merits. The heavy bombers should go to the Strategic Interdiction boxes and stay there unless a capital bombing opportunity comes along that just cannot be passed up. Recommended use for the first turn is three in Amiens and one in Seine River with the intent of breaking up the 346 Inf and 1 SS Pz. A variant not permitted by the rules but historical is to allow the Allies to conduct a carpet bombing on 5 Jun, and 1 SS Pz. Because this is actually a preliminary raid conducted on 5 June, resolve combat before the paratroops. Roll for drift on this if you desire. Due to the dispersed nature of the German forces, the effectiveness would be slight so try it if you feel the urge, but this raid is not really recommended.

The second part of the game is also a slight reflection on their characteristics. For the Allies, only the paratroopers are really effective in the flooded areas due to movement restrictions imposed on all motorized units therein. They should hold these river lines while regular divisions make their advance along the roads. The C.A.M. advantage will be of the utmost importance by suppression of coast artillery—which is as important as the bombardment of vital fortified positions. While an attack can succeed without air, the amount of destruction and territory gain will be nowhere as great. With supplies and division at the ready, an attack should utilize six infantry divisions, three armored divisions, and four corps of artillery in actual combat in three different locations at the front about ten hexes wide and separated by one to two divisions covering five hexes. These attacks should be directed down roads. The second turn should be preceded by a massive defensive fire. If at all possible, one armored division is essential. The second and third turns should be held in reserve to exploit any real breakthrough. All infantry divisions should have a full complement of independent armored units. This force over a four to five day period will use up almost 24 supply units; a really heavy expenditure—so the advantage gained had better be worth it. An even more supply-intensive tactic, but at times a good one, is to double the artillery assigned to a corps and fire six of them offensively and six defensively. Doing this and alternating the movement of the units will dramatically increase firepower. This pattern should guarantee success against all but the most stubborn resistance but should be used only when required. A few units will be required in the reserve for the second and third highly successful. Continue the attack until your supply position forces you to stop, then refit for the next. Remember to keep up the defensive fire along the west of the front.

What can the Germans do to counter all of this? Frankly, not a lot. Assuming that the invasion has average success, he has a tough fight on his hands. He must hope for bad weather at least half of the time. Even OV-1s help quite a bit, and if the Allies get very little weather, their operation will be limited. No aircraft can really protect the landing craft. Next, the German must remember his basic math. After the third turn, the front line will be nearly 200 hexes long. Even at 150 hexes, nearly 250 units will be required to adequately hold the Allies back. Since the total German force in the game is about 1000 counters, something is going to happen. If the Germans are to preserve their units is needed. If at all possible, replace those losses. This is easier to do during bad weather uses. Field fortifications to back up the front. Construction of these should begin after an Allied offensive in an area has lost its punch. Don’t let units get surrounded (except for Cherbourg). It is far better to move up two or three hexes for a couple of turns than to hold fast until you are overrun. The fastest way for Germany to lose is to play Adolf Hitler and keep major units holding untenable ground. This does not preclude one or two infantry battalions being left behind to hold a piece of ground with the possibility of moving behind German lines. Since units do not die from lack of supply, an occasional token in the side which has to be eliminated is worthwhile. Always have supply ready if a large defensive fire or counterattack possibility presents itself. Remember that no infantry, armor or air can lose a large number of units over many divisions without imbalance and supply usage. Beware of every possibility for air and naval action against you. Planning for the arrival of reserves should be a "worst case" exercise so that any that arrive on time are bonuses. Keep a couple of mobile reserve divisions if possible (the Second Panzer is one good candidate). Lastly, keep your head. Time is not in your favor but time does run out. Force the Allies to win. They may make enough mistakes to lose.

You are encouraged to read the Tactical Hints, section of the rulebook. Dr. Archer and Mr. van Zante have done an excellent job of testing and presenting their findings. I would also call attention to my own list of hints and suggest that these be combined with the comments above to help you conduct your campaign. The salient point in any case is to plan ahead. Given the number of tactical play balance, it is possible that the Allies can afford a few more rules to make the German (unless they are on the first turn), but they also have more chances for error. Since the rules are easy to remember, keep also in mind the applications.

CAMPAIGN GAME VARIATIONS

These variants provide a little added interest to the game. Since the Allies are favored in the Campaign Game, all but the first variant work to bring a bit of parity. Whether anyone will ever be able to try every variant is problematical, but a few
could provide variety. The estimated game length effect (EGLE) is based on an estimate of a normal Allied win on 7 August.

A. AIRBORNE SECOND DROP—  
EGLE - 2 DAYS  
The danger to the Germans of a second drop is the present threat. The difficulty in withdrawing and refitting a couple of airborne divisions, planning the drop, and getting the weather to respond favorably is tremendous. The drop could not happen before mid-July at any rate and only one with a crystal ball could predict the front line 21 days in advance. If the troops are withdrawn, however, the German must respect the potential, especially to the east flank.

B. REVISED DROP ZONE—EGLE + 2 DAYS  
This variant is intriguing in that it can be tried in the Normandy scenario to judge effects. There is nothing else to say except that it tends to favor Germany slightly.

C. CHANNEL ISLANDS—EGLE + 3 DAYS  
This variant will do little to the overall game, but an extra division is an extra division. Just for fun, land it at Cherbourg to delay the collapse of the port by at least a week. The 91, 243, and 709 will be able to fight harder around the Utah Beach pocket knowing that help is on the way. The 319 plus the flank units will certainly make the Allies pause at the outer fortifications of Cherbourg. To judge the immediate effects, add the 319 to the Cherbourg scenario, starting in the forts, and give the US one more full infantry division and two more days.

D. SPRING WITHDRAWALS—  
EGLE + 7 DAYS  
The introduction of the two extra panzer divisions and one corps will make a counterattack against the British a virtual certainty around 11 June. The increase in time value for these units will put heavy pressure on the Allies for quite awhile. There is a slim chance for an early German victory if St. Lo can be held through 5 July. An interesting variant in both sides can now launch substantial offensives.

E. ROMMEL'S STRATEGY—EGLE + 10 DAYS  
This is another version of the above with a minor exception. Now the 130 Pz has a chance to arrive in time to collapse Omaha Beach. With the 7SS in position to hold the center of the US positions and the 21 Pz ready to discomfit the British, another early German win is possible by throwing the Utah Beach forces out of Carentan. As a variant on the Allies as above. Try this out in a Normandy scenario also before starting a Campaign Game with it; allow the Allies five days to win.

F. ROMMEL C-in-C—EGLE + 15 DAYS  
Here is the German chance for not only an early win, but an extended one as well if the game drags on. A force this large near the landing zones will create a drain on the Allies that they may never be able to recover from (much like the situation at Anzio). In any case, there will be blood on the beaches. Again, try this one in Normandy before beginning a full game. Allow the Allies six days to win.

If you yearn to see a lot of counters on the board early, combine all variants except B and E into one big game. As the Germans will be favored to win this one, change their victory conditions to total elimination of the Allies from the continent. Be forewarned, this one is for lovers of blood and panzers. The variants are here for your enjoyment and to keep your Campaign Games from becoming stale. Use them as such.

OPTIONAL RULES  
It is the author's opinion that all three optional rules are more trouble than they are worth, but try them if you like. They are more realistic.

Counter-battery fire is interesting if you are tired of just shooting at front line units with your defensive fire. Its use is also evenly balanced for both sides.

Bridge demolition and repair is a bonus to the Germans, and it is left up to special units to do this incrementally. The distance on either side of the bridge with the optimal distance applies to the bridge. The effect on the game will probably be noticeable, assuming the German player is competent. It should be remembered that demo can be a two-edged sword and that the bridge just destroyed may be desperately needed two turns later for reinforcements. Add to the rules that the Pioneere unit must be supplied to attempt demo or repair (same for Allies). If you use this one, combine it with hedgerow cutters to restore normal balance.

Hedgerow cutters are the opposite side of the barricades for the Allies. As a favor to international relations, give the cutter to the British also. They may actually have invented it first.

MULTIPLAYER  
This section stands by itself as written. The author would urge the play of the campaign by five players, and believe that if each player does his job thoroughly, an average Campaign Game will take about 120 hours to play. This is a long time, but if spread over several months will provide the ultimate gaming experience for all.

PLAY BY MAIL  
A game of this scope and density can probably best be enjoyed over a span of time by mail, where players have the opportunity to spread out the effort and concentrate more on the planning. While the turn sequence and game time would force a Campaign Game to go on for 20 years, two confident, competent players could finish any of the scenarios in about a year. By normal PBM standards, this is not bad.

The sequence of play are as follows:

1. The Allied player does his Replacement, Air/Naval, and Movement Phases.
2. German Mech Move and Defensive Fire.
3. Allied Combat and Movement Phases.
4. German Replacement and Movement.
5. Allied Mech Move and Defensive Fire.
6. German Combat and Movement.

For Normandy, the first turn sequence must be added. All operations are done by the Allies, even coastal artillery fire since this is just a mechanical phase with no decisions required by the German. Note that before the game starts, the German will have to give the Allies a rule to make airborne drift, combat, air/ naval operations, assault wave combat, and coastal artillery fire, but this should be the only procedural problem encountered. It will be slightly more realistic in making movement depend upon bombardment outcomes. If the weather option, the German sends the weather roll at the start of the game, and from here on with his combat phase mailing. Each player should send a retreat path for units which may be forced to retreat in combat. Optional movement paths can be sent if movement is dependent upon bombardment to disrupt a ZOC. Other than this, the PBM of any scenario should proceed normally.

There is one thing missing: a hex grid. To rectify this, the following grid is suggested.

MULTIGAME  
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There is one thing missing: a hex grid. To rectify this, the following grid is suggested.

Numbers for each hex are two-part, producing a four-digit reference. The first two are the west numbered coordinates; the second pair run from north to south. (Figure 9 gives several cities and their hex numbers.) Marking the map every five hexes with a light marker is probably the best way to keep up with the grid; using a different color for the perpendicular lines will help also.

CONCLUSIONS  
The commentary above has concentrated on game play. If the reader wishes to understand the underlying historical and design concepts, he is referred to The Designer's Notes and Bibliography. The challenge now is to begin the play and enjoyment of THE LONGEST DAY. It will be well worth your while.

CONVENTION CALENDAR  
THE GENERAL will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to Avalon Hill gamers such as tournaments or events utilizing AH games is solicited and will be printed if made available.

Avalon Hill does not necessarily attend or endorse these gatherings, nor do we guarantee that events using AH games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

SEPTEMBER 4-5-6  
GATEWAY, Anaheim California  
Contact: Gateway, P.O. Box 2577, Anaheim, CA 92804.

SEPTEMBER 18-19  
MASSCON '82, Amherst Massachusetts  
Contact: Dennis Wang, 11 Dickinson Street, Amherst, MA 01002 (413-253-9472).

SEPTEMBER 24-25-26  
BEL BABEL CONFERENCE '82, Wyoming Michigan  
Contact: Dave Marshall, 1160 36th Street SW, Wyoming, MI 49509.

SEPTEMBER 9-10  
WIN GAMES II, Winnipeg Manitoba  
Contact: University of Manitoba Wargames Club, Box 80, University Center, University of Manitoba, Winnipeg MAN, CANADA.

OCTOBER 9-10  
CROSSFIRE, Tampa Florida  
Contact: Steve Askew, Strategic Studies Group, Center 2294, University of South Florida, Tampa, FL 33620.

OCTOBER 29  
STARCON '82, Vancouver British Columbia  
Contact: Ignacy Lipiec, 229 East 22nd Avenue, Vancouver BC, Canada V5V 1T8.

NOVEMBER 12-13-14  
WESTERN RECON '82, Salt Lake City Utah  
Contact: Karl Miller, 837 North University Village, Salt Lake City, UT 84108 (801-582-6076).

NOVEMBER 12-13-14  
WINTER GAMEFEST II, Detroit Michigan  
Contact: Metro Detroit Gamers, W11 Info, P.O. Box 787, Troy, MI 48099.

NOVEMBER 14-15-16-17  
ORIGINS '83, Detroit Michigan  
Contact: Metro Detroit Gamers, 083 Info, P.O. Box 787, Troy, MI 48099.
BLIND SQUAD LEADER
An Extremely Realistic Blind System for SL
By Ed Rains and David Pope

Introduction
Of the many games that we own and have played, SQUAD LEADER and its descendents are among the very best. In fact, we believe that the SL/COI/COD system constitutes the most accurate, realistic, and complete tactical wargame system for WWII-era land combat that has yet been devised. However, even the best is still not perfect, and the SL system shares a flaw common to the vast majority of wargames. As most players realize, the realism of almost all wargames is severely limited because a player can usually tell at a glance what units his opponent has and where these are located. Tactical-level games suffer most from this omniscience on the part of the players; SQUAD LEADER is, unfortunately, no exception. Many significant rules innovations (such as concealment counters, to name just one) have helped to minimize the problem; but, the fact remains that a SL player still has far more knowledge of enemy forces, dispositions and activities than a real commander would ever have had.

The problem of re-creating a realistic level of limited intelligence in a game is as old as the hobby itself. Game designers have experimented with many solutions and partial solutions to this problem, with varying degrees of success. It seems to us that the original solution is still the best: employ a judge or referee to decide what the two sides know and can discover about their opposition.

Even though using a judge is a relatively easy thing to do, it's admittedly not the "Final Answer." A game with a judge requires three players, two copies of the game, and a larger table with a screen to separate the two game boards. The judge must be quite familiar with the game being played and, in the case of SL particularly, must have a flawless, intuitive understanding of the line-of-sight rules. Finally, games with judges often move more slowly than their two-player versions.

Now getting a third player to judge a blind game of SL might not appear easy at first; but, after they've done it once, most people decide that judging isn't all that bad. It's obviously more fun to play than it is to judge, but being a judge in a blind game of SL has its own rewards. You get to see everything that's going on, how the players interact, what mistakes they make, and the uncertainty and surprise on their faces when something unexpected happens. You get to watch them sweat.

Having said all this, we wish to present our system for blind play of SQUAD LEADER. Our system utilizes a referee, two players, and two copies of the game. Few changes are required in the original rules and mechanics of the game, and the system has been found to be simple, playable, exciting, and extremely realistic.

Players using our system will find that less movement and combat will occur on any given game turn, because players will have fewer targets to shoot at and will suddenly find themselves much more cautious about their own movement and about revealing their own positions by firing. Losses will be lower, and individual game turns will take less time to play. However, due to the reduced amount of combat and movement per game turn, we strongly suggest that the total number of game turns per scenario be doubled. Because of the shorter game turns, a twenty-turn blind scenario doesn't take much longer to play than a ten-turn two-player scenario.

We also strongly recommend that players and judges make their first few blind games of SL small and simple affairs—preferably one or two map boards, flat terrain and no vehicles or artillery. Complexity and size can easily be added after everyone is familiar with the system, and should be worked in gradually. Starting out too big will only confuse the players and the judge, and will cause the judge to make errors.

Not knowing where another player's units are adds an extra layer of excitement to a whole new experience for most gamers. Furthermore, the excitement, uncertainty, and realism are greatly enhanced if the players have only a vague idea of their opponent's order-of-battle. This can be done if the judge draws up a DY0 scenario or modifies a pre-existing one, or if both sides purchase their units secretly from an assigned total point value.

Procedure
The two players should sit facing each other at the opposite ends of a long table. Each should have his board in front of him, with his own units on his own board. His view of the other player's board (and, as an option, the other player himself) should be blocked by a screen set across the table. The judge should sit at right angles to the two players, in a position where he can easily see and reach both boards. Both boards should have their northern edges in clockwise direction, so that both boards have an identical orientation with respect to the judge.

When one of a player's units can observe an enemy unit, the judge should place the enemy unit on the player's board. During Fire Phases, such placement should be immediate; during the Movement and Advance Phases, it should be after all movement is completed. The judge should control the information available to the players according to the following Sighting Table and Rules.

Sighting Table

<table>
<thead>
<tr>
<th>Range in hexes</th>
<th>Distance in meters</th>
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<tbody>
<tr>
<td>1</td>
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<td>50</td>
<td>200</td>
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</table>

1) An asterisk preceding an entry in the table means that maximum sighting range is doubled if the observer has a height advantage of at least one level according to the normal rules.
2) Any units moving during the Advance Phase are considered to be stationary for purposes of the Sighting Table.
3) If an observer has a height advantage, then walls, hedges, shellholes, and vehicles do not constitute "cover."
the duration of the next player turn. If re-spotted during that second player turn, it would remain on the map for the duration of a third player turn; etc. Whenever a complete player turn passes in which a unit would not have been spotted that player turn except for the fact that it was previously spotted, it is removed from the game. However, LOS restrictions take precedence over this, and whenever a normal LOS does not exist to an enemy unit it is removed from view immediately [Exception: Rule 19, Detection by Sound].

8. The results of normal fire are not revealed to the firing player, unless enemy units which he had previously spotted that turn are in the hex that he spots as a result of his fire. The firing player may roll his own dice and see that number (as he would have some idea of whether the fire was on target), but not the effect caused by it.

The firing player, although aware of hits, should not be aware of the number rolled by the firing player (as this would reveal what leadership modifiers were in effect); the judge should secretly indicate the result to the player being fired upon (,, 1, 2, 3, 4, KIA). The easiest way for the judge to do this is by having him roll a blank die, but if he cannot place a set of these result counters in an unused corner of each board, he can then easily and secretly indicate the combat result to the player being fired upon.

9. The origin hex for incoming fire is not revealed to the firing player until he actually sees the result of the fire (as this would reveal the location of the firing point). The firing player should not be aware of the number rolled by the enemy fire. Under normal weather conditions, rifles and machine gun flashes from firing units may be observed by enemy units moving at any speed other than zero on the same movement phase (for vehicles which moved that phase), or during either the Movement or Advance Phases, on non-moving, non-firing enemy vehicles. In the latter case, the judge should make sure that no LOS to the impact hex (regardless of range under normal visibility) or a unit which can locate the impact by sound. The approximate caliber of the impacting shell (in other words, which column on the Infantry Fire Table) is revealed to the opponent if he can see the impact or locate it by sound.

15. Night Rules: The judge determines the Night Visibility Range for each phase of a game turn normally, but keeps this number secret. The players should not be aware of the current Night Visibility Range. Under normal weather conditions, rifles and machine gun flashes from firing units may be observed by enemy units moving at any speed other than zero on the same movement phase (for vehicles which moved that phase), or during either the Movement or Advance Phases, on non-moving, non-firing enemy vehicles. In the latter case, the judge should make sure that no LOS to the impact hex (regardless of range under normal visibility) or a unit which can locate the impact by sound. The approximate caliber of the impacting shell (in other words, which column on the Infantry Fire Table) is revealed to the opponent if he can see the impact or locate it by sound.

16. Snipers: All normal sniper procedures are in effect, except as amended below. Note especially that 96.3 still applies, "... a sniper does not automatically lose its concealed status when it fires." The sniper player should not be aware that a successful Sniper Check has been performed—the judge should simply place a concealed sniper on the opponent's board. Snipers may move to a new location and thereby regain their original hidden status. When moving alone, snipers may be observed by enemy units as if the snipers were normal infantry units. When moving with a squad or crew, a sniper is invisible to all enemy units except another sniper (except snipers) or an artillery impact, it has heard the noise and the type and caliber of weapons heard. The unit or units which hear this noise may then request a Position Check.

17. Scouts: As many readers may have surmised by this point, the Scout rules (116) suddenly assume a whole new importance when playing a blind scenario. No changes are necessary to the COD Scout rules. Note that, however, that leader and scouts are invisible to enemy units when the scout is stacked with a friendly squad. Otherwise, treat the scout as a normal infantry unit for sighting purposes.

18. Defensive Fire: When playing a blind scenario, it is necessary to use non-simultaneous Defensive Fire (SL Rules 16.1—16.6) against scouts and snipers. Conceptually the same as normal defensive fire. The moving player must first move all his units to their intended final locations. Then, the judge shows the defensive player the units and movement that the defensive player could observe. Finally, all Defensive Fire is resolved and corrections, if any, are made on the moving player's board.

There are two reasons. First, we found that it was cumbersome for the judge to keep moment-by-moment and hex-by-hex track of moving units on both boards. Second (and more important), the activities of the judge would otherwise make it obvious to the moving player how the judge was responding. Therefore, the judge should make sure that they do not affect the outcome of the game.
20. Weather Effects on Sound: During atmospheric conditions of Falling Snow, Rain, or Heavy Wind, all sound detection ranges are halved, thereby increasing the 6 Infantry MFs for weapons and vehicles, and 3 for horses.

21. Prisoners and Interrogation: All normal procedures of the SI. rules (89, and 120.) are in effect. Observations: When a prisoner is captured, prisoners are removed from the owning player's map and are placed in a broken state, in the proper hex of the captor's map. Prisoners may not "spot" enemy units for the original owning player, and are considered to belong to the captor for simulation purposes. Observations: From the paragraph it is suggested normal units for sighting purposes and, if they can be seen by other units of the original owning player, would be placed on his map as captive prisoners. Note however, that observed prisoners may not attempt to rally or observe enemy units for the original owner unless and until they escape. All information which is revealed by interrogation is given to the captor by the judge. The judge should make every attempt to conceal the fact that he is revealing information to the captor.

The Blind Interrogation Benefit Table, given above, and the Blind Interrogation Aid Table 120. 7, is kept for the result concerning interrogations, all information revealed on the Blind Interrogation Benefit Table should apply to the situation as of the time that the prisoner was captured. If the situation has changed significantly since the prisoner was captured, the information should be as accurate as the judge's memory allows.

AH Philosophy . . . Cont’d from Page 2

six-year-old waif is hardly worthy of my respect. Likewise, I'll withhold my admiration from those who play any game only when knowing full well that they will win, regardless of whether untested knowledge or undetected cheating tips the outcome to certainty. For me, the inductive process in my intellect is the fulfillment from this card-based competition. The essence of gamesmanship is the ability to stretch yourself, to challenge those as able or moreo. And if you don't enjoy doing so, quit. Otherwise, you're not enjoying any more fun once it becomes a compulsive chore. The most enjoyable task, I turn to something else, for I hope never to meet you over the mapboard.

This hobby, like chess and sports, has more than its share of monomaniacs already. Alan R. Moon has elegantly lampooned many of these types through the medium of "The Assault": sadly, there is more truth than fiction to these tales. Those who can quote chapter and verse every word ever written on the one or two games in which they excel, and insist on displaying this erudition, bore me to distraction. When inadvertently cornered on such, I strive to escape as quickly as possible; they have long since lost all pleasure in the play, and seem bent to spread this blight to the game in progress. Likewise the analytical types, who insist on eons to ponder each decision, calculating ad nauseam, afraid to err in an unyieldingly maddening environment of rules, charts and probabilities; there can be no emotive force or piqued intellect behind their play. Our pastime becomes but a bland and blind moment in colorless lives without this breath of Clio which animates the cardboard and ink. Without the edifying challenge of the game, who would truly be what so many have condemned them as—a mindless escape from reality, akin to that lowly box plugged into the wall force-feeding us the pabulum of the masses.

So . . . what does all this rambling portend? For those of us who labor over meticulous miniatures, efforts of the artists and staff listed in the credits of the TOBRUK, games are much more than an escape from reality. For those who research and develop new games, the parameters of the game itself) gained from that experience, thrusting one into a cycle of study and discovery. The times that casual play of a wargame can be a grand exploration of some mote of history are without count; nor would I trade one such moment spent. I, perhaps naively, expect others to share that sense of wonder about the best of these games evoke in me—not for the game, but for that which it mirrors. I won't quibble with the fact that the content and emphasis of any game is but a reflection of the prejudices of the designer/developer. But what learning process is it? To those players who are dead to the marvels of this surrogate world, I am as deaf as any of the fanatics. For them, the game reveals in mere constructs of rules, charts and probabilities; there can be no emotive force or piqued intellect behind their play. Our pastime becomes but a bland and blind moment in colorless lives without this breath of Clio which animates the cardboard and ink. Without the edifying challenge of the game, who would truly be what so many have condemned them as—a mindless escape from reality, akin to that lowly box plugged into the wall force-feeding us the pabulum of the masses.

This does not mean that one does not play with others. Playing games is a social activity. They did, not evolve—they were not designed—to be played in splendid isolation. Games are not a refuge for the recluse. They are not an escape from reality but a slice of it. The lonom huddled over a mapboard, under a strong light, endlessly devising the perfect strategy he will never implement is, alas, too common. Advocates of the unaccompanied nature of a game is a prime element of my enjoyment, the single factor that sets it apart from any other entertainment. It is an enjoyment that I can share with others. The comradesly chortle over a clever play, the collective sigh on the turn of a die, the exquisite emotions of those a meager compliment to an elegant coup; if you've not participated in these, you have missed more than you can ever realize.

With the proliferation of play-by-mail systems and periodicals, there is no reason to avoid the company of other gamers, no matter how distant. I will greatly enjoy playing by mail, but it is infinitely preferable to the alternative.

This is not to be construed as a condemnation of those who play against a mechanical device, nor those who enjoy solitaire play, nor those craftsmen who labor over meticulous miniatures, nor those who research and develop new games. But until the spark of sharing their efforts and expertise has come, I refuse to accept them as gamersmen. All their proselytizing, provoking and pretensions to the contrary matter not one whit.

However, if they fully realize the potential of the third aspect of gaming. They literally wallow in the wealth of information that can be had in even the simplest of simulations. From the formidable recognition of colors and counting found in Candyland to the scholarly delving on the verisimilitude of TOBRUK, gamers are the most skilled bulwarks for learning and I know. Be it the vicarious struggle of a solitary gladiator in the cardbord arena or the omnipotent molding of a race as it climbs toward civilization, it seems impossible that the player could come away from the board without some appreciation of the reality imperfectly reflected. And, inevitably, such play would arouse the latent desire to expand the knowledge and skills (and hence, the parameters of the game itself) gained from that experience, thrusting one into a cycle of study and discovery. The times that casual play of a wargame can be a grand exploration of some mote of history are without count; nor would I trade one such moment spent. I, perhaps naively, expect others to share that sense of wonder about the best of these games evoke in me—not for the game, but for that which it mirrors. I won't quibble with the fact that the content and emphasis of any game is but a reflection of the prejudices of the designer/developer. But what learning process is it? To those players who are dead to the marvels of this surrogate world, I am as deaf as any of the fanatics. For them, the game reveals in mere constructs of rules, charts and probabilities; there can be no emotive force or piqued intellect behind their play. Our pastime becomes but a bland and blind moment in colorless lives without this breath of Clio which animates the cardboard and ink. Without the edifying challenge of the game, who would truly be what so many have condemned them as—a mindless escape from reality, akin to that lowly box plugged into the wall force-feeding us the pabulum of the masses.
THIRD REICH AT THE CLUB PART 2
Further Play at the Emerald City Card and Game Club

By Bill Nightingale

(Author's Note: Perhaps a word of explanation is in order. The Emerald City Card and Game Club is of course fictional, the idea for it coming from my bridge playing background. An English author, Victor Mollo, has written many articles and a couple of books about a card club called the Griffins, the members of which have names such as Hideous Hog, Papa the Greek, and Riefel Rabbit. I have thoroughly enjoyed Mr. Mollo's writings, and this series on THIRD REICH is my attempt to do something similar with a multi-player wargame being the central theme. Having participated for many years in competitive play from the club to tournament level, I know that the players are every bit as much a part of the drama as is the game—be it cards or boardgames. Their abilities will range from exellent to horribile; there will be English dash, attack at all costs type and the conservative never take any risks type, and all sorts in between. For those of you who are frequent participants in live play, such as in a wargaming club, I think you will find the 'players' in this 'club' are typical of many you have met—they are not perfect, mistakes in play will be made by even the greatest and some of the analytical commentary will be less than astute. But then, that is reality. For those who play by mail or solo, perhaps this will give you some vicarious pleasure in looking in on the "people" drama of gaming. For some time I have been threatening to send to Don Greenwood an article on psychological strategy in wargames, but have never gotten around to putting together my notes in readable form. Perhaps if this Club series survives long enough, I can get most of the concepts covered in it. I think this subject is very poorly covered in hobby literature, at least from what I have read. Mostly, I hope you enjoy the articles; and, if by chance you also pick up some tidbit that will improve your strategy and tactics in THIRD REICH, so much the better. The previous article ended after the initial setup was completed, so let us get on with the show.)

FALL 1939

The turn started with Italy declaring war on the Allies and then taking an attrition option on the Western and Mediterranean Fronts. Germany made no DOWs and attritioned in the west. Attrition combat resulted in France losing two units; Tinman removed one replacement counter and a 3-3. In the east, he followed the old rule of removing one air factor on the counterair battle and a 4-6 during exploitation into Warsaw. German builds included the airborne which was placed on R25, one air factor that combined with four others to create a full 5-4 air unit, four 4-6s, nine 3-3s and four replacement counters. The latter were put adjacent to Berlin, five of the infantry units were setup in East Prussia and the other four with the armored units went to hexes from which winter attacks could be made. Witch West then said, "The new rule that Germany must maintain an Eastern Front garrison of 20 air and/or ground factors cuts down on the number of units that can be withdrawn for any operation in the west. A player who gets too adventuresome on the opening turn might find it difficult to meet this requirement and have sufficient forces to defeat France in a reasonable amount of time, particularly if significant combat losses are taken. I could leave some air units in Poland or East Prussia to meet the garrison requirement this turn, but when they stage west in the winter there would be nothing to replace them. The garrison must be in place at the end of the German movement phase and player turn.

Scarecrow built two Italian replacement counters, thus leaving behind both 3-3s and the armored unit to Libya, these units having been pulled off the French border during movement. Their place was taken over by a 1-3 and a German 3-3 that moved in from R25. Witch West SRed three armored and two air units from Poland to the east, an airborne counter from Moscow and a replacement to Rumania. Both Italian 5-4s, located in Northern Italy, were lent to Germany. It is obvious that Scarecrow had agreed to help the German player conquer France quickly while attritioning in the Mediterranean. What the quick pro quo is I don't know, but the German Italian player who makes this run the risk of his ally reneging later on, though I doubt that will happen in this case. A good Italian player knows that his chances are very dependent on German success, but he is not going to sit idly by and let that player run off with the win. Most of the writers who discuss German options and strategy must have very acquisitive Italian partners, or they are talking about a two-player game without clearly stating it. As the Italian player, my opening terms for German use of the ten air factors during the attack on France are half of the French BRPs plus Maroo. Oh, I might back of a bit—say Yugoslavia's BRPs, Belgrade and DAK in Africa with Germany paying for the DOW. Remember, those two 5-4s are an important part of a quick German conquest of France.

There followed some discussion of the pros and cons of a DOW on Luxembourg, but that decision is not affected by the new rules and is dependent on the overall German strategic plan. As the Allied players were getting ready to start their turn, a bystander, who is unfamiliar to me, spoke out, "This is my first look at the new game and there certainly are many changes in the mapboard and evidently in the rules too. With the German making this quiet opening, wouldn't it make sense to declare war on the Netherlands and attrition only against that country on the 11-20 column? This gives an 83% chance that the Dutch 2-3 will have to be removed and then The Hague can be occupied in the winter without combat. With that capital virtually isolated there is no way the Allies can move in to this. DOW will be made in the winter anyway, so I might as well get it over with. Perhaps I could use some units to be used elsewhere next turn." Several of the people around the table nodded agreement with the idea, someone adding that even if it failed, the normal attack could be made next turn and possibly a British air unit might be picked off if it tried to intervene. Witch West, anxious to get the game moving, cut off the conversation and said, "That could have been done with the prior rules and then you had the possibility of an added bonus should an Allied player attack Belgium in order to assist the Dutch. I prefer to build as much as possible this turn and then make the DOW in the winter. If the DOW is made in the winter, interposing British air intervention may detract from the force of attacks made elsewhere." In order to avoid an initiative conversion and not wanting to take an offensive option because of the powerful force facing him, Tinman had France declared war on Luxembourg and then commented, "There is an advantage in forcing the Germans to start their attack one hex farther back; but more important, this expenditure of 10 BRPs plus 25 for builds will allow France to get down to 50 BRPs at the end of the turn. Assuming Britain spends as much as possible, there will be no," I detected a turn flip-flop. I eliminated the 2-3 instead of the other replacement counter for this reason also.

Real, Tinman is playing above himself tonight. These are little details that a good French player must have the foresight to do. I wonder what he would have done if the DOW was legal? I would have been to send the fleet out during movement and try to entice any unused Italian fleets into battle.

France took attrition options in the Mediterranean and west while Britain did so only in the former. The Russian player's turn now occurs at the same time as that of the Western Allies—not following as was true in the old multi-player game. Witch East announced a DOW on East Europe in preparation for occupying the partition cities. She said, "A major change in the rules allows me to spend 10 BRPs on a declaration of war and then take an attrition option in order to take over East Europe, thereby saving 15 BRPs. In fact, I could not take an offensive option this time because to do so the western must have had a 3-3 unit or perform an air or naval mission, none of which can be done in this case. For an attrition option there is no combat required anymore, and so to make the DOW valid I simply have to move in and occupy the cities." One of the kibitzers asked if she intended to move into Bessarabia and prevent Foreign Aid from being given to Rumania. Before Witch East could reply, Dorothy, who had joined the onlookers and is our Rules Committee Chairperson, spoke out, "There is an implication in your question that Russia can declare war on Europe and gain the 25 BRPs by taking all of the cities except for the two in Bessarabia. This may be implied in 33.61; but 43.5 is very specific on the subject: 'In order to control East Europe, Russia must control every city in the area.' On the other hand, if Russia does not enter East Europe by the end of 1939, then Germany may do so by declaring war but would not need to occupy Bessarabia, it would remain under Rumanian control." I'll bet that kibitzer is saying to himself, "Thanks but I didn't need to know that much about it." Dorothy has a tendency to quote chapter and verse when it comes to rules and probably would have continued on if Witch East hadn't interrupted with, "I certainly do intend to take all of the area, to do otherwise would be foolish as our enemies can clearly see the situation."

During the Allied movement phase, Russia established control over East Europe while France prepared for the German attack. Because of his desire to prevent any possibility of a German breakthrough into Paris, Tinman was not stacking
units together and only had eight factors for attri-
bution. The resulting combat had no effect, while in
the Mediterranean Italy lost one replacement
counter. Lion then proceeded to build one fleet, a
4-4 air and 2-3 armor to attack the Allied bases at
three locations. During strategic redeployment, the
fleet went to Gibraltar, one 3-4 and a 4-5 were sea-
escorted to France where they took up positions at
N23 and O23; another 3-4 was sent to Egypt and the
air unit on Malta flew via airbases in French North
Africa. After combining the 3-4, one French fleet of
1-4 there to then be escorted to Egypt. All of the French
Force Pool was constructed and Russia spent 35
BRPs on new units. After the SRs had been com-
pleted, including the Lebanon/Syria 2-3 to France and
a French 1R to Tunisia, the turn ended with both
sides having 113 BRPs. In France the Allies had
constructed a triple line defense—the only excep-
tion being in the south where the ZOCs of
French 3-5s at R21 and T19 tied in the third line.
This, of course, takes into account the Belgian un-
its when they are set up. All of the British 5-4s
were in position to provide DAS to that country's
two major cities. Fiji and France were then placed on
airbase counters at P21 and Q21. Tinman observed,
"In the past a French player attempted to keep his
air units out of counterair range, but the new rules
have lessened the need for that. Combat is now
required for both counterair and interception;
the defender must still have enough armor to
offset the attackers, none of the defender's air
factors will be able to provide DAS regardless of who
wins the battle. Should the attacker commit less than
an equal number of factors to either type of battle, if
the defender wins he may use his survivors for DAS
if they were intercepted or for any mission if they
had been counterattacked. Losses are extracted and
the winner determined.
There have been significant changes made in
the air rules. Previously, the attacker could counterair
with a force equal to the defender and ground those
units without taking any losses, while if he inter-
tercepted, the opposing air factors had to be
eliminated or they could continue on to perform
defensive air support. Note also that the new rules
require interception to occur in the hex to which
DAS is being provided. Regarding the overall
Allied setup in France, I think it is spread a little
thin; one French fleet was placed on airbase
counters to position for the attacks.
First the three minor country 1-4s were
counterattacked followed by successful 2-1 attacks
on Copenhagen and The Hague, Germany losing one
3-3 in Denmark and a 1-4 during the air battles.
In Belgium, both Brussels and N25 were attacked
from M26 at 2-1 with six air factors in support of
a 4-6, 3-3 and the airborne which had dropped into
M26. The result of this battle was a CA exchange;
Witch West removed four 1-3s and a 2-3 because
that the 3-3 could advance to N25 and the 4-6 to
Brussels. I slightly prefer Tinman's setup; however if
the Allied forces had been deployed differently . . ."
She was silenced by a glare from Witch West, who,
after declaring the German option, firmly started
moving units into position for the attack.
With 30 BRPs remaining, German builds were four
air factors, two 4-6s and two replacements. Scarecrow
gruñidly rebuilt Italy's air force as well as the balance of his units except for the fleet
and some replacement countergroups. He sent the 2-5
Lyibia and two 2-3s to Albania, with the other two
being set up in Trieste. Germany's SRs in-
cluded the airborne back to Bonn and some infan-
try units to positions along the front, though of
course not adjacent to enemy units. In addition,
Witch West was again able to talk her ally into loan-
ing his air units to Germany, so they were
redeployed north with three factors combining with
the two already there.
It was now the Allies' turn and Lion, who had
been brooding for some time, said, "Finally, I am
determined to see what effect that one lone BRP
might have. That one 'lucky' BRP that is automatically wasted in
one's turn might make a difference. Will you try
me out tonight. The decision Britain and France have
to make is whether to take attrition or offensive
options. Although I would like to build both fleets,
an offensive attack is clearly indicated here. I agree
with Witch West that she should have saved some
air factors to prevent the 2-1 on N24. A 1-1 attack
would make our decision much more difficult
because an AElm—16% probability—opens Paris
to direct attack from two hexes. Our attack
will be out of three hexes with my units at N23, two 3-5s
at O23 and two 2-3s at Sedan. All 15 British air
factors will need to be added, so this could be
expensive. We might be able to afford an attrition
exchange since the British ground units must
stay where they are and one French unit should
move into N24."
Offensive options were declared and the attack
on N24 made. The result was a CA exchange
with one 2-3 advancing into the hex while the
other 2-3, one 3-5 and three air factors were
eliminated to satisfy the loss. In the Mediterranean,
attribution once again took an Italian replacement
counter; in Russia, Witch East simply waited
—theft didn't seem too pleased with what was
occurring in the west. What her problem was I
couldn't tell, but the Axis had handled the attack well and Lion hadn't tried to talk
Tinman into attrition so that the third fleet could be
built.
Lion constructed one fleet, the last 4-5, three air
factors and three replacements, which together with
the cost of the offensive option reduced Britain
to that one lonely BRP that is automatically wasted in
1939. Before Tinnam acted, he pondered for a few moments, obviously realizing he could not rebuild all of his forces. Then looking very intent, he reactivated five air factors and the armor and three 2-3s. The 3-5 went to Paris, two 2-3s to Sedan and the third one to N22, but now there were three infantry units out of play and they would be joined by a fourth within one turn. The French had removed. In the SR phase, he moved another 3-5 into the 3-2 and one to Q22. Lion sea escorted a 4-5 and 3-4 to France, positioning them at O23, another on or adjacent to beach and port hexes. At the same time Russia's Allowable Builds. Then made a 9 BRP Foreign Aid grant to Hungary. She explained this would limit the number of German units there when by saying, "Russia may grant BRPs to Hungary but this would mean the loss of East Europe's BRPs. A case could be made for concentrating on Hungary, however, because it has more combat units out of play and they would be joined by a fifth armored unit ready to move up and exploit. If that fourth air unit had been brought together in N23 and three 2-3s, they would be joined by a fourth when the DAS was removed and two German. Lion had now a decision to make. He could use his remaining ten air factors for DAS thereby forcing Witch West to either interdict with her ten factors or allow them to go through and reduce the attack to 1-1. An equal factor interception would protect the 2-1, but the exploitation attack into Paris could theoretically be pulled off and a 5-5 against a 50% 1-1. If the DAS was allowed to go through, the chance of an attacker elimination was greater but there was still better than an 80% possibility of the German winning the battle, costing Great Britain other ten air factors (30 BRPs to replace). Also, in 35% of the cases the airborne could be lost. A player under pressure is far more likely to make the wrong decision. As for the French DAS, that is simply a matter of logic and the French would not have done so on the exploitation attack.

1940 YEAR START

The starting BRP totals were: Germany 210, Italy 75, Great Britain 125, France 87, Russia 118. Strategic war builds amounted to 20 BRPs for Germany and 12 for Great Britain. Of course, neither player said what type of SW builds were made, but there are a number of rule changes involved. First, SW builds are deducted before the turn limit is determined, so that Germany may spend up to 95 and Britain 56 BRPs in any one turn. Of major importance is the requirement that Germany must remove a 5-4 air unit if any SAC losses are sustained. This is cumulative so that another 5-4 must be removed in any subsequent year. If the British loose any of their 5-4 units, then a 5-4 may be returned to play. The British would then lose 50% of their air forces due to sac loss and the unit removed cannot be replaced and ends, until put back in play, the German Force Pool. This creates a guessing game, and the answer to what a player should do depends on what kind of a player you are. My own inclination is that the British player would be to not build SAC because I don't like the idea of the German building all our and those added factors carrying over to the next year; this is particularly true for the 1940 YSS. If, instead, he builds interceptors, then I will have reduced my strategic warfare losses. With some knowledge of my opponent's game in my replay play against the same person, I might build some SAC just to keep him honest. As the German player, for many of the same reasons, I would usually construct nothing except submarines in 1940. I can probably stand the loss of an air unit in 1941 and I want as many submarine factors carrying forward to the next year as possible. Witch West's interceptor should be thrown in occupant to keep an opponent guessing.

SPRING 1940

This is a critical period since the speed with which France falls is a major factor in determining the pace of the game. In my opinion, the German player is fighting an uphill battle if his attack on Russia does not go well. Tinnam is very much on the subject of German strategic options in
This discussion was over my head, and I suspect there were others around the table who didn’t understand it. Witch East is an excellent analyst and is known to be able to make quick decisions—but not mine. I suspect she worked it out afterwards and then tried to impress everyone. She is taking the whole thing in good spirits considering that a Fall 1940 attack on Russia is very possible. German builds included the airborne, armor, infantry and air units, reducing the combined Axis BRP total to 170. The airborne and air units were sent to Bergen. The air and armor units were placed in France and units were placed or SRed into positions where they could eliminate the Mediterranean attrition attack next turn. Light Air units remained under German control.

This precautionary measure by Witch West of keeping a strong force in the west paid off when the Allies got their share of luck and the 1-2 counterattack was successful. Even though the result was a CA exchange eliminating 16 BRPs worth of Allied units, France was still alive and four German 4-6s bit the dust. In North Africa a British offensive recaptured the hex lost by attrition and eliminated five Italian ground factors, but also lost a portion of our fleet. The British seemed to be the victors in the mystery, but I suspect he acted out of sheer frustration. By the time the turn was over he had regained his composure, and also buoyed by the recapture of Paris, he explained, “With the German player’s luck in taking Paris so early in the game it is extremely difficult to counter his attrition attack on our position.”

If both of my attacks had worked, I would have eliminated six Italian factors and reduced the attrition by one column. The odds were heavily against our retaking Paris and so I had to act.” One of the kvitters, I think it was the person who had talked about attritioning the Dutch, brought up the mystery and said, “Some things haven’t changed, this is a good example of how not to play the British during the early game in the Med. As long as the Axis keep relatively quiet by using attrition and there is no immediate threat to Suez or Alexandria, Allied attrition should be the name of the game, barring some fantastic opportunity that can’t be resisted.”

SUMMER AND FALL 1940

The Germans took Paris again in the summer and this time France could not even mount an attempt to recapture it. The attack did cost the Allies four more air factors when French DAS was attempted. If the British had joined in on the counterattack a 1-2 would have been possible, but Lion said he couldn’t afford it, particularly considering the remote possibility of success. Oslo was taken by a combined air and airborne attack and Witch West followed this up with a fleet being SRed to Bergen. Attrition in the Mediterranean resulted in the Allies having to remove five counters and give up two hexes. Lion took three units off of his front line and two from Yugoslavia. The Vichy regime was stable, but the French naval forces were down to six factors, one 5-3, four 2-3s and one airbase counter. The colonies went historic with North Africa being Vichy and Lebanon/Syria Free French, each containing one 2-3. In the fall, a joint German and Italian attack captured Belgrade and pushed the British back to within two hexes of Alexandria. Yugoslavia’s 20 BRPs and objective hex went to Italy. During these turns, a substantial buildup of German forces on the Eastern Front had been going on.

At this point the players agreed to call it a night. Witch West said, “We will start at noon tomorrow. This game has gotten to a point where I said before we have to get this game moving along or it will never be finished.” So players and spectators departed with the stage set for the big event, Germany’s attack on Russia using cardboards counters on a tabletop mapboard filled with hexagons. The BRP count at the end of the Fall 1940 turn was Germany 50, Italy 15, Britain 18 and Russia 107. Witch East’s only expenditure had been a Foreign Aid grant of 11 BRPs to Hungary. Germany had also granted 10 BRPs to the same country.

A couple of comments should be made regarding the situation as it now stands. There will be no ‘unwanted initiative’ since the British total is less than that of the Axis. In all forms of the game, Russia’s turn is at the same time as the Western Allies’, but her BRPs are not included until actively at war. Since one of the Axis countries needs to have 35 BRPs to make a DOW on Russia, the British player should have no trouble keeping under that and avoiding any chance of giving Germany a chance to have two turns in a row over Winter 1940 and Spring 1941. Of course, Germany could achieve a double turn by declaring war in the fall, but that is another story. There have been no variant counters played that so is an unknown factor in the game. As I started to leave, Witch West suggested that we go to the lounge and have a nightcap, which I readily agreed to. Going out of the room we passed a table where a couple of diharders were just getting started on a game of TRC—it sounded like they were going all night.

After placing our orders, I decided to ask if she had read the Spain-Gibraltar-England line of play that had appeared recently in the GENERAL (‘The Spanish Gambit’ by David A. Hablanian, Vol. 18, No. 5) and what she thought of the approach. Her response was, “An excellent article with many good ideas in it. I think it would be fun to try sometime, but it is not a very practical strategy in any serious game.” The Italian player’s role is dismissed really, what is there in it for him—have fun watching the German player win or agree on a tie —then be betrayed in the end game. Its use is limited to a two or three player game where one person controls both Axis countries. There are two or three problems with it in any form of the game. Paramount is the timing, there can be no hitch in any of the attacks, such as the conquest of France. Reference is made to a German invasion of France in 1939. Against competent Allied play, it is almost impossible for France to fall before Spring 1940 and the Gambit could not be started prior to Fall 1940. If the turn 1 invasion poses a serious threat to take Paris, the Allies may consider the initiative and even though Paris was taken in the winter turn, France will not be conquered until the French have a chance to recapture it, which is in the Spring. This is true even if it is impossible for Paris to be retaken. Since French units will still be on the board at the end of the Axis spring turn, redeployment of units to the Spanish border cannot occur until summer and the attack launched in the fall. This also leaves open the question of when Poland, Norway, etc. are to be subdued. This does not consider the havoc that the Allies might inflict on the German forces during their two consecutive 1939 turns and the BRP shortage that Germany will have to operate under during 1940.

More realistically, France will not fall until at best summer, and even that takes a bit of luck or opponent misplay. This means that Spain cannot be invaded until Winter 1940 turn and even though I agree that a turn two conquest is unlikely prevented, I think there must be a way to force one of the attacks to be at 1-1. This will take some more study and would be a good question to pose, though it may have no answer. The attack on Gibraltar would not occur until Spring 1941 and, unless Britain is badly mauled in France or poorly played, the chance of this phase succeeding is, at best, 50%. Even if all of this is successful, Axis SIR limitations will prevent an attack on England before fall or, very possibly, winter of 1941. Remember, even though Britain has two less, she can react almost as quickly as Germany. Also, the article played down the Russian threat, and in a two player game that should not be taken so lightly.” Although I had some questions on this, Witch West started asking about the notes I had taken and so we started discussing the evening’s game.

SO THAT’S WHAT YOU’VE BEEN PLAYING

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It had to come to pass; the top three slots on our tabulation of player’s preferences are occupied by SQUAD LEADER and its attendant gametes. BULGE ‘41, featured in this issue, shows favorable acceptance among our readers by its fifth-place position. Reflecting reader response to our recent naval issue, FLAT TOP returns to the top ten and SUBMARINE surges onto the list. Joining SUBMARINE as a new entry is the 1971 version of GETTYSBURG. Most impressive too is the hereforeunto unnoted fact that no less than twelve of the titles have held a spot on this list since its inception. Once again GAMBIT, MAGIC REALM and MILAN have slipped from the listing of what the readers have been recently playing.

Colonel Hessler  ... Cont’d from Page 16

The German chances of winning in BULGE, as they were historically, are slim. The German player must hit the American defense hard on the 16 a.m. turn. The attack must then be vigorously pursued for the next five to seven turns; every effort must be made to eliminate or trap enemy units. Critical points in the Allied line where success will disrupt the Allied defense should be identified and hard hit. With a well-directed offensive surge throughout the game and a little luck, the German player can reach the Meuse and even win occasionally.

BULGE ‘41 tends to develop along one of two basic lines, depending largely upon the skill of the German player. A competent player will more often than not reach the Meuse but will only occasionally accomplish any of the three victory conditions. An inexperienced German player will stall along Eisenhower’s defences and the Ourthe River after about eight turns. The best games normally consist of a good German player matched against an average Allied player. In any event, the new BULGE is an interesting and exciting game and should be played.

For those of you who still do not remember Colonel Hessler—he was the German SS panzer commander in the Battle of the Bulge movie.
The players are identified by color: German comments are printed in black; British in red. Neutral commentary is in italics. Each player's move is listed on the line below his comments for that impulse. An attack is listed in the form: Attacker [area attacking from] vs Area Attacked [italicized numbers represent a committed group] at odds [British chit: German chit # Number of casualty points] [Results list units eliminated behind a K; units retreated and area retreated to behind an R.] Movement impulses are listed in the form: unit moved [number of area moved from] [number of area moved to].

GAME TURN #4

There was no Close Combat in turn 3. The British player gets a reformed unit which he places in area 4. He needed to roll a "1" to get a second 3-6-5 but failed. The Random Events Table roll was a 7 when modified for the German TA resulted in a 6. The German received two infantry reinforcements in zone E.

[1] I have no choice. My first impulse must be to use my fire base in 15 before he shatters it with his artillery. If I win the chit draw it will blow a hole clean through 16 which he'll be forced to plug with committed units.

6-2, 5-8 & 9, Pits, 3-3-10 vs 16 at +6 [7:5 = 9; K two 4-7-5]

[2] Expected Don to call in his artillery on Area 6. He decided, instead to shoot with his fire group in Area 15. Guess he figures I'm going to call in my artillery on Area 15 so he might as well fire his units first since the DV of the area will be 2 regardless. It was a smart move and the result was devastating. I couldn't afford to leave the area open because I would then have to move a unit in which would be susceptible to his artillery, so I had to lose two units. Attempt to call in 1 LR RA fails on a roll of "5".

2—I would be hard for me to hold back comment on this one. Four turns in a row without artillery support is unprecedented. There is only about a 1% chance of this occurring! What compounds this unique situation even further is the fact that each one of the "attempted" attacks was important to the British situation. Success at any point would have certainly changed the tempo of the game.

[3] My failure to score big is balanced by his radio failure again. I will be disappointed if this artillery doesn't bag an engineer unit and clear 16 in the process.

HKG9 vs 16 at +1 [6:7 = 3] [K 5-8-5]

[4] Can you believe this? Four turns in a row I have failed to get my artillery. Compounding this, Don eliminates all three of my units in Area 16 with two attacks. When he first announced his artillery attack against my one unit in Area 16 I thought it was a mistake, since he would obviously win the area, but now I see the logic. He had the best chance of eliminating (or retreating) the unit with the artillery, and with Area 16 open, he knew I had to move a unit in or he would be able to move to Areas 5 or 17 through Area 6. Now I have to move blocking units in and they will be easy pickins.

3-6-3 [5] 16

[5] Perfect! It would be wasteful to use my artillery in a +5 attack on a lone 3-6-3. I will move the barrage northward in hopes of making things easier for a possible move into 23 from 29.

HKG8 vs 24 at +1 [10:8 = -]

[6] He may be thinking of assaulting both Areas 16 and 24 this turn. I have nothing to do but wait till he fires his last artillery shot and makes a few moves. My units in Area 24 can fire at his units in Area 15, but I should wait several moves in case he assaults Area 24 immediately.

PASS

[7] I see no point in bludgeoning it out with his massed force in 6. Perhaps I can move north in preparation for a night move into 22 and 23.

10R8 vs 22 at +1 [3:5-3] [K 3-7-5]

[8] Things are looking so bleak. He has killed four units in the first four impulses. Don didn't bother to use his artillery on Area 6. He must be feeling really lucky and just assuming his fire group in Area 7 will do the job. Or maybe he's going to ignore Area 6 this turn. I am considering moving the RASC platoon to Area 16 to strengthen the defense there (four committed units instead of one). If he moves into Area 16, I won't be able to get these units there then. This would also give Area 6 a DV of 7 instead of 6. On the other hand, if Don does use a fire group against Area 6 the RASC platoon can help absorb casualties.

PASS


Two 3-5-5s, 2-6-4 [15] vs 16 at +1 [10:10 = 1] [R 3-6-3 to 5]

[10] He retreats my unit out of Area 16 and I have to fill the hole. This could cost me. I have a choice of units; either taking one from Area 5, 6, 17, 24, or even the reformed unit in 4. Area 6 is my strongest area though so I can spare a unit easiest from here.

4-7-5 [6] 16

—The reformed unit in area 4 could have better been used here. I guess Alan is still worried about "forward" retreats, though such are not possible here.

[11] By firing the armor now I delay giving him a softer target to return fire on later.

4-5-8, 3-4-10 [11] vs 16 at 0 [6:7 = 1] [R 4-7-5 to 17]

[12] Knoxes that one out too. Replace him with a unit from Area 17 which has only 5 AV but 4 DV. I am trying to save the unit in Area 5 to move west if necessary though it may seem the logical choice to move to Area 16. Unfortunately, I will be forced to use it next. My other units in Area 17 will be needed to support Area 22. I can fire at Area 15 from Area 24 now if I get a free impulse.

3-7-5 [17] 16

[13] Forcing a retreat is not much good—I'm looking for cheap kills. I'm firing on 18 instead of 3 so as not to miss the chance of gaining an extra kill should I score big. Otherwise, the 4-7-5 in 3 might be a better target. Alan is bemoaning the attrition, but time/position are important too and if I don't take a VP area by turn 5 I'll have a tough time getting enough points to win.

6-3-10, 1/2 Plt [19] vs 18 at +2 [8:10 = 4] [K 3-7-5; R 3-7-5 to 17]

[14] He is obviously going to follow the fire group strategy for the whole turn. Expect him to fire to Area 7 at Area 6 and Area 29 at Area 22. I don't even get a shot at Area 19 and that means he'll have all those infantry there to assault with next turn. I have to fill the hole in Area 18 now.

3-6-3 [4] 18

[15] Moving my armor into 16 on impulse 11 instead of firing it may have been a better move. Being adjacent is not that important with a night turn coming up. I am going to attempt further favorable attrition this turn and trust to turn 5 to take VP areas.

6-2-8, LR/4 & LR/5 Pits [7] vs 6 at +6 [4:6 = 8] [K two 3-6-5s; R 4-7-5 & 3-6-5 to 5]

[16] This turn has been a disaster. His fire groups have been incredibly effective. Good thing I left the RASC in Area 6 to absorb some of the casualties. I can fire everywhere now but the game is almost certainly over. Even if I retreat his units out of Area 15, he has another platoon to bring in from Area 8 and one unit from Area 25.

4-7-5 [24] vs 15 at +1 [16:5 = 2] [R two 3-5-5s to 25]

[17] Attrition is proceeding very well. I shall continue with my last kill groups in 29. If he fires on my committed units, I'll gladly retreat en masse into D for the favorable DRM on the turn 5 Random Events Table.

5-7-6, AR/2 Plt, 3-5-5, two 2-6-4s [29] vs 8 at +3 [10:8 = 1] [K 5-8-5; R two 3-6-5s to 23]

[18] His last fire group was just as effective as the rest. Unbelievable. Another hole in Area 22 to fill.

4-7-5 [17] 22

[19] My luck has been great in that I have won 6 of 9 chit draws on offense at a time when it is most important for the German to be lucky—during his massed attacks. Alan made the right decision in taking his losses, but his position is becoming very strained due to the high attrition rate.

Three 3-5-5s [1] 19

[20] He moves up more units that I can't touch. Time to fire.

4-7-5 [24] vs 15 at +1 [18; 3 = 6] [R 2/6 Plt, 3/8 Plt, and 2-6-4 to 23]

[21] Moving my newly arrived reinforcements into 21 where they can threaten areas 3, 18, and 22 next turn.

Two 3-5-5s [E] 21
Boy, and I thought the German attacks last game turn were deadly! In all fairness though, it must be noted that Alan was successful in all of his two attacks. Much too little and much too late. Don still continues to do better than average with a "success percentage" of 64% and a "casualty ratio" of 1.45. In what of the game remains, will be little enjoyment for the British, though as Alan stated, "a little luck would be nice" for him after all this work.

GAME TURN #5

Once again there was no Close Combat. The British player rolled less than (K) a 5 to claim a second reformed unit, but the German TA once again pays off by modifying a 7 die roll on the Random Events Table to a 6 which results in two more infantry reinforcements appearing in Zone C.

[1] The presence of his artillery spotter in 18 dictates that my first impulse be spent firing the kill group in 19 before he can scatter it with his artillery. If successful, it will make the assault of 22 relatively easy.

6-3-10, 1/2 Plt, three 3-5-5 [19] vs 18 at -5 [6:7 = 6] [K two 3-6-3s]

[2] I expected Don to assault everywhere this turn and forget about the fire group approach. The fire groups have done their damage and prepared the way well. I expected him to start with the artillery and then assault Areas 3, 5, 16, 18, and 22. Wrong again! Can't believe he's still using fire groups. This may be a mistake as he needs points now. But looking at it, he fired this group in case I get my artillery, because the DV of the group is the same against the artillery whether committed or uncommitted, and maybe this is the only group he will fire.

Attempt to call in 1 LR RA succeeds on a roll of '1'. 1 LR RA vs 19 at +2 [7:10 = -]

[3] The next three impulses must be spent in preparing with our artillery for the assault in hopes of clearing a path to the VP areas.

HKG(7) vs 7 at 0 [7:6 = -]

3--A better target for the German artillery would have been area 16. Causing the unit located there to retreat for even better, to be eliminated would have required the British player to either reinforce the area or allow the retreat routes of many of the British positions to be blocked by a German move into area 5 and/or area 17.

[4] Got my artillery and it had no effect. This one was obviously not meant to be my game. I can now fire at Area 19 from Area 16, but I will probably get shots at Area 22 later which will be more important.

PASS

[5] Area 16 is the better target as it will force him to commit a blocking unit if I can score even one casualty point, whereas area 6 would still be blocked by an uncommitted unit.

HKG(6) vs 16 at +1 [4:11 = 6] [K 4-7-5]

[6] His artillery devastates me again. Seems like filling holes is all I've been doing this game.

3-6-3 [4] 16

[7] Naturally I score six casualty points as soon as I shift fire to an area containing only one unit! Using my last artillery on a +3 attack may be wasteful, but it seems more useful than a -1 No Effect. I am willing to take casualties this turn when I assault his perimeter, so I may as well attempt to get a kill while I can.

10R(6) vs 16 at +3 [9:4 = -]

[8] He calls in his last artillery on my reformed unit in Area 16 which is why I put a crummy unit there instead of a good one. Now he has to assault somewhere and I have to wait.

PASS

[9] Moving the Tigers into 22 before he decides to sacrifice a blocking unit in 29—which is about the only chance he has of saving area 22 this turn. Two 6-7-7s [C] 22

9 —A British blocking unit in area 29 would serve little purpose. The Tigers can move into area 22 from area 20 just as well as from 29. This area is just not worth the units to protect it with at this point in the game.

[10] He moves his armor to Area 22 trying to tempt me into firing my AT Gun at them. I'm not falling for this. There will be a better shot in a little while. Would rather wait for some armor to enter Area 16 or Area 24.

PASS

[11] The 3/7 Plt is a liability on defense so I'll use them in an attempt to clear 16, however temporarily, leaving me with stronger units to assault the area. 3/7 Plt [11] vs 16 at +1 [107 = -]

II—I cannot believe that Don is worried about the liability of a training platoon. His losses have been so light, he can certainly trade a lower DV with all the units he has to absorb losses with. Night turn effects indirectly raise the DV of adjacent areas anyway.

[12] I think he's wasting units by firing them here. He needs to start attacking. He's trying to make a hole so he can get to Area 5 or Area 17, but I won't let a hole stay open. He's miscalculating. All he needs is to assault Areas 6, 16, and 24 this turn. Areas 5 and 17 will then be wide open next turn.

PASS

[13] I'm not going to get into the southern VP areas this turn—there's really nothing for me to do but get adjacent to them this turn by taking area 16 and hoping to take one of them on turn 6. Despite his forecasts of doom, the blocking positions he holds are going to make it tough for me to gain the necessary VPs in time.

5-7-6, LR/4 Plt, two 4-6-6s [7] 16

13—All the more reason to start moving into the areas.

[14] Finally, he attacks. Still safe to pass though. He can't end the turn here and I want to see more of his moves before I start to fire. He has to move his units in Area 25 or they won't be able to get anywhere next turn.

PASS

[15] He'll block any hole I create but the 6-2-8 in 15 might as well try for a kill. His AT Gun prevents me from moving to it in a more advantageous position for next turn. 6-2-8, 3-3-10 [15] vs 16 at +2 [8:8 = 2] [K 3-6-3]

[16] He fires his armor units in Area 15. This is a mistake as he should have moved his units in Area 25 first. Now for a surprise. I can move a unit into Area 16 and block his units in Area 25 from getting to Area 16 or Area 24. He can only move five units through Area 16 to Areas 5 or 7, those from Area 11, and I can surround these units. His units in Area 7 won't be able to make it. It's a gamble, but at this point I have little to lose. I must gamble and be lucky to have any chance. I can also surround his units in Area 16 by moving a unit from Area 6 to Area 11, even though I probably wouldn't have enough fire to make it worthwhile. The final decision about this can wait till he moves his units out of Area 11.

5-8-5 [23] 15

[17] An interesting move. He obviously is inviting me to venture through the hole in 16 so he can move
a blocking unit into 16 behind me and set up a killing ground eneircide. With the +2 cloaking effect of night I'm almost tempted to do it and would if I had more infantry in position to pour through the hole, but I'll settle for making sure he doesn't pull the same thing on me in 16 by moving into 11. Using the armor to accomplish this means he can't dislodge it without exposing a unit to my 6-2-8 in 7.


[18] He was surprised and took his time debating what to do. His move blocks my surrounding his units in Area 16. He may have seen this possibility, but I wonder if he's seen the other ramifications of my move to Area 15. It's still okay to pass since he hasn't moved his units in Area 25 yet.

PASS

[19] Moving the armored car into 5 is an almost sure death sentence, but if it should survive or better yet retreat into 4, it could cause him some real problems.

3-4-10 [11] 5

[20] His move with an armor unit to Area 5 surrounds my units in Area 6. I don't need to surround his armor unit in Area 5 but I do need to get rid of it, so I will have to use my AT Gun against it.

6x1 [17] vs 5 at 0 [7:8 = -]

[21] I hate to move into 22 so early because it frees him to withdraw his engineer from 28, but it cannot be helped. I have to establish a fire base in 22 and he can outwait me.

5-7-5, AR/2 Plt, 2-6-5 [29] 22

[22] My last attack was real dumb now that I look at it. If I had gotten one casualty point, he would have been forced to retreat the unit to Area 4. He assaults Area 22 in force. Interesting to note that he doesn't bring the 3-5-5 in as this would reduce the DV of the area from 3 to 2.

5-8-5 [28] vs 22 at 0 [9:2 = 7] Don uses his Tactical Advantage [11:4 = 7] [K 2-6-5, 4-6-6, R 4-6-6 to 30]

[23] Ouch! Double Ouch! It had to happen sooner or later. Given the approach of turn 6 and the automatic return of the TA this was the time to play it. I'm afraid I've blown a strong advantage. My own stupid fault! What's worse, I also just realized that I cannot get my 2-6-4 into 28 to completely the Close Combat force there and set up artillery fire on 23 next turn because it has only 4 MPs. Another mislay. Turn 5 has been filled with my mistakes.

Two 3-5-5s [21] 22

[24] He does move more units into Area 22, lowering the DV to 3. I want to think about my next shot so I'll delay by moving a unit into Area 4. I have to do this sooner or later to block forward retreats. He'll probably fire his ARNHM artillery at it, but this is one more gamble I have to take and hope to win. I'm putting my last HQ that can call in artillery in a closed in area, but I probably won't get to fire my artillery next turn anyway. Or I might get to fire it at Area 3 or Area 18.

2-8-4 [18] 4

Nothing left to do but assure my Close Combat kill on 28.

3/8 Plt, 3-5-5 [25] 28

[25] His move takes care of my decision of where to fire with my unit in Area 23. No use firing at Area 28 now.

5-8-5 [23] vs 22 at 0 [8:11 = -]

[26] In taking the –1 artillery attack on 4, I hope to once again establish a "forward retreat" route for my armored car in 5, although I would need a +3 on the chit draw to do any good. A retreat result will simply result in his 3 and 4 garrisons trading places.

AG(4) vs 4 at –1 [6:8 = 1] [R 2-8-4 to 3]

[27] Another hole to fill.

3-6-3 [8] 4

32—As Don rightly points out, the British unit that moved into area 4 should have been the 4-7-5 in area 3.

[28] He covered the hole in 4 by using a 3-6-3 from 5 rather than 31. That is one less unit to fire on both my armored car in 5 and any excursion I make into 17. Moving a unit into 19 enables me to screen the 6-2-8 in Close Combat, besides possibly tempting him to fire a unit in 24.

3-5-5 [25] 15

[29] Now that his ARNHM artillery has fired, I can fire at his units in Area 19. Any units I can retreat will not be able to assault next turn during the day.

4-7-5 [3] vs 19 at 0 [10:10 = -]

[30] I don't dare move into 17 until he commits the units in 24. All I can do now is try to occupy adjacent areas for next turn.

3-5-5 [29] 22

[31] He moves another unit into Area 22, reducing the DV to 2. Glad I waited. This improves the rest of my shots.

4-7-5 [18] vs 22 at 0 [8:12 = -]

36—His statement here is not totally correct. Yes, the DV for the area does go down one, but the number of units in the area goes up by one as well. In other words, if the Germans should receive one more casualty point due to the lesser DV of the area, the additional casualty point could be taken by that additional unit. The benefit is the ability of the unit to be eliminated and absorb an additional three casualty points rather than losing a better unit.

[32] Moving into 26 is such a waste because he'll probably withdraw out of it, but I must take 26 to set up my artillery for next turn. Moving them in one at a time may gain me time in regards to his committing more units.

3-5-5 [25] 26

[33] One miss. Need one big result against Area 22. If I get 1, 2, or two casualty points, all it will do is improve the DV because he'll retreat the weakest units first.

4-7-5 [17] vs 22 at 0 [7:5 = 2] [K 3-5-5]

[34] Taking a KIA in 22 in place of a double retreat was necessitated by the threat he still poses to my control of the area should he move in from 24 to deny it to me in Close Combat.

3-5-5 [25] 26

[35] Two casualty points wasn't enough; improves his DV to 3. He hasn't tempted me enough to fire at Area 26 yet, but he's getting close.

3-7-5 [17] vs 22 at –2 [9:6 = 1] [R 3-5-5 to 30]

[36] Moving one unit at a time seems to be working in this instance. He is not passing and commits an additional unit each time I move one of my otherwise worthless 3-5-5s into 26.

3-5-5 [25] 26

[37] Now it's time!

4-7-5 [26] vs 26 at +2 [9:8 = 3] [K 3-5-5]

[38] Moving my HQ into 26 is going to be risky as there is no guarantee I will win the Close Combat and have a clear field of fire from 26.

3-5-5 [25] 26

[39] These results would have been good in the first two turns. Now, they are like scratching a bear. Not worth firing at Area 16. Even if I retreat some units, they will be able to assault next turn, pointing out the difference between a 3-5-5 and a 4-6-6. Better to fire at the 3-5-5s which, if retreated, will not be adjacent to my units and will not be able to assault next turn.

4-7-5 [24] vs 26 at 0 [8:6 = 2] [K 3-5-5]

[40] This is working like a charm. Taking the Kill rather than the double retreat result is expensive, but it is distracting his attention from the hole in his perimeter at 16. If he fires the last unit in 24, I am through the hole and into 17.

2-6-4 [25] 26

[41] Have one more unit in Area 24. Could fire him at either Area 15 or 24, or move him to 17. Area 17 can still be assaulted from 11, but I doubt he will do it. In Areas 6 and 7 it's a Mexican standoff, neither of us wanting to fire first.

3-6-5 [5] vs 5 at +1 [12:8 = 3] [K 3-4-10]

[42] That hurt. If I had survived that attack I could have retreated into 4 and had a chance to take a VP area in 1:1 Close Combat. He should have committed
Figure 7: Situation during the sixth game turn when the British player concedes.
bined his attack into a +2 to better his chances for a kill. A retreat or no result would have been very damaging to him. I'm going to pass once in hopes he will take a shot in 24 or 6 before I commit myself to the big venture into 17.

PASS

[48] It was nice to kill that armor. I have had my best success against his armor this game. Now I can move my unit from Area 6 to Area 5. He's content to let the turn end now.

4-7-5 [6] 5

[49] I'd like to pass one more time, but there is a very real chance that he would accept it and I must move my artillery spotter into 16 for next turn. Now is the time to jump. By moving the HQ into 17 I hope to use it to satisfy a casualty point by retreating back into 16 where its field of fire will be restricted. I don't care if that unit gets hit, but that in itself would be a victory of sorts. It will cost him a unit in Close Combat to block my retreat into 16.

Two 4-6-6s, 2-7-5 [11] 17

49—Don seems to be trying to make up for his conservative play early in the turn with bold moves here, though his rationale is sound.

[50] I think his assault against Area 17 is a big mistake. But only if I can make him pay.

4-7-5 [5] vs 17 at -1 [10:4 = 5] [K 4-6-6, R 4-6-5 and 2-7-5 to 16]

[51] Perhaps the luck factor is evening out. It was a good gamble, but it backfired. Even so, my artillery spotter is safely situated in 16 where I need it.

PASS

[52] I made him pay! Time to move in.

4-7-5 [24] 17

[53] Moving into 6 gives him a +2 shot, but it may save me a unit in Close Combat and cost him one.

R/5 Pit [7] 6

[54] If he'd passed last impulse, I would have too. Instead, he gives me a shot at his units in Area 6. It might be better to run, but this is another case where I need to be lucky.

5-8-5 [6] vs 6 at +2 [8:9 = 1] [R 4-6-6 to 17]

54—Alan is quite right. Firing is a gamble at best. I think a "Pass" here might have been the best possible action. Don would then have to decide whether to move the 6-2-8 and take a bigger chance in Area 6. If Don passed as well, the 3-6-5 would have a 33% chance of survival and, more importantly, the 6-2-8 would not be in position to fire next turn. Given the actual chit draw, and assuming the 6-2-8 was moved in, there would have been one less German unit in the area for Close Combat.

[55] Now that he has fired, I can move my 6-2-8 into 6 to form a fire base in 6 and all but guarantee a kill in Close Combat.

6-2-8 [7] 6

CLOSE COMBAT

Area Attacker(s) Defender Needed DR
23 Six units 5-8-5 0 NA
22 5-8-5 3-5-5 6 4
22 Four units 4-7-5 0 NA
22 4-7-5 3-5-5 3 4
2 Two 6-2-8 & three units 3-8-8 2 4
22 6-2-8 3-5-5 2 6
26 three units 4-7-5 4 4
24 4-7-5 3-5-5 5 4
16 6-2-8 & two units 5-8-5 3 2
15 5-8-5 3-5-5 4 5

The fifth turn finally saw the imprudent surprise of luck swing toward the British—though at this stage in the game, Alan needs much more. The British had a 57% "success percentage" compared to Don's 43%. Not much difference there, but looking to the "casualty ratio" we find Alan had a ratio of 3.71 while Don garnered only 1.36. Close Combat saw the Germans eliminate four units of an expected four while the British did slightly better with three eliminations from an expected two. A turn like this earlier in the game would have helped the British considerably, but at this point it has little effect on the ultimate outcome.

GAME TURN #6

The British get one reformed unit automatically which they place in area 5. An attempt to qualify for a second one with a die roll of 2 or less fails. The Random Events dice roll of 8 modified by -1 German TA has no effect.

[1] Moving into 3 to block his artillery shot on my 6-3-10. I can afford the sacrificial losses more than he can afford to fire prematurely—especially now that his ammunition is low.

3-5-5 [19] 3

[2] I expected him to move to block my artillery and he did. Couldn't help but laugh though, as I probably would have rolled another '5' or '6' anyway. Even killing me in this game as he is, he's making very cautious, pessimistic moves like this. It's really ridiculous for him to be worried about my artillery. It's not worth firing at the blocking unit as he'll just move another one in if I do get rid of it. I will have to wait till he moves his other units and then maybe try. He should be thinking about his own artillery, which I will now move to block. He will have lots of shots at my blocking unit though from Areas 6 and 15. I would like to use my unit in Area 15 who can't get anywhere but a unit can't move from one enemy occupied area to another. He will have to fire at my blocking unit or he won't be able to assault Areas 5 and 17.

4-7-5 [24] 16

[3] He tries the same trick but I can afford delay units more than he can. I have plenty of units to fire at anyone moving into 16—indeed both 6-2-8s.

4-6-6 [16] vs 16 at 0 [7:8 = 1] [R 4-7-5 to 17]

[4] He gets rid of my unit with no problem on the first try. I have to move a replacement in. I have to get lucky with this strategy in a real hurry. Have to make him waste lots of units firing at my blocking units so he won't have enough to assault with.

3-7-5 [24] 16

[5] Again, I think I can afford this more than he can. He is a 2-7-5 to 16 and he just anticipating a second one with a die roll of 2 or less. The Random Events dice roll of 5 modified by -1 German TA has no effect.

3-5-5 [19] 3

[6] I can't complain too much. He's gotten rid of two units, but both have survived. I must replace them. I can't believe he hasn't assaulted Area 17 from Area 22 and Area 5 from Area 6 to prevent me from continuing to block my units in Area 16. He's being ridiculous about his obsession to fire his artillery. He should be more concerned about the assault.

3-7-5 [17] 16

[7] I should have done this before. I will have to move into 5 to prevent him from continually reinforcing 11. There is no point in moving into 17 as that would block the artillery fire I'm trying to save to use on him.

4-5-8 [6] 5

17—Don sees the error of his ways.

[8] Whatdya know?

PASS

[19] Now that I'm adjacent to 17 from three areas instead of just two, any retreating British unit from 16 will have to go to 24 instead of 17.

4-6-6 [16] vs 16 at 0 [4:6 = 2] [K 3-7-5]

[20] My first loss in Area 16. Surprised he didn't move into Area 17 first since I can still replace the unit with a unit from Area 17.

4-7-5 [17] 16

[21] If I get this one he has only one unit left to throw into the breach. When that is gone my artillery can clear 17 out for an advance by the training units in 26 and 28.

4-6-6 [16] vs 16 at 0 [7:11 = 4] [K 4-7-5]

[22] My luck seems to have run out as he kills another unit. I will have to replace it with my last unit from Area 17. The situation is desperate.

4-7-5 [17] 16

[23] This is it—when this unit goes down the floodgates open. Alan is in an untenable position.

4-7-5 [17] 16

End of Game Comments. I resigned as I cannot prevent him from calling in his artillery anymore and
SUMMARY: Alan’s choice to resign is inescapable. I was certain to take areas 17, 18 and 23 this turn for a total of 9 VPs and areas 4 and 5 would almost surely have fallen on turn 7 and given me another 18 VPs.

Where did he go wrong? As much as it pains me to say it, I don’t think he did. If anything, I think he played the superior game, but the luck was all one-sided. The only time I seriously outwitted him was in the matter of the opening setup guessing game. His failure to obtain artillery support throughout the game, coupled with poor to mediocre die rolls for the Reformed Units and Random Events put him in a hole that the British just could not recover from given competent play. Although I hadn’t analyzed it, I wouldn’t be surprised if I got the better of the chi draws as well.

This replay has been disappointing in that two efforts have failed to produce a typical game. Instead, lop-sided victories and unusual tactics have proliferated. Were I more of a gentleman and had more time to devote to the copious notes and comments required by a replay, I’d call the series even and offer to go best two out of three in hopes of a more representative game. Such is not the case, however, and other projects call us both on to other things. Nonetheless, I hope the reader has gained something for the equality high competency of both players. Though even matched, the different styles of play came through quite well. This was true even when a tilt in luck pushed the outcome to one side rather early in play. Except for the out-of-character second turn assaults in the west, Don played conservatively and with great success. Alan, on the other hand, was placed in a position of having to constantly make difficult decisions right from the beginning of the game. This was evident by the large number of “Pass” impulses Don was able to take. As both players pointed out during the game, this is unusual for the German player in SOA. I cannot help but feel that the luck element placed Alan in this unenviable position more than anything else.

Although luck plays its part in all games, it obviously played an important part in this one. It seems to have set a tempo from the very beginning that was never truly altered. Alan’s failure to get more than one artillery attack has already been touched on. His luck with the reformed units was at best, with only one successful roll out of an expected 2.33. Don was successful on 59% of his attacks for the game, while Alan only hit on 46% of his. Casualty points inflicted overall are misleading in that they show Alan with a ratio of 2.02 and Don with less at 1.78. What this does not reflect is that during those first two critical game turns, Don had a ratio of 2.41 compared with Alan’s 1.58. Alan was only able to even these numbers on the last couple of game turns, which was obviously too late to do him much good. In Close Combat, both players hit at about the expected number of kills with ratios of 1.12 and 1.25 for Don and Alan respectively.

As a footnote to our players’ closing remarks, it is interesting to be aware that the Germans needed area 5 on turn 6 along with 18, 22, and 23 to obtain a “Decisive Victory” in the game. Don would have been extremely fortunate to have taken it in turn 6 after having had to use most of his key units in and around area 16 to eliminate the British blocking units located there. So in all fairness to Don’s play, which indeed was quite superb, Alan seems to have lost the game to “luck” but still held off a major German victory by very competent play. Alan was just never able to recover from Don’s excellent setup with the die rolls and chi rolls that followed. This, I feel, says something for the equality high competency of both players. Though even matched, the different styles of play came through quite well. This was true even when a tilt in luck pushed the outcome to one side rather early in play. Except for the out-of-character second turn assaults in the west, Don played conservatively and with great success. Alan, on the other hand, was placed in a position of having to constantly make difficult decisions right from the beginning of the game. This was evident by the large number of “Pass” impulses Don was able to take. As both players pointed out during the game, this is unusual for the German player in SOA. I cannot help but feel that the luck element placed Alan in this unenviable position more than anything else.

MEET THE 50 . . .

Mr. Dale Garbutt is 35, married, father of one and a practicing attorney in Cockeysville, Maryland. His tastes and preferences are as follows:

Favorite Game: TRC
AREA Rated Games: AK, BB, TRC
Hobbies: rugby, running
Pet Peeve: The meaningless playbalance/realmism controversy

Mr. Garbutt explained his preference for by-mail play:

“My wargaming is restricted to pbm by my work schedule and family life. I really enjoy pbm as it exposes the participant to a diversity of gamers with new ideas, and I believe that pbm dramatically improves the general level of play. The one thing I really miss about ftf is the ability to learn new games. In order to learn a new game, repeat sessions are necessary and pbm is simply not an adequate format for that type of activity. I credit pbm with keeping me in the hobby after my life style no longer accommodated ftf and with honing my skills to produce two wins in the AH Classic 500.”
The following is an attempt to provide in one place a list of questions and answers for THE LONGEST DAY. (This, in and of itself, cannot be totally true since some questions were deleted if it was felt that they were answered by careful reading of the rulebook. Also omitted has been the information from Vol. 17, No. 6. For those of you who are really interested in TLD, this list is essential. I would urge you to obtain a back issue if you do not already have a copy. Of special note, the issue contains scenario addenda and German unit entry errata which are important to play of the game.) For the questions included here, I owe a debt to all who wrote in asking and apologize to those who will find their answers changed by a couple of them. These changes are based on a better understanding and the more thorough research which this article necessitated. At any rate, continued questioning should be welcome to any gamer, as this is the only way to improve both design and development.

COUNTERS, MAPBOARD and UNIT ENTRY CARDS

American:
82nd: The 319 and 320 artillery battery counters which must be made have the following characteristics: Range: 6, (3)-1-8, Howitzer, Stacking: 1. They are members of the 82nd Division. These are landed in Zone "O" during build-up. Add 2/507 to the unidentified 82nd battalion. For both the 82 and the 101st divisions, all of the units on the second line of their box on the Allied Assault Landing Schedule enter on the build-up phase (except for those listed as D-1).
1st: Add the division number to 1/18 and the recon unit.
29th: Add the division number to the back of 1/15.
3rd Arm.: Add the division number to 3/36.
Artillery 65th (3-2-6): This unit does not enter as an assault unit (first line), but as a non-divisional reinforcement.
Armored Car (3-4-8): One of the units numbered 102 is actually the 38th, and both of these units entered after 24 July.
Supply: You are short one counter.

British:
6th Para: The seven units on the bottom line of this division's entry schedule are dropped if the build-up phase.
Armored Battalions 6/2C and 10/2C: These units are DD's.
German:
91st: 1/6FS is located one hex NW of St. Jores on Board B.
352nd: 513, 517, and 518 are the unnumbered bicycle units on the SE area of Board B.

Special Note: 75mm AT artillery battery units (these are in several infantry and armored divisions) which have factors (2)-5-8 have errors in stacking on almost every counter. The actual stacking value is 2 on the front side and 1 on the back.

18th Pr: On Board D, the hex north of the "N" in Caen contains the 305 Art. Five hexes south of that is the 11/155.
130th Pr: 111/130 needs a division number. The reverse side of 8/2 should be 2-3-6.
16th LI: 11/16 needs division number.
1st Flk: III/3 goes four hexes south of Easy Green.
932nd Flk: (Cherbourg Chart) the unit between ROUL and TLVS is 932/5.
II FS Corps: On the German Unit Entry Schedule, 8 June, 1,1111111/6 FS (91) should be 1,2,3/11 FS. On 1 August, Rennes, 1,2,3/11 FS should be 1,1111111/2 FS.

ACQUISITION:

COUNTERS: MKB CHER is located in the same hex as the "R" in Cherbourg. MKB NICH and PAIR counter pictures are reversed on the board.

Fortified Areas: CARP 1,2,3 are on Board D.
Minor Forts: CAPL fort is in the same hex as MKB BROM. DUVR fort is on Board D one hex NW of Deuvre.

Questions and Answers

Counters. How can you use the German 752nd HQ?
A. It is an independent HQ which may supply up to three independent non-artillery units.

Map. Where is the British "Main" Landing Zone? A. Zone M.

Map. What is the status of coastal artillery units in the same hex as a fort? Do they count against stacking?
A. They are always considered to be outside the fort. For total stacking in the hex only.

Tec: Do roads cancel the advance limit through towns and bocage?
A. No.

Tec: Is there a MP cost to enter or exit a fort?
A. No.

Tec: Do coastal hexes cost two MP (per Tec) or just one if entered from another land hex?
A. This is the Paul Revere rule: One if by land, two if by sea.

Tec: The Tec says AIR INT counters eliminate the ability of units to cross RR bridges at reduced penalty. Do the units have that ability?
A. Yes.
German Entry Chart: The 88mm Flak are listed twice on the setup of II FS Corps. Should the strongpoints for combat?

Fort Chart: Where does the II FS Train bombardment table: What good are rockets (considering the minus one DRM)?

Bombardment Table: Is a die roll of one with a minus one DRM an automatic miss?

Fort Chart: Is the first number on a fort counter A. No, it should be 6-10.

German Entry Chart: The 12/1, 11 88mm Flak are listed twice on the setup of II FS Corps. Should the strongpoints for combat?

Rail Interdiction Table: Is the 6-11 column correct?

An. No. It should be 6-10.

Fort Chart: Is the first number on a fort counter the number of units or stacking points which may be placed in the fort?

Units.

Fort Chart: Is a unit under a fort on a hill doubled or quadrupled?

A. Doubled.

Fort Chart: Exactly how do you count coastal strongpoints for combat?

A. 0/2/-1 strongpoints are company-sized; 0/6/-1 are battalion.

Bombardment Table: Is a die roll of one with a minus one DRM an automatic miss?

A. No. One is the lowest a die roll may be modified to.

Bombardment Table: What good are rockets (considering the minus one DRM)?

A. Rockets are not affected by the minus one DRM.

German Entry Chart: The 12/1,11 88mm Flak are listed twice on the setup of II FS Corps. Should the 12/1, 11 150mm Flak be substituted for the second listing?

A. Yes.

German Entry Chart: Where does the II FS Training Regiment go?

A. It enters 1 August at Rennes and consists of the I, II, III/2FS—not as listed on the chart.

I.B.11. May you move a unit one hex no matter what?

A. No. It must have the required MPs available to make a move.

I.C.E. Must a unit be supplied to strategic move? Mech move?

A. Yes. Yes.

I.E. Can the German player strategic move through interdicted hexes?

A. Yes.

I.I.13. May artillery advance after combat?

A. Only range one artillery

I.B.11. Can an infantry unit with a zero attack factor allow an attack by artillery? Allow a +2 CAM if stacked with armor?

A. No. Yes.

I.B.5.a. Can an artillery unit spot for itself? Does this apply to support fire as well as defensive fire? Can it spot for another artillery unit?

A. Yes. Yes. Yes.

I.B.5.c. Are adjacent firing artillery units immune to combat results also?

A. Yes.

I.B.7. Do artillery units with inverted defense strengths greater than two have remnants?

A. No.

I.D. What happens if units of the 711th Division are on the board but their HQ is not?

A. They are out of supply only if the units are more than eight hexes from the board edge along roads A and B.

I.D. I seem to have an extra German supply unit.

A. Not really. It is for the variant 319th Division.

I.D.1.a. Can HQ units, in movement phases or retreats, move through another HQ?

A. Yes. They may not enter a phase stacked with another HQ.

I.D.1.d.e. For once and for all, can any independent artillery units be supplied by Divisional HQ?

A. No. Only by Corps.

I.D.5.a. Is this true for only divisional US artillery groups? Is it true during the Combat Phase also?

A. Yes.

I.D.5.e. Can regimental Flak subordinate batteries trace supply to Corps HQ? Can independent Flak batteries trace supply to regimental Flak HQ?

Must Flak batteries trace supply routes even though they do not consume supply units? Are the effects of being out of supply the same as for other units?

A. Yes, up to six. No. Yes. Yes.

I.E.2. If a unit is disrupted and another friendly unit enters that hex, is it disrupted also?

A. Yes. There is not much actual effect here though because most disruption takes place during defensive fire.

I.II.2.b. The rule says that a zone of interdiction may be one hex and then later that the radius does not include the AIR INT hex. Which is correct?

A. The former. One or two TAC factors give a one hex AIR INT. Three or four give seven hexes and so forth.

I.II.2.c. Is there a cumulative effect to AIR INT counter zones of control?

A. No.

I.II.3.e. May I keep carpet bombers in the boxes waiting for favorable weather?

A. No. Placing bombers in the boxes on the first turn commits them for three turns, the second of which (only) is the bombing turn. If you wish to change a location or bomb again, you must start a whole new turn procedure.

I.II.3.e. Are any hexes prohibited to carpet bombers? Are there any modifiers for other hexes?

A. Only swamp and flooded hexes. No.

IV.A. Is naval (and air) bombardment affected by terrain?

A. Only where prohibited.

IV.B.4. In exactly which cases can forts and their units ignore retreats?

A. Only when there are forts with units in them. An unoccupied landfronte fort which receives a retreat result is destroyed.

IV.B.5. An infantry unit is inside a fort (which is treated as armor) and there is also an infantry unit stacked outside. Do these count as INF + ARM on the CAM?

A. No, as INF.

IV.B.7. Is an unoccupied minor fort or fortified area destroyed if occupied by the Allies? What is the cost in MP to enter such a hex? May the unit continue movement if MPs remain?

A. Yes. Only the normal cost of terrain. Yes.

IV.B.7. Does this rule apply to coastal strongpoints or unoccupied landfronte forts since they have no units in them?

A. No. They must be destroyed by a successful attack.

V.A. Can the 12SS enter the map on 6 June or must it wait until the 7th?

A. It must wait until 7 June. (Change.)

V.C.5.a. Does this include HQ units?

A. No.

V.C.7.b. Can a beachhead marker be destroyed by artillery fire?

A. No.
Allied unit is also adjacent to the bridge hex, you subtract two.

XII.C Why can’t the British have the Hedgerow Cutter also?
A Give it to them one week after the US gets it. The British had less need/urgency for the invention since the type of terrain they were involved in contained less bocage.

RULES VARIATIONS
The following are suggested variations on existing rules. These changes increase realism at a very slight cost in game length. Their effect on the outcome of most games should be minimal.

Retreat (1.1.12.)
If a unit is forced to retreat so that it ends the retreat farther (in hexes) from its immediate HQ unit than before the start of the combat phase, it must lose an extra step. This variant will hurt the German player more since he will have to do more retreating.

Artillery Spotters (1.1.B) -
Divisional artillery must have their spotting done by members of their own division or one of the three independent units assigned to that division. Corps artillery has spotting done by any sub-unit of the corps if playing by Corps Organization rules below or by any unit if not.

Surrender (1.1.C) -
Any unit dependent upon a HQ for supply (this includes all divisional and independent artillery and non-artillery units) plus all flak units are subject to surrender. If any such unit is completely and continuously isolated from its HQ for three consecutive turns, it surrenders at the friendly reset phase of the player's turn and do not take effect until the next turn.

Supply Movement (1.1.D) -
Any supply unit (except air supply) which starts a movement phase with a HQ unit may stay with that HQ throughout the movement phase no matter how far the HQ moves. The HQ and supply must move together and the supply cannot continue to move after the HQ stops. This does not apply to units in the strategic movement boxes.

Corps Organization (1.1.D) -
This section is the greatest change to existing procedures. It changes Corps HQ responsibilities and is strongly suggested for multi-player games.

For the Allies, each Corps HQ may contain up to 10 boxes which can apply toward the total corps allowance of four.

The German list is a bit more complicated. The II Pz Corps may contain 2, 3, 5 and 6/FS. The III Flak Corps may contain only Flak units but may contain all of them. The three I.W divisions are independent of any corps. The other corps may contain up to four divisions and may add either the 752nd or one Nebelwerfer Brigade free. These assignments are subject to the following chart:

<table>
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<tr>
<th>Corps</th>
<th>Inf</th>
<th>Pz</th>
<th>SS</th>
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<tbody>
<tr>
<td>I.SS, Pz</td>
<td>1</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>XLVII Pz</td>
<td>2</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>LXXIV, LXXIV, LXXXVI</td>
<td>4</td>
<td>1</td>
<td>-</td>
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The numbers in the boxes are the maximum divisions of each type which can apply toward the total corps allowance of four.

As an optional added headache, do not allow divisions to make offensive attacks when their HQ are more than eight hexes from their assigned HQ. Defensive fire may still be used normally. The balancing effect here is to make up for the Allied bias in the other rules presented here. Since the Allies will do most of the attacking, they will be affected most. The overall rational is to encourage players to keep their commands together per normal military practice.

The above may seem a bit of trouble at times but it does give a better feel for organizational difficulties. The corps rules apply to the scenarios as well as the Campaign Game and the astute player will notice that in many cases divisions will be left without corps artillery support. This is intended and gives a bit of help to the attacker in the first, third, and fifth scenarios.

This does not apply to units in the strategic movement boxes.

CONTEST NO. 108

It is the German 20PM turn. On the 20AM turn, exchanges at Bertrix and Libramont weakened the Allied right wing. The Allies hold Werbenmont and the Hohe Venn strongly. If the Germans do not break out in the south and exit units from the mapboard by the 22AM turn (keeping out the British), the game will surely be lost. The objective of the contest is to plan a 20PM move that will optimize the German chances of exiting mechanized units by the 22AM turn. Players should consider hex A2 as the key exit hex, since it is the farthest from the Allied 20PM and 21AM reinforcement.

The answer to this contest must be entered on the official entry form (or a facsimile) found in the insert of this issue. Ten winning entries will receive AH merchandise credits. To be valid, an entry must be received prior to the mailing of the next issue and include a numerical rating for this issue as a whole, as well as listing the three best articles. The solution to Contest #108 will appear in Vol. 19, No. 3 and the winners in Vol. 19, No. 4 of The GENERAL.

The units to be considered in the solution of Contest #108 are positioned as follows:

**ALLIED:** 82/325 at F22
101/501 at L19
101/502 at L16 (Engaged)
101/506 at N14
101/327 at P13
3/32 at N10
3/33 at N10
3/36 at S11
VIII/333 at H18

**GERMAN:** 116/16 at M16 (Engaged)
116/60 at M17 (Engaged)
116/156 at Q29
2/3 at M16 (Engaged)
2/2 at R24
2/304 at R24
Lehr/901 at Q29
Lehr/902 at P15
26/29 at K20
26/77 at L19
26/78 at L19
5/13 at N31
5/14 at N31
352/914 at N31
Neb. 7 at K20
Neb. 15 at K20
Neb. 18 at M17 (Engaged)
Neb. 8 at L19
Art. 401 at S16
Art. 766 at M20
Art. 406 at M20
Art. 408 at S22

*
SLAPSHOT is a wheeling, dealing game for hockey nuts of all ages. Each participant in SLAPSHOT assumes the role of a team manager. The object is to skillfully manage your team into the playoffs and then win the championship. During the regular season, you will be able to improve your team with trades and drafts. Injuries and luck will play a part, but it is your skill as manager that will guide your team to victory or defeat.

Sixty-six players are included, enough to put together eleven complete hockey teams. There are the good players like Slash Gordon, Puck Rogers, Antoni Zamboni, and Guy Whiz. There are the bad players like Frosty Todd, Ian Jury, P. Shooter, and Tiny Tim. There are the ugly players (the bruisers) like Le Goon, Cheap Shot, and Jack The Tripper.

SLAPSHOT is the sports game for everyone. It's fast, it's furious, it's fun. And the icing on the cake is that it's simple, too. So lace up your thinking skates and grab your mental sticks... it's game time!

SLAPSHOT is available for $9.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for postage and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.
Dear Sirs,

My article on the Norwegian Campaign in THIRD REICH in Vol. 18, No. 5 must have stirred a lot of controversy. In fact, I have been inundated with letters from both sides. The interesting letter from Robert Calcaterra of Madison, WI correctly pointed out that it is not necessary, for instance, for the British to invade Denmark with armor in Fall 1943 in order to set up a 3:1 odds attack on Oslo with the airforce in Winter. Instead, two infantry units can seize G31 and G32 to make airbases. My error was not realizing that the minute spot of land of G31 could not be taken. The reader may want to block the Danes in Copenhagen to prevent them from cutting off supply to the airbases. The apalling feature of Calcaterra's plan is that all four panzer units can be used in Poland, eliminating the risk of an Armada.

At first, I adopted Calcaterra's approach enthusiastically, but after using it in several games, I decided to go back to my panzer-Danmark approach. Why? Putting three infantry units in Denmark costs some SR to get them out. After the younger calcaterra's move, mine in Denmark, it can get to Belgium under its own power. Moreover, using three infantry units in Denmark in Fall 1943 means they cannot perform other purposes like checking the French, garrisoning Finland, threatening Britain and, at the end of the turn, also replacing planes in the invasion of Danmark. Although my panzer tactic in Denmark involves a small risk in Poland, overall I think it makes the Axis campaign not winable. It's a matter of personal taste and experience.

Michael Anchors
Dunham, North Carolina

Letters to the Editor

Incidentally, although Unicorn was not a fleet, it was a very large and fast warship. She was as fast as Javania, and could carry in an operational capacity more planes than any other CV of the war except Ark Royal and the two Indefatigable-class. And they did use her several times as a front-line unit.

I would also like to address a point in Bob Collman's very interesting article, "British Flat Topp in the Solomons," in the same issue. He seriously praises the ASV radar carried by Swordfish and Albacores. Radar was not operational on any Swordfish until October 1941, so obviously his point was to argue that Bismarck in May 1941, nor in the Taranto attack in November 1940 (both attacks were lighted by the radars of the ships of the Bismarck Action Group) was a defeat downward between the landing gear struts, making it impossible for an ASV-equipped ship to engage the prey. They could carry four 250 lb. bombs or depth charges, or 8 small rockets, so they were used to search for submarines and other targets in the air. There seems little logic in giving these open spaces a higher level of protection when, in order to carry the ASV, they had to eliminate their only effective offensive weapon. Moreover, the British had only shown that something was there and in which direction, so it was only useful for searching, not for finding. Thanks for the opportunity to rant and rave.

Jim Davis
Northport, AL

The Strategic: one landfill does not a biasing make. Biasing implies operational planning by the local command, but British control of the Solomons battle was not in their hands. If the Asdic (the standard USN sonar) system was not working, they could not move. The British were not in a position to bias without the Asdic system. If they had been, they could have used the AU-1 system. This was the first mission to use an ASV fitted with a flat-topped radar dish, and is the only one in which the ASV was used. The British could not have used it with the British ASV system. The Asdic system was not available in the Solomons until after the end of the war. The British ships lacked the capability to carry the ASV, and it was not in their hands. The British did not have the capability to bias the ASV. If they had, they would have done so.

Reverence: Resolution in the Indian Ocean they would not have had to bias, particularly since they were too slow to re-deploy effectively. As a parallel, consider the reluctance of USN warships to carry off their own convays during the Bismarck raid.

Hermes: Hermes is the only carrier to be retired to anyone during the war. In any case, Hermes remains (if only to represent CVE strength that was left out to simplify the game.

Dear Mr. Editor:

I must write and congratulate you, somewhat belatedly, on the brilliant R&D job that was done on the new mapboards. I was delighted to see the lead letter in the May/April issue of the GENERAL. I found myself agreeing with you to an extent, if I have already been. His name escapes me at the moment.

I, and I am, have been a great admirer of the Avalon Hill games, if not of the General. However, the SQUAD LEADER system is by far the most fascinating and realistic game system I have ever seen in my short ten years history as a wargamer. I am afraid I find myself in the ranks of those who prefer it to the previous system. I also find myself wishing that it could lead to unrealistic situations in the game. So, if, at the end of 6 Turn, Australia, and Indian Ocean, Saro skeleton, Bay of Bengal, I am in full control, Saro (or a substitute CVE if she is sunk or damaged) may base with the British, however.

In February 1943, as their final assignment with East Indies Fleet, Resolution and Revenge did begin scrounging for work to do in the Solomons and possibly with the Australian division home from Sue to Australia. The 2 BBs were still in the Lion of the Day, if you will, for their mission the following week should be removed on turn 6.

The March/April issue of the GENERAL occurred in my mailbox yesterday. I haven't read all of it yet if, in fact, I have hardly started. But I wanted to write you right away. I know you're going to get a lot of flak (and a lot of bad feedback scores for this issue because of all the salt water it contains.) But I thought it was superb. Naval wargamers are a small part of the relatively small wargame market; we are well aware of our small influence as players with whom we can share.
AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it as one of the several printings into our index. The game is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the game Length category is measured in multiples of ten minutes and that a rating of 40 would equal 400 minutes or 6 1/2 hours.

<table>
<thead>
<tr>
<th>TITLE</th>
<th>BATTLE OF THE BULGE '81</th>
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<td>SUBJECT:</td>
<td>The Ardennes Offensive, December 1944—January 1945</td>
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Seemingly pleased with the redesign of the WWII game classic, respondents to the survey rated BULGE '81 above average in nearly every category. The result placed it fourth on our expanding list. Yet again, this popularity is likely reflected by its current ranking of fifth among the twenty most-played games by our readership. Taken together, an impressive start understandable was the slightly below average improvement over the elder edition of BULGE, respondents to the survey redressed this imbalance by superior play.

The rating for Play Balance (3.18) was the only one to seemingly diverge from the general acceptance, a buyer reaction that the old BULGE favored the Germans. This remade game seeks to favor the Allied effort. Robert Beyman's article in this issue may be redressed this imbalance by superior play. This, of course, is linked to the ratings for Realism (2.85) and Excitement Level (2.35). And, even though numerous games on the Ardennes campaign have been a stock in trade for the game designers, the new release was a surprising compliment.

Game Length, for the new version, is adjusted to be approximately three hours and three minutes. This is slightly longer than the average playing time for the original, not surprising in the light of the added complexity and accuracy of BULGE '81.
With the incentive of a named counter in the SL system as a reward, the response to Contest 105 was literally overwhelming. In excess of 700 entries were received. The evaluation of these entries, most accompanied by lengthy explanatory material, was a time-consuming task.

Since the German victory was virtually assured by the creation of a leader, the many entries indicating a Draw and the few outlining a German victory were discarded. The few attempts to force a German win without creating a leader were looked at with interest, but none were deemed workable. Many of the responses relied on the engineer's ability to place smoke or on use of the panzerfausts, neither of which were necessary for victory.

Next, we looked to the specific leader type created. Since the rules for Battlefield Integrity are in effect, leader creation from any but the 8-3-8 squad is fruitless (the final die roll on the Leader Creation Table would be "7"), all entries attempting such were discarded. Next, hundreds of entries did not specify the value of the leader created; these were dropped from consideration. Hundreds more listed the wrong leader type (as per 115.3, which states that "All Leader Creation DRM's are cumulative and based on the morale level of the creating unit at the time of leader creation ..."), the most common being a 7-0 since many failed to take into account the morale drop for lowered Battlefield Integrity; these were discarded.

The editors were left with some sixty entries. The majority of these first broke the Soviet ground area 18, and the 5-6-8 does not move until the roll restricted to a 2-6-4. Nevertheless, the German still controls the Tactical Advantage, which gives him the first impulse and the game.

The German uses his first impulse to set fires in area 4 with his engineer and the 3-5-6. The 4 die roll commits all four British units in area 4, leaving the British player with freedom of movement for only his two units in area 5 (the 5-4). The British cannot move into areas 4 or 17 because infantry cannot move from one enemy-occupied area to another; their only other moves, to 6 or 16, would accomplish nothing but abandonment of the Victory Point areas the German needs. The remaining choice is even worse. The 3-6-3 is completely ineffective regardless of the target because the combination of British ammunition shortage (-1 DRM) and night (-2 DRM) would reduce the highest possible attack vs area 4 to a 3:3 standoff.

An attack in its own area would be even more ineffective (5:6) until such time as the German units in area 5 are committed and lower their defenses. The British player has no choice but to pass. The German's 2nd impulse takes away even that non-choice by attacking area 5 with the LR6 Pk at 7:6 thus ensuring one casualty point which will retreat the 3-6-3 out of the situation altogether and into area 6. In his next impulse the German attacks area 4 with the 4-6-6 in the same area at +1 (4:3), thus retreating one of the British units into area 3. In impulse 4 the 2-6-4 moves into area 17 as to free the 5-6-8 to move in the next impulse. Otherwise, the British 4-7-5 would be able to move into area 6. In his last impulse the 5-6-8 moves into area 4 to give the German +2 advantage in Close Combat vs all remaining British units. With assumed die rolls of 4 he automatically eliminates all four units and controls all six Victory Point areas. The exact sequence of the impulses is not important so long as the fire is started in area 4 before those units can move into area 18, and the 5-6-8 does not move until replaced by the 2-6-4.
OPPONENTS WANTED

General issues:

- Non-area rated.
- (200/010 AK. nL, BB, GE, LW, MD, PL.
- Any state sales tax.
- 5800 Colt "burn sheet"
- Will 180275
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- WARMING" means every third Sun. of each month All games played in floor. Looking for
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WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television’s Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil THE GENERAL’s version of the gamer’s TOP TEN.

We won’t ask you to objectively rate any game. That sort of thing is terrible. Instead, we ask that you merely list the three (or less) games which you’ve spent the most time with since you received your last issue of THE GENERAL. With this we can generate a consensus list of what’s being played... not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual’s discretion.

The games I’ve spent the most time playing during the past two months are:

1. 
2. 
3. 

CONTEST #108

List the final positions occupied by the units indicated. Indicate those units which will attack by an asterisk and odds of the attack above the relevant unit. To be valid, an entry must be received prior to the mailing of the next issue and include a numerical rating for this issue as a whole, as well as listing the three best articles.

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| 4-2-3 |

Issue as a whole... (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)

Best 3 Articles

1. 
2. 
3. 

NAME
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CITY STATE ZIP

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### Combat Results Table

**FOR ALLIED ATTACKS ONLY**
- **1.** First turn surprise (1x AM only)
- **2.** Concentrate German artillery (each 20 points)
- **3.** German air support
- **4.** Allied air support
- **5.** Allied defender in improved position
- **6.** Allies include German artillery (each 20 points)
- **7.** Allies include German artillery in other than Liege hex
- **8.** German defenders in Liege hex
- **9.** German defenders in other than Liege hex

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**Blitzkrieg Attack**
- **1.** Blitz 1
- **2.** Blitz 2
- **3.** Blitz 3
- **4.** Blitz 4

**Die Roll Modifiers**
- Total Die Roll Modifications can never exceed +2 or -2
- +2
- +1
- +1
- +1
- +1
- -1
- -1
- -1
- -1

### Blitzkrieg Attack Modifications

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