I have, over the past few years, had letters from SQUAD LEADER enthusiasts who would hope that more space could be devoted to their favorite game. And I’ve even had the occasional letter suggesting that we start a magazine devoted to that game alone. With the release of ADVANCED SQUAD LEADER and its modules, and my decision that we could no longer afford to devote space to the elder version in these pages, those “occasional” suggestions have become more numerous. However, there are simply not enough devoted players to make such a regular magazine practical and so I set my mind to another approach.

Always looking for a way to see my name in print, I drafted a proposal to the management of The Avalon Hill Game Company outlining how we might produce a professional ASUSL annual—similar to the various “Wargamer’s Guides” for some of our other popular titles which have appeared from time to time. I even volunteered to edit it, fool that I am.

In response, I was informed that such an undertaking represented a major decision, and was asked to poll the readership to get some feedback on whether it would be commercially viable. To be blunt, we would need to be assured that we could sell a few thousand before we could commit ourselves to such an undertaking.

As I envision it, the annual would be a full-color publication timed for release at ORIGINS each year. I would like to see it consist of 64 pages. It would be exclusively devoted to the play of SQUAD LEADER and its gamettes (which currently have no coverage in any other major periodical, including The GENERAL), and to ASL and its growing family of gamettes and additions. Of course, Deluxe ASL would also be given space. In short, the main emphasis would be on SLS (and COI, COD, and GI) and ASL along with BV, PARA, SOW, YANKS,

CONTINUED ON PAGE 28, COLUMN 1
You are brave samurai — skilled warriors in the employ of Lord Uesigi Toshimichi. You escort his nephew, Tametaka, on a diplomatic mission into unfriendly Suruga province. Controlled by the powerful Shiki clan, Lord Uesigi’s foes have long disputed his control of Totomi province.

After several days, while awaiting the return of Tametaka from a meeting with the Shiki lord, you awaken to a soft crash issuing from nearby bushes. A quick search reveals the body of a comrade, one of the Uesigi samurai dead of terrible wounds. In his outstretched hand, scrawled in his own blood, are blurred characters on a strip of paper: "*Treachery...* Tametaka slain...troops...Shiki...".

You have failed to protect Lord Uesigi’s nephew. This is a terrible disgrace and a stain upon your honor. You must decide upon a course of action to clear your name.

- Will you attempt to avenge him? Anyone making such an attempt should be wished better karma in the next life, because a dozen men storming a castle is suicide.
- Do you commit seppuku to atone for the failure? This course expiates your breach of loyalty, but of itself is another breach of loyalty to Lord Uesigi.
- Do you choose the wisest course — warning Lord Uesigi of the Shiki treachery? You must escape the hostile territory and travel back to Uesigi’s castle. Even if you succeed, you may still have to commit seppuku to atone for the death of the nephew.

Land of Ninja is a *RuneQuest* supplement set on Earth. The gamemaster can choose to introduce only historical elements into his *Ninja* campaign or he can add the gods, spirits, and monsters from Japanese legend to create a fascinating blend of history and myth.

**Land of Ninja Includes:**
- Players Book — character generation notes, pronunciations, names, occupations, new skills, Japanese ships, notes on Nihon, Samurai society, Ninja personal virtues, elements of Bushido, Honor, the obligations of Giri, social structure, living conditions, customs, Japanese religion and magic, glossary.
- Gamemaster's Book — the Nihonese world, an adventuring history, Ki skills, notes on civilization, creatures, comprehensive reference list.
- Scenarios Book — planning a campaign, suggested campaign, The Hatamoto’s illness.
- Play Aids — map of Nihon, master Nihon character sheet, ship plans.

**Land of Ninja** is now available for $16.00 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% for shipping and handling to all orders (20% for Canadian orders; 30% for overseas orders). Maryland residents please add 5% state sales tax.
“Glorantha” is a fantasy world originally conceived by Greg Stafford in 1966—well before the Age of Roleplaying. It is a complete universe, self-contained and unique in its creation. The GLORANNA BESTIARY collects descriptions and game information of many creatures drawn from the Gloranthan mythos. Considering the sheer size of the world and the richness of its development, many important, amusing or useful animals have been ignored in the interest of space—the shoveltuskers of Pamltele, Quombs of the East Isles, and dinosaurs of Slon are left for future releases.

Yet the GLORANTHAN BESTIARY still contains more than 60 entries, excerpted from the ancient “Compendium of Species”. This booklet holds a sampling of beasties from almost every corner of Glorantha. Some are natural beasts; some are not. Some are intelligent, some chaotic, and some even domesticated. It includes descriptions, game statistics, and innumerable notes for each creature. Additionally, many entries are accompanied by a detailed illustration, and every two-page spread contains a world map showing population distributions of the accompanying entries. The Bestiary is written for Standard Edition RUNEQUEST. All materials used from the Deluxe Edition are reproduced in this soft-cover book. Of course, the GLORANTHAN BESTIARY can be used with Deluxe Edition RUNEQUEST.

The GLORANTHAN BESTIARY is available now for $8.95 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% shipping and handling to all orders (20% for Canadian orders; 30% for overseas orders). Maryland residents please add 5% state sales tax.

Gloranthan Bestiary
FIRST IMPRESSIONS
An Introduction to ADVANCED SQUAD LEADER: Offboard Artillery
By Robert Medrow

INTRODUCTION
This is the third, and last, major article of this series. While there will be more of this general type from me in the future, they are all planned to be shorter. To add a personal note, I have enjoyed hearing from so many of you as a result of the first two "First Impressions" articles (which appeared back in Vol. 22, No. 6 and Vol. 23, No. 2). Some of your suggestions will be reflected in "Chapter M" of the rulebook when that section is published. As yet, due in part to a protracted illness and some unexpected professional demands, I have been unable to answer many of your letters. Once this article is on its way, getting back to these will become my highest priority. (If readers have anything they'd like to send along, the address is still 1322 Highland Drive, Rolla, MO 65401.)

Since this article is a continuation of the previous two, the tables begin with "27". As all of the articles deal with the same game system, it is practically necessary to refer occasionally to information found in those earlier pieces. For those of you who are new subscribers to The GENERAL, these are available from The Avalon Hill Game Company. The scope of ASL is such that trying to be comprehensive in one issue would have been impossible. Ordnance, in particular the high explosive (HE) staff, is what we're going to consider in this article. Since the original SQUAD LEADER itself, ordnance has always been divided into two main categories: onboard and offboard. Each of these works in very different ways. The mechanics of how onboard ordnance operates has been considered at length in the earlier articles, and need not be repeated here.

Compared to the previous articles, this one has a rather narrow focus therefore. Hopefully, you'll agree that the topics considered are of exceptional importance to good ASL play. As always, it is my hope that what you find will make you a better player. Except for the gifted among us, it's probably safe to say that many of the game's mechanics are complex enough that determining a solid, let alone the "best", strategy can be difficult. Until we have a reasonable knowledge of what we can expect from our various weapon systems, we will never play well. And that, of course, is what it's all about. All of the tables are there in the rules to help you develop intelligent doctrines. Where I've been able to devise what seem to be sound ideas about play, those numbers will let you see what prompts me.

OFFBOARD ORDNANCE
Offboard artillery is now in its third incarnation. In SQUAD LEADER, things were relatively simple to understand. If you had an artillery module, you drew one of the eight chits supplied. As soon as you looked at it you (but not your opponent) knew how many shots (from one to four) that the module would provide, assuming that you could get and maintain radio contact. Artillery rules remained that easy through CROSS OF IRON. It was not until CRESCENDO OF DOOM came along that the idea of "battery access" appeared. From COD onward, not only did you have to get and maintain radio contact, but you also had to convince the folks back at the guns that you needed help by rolling equal to or below your battery access number. The initial value, nominally '8', could be thought of as varying from '7' through '9', depending upon whether you began with scarce, normal or plentiful ammunition supplies. Rolls against these effective initial values were modified: -1 DRM for continuation of an existing FFE, and +1 for each Fire Mission already used. Thus, for the first time, the probability of getting another shot became a function of how successful you'd been in the past. If we accept the very plausible argument that artillery batteries had many claims upon their services, this then is as it should be.

The Chits
ADVANCED SQUAD LEADER continues this concept, but does so in a different way. Now, an artillery module comes with a specified number of black chits and red chits. If, when it becomes necessary to gain battery access, a black one is drawn, the guns are available. In ASL, each black chit drawn represents a pair of FFE missions to be resolved in successive player turns. A red chit means that you have to wait until at least the next turn before you can try again. The number of red chits varies from two to four, depending upon both ammunition supply and nationality. However, there is a wild card in this deck that wasn't there before. When the second red chit is drawn, the module is over. In addition, of course, it is still necessary to gain and maintain radio contact—at least through the player turn in which a FFE marker appears on the map board. When a chit has been drawn, it is not returned to the cup.

Table 27 lists the chits available for the four major European powers. As you can see, the supply levels...
of six fire missions is 12.2%. The probabilities for getting zero, one, two, three, four, five, six are, respectively, 3.8%, 7.0%, 9.4%, 11.2% and 12.2%. Since the distribution is symmetrical about the value of 3.5, the probability of six fire missions is 12.2%, that of seven is 11.2%, etc. Thus, the distribution is relatively flat from three through seven missions. The moral of all this is that you shouldn't expect to get five missions in very many games.

How It Really Works

Of course, scenarios don't go on forever (no matter what some of my opponents claim), and radios are as prone to malfunction as are the other weapons systems in ASL. Thus, it is necessary to take these factors into account in some manner. In addition, since the SR (Spotting Round) won't always land where you would wish to see it, the probability that a scattering shot will fall within LOS of the Observer plays a role as well.

To see how these factors enter in, let's review the sequence of events. In the first player turn in which radio contact can be established, a chit is drawn. If a black chit is drawn, the player may place an "Artillery Request" (AR) marker on a hex containing a Location within the observer's LOS. An accuracy dr is then made. As in the past, those forces which use the red To Hit numbers (except the U.S.) must roll a "11" in order to place an AR on the board. Again, the accuracy dr is made. However, this time, because of the new criteria, there is a 30% chance that a chit centered on any Red SR would be satisfactory. The Artillery Game Model

In light of these considerations, I wrote a program which would play out 20 player turns, during which it would attempt to get off as many shots as it could—subject to what struck me as a reasonable philosophy. If a Red SR had been achieved, it was assumed that there would be a FFE on the board during the next two player turns. This supposes that a FFE centered on any Red SR would be satisfactory. The net effect probably produces FFES a bit faster than would really be the case during actual play. To balance that, the program was written so that each successful Fire Mission would be followed by placement of a new AR, even if radio contact was maintained and a Black chit was drawn. Under these circumstances, the option to continue a FFE from the same point exists. Since this option would certainly be effective in some game situations, eliminating it should have the effect of slightly reducing the number of FFES produced during the game. After the game was over, all sorts of interesting facts were stored away.

This process was then repeated, for a given set of conditions, anywhere from 1000 to 10000 times. Experimentation, beginning with the things mentioned earlier, indicated that 1000 playings would be sufficient for the kind of information of interest to us. For those who are curious about this sort of thing, playing that many "games" took about 90 seconds on my IBM PC. All of the runs made in connection with this article kept it busy, on and off, for over 30 hours.

<table>
<thead>
<tr>
<th>Number of Black Chits</th>
<th>% LOS</th>
<th>Number of Red Chits</th>
<th>% LOS</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>50</td>
<td>10</td>
<td>50</td>
</tr>
<tr>
<td>9</td>
<td>50</td>
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<td>10</td>
<td>50</td>
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<tr>
<td>6</td>
<td>50</td>
<td>10</td>
<td>50</td>
</tr>
</tbody>
</table>

(a) Values for the British, the U.S. and the Germans.

<table>
<thead>
<tr>
<th>Chits (black/red)</th>
<th>% LOS</th>
<th>Initial Radio Contact Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>6/2</td>
<td>50</td>
<td>10</td>
</tr>
<tr>
<td>5/3</td>
<td>50</td>
<td>10</td>
</tr>
</tbody>
</table>

(b) Values for the Russians.

Table 29—The probability of obtaining a FFE on the second player turn, or by the third player turn; 1-1 contact modifier.

These examples are intended to demonstrate that it's important to know something about the distribution of the values themselves. That's the sort of information that tells us about the range of possible values and the probabilities associated with them. For example, a plentiful American module, as Table 28 shows, yield an average of five fire missions in an unending scenario. However, you actually only get that many 12.6% of the time. The probabilities for getting zero, one, two, three or four missions are 3.8%, 7.0%, 9.4%, 11.2% and 12.2%. Since the distribution is symmetrical about the value of 3.5, the probability of six fire missions is 12.2%, that of seven is 11.2%, etc. Thus, the distribution is relatively flat from three through seven missions. The moral of all this is that you shouldn't expect to get five missions in very many games.

How It Really Works

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The Artillery Game Model

In light of these considerations, I wrote a program which would play out 20 player turns, during which it would attempt to get off as many shots as it could—subject to what struck me as a reasonable philosophy. If a Red SR had been achieved, it was assumed that there would be a FFE on the board during the next two player turns. This supposes that a FFE centered on any Red SR would be satisfactory. The net effect probably produces FFES a bit faster than would really be the case during actual play. To balance that, the program was written so that each successful Fire Mission would be followed by placement of a new AR, even if radio contact was maintained and a Black chit was drawn. Under these circumstances, the option to continue a FFE from the same point exists. Since this option would certainly be effective in some game situations, eliminating it should have the effect of slightly reducing the number of FFES produced during the game. After the game was over, all sorts of interesting facts were stored away.

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The results were printed out after each set of 1000 games, including the conditions under which it had been played and a statistical report of the outcomes. These results can be divided into three topics: how quickly a shot can be obtained, the average number of FFEs obtained, and the distribution of the FFEs. The conclusions I've drawn will be summarized as these topics are considered below.

**FIRE FOR EFFECT**

All of the other attacks in the ASL system can be executed in the turn in which the target presents itself. With OBA, one is guaranteed of at least one player turn delay. It is, therefore, a matter of some three player turns. Thus, each entry consists of two interest to know just how much more than one turn itself. With OBA, one is guaranteed of at least one else in

 summarized as these topics are considered below.

<table>
<thead>
<tr>
<th>Number of Black Chits</th>
<th># of turns</th>
<th>2</th>
<th>Number of Red Chits</th>
</tr>
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<tbody>
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<td>1.8</td>
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<td>1.9</td>
<td>1.6</td>
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(a) Values for the British, the U.S. and the Germans.

<table>
<thead>
<tr>
<th>Chits (black/red)</th>
<th># of turns</th>
<th>Initial Radio Contact Number</th>
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<td>2.0</td>
</tr>
<tr>
<td>5/3</td>
<td>20</td>
<td>3.8</td>
</tr>
</tbody>
</table>

(b) Values for the Russians.

Table 30—The average number of FFEs for both 100 and 70% LOS.

In looking at Table 29 you'll note that, for each chit combination (and, for the Russians, radio contact number) there are three different "% LOS" entries: 100%, 70% and 40%. These are the probabilities that a scattered shot will fall within the LOS of the Observer. The 100% value was picked for obvious reasons. The 70% value is one that I used in my COD article ("First Impressions", Vol. 17, No. 2) and it reflected my feelings concerning a typical game situation at that time. I have since, probably due in no small way to the number of Deluxe ASL scenarios I've been playing, concluded that a lower value ought to be included. I choose 40% as the value simply because using it puts the same interval between the numbers.

Let's suppose that you're the U.S. player, sitting somewhere with a view of almost everything, and have a "Plentiful" artillery module. From part (a) of the table, for 100% LOS, you have a 46% chance of getting a FFE in the minimum two player turns and a 74% chance of doing it within three. At the other extreme, consider a 1939 Russian scenario with "Scarcce" ammunition in a city scenario. At 40% LOS, the corresponding numbers from part (b) of the table are now 7% and 18%. After looking at these numbers and going over my collection of ASL scenarios, I'm of the opinion that, unless there's at least a 50% chance of getting a shot off within three player turns, a Russian player should just forget about using an artillery module; it's hard for me to find a situation in which that leader wouldn't be better employed moving or rallying troops.

Part (a), however, offers some other interesting results. Table 28 showed us that, for each category, the British numbers are better than the American ones. We see the same thing here. In both cases, the "Plentiful" U.S. module has less worth than does a British "Normal" one. The thing that stricken me was the extent which the probabilities were insensitive to the ammo supply level. It's quite clear that the thing which really matters is the probability that the SR will fall within the Observer's LOS. This will, in general, mean that the Observer will have to be on the move. This will certainly limit his ability to call down fire, which may have a negative effect elsewhere in play. We will see.

In the caption for Table 29, you'll notice that the contact modifier is "-1". If the artillery in question is 76mm-82mm mortars, the modifier is "-2". This too is something we'll be taking a look at the significance of a bit later on.

**Average Return on Investment**

In Table 30 there are four numbers for each combination of chits (and radio contact number) and number of player turns. Before going into the conditions associated with these four numbers, let me explain the "Number of Player Turns" parameter. These are the same numbers I used back in the COD article, and I still feel that they are reasonable characterizations of short-, medium-, and long-term return. The results for five player turns should give us some notion of the quick-strike capability of an artillery module, while the 20-turn results should be an upper bound for most scenarios.

<table>
<thead>
<tr>
<th>Force</th>
<th>Ammunition Supply</th>
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<tr>
<td>British</td>
<td>COD ASL COD ASL</td>
</tr>
<tr>
<td>U.S.</td>
<td>2.8 6.3 3.6 7.7</td>
</tr>
<tr>
<td>German</td>
<td>2.8 5.7 4.8 6.6</td>
</tr>
<tr>
<td>Russian</td>
<td>1.3 3.8 1.6 4.6</td>
</tr>
</tbody>
</table>

Table 31—The average number of FFEs in 20 turns for 100% LOS. -1 contact number.
For each combination of parameters, the top two numbers refer to the results from the model for Table 29 described earlier. The value on the left is for 100% LOS, the value on the right is for 70% LOS. That pair of values in the second line has the same LOS parameters, but they suppose that upon completion of a Fire Mission, no further effort is made to obtain another mission for two player turns. This means that the leader could move once before attempting to arrange another shot.

For any force except the Russian one, the effects of “Plentiful”, “Normal” and “Scarce” supply are obtained by looking at the block of results for “plentiful”, then the block directly below it, and finally at the block to the right of the second one. For the Russians, it is simply a matter of reading down from top to bottom in part (b). Look at the American results. Using the “Observer Never Moves” line, the values, in 20 player turns, with 70% LOS are: 6.4, 6.2 and 5.4. That pretty much tells the story. For a given force, the differences to be seen between having “Plentiful” and “Normal” supply are generally quite small. Going from “Normal” to “Scarce” shows more effect. This is but one example of the significance of that extra red chit. The effects of supply level become smaller if we look at shorter times and the second line of results. For the Americans again, the corresponding 10-turn results, with at least two player turns between shots, are 2.9, 2.8 and 2.7. As we shall be seeing in our look at distributions, the significance of these average values is such that we might play several games in a row in which a “Scarce” artillery module outperforms a “Plentiful” one.

The results of these calculations, as well as some of the others, have convinced me that it is better to attempt fewer shots if that is the price required in order to increase the chances of having a wayward SR land within the Observer’s LOS. In particular, we can see in this last table cases in which the turns spent moving will be just about compensated for by having better LOS.

The results for various supply levels have some important implications with regard to DYO scenarios. In general, purchase of “Plentiful” ammunition at a cost of 20% doesn’t seem like a good idea for any nationality except, possibly, the Russians late in the war. In general, when on the attack, the chronic Russian leader shortage is a bit less bothersome, and late in the war is when the Russians are likely to be attacking. However, saving 20% once you’ve decided to pop for an artillery module, is probably false economy.

This seems like a good place to make a comparison between what the general worth of an artillery module is now, and what it once was. The numbers in Table 31 are a combination of ones from Table 30 for 100% LOS and ones calculated long ago when COY first appeared. Clearly, the Russians are the big winners in terms of overall gain, but the British have done nearly as well on a percentage basis—and they were better to start with. If you hadn’t already noticed, artillery in ASL does your boys more damage. (One of the players who wrote to me did so, in part, to express the opinion that the British should come out better than do the Americans; it is safe to say that the designers agree with him.)

The Distribution of Results

It is from distributions such as those shown in Table 32 that the averages discussed in the previous section were obtained. At 1000 runs per case, these are the least reliable results, but I would trust any of them within 3% either way. Remember that the averages get better a lot faster than do the details of the distribution. In this case, what I’d like to point out is well illustrated by the results for 100% LOS, with 8B/3R chits. The probabilities of obtaining zero through live complete Fire Missions (each worth
two FFEs in 20 turns are 9%, 13%, 16%, 16%, 17% and 16%. While that distribution isn't as flat as that seen in one of my earlier examples, the numbers tell us that we really can't count on, in any given playing, getting anywhere close to the average value. What that means is that your game strategy should not be based upon an expectation of big help from the guns. It may be there, but it might not be.

The Russian results show more variation. For example, the 5B/3R module has 20-turn values of 16%, 23%, 22%, 8% and 1%. This is the result of the smaller number of black chips which will, after all, place a ceiling on just how many Fire Missions you can get.

As mentioned earlier, it's easier to maintain contact if you are talking to the local mortar crews. Some idea of what this is worth can be gained from Table 33. The ammunition supplies are all "Normal", except for the U.S. entry (which is "Plentiful"). The Russian values are for the late war. While the differences between the −1 and −2 values are not particularly large, note that the differences are sometimes greater than those due to changes in the ammunition supply level.

**Effects on Armor**

The effects of HE fire of a given weight upon infantry have already been explored in the early tables in my first ASL article dealing with infantry. However, OBA effects on armor deserve some attention. The way the rules now read, a KIA result kills the AFV, while a "injury" results in the AFV being "Mobile" or "not." A "hit" or "hit and roll" chance more than doubles if the artillery gets a chance to roll, and you can get.

An idea of what this is worth can be gained from Table 33. The ammunition supplies are all "Normal", except for the U.S. entry (which is "Plentiful"). The Russian values are for the late war. While the differences between the −1 and −2 values are not particularly large, note that the differences are sometimes greater than those due to changes in the ammunition supply level.

**Back Issues**

Only the following back issues of The GENERAL remain in stock; price is $3.00 per issue (plus usual shipping and handling charges). Due to the low quantities of some back issues, if ordering please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Owner's Wanted" form on the insert of this issue). Type of issue is indicated by the following abbreviations: H—Historical, DN—Designer's Notes, V—Variant, SR—Series Replay, S—Strategy, Q—Questions, P—PBM (postal), Sc—Scenarios, A—Analysis. The featured games for each issue is always the first one listed. Those printed in red indicate one-color reprints of previously out-of-stock issues.

![Table 34](image)
SERIES REPLAY

STREETS OF FIRE, Scenario 1

German Player—Darryl Burk
Russian Player—Bill Conner
Neutral Commentator—Mark C. Nixon

We pick up the account of the battle for GHQ with the fourth turn of Deluxe ASL Scenario 1. While the German plan was disrupted by a sudden swing in the luck last turn, much fighting remains for the outcome still hangs in the balance. Welcome back to the “Death Trap”

Darryl Burk and Bill Conner are both well known faces at the highest levels of ASL competition. They have faced each other so many times that they even have their own names for some of the terrain features—a “Death Trap” for building bE1. Mark Nixon, coming back into the fold of writing wargamers after a too-long absence, has been gleefully looking over their shoulders to provide the insightful neutral commentary.

TURN 4

German Player Turn

<table>
<thead>
<tr>
<th>Serial Event</th>
<th>DRM</th>
<th>DR</th>
<th>Result</th>
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</thead>
<tbody>
<tr>
<td>Rally Phase</td>
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<tr>
<td>223 German Snap-Attack</td>
<td>6</td>
<td>NE</td>
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<tr>
<td>224 G.H. self rally</td>
<td>9</td>
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<td>DM</td>
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<tr>
<td>225 G.A. with Behr</td>
<td>9</td>
<td>Remove</td>
<td>DM</td>
</tr>
<tr>
<td>226 G.F. with Behr</td>
<td>11</td>
<td>Remove</td>
<td>DM</td>
</tr>
<tr>
<td>227 G.G. with Behr</td>
<td>6</td>
<td>Remove</td>
<td>DM</td>
</tr>
<tr>
<td>228 R.B. with Goliath</td>
<td>9</td>
<td>Rally</td>
<td></td>
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<tr>
<td>Prep Fire Phase</td>
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<td></td>
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<td>229 Pild. g.d.k. w/LMG opportunity</td>
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<tr>
<td>fire on R.E. 36 IFT</td>
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<td>Fires</td>
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<td>Movement Phase</td>
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<td></td>
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<tr>
<td>235 Behr from bF1 to bF4</td>
<td>7</td>
<td>G.L. KIA</td>
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<tr>
<td>236 G.E. fires on Petrokow w/LMG, R.F. w/MMG, R.J. C. 1 8 IFT</td>
<td>5</td>
<td>3NC4</td>
<td></td>
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<tr>
<td>237 Russian Sniper Activation</td>
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<td>238 R.F. w/MMG</td>
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<td>7</td>
<td>Pass</td>
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<td>240 G.B. from bD1 (2nd) to bF1</td>
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<td>7</td>
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<td>241 R.B. from g.B 2 IFT</td>
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<tr>
<td>242 Russian Sniper Activation</td>
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<td>6</td>
<td>NMC</td>
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<tr>
<td>243 G.B. w/NMC</td>
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<td>(DM)</td>
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<tr>
<td>244 G.Q. from bC3 to bD2 (1st)</td>
<td>7</td>
<td>6</td>
<td>NMC</td>
</tr>
<tr>
<td>245 Kalser, G.T. w/MMG, G.M. w/MMG, G.N. C. from bH4 to bB2</td>
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<td>6</td>
<td>NMC</td>
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Russian Player Turn

<table>
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<td>277 Wind Change Attempt</td>
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<td>NE</td>
<td></td>
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<tr>
<td>278 Provisional Reinforcements</td>
<td>6</td>
<td>NE</td>
<td></td>
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<tr>
<td>279 Buxton, G.M. w/MMG, G.F. w/MMG, G.K. G. 816 IFT</td>
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<td>3NC4</td>
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<tr>
<td>280 Russian Sniper Activation</td>
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<td>Fires</td>
<td></td>
</tr>
<tr>
<td>Movement Phase</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>281 Pild. to g.B.</td>
<td>7</td>
<td>Rally</td>
<td></td>
</tr>
<tr>
<td>282 G.F. with Behr</td>
<td>4</td>
<td>Rally</td>
<td></td>
</tr>
<tr>
<td>283 G.G. with Behr</td>
<td>7</td>
<td>Remove</td>
<td>DM</td>
</tr>
<tr>
<td>Prep Fire Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>284 G.D. with Pild</td>
<td>7</td>
<td>1</td>
<td>Rally</td>
</tr>
<tr>
<td>285 M.G. to B.G.</td>
<td>11</td>
<td>Remove</td>
<td>DM</td>
</tr>
<tr>
<td>Defensive Fire Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>286 Petrokow, R.F. w/MMG, R.J. W.I. J. MG fires on G.Q. 36 IFT</td>
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<td>3MC</td>
<td></td>
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<td>287 Q.G. 3MC</td>
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<td>Breaks</td>
<td>(DM)</td>
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<tr>
<td>Advance Phase</td>
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<tr>
<td>289 Russian attacks move from bF1 (1st) to bE2 (1st)</td>
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<td>11</td>
<td>NE</td>
</tr>
<tr>
<td>290 Pild. g.d. fire on R.E. 2 IFT</td>
<td>11</td>
<td>NE</td>
<td></td>
</tr>
<tr>
<td>291 Russian Sniper attack move from bF1 (1st) to bD1</td>
<td>7</td>
<td>6</td>
<td>NMC</td>
</tr>
<tr>
<td>292 G.A. w/MMG</td>
<td>6</td>
<td>Pass</td>
<td></td>
</tr>
<tr>
<td>293 G.B. w/MMG</td>
<td>2</td>
<td>7</td>
<td>NMC</td>
</tr>
<tr>
<td>294 G.D. from bD2 to bC3</td>
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<td>Rally</td>
<td></td>
</tr>
<tr>
<td>295 Russian fires on G.B. 8 IFT</td>
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<td>7</td>
<td>NMC</td>
</tr>
<tr>
<td>296 Russian fires on G.Q. 516 IFT</td>
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<td>3NC4</td>
<td></td>
</tr>
<tr>
<td>297 R.B. w/MMG</td>
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<td>Breaks</td>
<td>(DM)</td>
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<tr>
<td>Close Combat Phase</td>
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<tr>
<td>298 No Ambush in bC1 (1st)</td>
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<td>G.L. KIA</td>
<td></td>
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<tr>
<td>299 R.D. vs. g.B.</td>
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<td>G.L. KIA</td>
<td></td>
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<tr>
<td>300 Golikov vs. Behr</td>
<td>6</td>
<td>Rally</td>
<td></td>
</tr>
<tr>
<td>301 Golikov vs. Behr</td>
<td>7</td>
<td>Rally</td>
<td></td>
</tr>
<tr>
<td>302 Golikov vs. Behr</td>
<td>8</td>
<td>Rally</td>
<td></td>
</tr>
</tbody>
</table>

German: My attack has shifted northward as building bE1 remains in the hands of the stubborn Russian defender. The bC1-dM1 approach to GHQ is about
Russian: Soviet Order of the Red Star is awarded squad E, as he miraculously survives German Prep Fire attacks of 36(-2) and 24(+2), suffering only a Pin in the process. But they missed a chance for even greater glory when I forgot to fire them during Final Fire. Wait till the Commissar hears of this!

Golikov, directing squad B, does hammer the German half-squad with a murderous 2(+) Subsequent First Fire. It was his only shot; what can I say? Only the MMG fired into the Meelee, hoping to cause a little confusion. Werth broke, wounded and dropped in ELR, making him in effect a 5(+) Befitting such a stalwart, he was gunned down in the Rout Phase along with E.

And Kalmer's group left its crow's nest, forting excellent fields of fire, forced to join the attack because of Darryl's lack of front line manpower. Ground level of dM2 and dM1 may now be occupied without fear of Kalmer's -1(1) Fire. Hex dM2 is particularly nice, because the enemy must be in either adjacent rubble, open ground or an upper level to have LOS.

During my own turn, support weapons transfer again reduce the risk of their loss. During the Movement Phase, any expendable squad E assault moves into the street to harass enemy units behind the rowhouse. While this squad was drawing fire, my squad D moved to cut off Darryl's Q's rout. Fearing no death, E advanced to DM enemy A and G squads while D entered be1(1st) for close combat, won that, and ended in position to either draw fire from Bauman or take a point-blank Snap Shot (halfed twice) as they leave be2.

Squad A gets out of the gully, takes a quick body count in be1, and then CXs to advance into d11. He will make the enemy's Movement Phase miserable (especially G.H.'s -1 should he self-rally). That, unfortunately, will come easier than it should since E earlier forgot to DM him.

I've hurt "Action" Burk badly over the last two turns, killing three squads and a half squad and a leader while losing only one squad myself this turn. Building be1, which I now control, has again proved to be the core of the resistance. Those D1/E1 wings spell death for broken units. But Darryl is not out of it yet. The bulk of his force is in position to push its way into the GHH, a move which would cut off the majority of my force. I feel he is forced to take greater risks though, and then hope for some good luck. Stranger things have happened in ASL play.

Neutral Commentator: I liked the flexibility of Darryl's attack. After his third turn advance, he was in bD1-d11 in strength. This turn he is in bD1-d11, ready to go at "Fish" again. Unfortunately, in the interim a large portion of his army got pounded.

Notice how a simple thing like Russian squad D not being CX has pronounced impact this turn. Were the players aware that squad D should have been CX, it would not be able to force DM status on bF3 (because he would need "2" to obtain a NMC, said roll would turn Cover "1", where DM with a +4 DRM is impossible). Units in bF3 would then rally on "8" after Behr advances in.

Looking ahead, both German squads A and G would have rallied with the roll they make!

But the most surprising event happened in the German Advance Phase when Bauman decided not to go after the pinned Russian in be2. Admittedly, this would have put a lot on the line, with Bauman facing an adjacent 36(+2) during Russian prep fire, but it would have given Darryl an easy "kill" right now as well as kept the Russian on the east side of the street. Besides, "Action" Burk would have enjoyed a die modifier advantage in ambush and may well have destroyed E and skated away from be1 altogether!

Still, as I said, this would have put a tremendous amount of the German force "on the line", just when he needs them to take up the fight. The point is, putting Bauman anywhere but where he went may have rallied with...

ORGANIZATIONAL COMMENTS

We liked the format used by Messrs. Chappell, Blick and Kibler in their replay (GENERAL, Vol. 23, Nos. 2-3) so well that we adopted it for this Series Replay with only minor modifications. These, along with some clarifications, are as follows.

1. Whenever we refer to a hex side or vertex, we always designate them as though an Artillery Request counter were in the hex, oriented with the "1" side matching the hex side containing the grid coordinate. Vertex #1 then is, the one between "1" and "2"; vertex #2 is between "2" and "3"; and so forth.

2. With the above in mind, we always orient Snipers counters with the "1" side matching the hex side containing the grid coordinates. If you adhere to this rule, you need never worry about perfectly aligning your Sniper counter, and eliminate any player ever questioning the direction it is facing.

When the Sniper counter moves to another board, it is simply reoriented properly if necessary. When it lands in a half hex with no grid coordinate, it is oriented as other hexes on that board; or oriented on the lower numbered board if in a whole hex made up of two un-numbered half hexes.

3. Again referring to the above, bypass movement is recorded by referring to the hexside bypassed. For example, "h8/k5/5-6" means hex h8 was bypassed across hexides "5" and "6".

4. When called upon to show both dice in a result, as with Sniper movement, we recorded the colored die first.

5. We did not use letter designations for events; each has its own number.

6. We did not record actual placement of DM or Residual Fire counters, feeling these are an inherent part of their respective events and would only serve to clutter the notes.

7. Snipers were resolved immediately when rolled, instead of after resolution of the generating event. Don't be surprised when play is interrupted for immediate Sniper activity.

8. Another time saver was our "Random Events" priority. Whenever a Random Event must be rolled for multiple units in a location, we instituted a set priority which eliminated the hassle of designating each die to a certain unit and the inconvenience of a stack suddenly keeling over in the middle of the often frantic behavior we players are all subject to during such excitement.

Our system is simple: predesignate your dice for all time, light to dark; on paper and preferably someplace where this list can be seen during play. Every Random Event takes this priority, light to dark: Hero (alphabetically if multiple heroes); Leader (Commissar first, then quality and then alphabetically); Squad or HS (by alphabetic designation, then per A25 Chart if duplicated); finally, Crew (by number).

This may seem a lot of trouble during set-up, but once done is set for the game. It truly saves a lot of time whenever you're playing better than 100 scenarios a year.

EVENT LISTING LEGEND

NE No Effect
w with or possessing
(1st) First Level
(2nd) Second Level
G.- German Squad
R. Russian Squad
C. Concealment Counter
g.- German HS
malf Malfunction

(all other abbreviations are ASL standard.)

Russian:

<table>
<thead>
<tr>
<th>Type Unit</th>
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<tbody>
<tr>
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<td>4-5-8</td>
<td>R.A.</td>
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<td>R.C.</td>
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<td>R.D.</td>
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<td>R.F.</td>
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<td>R.H.</td>
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<td>R.I.</td>
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<td>C.B.</td>
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<tr>
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<td>C.C.</td>
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<td>2-6-8</td>
<td>C.G.</td>
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German:

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<td>8-0 Leader</td>
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<td>4-6-7</td>
<td>G.P.</td>
</tr>
<tr>
<td>4-6-7</td>
<td>G.Q.</td>
</tr>
<tr>
<td>2-4-7</td>
<td>g.C.</td>
</tr>
<tr>
<td>2-4-7</td>
<td>g.CC.</td>
</tr>
</tbody>
</table>

ADDITIONAL UNITS

Russian Reinforcements

<table>
<thead>
<tr>
<th>Type Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-1 Leader</td>
<td>Petrov</td>
</tr>
<tr>
<td>6-2-8</td>
<td>R.K.</td>
</tr>
<tr>
<td>6-2-8</td>
<td>R.K.</td>
</tr>
<tr>
<td>6-2-8</td>
<td>R.L.</td>
</tr>
<tr>
<td>6-2-8</td>
<td>R.M.</td>
</tr>
<tr>
<td>6-2-8</td>
<td>R.N.</td>
</tr>
<tr>
<td>6-2-8</td>
<td>R.O.</td>
</tr>
</tbody>
</table>

German:

<table>
<thead>
<tr>
<th>Type Unit</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4-9 Hero</td>
<td>Gréveres</td>
</tr>
<tr>
<td>5-2-7</td>
<td>G.H.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.F.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.H.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.I.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.J.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.K.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.L.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.O.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.P.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.Q.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.R.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.S.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.T.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.U.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.V.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.W.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.X.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.Y.</td>
</tr>
<tr>
<td>5-2-7</td>
<td>C.Z.</td>
</tr>
</tbody>
</table>

(1st) First Level
(2nd) Second Level
G.- German Squad
R.- Russian Squad
C.- Concealment Counter
g.- German HS
malf Malfunction

(all other abbreviations are ASL standard.)
have been a better move. Moving squad Q to hE2 (1st) would have protected the broken German A, F and G. The south is left hanging open. While the decision of “Fish” to stand and fight in Turn 3 determined the future course of this scenario, Bauman’s Advance Phase move signified acceptance of that decision by Darryl.

Had Darryl not managed to rally F and D from DM, “Fish” would have been all over them. Things are bad enough for the German as they are—these were very fortunate rallies.

Look at the smart turn “Fish” put in this round. He didn’t try anything outstanding, yet he accomplished a lot. He put DMs on F4, nailed a half-squad in bD1, defended the southern flank against any potential rally of German squad H, and maneuvered to rally his own squad O. He continues to rely on his terrain advantages, making the German come to him—making the other guy take the risks.

Still, if “Action” Dark can break Russian E, he might be able to knock over I by force of numbers. More likely he will move a bit more cautiously, attempt to set up a firebase in bC1 and dm1 to intercept Russian movement from hE1, and grind away at the enemy in dm2. But, though “Fish” completely forgot to place Concealment counters at the end of the turn, the situation does seem hopelessly stacked against Darryl. It will be interesting to see if the lack of concealment inconveniences Bill this next turn. Could the Russian commander be growing lax? Had he noticed something like this earlier, he surely would have paid heavily. The question now is whether the German player has enough left to exact the toll.

### TURN 5

#### German Player Turn

<table>
<thead>
<tr>
<th>Serial Event</th>
<th>DRM</th>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rally Phase</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>309 Wind Change Attempt</td>
<td>7</td>
<td>NE</td>
<td></td>
</tr>
<tr>
<td>310 G.H. self-rally</td>
<td>6</td>
<td>Rally</td>
<td></td>
</tr>
<tr>
<td>311 G.A. with Behr</td>
<td>7</td>
<td>Rally</td>
<td></td>
</tr>
<tr>
<td>312 G.G. with Behr</td>
<td>9</td>
<td>Remove DM</td>
<td></td>
</tr>
<tr>
<td>313 g.B with Pilis</td>
<td>+1</td>
<td>Rally</td>
<td></td>
</tr>
<tr>
<td>314 G.O. with Golikov</td>
<td>11</td>
<td>NE</td>
<td></td>
</tr>
<tr>
<td><strong>Prep Fire</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>315 Bauman, G.O. w/HMG, G.P. w/HMG fire on R.D.—35 IFT</td>
<td>+2</td>
<td>7</td>
<td>3MC</td>
</tr>
<tr>
<td>316 R.D.—3MC</td>
<td>5</td>
<td>Primed</td>
<td></td>
</tr>
<tr>
<td>317 MMG, HMG ROF fire on R.D.—24 IFT</td>
<td>+2</td>
<td>11</td>
<td>NE</td>
</tr>
<tr>
<td>318 Kaimer, G.L. w/LMG, G.M. w/MMG fire on R.B.—19 IFT</td>
<td>+2</td>
<td>3</td>
<td>3MC</td>
</tr>
<tr>
<td>319 R.B. w/LMG—3MC</td>
<td>2</td>
<td>Heat of Battle</td>
<td></td>
</tr>
<tr>
<td>320 R.B. Heat of Battle</td>
<td>2</td>
<td>Fanatic, and Hero Gurewicz</td>
<td></td>
</tr>
<tr>
<td>321 MMG ROF fires on R.B. w/LMG, Gurewicz—4 IFT</td>
<td>+2</td>
<td>6</td>
<td>NE</td>
</tr>
<tr>
<td>322 Russian Sniper Activation</td>
<td>1</td>
<td>Fires</td>
<td></td>
</tr>
<tr>
<td>323 Random DR selects G.F.</td>
<td></td>
<td></td>
<td>Breaks DM (DM)</td>
</tr>
<tr>
<td><strong>Movement Phase</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>324 Behr from hB1 to hG3</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>325 G.H. from bD1 to dD1/2-3</td>
<td>1</td>
<td>8</td>
<td>1MC</td>
</tr>
<tr>
<td>326 R.A. w/MMG fires on G.H.—B8 IFT</td>
<td>3</td>
<td>5</td>
<td>Pass</td>
</tr>
<tr>
<td>327 G.H.—1MC</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>328 G.H. continues move to dD2</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>329 Pilis, g.B from hG4 to hD2</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>330 G.N., C.X. assault move from nc2 to bC1</td>
<td>10</td>
<td>10</td>
<td>NE</td>
</tr>
<tr>
<td>331 Petrakov, R.J. w/LMG, R.F. w/HMG fire on G.N.—hB1 IFT</td>
<td>+1</td>
<td>10</td>
<td>NE</td>
</tr>
<tr>
<td>332 G.K. w/LMG, C.T. assault move from hB1 to bC1</td>
<td>2</td>
<td>3</td>
<td>1MC</td>
</tr>
<tr>
<td>333 Russian Rifle in bC1</td>
<td>2</td>
<td>5</td>
<td>NE</td>
</tr>
<tr>
<td>334 German Sniper Activation</td>
<td>6</td>
<td>6</td>
<td>Pass</td>
</tr>
<tr>
<td>335 G.K.—1MC</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>336 Russian Sniper Activation</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Defensive Fire Phase</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>337 R.D. fires on Bauman, G.O. w/MMG, G.P. w/HMG—hD4 IFT</td>
<td>7</td>
<td>PTC</td>
<td></td>
</tr>
<tr>
<td>338 Bauman—Pilis</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>339 G.P. w/HMG—PTC</td>
<td>3</td>
<td>Pass</td>
<td></td>
</tr>
<tr>
<td>340 G.O. w/HMG—PTC</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>341 R.E. fires on G.F., G.A. G.G.—8 IFT</td>
<td>+2</td>
<td>7</td>
<td>NE</td>
</tr>
</tbody>
</table>

342 R.B. w/LMG fires on G.K. w/MMG, G.N. G.X.—12/6 IFT | +1 | 4 | 3MC/1MC |
343 G.K.—2MC | 4  |    |        |
344 G.N.—1MC | 4  |    |        |
345 G.N. Heat of Battle | 5  | 5 | Guard, and Hero Stein |

#### Russian Player Turn

<table>
<thead>
<tr>
<th>Serial Event</th>
<th>DRM</th>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rally Phase</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>357 R.B. vs. G.N., Stein</td>
<td>5</td>
<td>G.N., Stein</td>
<td>KIA</td>
</tr>
<tr>
<td>358 No Ambush in dm2 (1st)</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>359 German player declares Hand-to-Hand in dm2 (1st)</td>
<td>4</td>
<td>R.D.</td>
<td>KIA</td>
</tr>
<tr>
<td>360 Pilis, G.B. vs. R.D.</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>361 R.D. vs. Pilis, g.B.</td>
<td>8</td>
<td>NE</td>
<td></td>
</tr>
</tbody>
</table>

**Figure 3:** The situation at the end of the German player turn of Turn 5.
German: These Russians are incredibly tough! Level three MCs do nothing but cause a few guys to duck their heads. The Russian squad B’s refusal to crumble was especially damaging. When I rolled the 3MC against him, I saw the door to GHQ opening, but reality and a pair of “eyes” slammed that door in my face. I really hate it when my opponent ends up in better shape after I attack him than before that attack. When the Russian sniper broke my only squad in bf4 which could prep fire, it was the icing on the cake. Sgt. Behr didn’t attempt a Sniper Check because he didn’t want to be T1 adjacent to a Russian squad.

Squad H is trying to get into position to harass some reinforcements or even perhaps encircle some Russians. Squad N assault moved to bc1 to set up an ambush in close combat, and my half-squad moved in to support him. I must clear dM1, even if it means risking a unit or two in CC; I’ll never get into the GHQ otherwise. Sgt. Pilsl and my B attempted, in vain, to draw some fire away from Bauman; I was amazed when they made it to bd2. Their success in close combat was even more amazing, and helps to take some of the heat off bc1.

With the end of the game rapidly approaching, my attitude for the Advance Phase is that if shooting at these Russians is having no effect then it is time for bayonet and rifle butt. Had the combat in dM1 turned out as well as Pilsl’s effort, the scenario would not look so rosy for “Fish” as it now does. But Bill always puts his best into every scenario playing. This is what makes him such a tough opponent as he is. His best is excellent, and even his worst is still very good.

The close combat defeat in dM1 may truly have spelled the end for me. Once again I put everything on the line, and once again got hurt. It’s not so much the loss of a squad and freshly-created Hero that hurt so bad, as the failure to eliminate the Russian squad and newly-created Hero. Any other result in this close combat would have been to my advantage. The need to eliminate Russians is why I continue to opt for “Hand-to-Hand” combat.

And the Russian reinforcements couldn’t have arrived at a worse time for me. I wanted to be in GHQ before them, but the ferocious Russian defense prevented that. The Russian Rally Phase was a morale booster for me. It’s always encouraging to have your troops rally when the chips are down. I’m not beaten yet, and there is enough time left to get Behr and his comrades into the fight just when I need them most. Every squad I can muster has to be in position to enter GHQ by the end of the next turn. The half-squads will be used for cannon fodder, regrettable but necessary.

The situation going into the Russian player turn would have been much worse had “Fish” chosen to attack the last vestiges of my assault force instead of falling back, although falling back was the safer move and probably the smarter one as well. I can bring a lot of firepower to bear on the front line defense of GHQ, but firepower alone has yet to prove the answer. Broken, elite squads in a stone building with a Commissar tend to return to action rather quickly. I always take a Commissar if given the chance; they do a wonderful job of instilling life into broken units.

The final assault on GHQ is going to be extremely tough. My main hope is that his dice roll off a bit; they’re starting to glow from the heat of his luck.

Russian: I love this game! The dice cause some really weird events. “Action” Burk would have been better off had he not even attacked this turn. It’s hard to believe.

Compared with shooting up Bauman, Pilsl and his boys were chump change, so I didn’t fire at them as they crossed the street. Darryl knows that he must make things happen, and nearly does with a Hero rising to the occasion while his buddies battle-harden, only all to die in close combat. Losing those newly inflamed veterans while mine survived was the worst possible outcome for Darryl. Had the results here been reversed and followed by a bad reinforcements die roll, the entire game could have turned around. At least “Action” would have regained the initiative. But it just didn’t happen that way.

Unfortunately for the German, the reinforcements have arrived with “Fearless Leader” directing a platoon, at gunpoint, into GHQ. A lone squad moves on to deal with enemy squad H on the south flank. Petrakov’s boys might have been able to finish off Darryl by smashing Bauman in my Prep Fire Phase, but instead I used the more conservative low risk/low gain approach and move them safely to d11. Petrakov joins squad A in “safe” d11, covering not only the rubble in dM2 but also the area south of it. My Fanatic B and Gurewicz return to GHQ for further orders and to wash the blood off their hands. Squad B then returns to the rubble to prevent enemy entrance until the next Advance Phase. This allows a German rush of GHQ only through my open ground “killing zones”. Petrov keeps his eye, and his Ppsh 41, on the guys in GHQ. (Can you imagine the balance provision in effect; all these guys would be in a fortified building? It seems that the timely arrival of reinforcements has just about finished off all hope of victory for “Action” Burk, although he still has a remote chance—like a sniper attack against one of my three stacks.

Neutral Commentator: Darryl won the “manic screaming rights” with his Prep Fire Phase this turn. He shot off 36(+2), a 16(+2) and a 24(+2) attacks and pinned only one enemy squad, gave his opponent a Hero and a fanatic squad, and brought the sniper down on bf4 to break his only good order squad in that location! One word describes how Darryl feels about all this, ... and it’s unprintable.

Bill’s squads in bf3 and bd2 are in extremely powerful positions at the start of this fifth turn. The German force in bB1 and bc2 is not encircled, but

Figure 4: The situation at the end of the Russian player turn of Turn 5.
is surrounded by Russian fire. Nevertheless, the German Movement Phase brought Darryl some hope as squad H got around the south end, N battlehardened and called up Stein from the outskirts of Toledo. Unfortunately, close combat erased these gains despite a German victory on the first level of bD2.

I was surprised that Darryl went into bD1 with so much. I am getting the impression that he may be afraid the assault is winding down and is trying to force something "big" to happen. I couldn't agree more, but would send this help through bC1 instead. Finally, Burk's decision to engage in hand-to-hand combat in dM1 does not fit with his need to tie up these enemy units. If locking them in Melee would have been satisfactory, he should never have opted for the higher casualties of Hand-to-Hand. Instead, I believe he saw a chance to at least trade Hero for Hero and squad, which would have been much to his advantage. Clearing dM1 was what he wanted, so he could use Kalmer to dare Russian squad I. It was a mistake. I have never had the feeling of losing a game.

In his own turn, "Fish" again pulls back to allow the enemy to do the dirty work and break himself unraveled. Hero for Hero and squad for squad, which would have been satisfactory, he should never have tried. I am getting the impression that he may have been afraid the attack is winding down and is trying to force something "big" to happen. I couldn't agree more, but would send this help through bC1 instead. Finally, Burk's decision to engage in hand-to-hand combat in dM1 does not fit with his need to tie up these enemy units. If locking them in Melee would have been satisfactory, he should never have opted for the higher casualties of Hand-to-Hand. Instead, I believe he saw a chance to at least trade Hero for Hero and squad, which would have been much to his advantage. Clearing dM1 was what he wanted, so he could use Kalmer to dare Russian squad I. It was a mistake. I have never had the feeling of losing a game.

"Fish", playing conservative to the extreme now, ensures that the fanatic B squad will not be blown away by routing him into the GHQ. This is "heads-up" play. It would be easy to relax at this point, in an apparently "won" situation. Instead, Bill gets B out in front and pushes him, once routed, he helps fulfill the victory conditions.

This same logic justifies "Action". Burk's persistence in an engagement where many commanders might have called it quits. These are veterans; they know that anything can happen. Darryl can still try to throw every squad into GHQ. It might not be very pretty, but it might work! Too bad that the luck still seems to elude Darryl. The Russian Prep Fire puts paid to all his plans.

CLOSING COMMENTS

German: I feel that my attack failed for two reasons, only one of which I had control over.

Reason 1: The Russian units held tough against the fierce attacks. I could have called up Stein from the outskirts of Toledo. Unfortunately, close combat erased these gains despite a German victory on the first level of bD2.

Reason 2: Much more important to the outcome than the reason above was my squad losses due to failure to rout and my failure to provide covering fire for broken units. "Fish" did an excellent job taking advantage of my poor handling of broken units. The squads lost because this ineptitude could easily have turned the tide in my favor. I've said before that "Fish" readily takes advantage of an opponent's mistakes, and this was a very good example of such skill.

All in all, I was pleased with my plan of attack. I stuck to it and it seemed to be working, at least in the early stages. As it was, I nearly made it; a few different dice rolls in the Close Combat Phase could have resulted in an even closer game. It was a "good" loss, and playing the scenario remained as enjoyable this eighth time as it was the first.

Russian: I feel Darryl played an excellent game and lost, not so much because my play was better (because it wasn't), but because of the old adage that "all dice rolls are not created equal!". I rolled nearly as many "3's" as "7's", and it seemed I always got the right dice at the right time. Only one of my squads suffered ERL reduction—a major miracle for the Russians—and even that was negated by his eventual battle-hardening!

With the dice in my favor, I was able to stick to my plan. To illustrate, consider the fact that Darryl's large firegroups eliminated only one squad (and that was a berserker). My other three losses were all in close combat. Thus, "Action" Burk's firepower superiority may have forced me to do some things I otherwise might have avoided, but it did not inflict much lasting damage on my positions.

I feel that I was fortunate enough to avoid trouble early on and left myself open for a counter. In the Russian half of Turn 2, I ended with a two-hex storm of AVs, having used up my ammo. In the Russian half, he had two-hex stock of AVs and a two-hex defense in BF0/bE1 due to congestion in and around bE1 during the Movement Phase. This invited the assault Darryl made in his next player turn's Advance Phase, when he put my Russians to the ultimate test. This very nearly cost me the scenario, while Darryl risked only the loss of the initiative. He still would hold solid ground with plenty of time to recover for the final attack on GHQ if it failed. But my luck held.
On the other hand, Darryl seemed to pay for even his smallest mistakes, due to both the mechanics of the game as well as my own efforts to do him in. Anyone interested in pursuing what might have happened in this scenario might consider setting up the positions at the beginning of my third turn and proceeding from there.

Neutral Commentator: I don’t think Darryl made any glaring mistakes, certainly none which single-handedly cost him the game. He did a fine job developing his attack in a deliberate manner and stuck with his plan to grind forward. That he was unsuccessful in his attempts to chew up the Russians in the process is testimony to the excellent performance turned in by “Fish”, and an unfortunate exchange of dice rolls on his large fire attacks. Throughout these pages I have sung ample praise of Bill’s play, and now I would like to illustrate what I mean about the luck.

Tables 1 and 2 graphically display the range of luck both players encountered. I present this merely for the information of the readers; you can draw what conclusions from it you will. I wish only to mention the disparate numbers of “2” and “3” rolls as compared with “11” and “12” DR made by our two antagonists. Also worth noting is Darryl’s Turn 4-6 IFT attack average of 7.75 as opposed by Bill’s Turn 4-6 MC and PTC average of 5.00! Many comparisons of this sort might be added here; suffice it to say that “Action” Burk suffered tremendously, at the hands of Lady Luck.

None of which is to say that the game was decided by the dice. Games decided by dice alone I play with my four-year-old. (Yes, she usually wins.) Instead, “Action” Burk and “Fish” Conner responded well to the type of luck they encountered. Bill invested his increasing strength ratio to generate an imposing defense, while Darryl correctly redoubled his efforts to march into GHQ—even from an alternate direction when his primary avenue was blocked. This confrontation was at least classy, if not “classic”.

Darryl took “Fish” directly to the wire with his assault on the “Death Trap”. By the third turn, it looked as though he were about to smash the Russians in that building and put “Fish” so far down he could never hope to recover. Had Bill’s Prep Fire failed him, I believe that’s what would have happened. Even after that initial assault was crushed, the German still came on, first squelching a Russian counterattack and then moving on GHQ with the balance of his forces. “Fish” never tried another counterattack after his abortive one in Turn 3, although that brief resistance did win him control of Darryl’s broken squads during the middle game.

Darryl’s self-assessment of his troubles with broken units, though harsh, seems accurate to me. He did leave a lot of holes, and “Fish” was quick to take advantage of them.

For his part, Bill played a gutsy “hide-n-seek” style defense, showing his troops in force only three times: during his third turn Prep Fire when he burned Darryl, later in the same turn when he himself was burned in the Close Combat Phase, and during his goal line stand at GHQ where he enjoyed outstanding superiority in force. I think “Fish” hit on the best defense for this situation. It obviously paid off this time against “Action”. He protected his troops, made few mistakes, and rolled better dice. This combination always brings victory.

Table 3 lists Sniper activity which, despite five effective shots, did not contribute much to the outcome of the scenario. However, once again, “Fish” definitely held the advantage here.

Finally, Table 4 itemizes the Infantry status at the end of the play. This table is proof that the German player was at the end of his tether. Indeed, it suggests a Russian counterattack could sweep him from the board. There can be no doubt that both sides gave it all they had.
The 4th was, for me, an anticlimax after watching the 5th round the next day. The fireworks display put on by the city of Baltimore on the evening of the 4th was, for me, an anticlimax after watching the play in the final two rounds.

The result of our effort are the four scenarios which follow. The design criteria we (Jon Mishcon and I) adopted were quite simple: they should use one mapboard and a maximum of 25 counters per side; they should be six turns long; and most important of all, they must all be balanced. As a special touch, we designed them around a specific theme—the role of superior leadership in battle. With the exception of ASL Scenario T2, for which two mapboards were necessary, I believe we successfully accomplished these goals.

What made the tournament special for me was the lesson in humility I was given. This lesson was delivered by what I consider to be an absolutely dazzling level of play in the last two rounds. It was, quite frankly, an advanced seminar on "How to Play ASL like a Pro".

The scenarios were played in numerical order, with Scenario T1 being used again in the final round. The first playing of T1 resulted in ten American and two German wins; T2 saw five Russian and three German victories; the results of T3 was even with two American and two German wins, as was T4's results with one German and one Russian. Round 5 opened with Andrea Cantatore and Eric Baker playing for the first and second positions and Mark Nixon and Pat Jonke going against each other for third and fourth. Andy had won as the American in the first round while Eric had won as the German. Similarly, Pat had been triumphant as the American player and Mark as the German. The players were required to switch sides for this playoff. Both games were nail-biters, going down to the final phase of the final turn with the outcome decided on the final dice rolls. When the smoke had settled, Andrea Cantatore finished in first place, with Eric, Mark and Pat following in order of finish.

During the course of play there were the usual extreme events we veteran players of ASL have come to take for granted—berserk units, hero creation, rates of fire sustained for many consecutive rolls, broken guns and all the rest. There were several "occurrences" that I have never witnessed, one of which I feel compelled to relate to the readers. At a crucial point in one scenario, the 10-3 leader was captured by the Germans—a devastating blow! But two turns later, a sniper shot wounded the guard-squad, thus enabling the leader to get free and reappear intact in the German rear. That reincarnated leader ultimately became the margin of victory for the American player, once again demonstrating that "It ain't over till the fat lady sings."

At this point, a discussion of the scenarios is in order, with some suggested setups and lines of play.

**SCENARIO T1—Gavin Take**

American: There are three basic openings for you. First, a dual flanking move—Ostberg with three squads moving to D3-G8-N10 in the first three turns, the fourth squad following as quickly as it can; Gavin-Mahoney moving straight down the road Y1-Y5 (if not covered by fire) or behind the hedge line to the east of the road. Both of these routes can be interdicted by fire and smoke will be necessary to mitigate the negative modifiers. Mahoney and three squads should be used for smoke laying while Gavin and the remaining squads move as deeply as possible. Your goal is V10 by the end of Turn 2 with luck.

Second possible opening for you is a flanking move by Ostberg while the Gavin force moves aggressively to occupy T1-U2 at the end of the Advance Phase of Turn 1; you will be trying to provoke a firefight or force the Germans to pull back. The third option is a concerted drive by both forces through the center using your superior firepower and leadership to bull your way through. Whichever option you use, your forward motion must be relentless. There are only six turns at your disposal, and you must have at least three squads and two leaders in position for the final dash by Turn 5. Remember to leave a covering force behind since the German player moves last and can therefore exit his troops, modifying the Victory Conditions.

Finally, don't forget how potent the 10-3 leader is—rally. A broken 7-4-7 in cover with the 10-3 power and leadership to bull your way through.
ing for the German player than to see a stack in a forward position entrenched, only to reappear the very next Rally Phase.

GERMAN: Not much choice for you; you need to set up in forward positions in an attempt to inflict maximum delay. In the first level S3, put the 9-1 leader, a 4-6-7 squad and MMG. In R3 (first level), put a 4-5-8, a 7-6-7 squad and MMG. The remaining squads and LGMs should consider occupying O5, T3, T4 and/or P4. Important fallback positions to consider are the first levels of R6 (which intersects W10, V9, U9 and Q10) and R5 (which intersects T8 and U10). Finally, Q7 should be the designated position for the MGs and bazookas if possible; a firelane from here to Q10 can be effective. One final tactic is to start a 4-4-7 in hex Q7 and on Turn 1 move it to Q10. On the second and third turns, attempt to entrench it. If successful, the American players will have a real problem. Even if you break in the hex, he will have to move adjacent to force a rout, costing him an additional turn. The trade-off through is one less squad to face an already superior enemy force. (As a final consideration, I saw no use this tactic during the tournament.)

SCENARIO T2—The Puma Prowls

Before I review the two sides, a few remarks on dice probabilities may be in order. While the outcome of a die roll is beyond our control, it is important to know how probabilities are to win. As a crucial element in good play, I believe this is crucial to good play in any game. The very first thing we did when we started playing SL was to produce a set of probability tables to aid us in making decisions. After COI was introduced, Bob Medrow wrote an excellent article in which tables of the type to which we refer were presented (The GENERAL, Vol. 15, No. 6). The TH/TK or Table 7 of that article is pertinent here. For new players, I highly recommend this article. Careful study of these tables will, I believe, enhance your play. A rational basis for making decisions is, in the long run, more productive than relying on “instinct.” Let us see how we might conduct our play in this scenario using a knowledge of the appropriate probabilities.

To keep things simple, I will ignore penetration modifiers. Hence, we will look at ranges of three to 18 hexes inclusive. We will also ignore leader modifiers for three to six hexes inclusive, the German TH# is “10,” but the Russian here is a small target for a net TH# of “9.” The SOL has a TK# of “13” and the Russian frontal armor of the T-70 is “6.” Assume that the German firing is CE and we can see that we need a roll of “6” or less followed by a roll of “7” or less to score—yielding a 48% chance of success. The Russian TH# is “9” (he must be buttoned-up to fire, remember) with a TK# of “10” against a frontal armor of “4.” Hence the Russian player must roll “9” or less and then “6” or less to have an effect, or a 35% chance of success. If we examine all three sets and the 7-12 hex spread, under the same conditions we have a German success rate of 42% while the Russian rate drops to 24%. At a range of 13-18, the German has a success rate of 34%; the Russian, 18%.

If these observations are significant to you, a detailed analysis with all pertinent factors included will be most helpful. If you find this approach too detailed or “mathematical” and would rather ignore it, then continue as before. The beauty of ASL is that the multiple levels at which it can be played and enjoyed.

GERMAN: You are outnumbered and a draw is a Russian win, so you must kill all of them. As the previous paragraph shows, you have the edge in kill capability and your leader enhances that. A ROF of “2” will compensate for having fewer vehicles (if four tanks fire, the probability is 80% that at least one of them will shoot again). The 33 MF allowance gives you better mobility, and when used with your ROF, bounding fire can be potent. A first move to 4K3, 4J3, 411 and 412 will keep you concentrated with the opportunity to respond to the Russian’s second move, which will be critical. The player who scores first will have an enormous advantage. If the enemy moved, you would have been in a position of opportunity to bring multiple fire on an isolated unit, take it; a quick kill will give you the initiative. No further moves can be suggested here, since you will have to react to his opening initiative. Don’t forget about APCR; I recommend you use it immediately as the American didn’t want that first kill.

RUSSIAN: Your major disadvantages are slow turret traverse, the need to be buttoned up to shoot, and an inferior kill capability. This is offset by the 10-2 leader, one more vehicle, a better APCR number, and the need for the German to come to you. Your opening move is fixed; enter CE and put the lead vehicle on EE5 with the others behind. The cautious second move will move CE to Q2-T2-Y2. The exact hexes will be determined by the German position and the range of his reach on his next move. All tanks should be stopped now, with turrets aligned to anticipate the most likely threat. You can use one of the many buildings or AFVs to avoid being picked off on an opening shot. The many buildings and flat terrain will make long-range shooting difficult for the Germans, forcing him to close on your units—which diminishes his kill superiority. Your next move will be determined by the aggressiveness of the German’s second move.

SCENARIO T3—Ranger Stronghold

AMERICAN: Your primary goal is to prevent a rapid German move forward. You are outnumbered numerically and out-gunned, hence you must prevent the German from closing with you as long as possible. The 10-3 leader is your major asset, and will be the linchpin of your last stand. A suggested setup for the American player is to put a 7-4-7 and bazooka in 07; the 8-0 in 06; another 7-4-7 and bazooka in 01; another 7-4-7 and bazooka in M3; a lone 7-4-7 in N3; and all remaining units in 04. The unit in 07 covers the gap at 88, while J4 and O1 cover V1-T2. The hexes at 07 and J4 can be brought under fire in the Prep Fire Phase from Hill 538. In fact, the fire can be severe on the German’s left flank, an advantage you will want to exploit in at least two of the ATR, plus bazookas. The American players will have a real decision to make when your goal being to preserve your forces as long as possible. Inevitably, though, this scenario will become a slug-fest. Your final turn will, I believe, be made in building P3 since it offers good access to the upper levels. Try to have the 10-0 commissar in the same stack as the 10-3 leader to obtain maximum morale advantages. The ATR in the rear will make it risky for the Germans to deploy their armor behind your main line of defense. If they move to P3 since you have to come around to the sides, you will usually offer a rear shot to you. Do not overlook the possibility for a frontal immobilization shot if offered. If immobilization is your main goal, then stack the ATR with the 10-3 to gain the TH modification.

GERMAN: Your set-up will be determined by what the Russian gives you in his. If he sets up the majority of his forces forward, use your superior firepower to smash as much as possible. If he uses a rear set-up, move as far forward as possible without incurring defensive fire, using your Advance Phase to move into firing position for Turn 2. The heart of your maneuver/fire group will be two stacks: 10-3, three 4-6-8s, two MMGs and a MG; 9-2, three 4-6-8s and three LGMs. The remainder of your infantry should threaten the flanks as best as possible. The armor should aim for the rear along both flanks, striving for maximum penetration. By Turn 3, you should be able to bring back encircling fire. Don’t overlook the use of your vehicles to fire smoke to aid in crossing open ground. While the ATR should be treated with respect, you cannot allow it to prohibit your movement. Remember, the vehicles are most effectively used in the Russian’s rear.

Scenario T1—50/50
Scenario T2—55 pro-German
Scenario T3—55 pro-American
Scenario T4—60 pro-German

☆
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.

FEBRUARY 12-14
GENGHIS CON IX, Denver, Colorado
Contact: H. E. Barnhorst, Denver Gamers Association, P. O. Box 2945, Centennial, CO 80111.
Note: Tournaments in VIP, TITAN, CIV, KINGMAKER and ASL among others.

FEBRUARY 12-14
PENN CON '88, Philadelphia, Pennsylvania
Contact: John Desmond, 922 South 49th Street, Philadelphia, PA 19143.
Note: A number of tournaments, including ones for KINGMAKER, DUNGEONMASTER, DIPLOMACY and WS&IM, are planned for this medium-sized convention.

FEBRUARY 12-15
ORCCON 11, Los Angeles, California
Contact: Jeff Albanese, P.O. Box 8399, Long Beach, CA 90808. (213) 420-3675.

MARCH 4-6
JAXCON SOUTH 12, Jacksonville, Florida
Contact: Dave Elliot, Jaxcon South Dept. A, P.O. Box 4423, Jacksonville, FL 32201. (904) 772-9040.
Note: Tournaments include competition in KINGMAKER, DIPLOMACY, CIVILIZATION and SQUAD LEADER.

MAY 27-30
GAMEX '88, Los Angeles, California
Contact: Jeff Albanese, P.O. Box 8399, Long Beach, CA 90808. (213) 420-3675.

CONTEST 138

You're playing one of your favorites, FORTRESS EUROPA, and having a good time as the Allies. They have gotten safely ashore in Normandy against relatively light German opposition. German counterattacks were minimal, although one Allied airborne unit was eliminated. Unfortunately, an unexpected storm has occurred and prevents Allied reinforcements from landing and halting the use of Allied tactical airpower. The task of the Allied commander is to move the available units (shown in the illustration), making any attacks necessary, to provide the best chance of safeguarding the Normandy beachhead. The German units shown are the only ones immediately available, although the rest of the invasion reaction force is south of Paris. Utilizing all available Allied units, indicate first impulse movement and any attacks. Indicate Allied units that will take losses with an asterisk. Indicate all second impulse movement (assuming that all attacks are successful in at least achieving an E2 result on attacks at 1-1 odds or better). [Note: the first impulse movement and attacks, however, cannot assume such success.] All 2nd Edition rules apply. Remember, the major goal is to safeguard the beachhead.

Readers are reminded that they must rate the current issue, and list three articles, for their entry to be considered in the final evaluation. Readers are also reminded that only one entry may be submitted; excess entries after the first will be discarded—our deadlines are not such as to make haste necessary. Finally, I would remind all to please make legible entries; it will save difficulties all around.

Allied Units Available:

- J5 two Am Naval 2
- J4 Mulberry 12, Am 35Inf (6-4), Am 12HQ (1-4), Br 3Inf (6-4)
- J3 Am 5Inf (6-4), Br 43Inf (3-3)
- K4 Br 79Arm (4-6), Br 15Inf (5-4)
- K5 Br 5Inf (6-4), Br 53Inf (6-4), Br 1Cdo (2-4)
- K6 Am 101Abn (2-3)
- L7 Br 6Abn (5-4)
- M4 two Br Naval 2

German Positions:

K2 243 Inf (6-0), 709Inf (8-0), 911Inf (2-3)
M6 3LW1nf (6-4), 275Inf (2-3)
P7 352Inf (5-3)
P5 2Pz (7-6)—can't move
Q8 9SS (8-7), 13LW AG (1-6)
N9 2/6 LW1nf (2-4), HQ B (1-6)
J6 18SS (9-7), 2SS (8-7), 3LW1nf (2-4)
J5 Lehr (8-6), 353Inf (5-3)
H5 716Inf (6-0)

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive merchandise from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgment of the contestant. The solution to Contest #138 will appear in Vol. 24, No. 3 and the list of winners in Vol. 24, No. 4 of The GENERAL.

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 127 Total Responses: 538

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This is the first appearance for a number of our newest games in this regular survey of what our readership is playing. Not unexpectedly, YANKS joins the rest of the ASL family on the list. PATTON'S BEST, 1830 and BRITANNIA also make their showing, catering to a broad range of gaming tastes—from the solitary to the multi-player, from the simple to the complex. And, yet again, AIR FORCE soars onto the listing. And three old favorites return: RUSSIAN FRONT, GUNS OF AUGUST, WAR & PEACE. To make room for these, some eight titles drop below the level of 20th in the survey. Most gratifying to the designers and developers are the continued strength of UP FRONT and B-17, their consistent showing on this listing indicates that they are truly modern 'classics.'
The German Fifth Panzer Army attacked into the section of the front which was most thinly held, the central section. The better road net in the area allowed the Fifth Panzer’s leading formations to gain ground rapidly, yet by the third day of the attack opposition was stiffening. The American 101st Airborne Division had arrived in the nick of time at Bastogne, a city whose road hub was vital to the German offensive. The “Screaming Eagles” bolstered a mixed bag of units which had been pulled off the west-bound roads and thrown into hasty defensive positions. The ensuing battle for Bastogne, from siege until its relief, raged for over two weeks.

The German 2nd Panzer Division, the vanguard for the Fifth Panzer Army, had bypassed Bastogne in its dash to gain the Meuse. By December 23rd it had gone as far as it could before running low on gasoline. The next day, the American 2nd Armored Division discovered them. A fierce two-day battle began which culminated in the destruction of the 2nd Panzer, though not without heavy cost to the Allies.

Following Hitler’s direct orders, the Germans launched an all-out attack on Bastogne on Christmas night. They intended to eliminate the defenders before Patton’s Third Army could consolidate their relief. Good flying weather, prayed for by Patton’s troops, and tenacious resistance on the ground stopped the Germans cold. In fact, the Third Army’s counterattack had met the renewed German assault head-on. Patton’s counter-offensive was the beginning of the end for Wacht Am Rhine. Within two weeks the American First Army, defending the northern half of the Bulge, would join the Third Army in erasing the salient created by the German surprise offensive. By the end of January 1945 the last German troops had withdrawn back behind the West Wall.

Hitler’s final great offensive sorely tried the American fighting man. In the process of absorbing and defeating the attack, green units and replacements—those that survived—began battle hardened. The G.I.s discovered that they could defeat Germany’s best troops, often against the odds. The credit for the defeat of Germany’s fiercest assault in the Western Front since their 1941 invasion of France has been rightfully awarded to the heroism and self-sacrifice of the American fighting men.

It has been 43 years since the Battle of the Bulge. Wargamers with access to a copy of PANZER LEADER can experience some of the drama and intensity of that desperate time by playing situations 13-19. In an effort to make your play of those situations more exciting, this article offers planning and tactical observations, tips and tricks for your experimentation. The author does not presume to have sure solutions for every situation. The objective, instead, is to present working ideas as well as ideas which work.

If you enjoy playing with optional and experimental rules to gain more realism, you already use the rules from sections 15 and 16 in the rulebook. You may also be familiar with hidden deployment. The strategies and tactics in this article often depend upon imaginative implementation of those rules. In addition, you may wish to try the following variant called Unobserved Bombardment.

Unobserved Bombardment

One aspect of Second World War battles which the PANZER LEADER rules did not simulate was artillery strike by map coordinates. During the battle around St. Vith, for example, the Americans called in artillery on likely German staging areas to try to break up impending attacks. The Germans, for their part, kept the town under constant shelling to
kotten up the defenders and disrupt their reinforce-
ment. The targeting of such shelling were often
unobserved, being selected by educated guess and
directed by map coordinates. Commanders would
locate key terrain features on a map, such as towns
and crossroads, and order fire missions by map grid
numbers. The artillerymen would set their guns by
the given coordinates and fire upon command. With
no forward observers to direct the fire, there would
be some chance the shelling would be off target;
however, the off target shells could still hurt
enemy units in the vicinity.

With the following unobserved bombardment
procedure players will be able to plot unobserved
fire missions. The experimental rule can allow both players to strike
opponent’s positions from the first turn to the last.
Figure 1 shows the unobserved bombardment
diagram consisting of the target hex surrounded by the scatter hexes. Each hex contains a number cor-
responding to possible die rolls. Beside the diagram
is the targeting die roll modification chart. To plot a
fire mission a player writes down his intended tar-
target hex, and the unit which will perform the mis-
sion, in the turn prior to desired execution. On the
following turn the player rolls one die and consults
the modification chart. The player then rolls one
die and refers to the targeting diagram to determine
if the strike will be on target. Having determined
the actual impact hex, the player may then roll for
combat results.

Example: The American player wants to disrupt
a suspected German concentration in the eastern half
of Wiln. He plots his artillery strike by assigning
which guns will fire the mission. At the start of his
combustion phase of the following turn he announces
his bombardment and the target. When using hidden
deployment his opponent must state whether any of
his units were within the area the strike could im-
plant. If no units were within the area, but the Ameri-
can guns lose that turn, otherwise the strike proceeds. For his target roll modifier he rolls one die and checks the modification chart.
For example, if he rolled a ‘5’ he would subtract
one from his targeting roll. He then throws a die
and gets another five, from which he subtracts his
roll modification result: 5 – 1 = 4. A target result of
4 means his artillery will impact the hex northwest
of the intended target. If there are no German units
in that hex, the designated artillery units lose that
turn since they were committed to that fire mis-
sion. However, if there are German units in that
hex the American fire would affect them normally.

Except for the targeting procedure described above,
unobserved bombardment follows all the rules for
indirect fires.

Unobserved bombardment may be used in any
turn, however not without risk. Aside from having
some of your guns lose a turn due to an off-target
strike, you might tie up your artillery in pre-plotted
missions which could leave them unavailable for
called-in strikes. Your ability to foresee the need
for directed artillery, and the amount of artillery
you have available, will be your best guide for the
use of unobserved fire missions.

**SITUATION #13**

The **Fortified Goose Egg** is one of the most
exciting and challenging situations in *Panzer
Leader*. Victory Conditions which award decisive
victory to either player for destruction of enemy
units, and the capture of key terrain as noted above,
ensure a game with plenty of action. The rough
parity of the opposing forces means that the player
who is most skilled at both offense and defense has
the edge.

The American player must choose between hold-
ing onto real estate or killing Germans as his victory
aim. An evaluation of the forces at his disposal and
the terrain the troops must operate in is the first step
in forming a plan of battle.

The U.S. infantry, the scout cars, the flank wagons,
the antitank guns and the mortar sections are all
easily picked off for the Germans. Add them up
and they total 33 units, the exact number the German
player needs to eliminate for his decisive victory.
Your battle plan should place these units in strong
defensive positions where they will not be engaged
too early in the game. The more time the German
artillery and **M4/76 75mm guns** and mortars can
keep the Shermans from moving, the better will be their chances for a decisive
victory.

The nature of the terrain on both boards does not
lend itself to a forward defense. On board B, the
town of Nece would be very costly to hold. The
Germans have only to flood the ridge with panzers
to threaten the town with half-range gunfire and
cover the approach and escape routes with interdic-
tive fire. Once the German infantry is into the
woods, they will share the cover and defensive
benefits with the defenders. Meanwhile, American
tanks would have to engage the panzers at half
effectiveness. On the C board, the town of Wiln is
a similar fix. A powerful panzer strike over the hill
southeast of town can cut off any defenders in the
woods east of the town, and pulverize Wiln itself.

As the American player, your best chance at a
decisive win rests in the mobility of your units, and
their deployment in depth. You should be able to
combine these strengths to exploit the German
player’s weakness. Due to the victory conditions,
which stipulate the capture of nearly every town on
the map for a decisive win, the Germans must
advance. Knowing that, the American player can
try to maneuver the “Krauts” into prepared defenses
with skillful delaying tactics.

The two mapboards require two different delaying
tactics, on the B board it lends itself to an infantry
delay. The threat of a panzer assault over the edge east of Nece must be met with an armored delay. The strong U.S.
maneuvered infantry is an excellent weapon for the
Wiln operation. Its companies can take up positions on the west edge of the woods with the intention of sharply counterattacking any early
German advance to the eastern edge. Given the fact
that the German must advance, there is a strong
posibility that an unobserved artillery strike on the east
edges of the woods will find targets. The SS infan-
try can easily make the edge of the woods in the first
turn. Their task before Nece is to occupy the western
slopes until the German players have thrown in their
infantry. If that is the case, the Shermans would
be reinforced by the mechanized infantry after
which they withdraw into the western half. Meanwhile,
the other companies of Shermans can be rein-
forced with the scout cars, and the Shermans from
the delaying force will make the position a tough nut for your opponent to crack. In addition, the tanks would
have the upper hand on both boards if the German
armored force on the hill crest and the western
flanks withdraw into the Woods southeast of Nece
provide good fire lanes and covered withdrawal
routes. The lightly armored scout cars should not
engage the enemy from their forward positions.
Their task before Nece is to occupy the western
slopes until the Germans threaten them with direct
fire or close assault. The recon elements should then
withdraw to their final defensive positions. The
tanks, on the other hand, must slug it out with the
panzers in a fighting withdrawal. From the woods
to the town itself, to the slopes west of Nece, the
tankers should look to exact casualties while they
try to retreat back to the coast. Smaller fire units
and the flak wagons, the surviving scout cars and the
Shermans from the delaying fire will make the position
a tough nut for your opponent to crack.

In your bid for a decisive American victory your
armored forces must work with the scout cars on board D. The delay on the D board is a purely armored one.

As the American player, your best chance at a
decisive victory is forged.

The leg infantry battalions should be the back-
bone of the main defensive lines. The rough terrain,
and the distance the enemy must travel before he
finds them, will enhance their survival. The ridge
east of Merden is attractive to the enemy because
cracking the defense there gives them two towns
and a tactical victory. An infantry battalion on the
reverse slopes of the ridge, reinforced with half
tracks, the surviving scout cars and the Shermans
from the delaying fire will make the position a
rough nut for your opponent to crack. In addition,
the tanks would have the upper hand on both boards
if the German armored force on the hill crest and
the western half. Meanwhile, the other companies of
shermans can be reinforced by the mechanized
infantry after which they withdraw from their action before Wiln.

The ridge spur running away from the hill towards
St. Athan is an excellent place for the antitank
guns to lie in wait in a tank trap. The short range
57mm gun can line the flanks of the slopes and wait
for the panzers to close inside half-range. The 76mm
unit can be positioned in the center so it can fire
with the lighter guns, or engage panzers on board
D. The tanks withdrawing from the fight before
Wiln can join the gap defenders if the need arises.

Your battle plan should take full account of these
factors to ensure a successful American victory.
handling of the artillery will be crucial. It is worthwhile to remember that the Germans must set up in a confined area. One or two turns of unobserved bombardment into his likely artillery positions could go a long way toward reducing the German indirect fire advantage. The main job of the U.S. guns, however, will be to hold down the German artillery so the G.I.s can eliminate them. That will mean keeping the artillery concentrated. If the Americans can knock out seven or eight German units during the delaying phase, and then disrupt and eliminate two enemy stacks for three turns, decisive victory should follow.

As the German player in the “Fortified Goose Egg”, you have no choice concerning how to win the game. The likelihood of advancing the length of the map to capture enough town hexes for a decisive win is remote. The Americans occupy the area in numbers nearly even with the attackers, hidden in the most advantageous terrain. The opponent’s numbers, however, are only part of the story. The majority of the American units are weaker than your SS and Volksgrenadier outfits, especially the cavalry and infantry units. Your objective should be to find those units and wipe them out.

Time is an American ally in this situation. The faster you can find his dispositions, the more time you will have to destroy 33 units. Therefore, your attack should commence on the first turn on both boards. That can pose a problem. The German set-up rules sparsely arm your north and infantry in south sectors. The two forces must be integrated for maximum effectiveness.

Even with all three SS infantry companies in the line at the outset of their attack, they will be unable to destroy Wiln if faced with anything but light resistance. Six of their halftracks should pickup Volksgrenadiers driving the high ground. Assured of adequate artillery power, the SS can then attempt an enveloping attack on any Americans east of the town.

The SS landser should reach the east edge of the woods by three different means. The company assigned to assault the southern hill should be driven onto the wooded slope and dismount. The company in the center can march along the road. The right-hand company should double-time to the trees. Once in place, the SS troopers should expect a sharp counterattack. Keep them together to increase their chances of a quick defeat.

When the SS halftracks meet the VG reinforcement, they may be spotted by hidden enemy forward observers (FO). FOs may also threaten your artillery positions. The FO threat is best countered by a combination of searching fire and a smoke screen. The panzers on the C board should fire up any covered hexes prior to their advance. Any hexes that the panzers, or the 88s, cannot reach can be covered by smoke from the mortars. Your constructed set-up area makes elimination of hidden observers a vital priority. If the Americans delay activation of an FO until a later turn, you should not delay in dismounting your panzers. Finally, a smoke screen dropped in the open area south of the hill before Wiln should ensure that no forward observer can disrupt the half-track rendezvous with the Volksgrenadiers.

After the panzers have delivered any searching fires, they can swarm onto the hill southeast of town to trap any defenders who may be battling the SS from the woods. The panzers should go over the top en masse to ensure sufficient numbers survive to appear on the western slope and crest hexes; the Americans will face too many targets to effectively engage all at once. The U.S. player will then be in a dilemma. If he makes a stand with his tanks and infantry, the U.S. player will be driven off by dismounted counterfire from the undisputed panzers. If he retreats his armor, the infantry may not survive to fight another day. Either way, the German panzers could seriously weaken the American strength on board C. The arrival of the reinforcing grenadiers over the next turns should seal the fate of any American defenders trapped in and east of Wiln.

Meanwhile, the rest of the grenadiers should be moving onto the ridge west of Artan. Six platoons can be shuttled ahead by the trucks and the assault guns. However, seven or eight German units can dismount on either side of the road west of the bridge to secure a toe-hold and threaten any reverse slope defenders. In fact, the landser on the assault guns can reach the southern tip of the ridge on the first turn. The remaining infantry and engineers will have to make the dismount and scale the eastern slopes of the slope southwest of town. By Turn 4, barring bad luck, the panzers can be in firing positions on the western slopes, in support range of the Volksgrenadier assault on Nece.

The SS will not all have to wait for the fourth turn, however. A company can infiltrate into the woods which meets the southwestern tip of the ridge. The trees can afford them cover most of the way to Nece. You may also drop a smoke screen on the ridge to assist an earlier advance. Care must be taken, however, to avoid having your guns engaged and chewed up in any pincentric attack. It may be safer to await the panzer support on the fourth turn. You may also wish to get the engineers up front with the first wave to add more punch to the attack.

As soon as Nece falls, your next objective must be to find and strike the main American concentration. One look at the ridge of Merden will suggest that it is bound to be a difficult position to storm. The ridge top is open to massed defensive fires. The ridge is also too cramped for shifting troops around to avoid the U.S. artillery, or to gain a new vantage point. The woods, however, are an ideal place for Yolk, coup de main should fall on the C board instead.

While the panzers support the push for Nece, your reinforced SS troopers should advance onto the ridge above Wiln and into the forest to the west. There is some danger of an American ambush waiting inside the trees. Therefore, institute a rolling barrage to foil any surprise attack and soften up the defenders. Plot unobserved strikes at least two hexes ahead of your infantry to prevent any casualties due to friendly fire. Keep the shells falling ahead of the troops until they make contact with the enemy. When you find them, shift your stacks to lateral hexes to reach their rear turn, if possible, to dodge the American artillery.

With the fall of Nece, the panzers should advance to clear the barren hill to the west. If the American tanks can be pushed back over the ridge east of Merden, the panzers can enjoy a more secure push into the gap east of St. Athan. Taking the hill may or may not require the entire panzer force. The strength of the force you send will depend upon the losses you inflicted on the U.S. tankers. If possible, keep some of the armor in Nece to mount upon several infantry platoons in order to transport them to their final assault. You may want to plot some smoke screens in the area of the breakthrough, to soften up some casualities while the troops move up. You will need every available unit for the final push.

With luck, your SS infantry can draw some of the Americans in the gap away to the east. If the SS experiences a stiff counterattack, you may need to send them additional reinforcements. The rest of your forces, however, should concentrate on that gap.

Remember to leave a garrison in Nece to prevent any American counterattack. A couple of infantry platoons should do the job.

The assault on the gap should be under way by Turn 8. Panther tanks on the hill beyond Nece can soften up the defenders with long range direct fire and call in artillery shelling. The Panthers can also engage any American units which show themselves on the ridges of Nece and Merden. The panzers and Volksgrenadiers should enter the gap behind a smokescreen dropped in front of the slopes. The infantry will dismount and scale the slopes while the panzers try to gain the westernmost slope hex. Try to get the panzers over the rough terrain and into St. Athan. If the slopes are held in strength, you may have to settle for pulverizing the defenders until the infantry can punch a hole in their line.

This final assault is most likely to draw the Americans down on your troops rather than break through to St. Athan. The key to the closing turns will be your artillery. Your bombardments must be concentrated enough to stun the defenders so your infantry can knock them out with close assaults. Keep an eye on your own loses. If worst comes to worst, you can forego further battle to preserve a marginal victory through holding Wiln and Nece. Your chance for a decisive victory depends upon your ability to concentrate your forces in your target areas for local superiority.

**SITUATION #14**

“The Bulge: Thrust” well recreates the historic predicament Peiper’s hand-picked task force found itself in last December. The battle group, a powerful SS armored battalion reinforced with a platoon each of Tigers and King Tigers, was thwarted from reaching their objective by poor roads in their zone of attack and the heroic resistance of isolated American detachments.

As the German player, you must be as aggressive and resourceful as the Colonel was. The success of your attack will depend upon attention even to a detail as seemingly inconsequential as the order of vehicles in your column. The assault must be a true combined arms strike, finely balanced between pressing rapidly forward and destroying the enemy.

The shock effect of overwhelming power is what is likely to quickly carry Wiln. Four infantry platoons mounted on your Tigers and two Panther platoons will pack sufficient punch into your spearhead. Right behind that stack should be a company of mechanized infantry, whose first mission will be to cut the forest road by dismounting on the eastern tip of the central hill. Next in line in the column should be another company of panzers—perhaps Mk IVs which can help shell the town on the second turn from the slopes above the bridge. The sudden appearance of enough firepower to turn the town rubble and with the dismounted escalation route, should send every American unit in Wiln with transportation hightailing it westward. If not, your panzers can have them in the bag within two turns.

The rest of the column should be ordered for rapid exploitation. As soon as the Americans evacuate the town, get a stack of Panthers through the streets and climbing the near slopes of the ridge to the north. The American player can easily plug the forest road long enough to cost you the game. The German will need a second route to stretch the defenders and to assure his troops get through the woods in time to exit. The Panzers should be able to follow the columnized infantry platoon which can close assault any targets the panzers encounter and engage. The flak wagon can be very useful in helping these Panthers soften up any defenders.
When the panzers do encounter Americans, they should focus on massed fire to disrupt the enemy attack, especially if the G.I.s are on a slope. Instead, fire to eliminate any antitank guns first, engaging units individually. Once the tanks fire, they should get out of the way so the landser can reach the enemy. Two or three turn of AFV fire followed by close assault should open the ridge route.

Although you may not be able to force the forest road, you still must send in a combined arms kampfgruppe to tie down the enemy and attempt their elimination. This job is a good task for your less maneuverable Tigers and a pair of Mk IV tanks. The infantry platoon which demolished to cut the road will be able to continue the advance early in the play. In addition, the G.I.s can win against the odds, as the Americans did who foolish enough to try negotiating the block. If there are other panzers able to spot them, however, you may need to call in a smoke screen to enable the tank destroyer fire, however, they will have to move to alternative positions. The G.I.s will have plenty of panzers around to wipe them out if they stay put. The southernmost town hex is a good secondary position if the southern bridge has not been blown, and if there are no undispatched Germans on that bridge. Should the northern bridge be standing, the westernmost hilltop affords a fine alternate position.

There is a good chance that one or the other of the bridges will fail to blow up, which is what makes this situation exciting right up to the final turns. That is the best reason for not withdrawing either blocking force too late in the game. You don’t get any points for survivors, only for preventing the German from meeting his exit requirements. Making the blocking forces hold to the last possible moment will put that much more pressure on your opponent. Other ways to delay the enemy include parking the tanks and antitank guns, filling the clear terrain west of town with trucks, and executing a charge with the tank destroyers to overran a stack of Germans before they can exit. The game often be won by preventing just one more German unit from leaving the mapboard. Focus your determination on that objective and you can win against the odds, as the Americans did who actually foiled Pieper’s thrust.

**SITUATION #15**

‘Elsenberg Ridge’ gives players a chance to see how the elite 12th SS Panzer Division fared against the dogfaces. The young Nazis were equipped with Germany’s latest weapons, including some numbers of the King Tiger tanks armed with the 88mm gun. In contrast, the G.I.s were given only a 50% chance of penetrating the extraordinary armor of a King Tiger. How could the Americans hope to win?

As the American player, your job is to deny the enemy player only one of his victory objectives. Your units are not strong enough to defend both the exit positions in the town. If you try to defend St. Athan, your troops will not even live long enough to regret it. The panzers can make incencement out of the defenders within three turns and seriously weaken your ability to hold anywhere else. A tenacious defense of Wiln holds much more promise. To reach that town, the German player will have to kick your troops off rough and wooded terrain.

What about preventing a German exit? The only place that the German can be confident of exiting is through the gorge southwest of St. Athan. If you try to defend Wiln, you may run into a roadblock route, which intends to battle through Wiln and exit along the road. Your American troops could hold the west bank of the stream behind Wiln, but they will have a very difficult time holding the approaches through the gorge. Once the enemy gets into firing positions in St. Athan and along the eastern shore of the ridge, youruchs could pick off the German one by one. Your defense is sure to break after several turns of direct tank fire and deadly engineer-assisted close assaults. The loss of the exit defenders would leave your American force seriously depleted. A defense of the exit route is a highly risky proposition.

So, your best chance at an American victory is to defend Wiln with everything you have. Most of the infantry should be split between positions covering the forest route and the open ridge hex due east of town. Two companies astride the forest road should hold out nicely. You may want to reinforce the two companies detailed to hold the ridge simply because it is such a direct route, easily reached by the German from meeting his exit requirements. The rest of the infantry can seal off the other two access routes. One company can occupy the southern slope of the hill southwest of Wiln where the road enters the woods to deny any German exit until there until late in the game. The other infantry platoons can aid the tanks in a delaying action behind the ridge spine south of St. Athan.

The idea behind a delaying force on the reverse slopes of the spine is to slow down the German exit so much as to delay a German assault on Wiln from the west. An American tank and infantry team can keep the enemy at arm’s length for six to seven turns. The infantry should be halted in the halves of St. Athan and the other roads set up on reverse slopes, but they should not make a stand there. As soon as German panzers make contact they should withdraw behind the woods on the extreme western edge of the board just south of the break in the trees. The two platoons of Shermans, stiffened by a platoon of M10 tank destroyers, should be set up so they can engage any panzers which gain the slopes vacated by the withdrawing infantry. Their set-up should allow them time to shoot and scoot around the edge of the woods without risking return fire. Each time the panzers come into the eastern ridge, therefore should be the emergency defense to town for other duties. The Infantry should be halted in the halves of St. Athan in preparation for a possible attempt to destroy one of Shermans, stiffened by a platoon of M10 tank destroyers, should be set up so they can engage any panzers which gain the slopes vacated by the withdrawing infantry. Their set-up should allow them time to shoot and scoot around the edge of the woods without risking return fire. Each time the panzers come into the eastern ridge, therefore should be the emergency defense to town for other duties. The Infantry should be halted in the halves of St. Athan in preparation for a possible attempt to destroy one of
preserve the tank destroyers as long as possible. They will be needed to stem any attacks which break through the infantry.

Your 105mm howitzers can be carefully placed so that one of them covers one half of the perimeter each. Remember that their minimum indirect fire range is 1,000 yards. Optimum positions would allow the guns to fire direct protection. A forward observer on the hill southwest of St. Athan can be useful in directing fire missions on the German concentrations attempting to exit through the draw.

Imaginative and deliberate positioning of American forces can result in your retention of the ridge despite the heavy odds. Keep your forces flexible and your guns firing, but hold onto the approaches. In the final two turns, you may need to occupy both town hexes and simply hang on. If Wiln remains liberated, you win.

When playing the German side in Situation 15, you are faced with a curious predicament. You have awesome panzer and infantry forces at your command, but almost no artillery. Presumably, the guns have been delayed by the horrendous traffic jams which hampered the entire Sixth Army offensive. Therefore, your skill in the use of tank/infantry teams will determine your chances for victory.

The quickest way to capture St. Athan, break through to the exit area, and storm Wiln is to send the SS Panthers and other transport into Nece on the first turn to meet the Volksgrenadiers. You should be able to mount up all but two VG companies. The remaining two companies can advance on St. Athan on foot. By the second turn, the Panthers can drive within range of St. Athan. The grenadiers on foot can double time to press the attack on the following turn. Any defenders in the town shouldn't last long against the Panthers' deadly 75mm fire and the infantry close action.

The Panthers' next objective would be to break through the draw southwest of St. Athan. If the Americans try to make a stand on the rough hexes, the panzers can take up firing positions and blast them out of the way within three turns. The Panthers would drop the infantry adjacent to the G.I.s to speed up their attack. If the Americans do not hold the slope hexes, the Panthers can advance along them until they draw direct fire. Chances are that the enemy will not leave the exit unguarded. Upon hostile contact, the Panthers drop the infantry and engage the enemy. The infantry can then either attempt a cross-country run, or establish a defensive line in the western edge of the trees to trap any delaying forces. Six Panther platoons and four companies of grenadiers should open a route offboard in plenty of time to meet the exit requirements. From the exit area, the Panthers must swing south to assault Wiln from the rear. Try to organize your follow-up forces so an infantry company can move with the armor without distracting from the ten units designated to exit.

An important patrolling mission should commence even as the assault on the exit route proceeds. A Volksgrenadier company, perhaps reinforced by a platoon of StuGs, should move south. The force should mop up any American force en route to the forest road. Their mission would be to contact and pin down any blocking force on that route. If this mission is overlooked, the American player would be free to transfer some, or all, of the blocking forces to hinder your effort to take Wiln. One company of infantry, thanks to the self-propelled howitzers, you have enormous firepower. The American need only recognize the value of this good fortune and put his forces to optimum use to guarantee victory.

Starting first means that your infantry can occupy all three town hexes just ahead of the Germans. They must do so to deny the enemy any toe hold within the buildings. The strongest defenses can be gained by setting up a four-platoon stack on the bridge. Two platoons of paratroopers can then dash into the northeastern and southern hexes. As soon as they get out there, the efforts of the Engineers, on the road which traverses the slope northeast of town. The stack behind these should contain four landser platoons. Your first close assault will therefore be at two-to-one odds, including the engineer bonus.

You will need to take out some insurance against the American guns blasting your engines. This is when your assault guns come into play. The StuG-IIIIs will have to be set up in the open on the southerly road into town. Their mission is to threaten the U.S. artillery and draw their fire. If the Americans do not fire on them, they could disrupt one MG or both, which the Americans certainly cannot afford. Better to lose the assault guns than to lose the engineers.

When dealing with the bridgehead defense, you will do well to remember not to eliminate them until the other two hexes have fallen. The lack of an advance after combat means the U.S. player can slip in reinforcements before your landser could occupy the hex. Keep this bridgehead disrupted while your scout cars and infantry team up to reduce first one hex, then the other. The German engineers will probably become tied down in a struggle to keep the bridgehead pinned; therefore, your infantry coordination and concentration will become all the more important.

If you lose both the assault guns and the heavy scout cars, your chances of victory fade drastically. You must safeguard the 234/4s, the Pumas, the Lynxes, and a 234/1 unit so you have enough punch to disrupt a town hex per turn as a pre-requisite to assault. Keep the armor support, and the engineers, adjacent to the town where the M7s can't reach them. By preserving your supports and pinning the bridgehead, you might just pull off a victory.

SITUATION #16

The diversity of PANZER LEADER's situations is reflected in many of this tactical game. Shorter situations, such as #16 ("Bastogne: Prelude"), enable gamers to enjoy a taut, fast-paced bout with lots of action in far less time than those previously discussed.

When you play the American side in "Prelude", you enjoy two distinct advantages. You have the initiative, thanks to the self-propelled howitzers, you have enormous firepower. The American need only recognize the value of this good fortune and put his forces to optimum use to guarantee victory.

Starting first means that your infantry can occupy all three town hexes just ahead of the Germans. They must do so to deny the enemy any toe hold within the buildings. The strongest defenses can be gained by setting up a four-platoon stack on the bridge. Two platoons of paratroopers can then dash into the northeastern and southern hexes. As soon as they get out there, the efforts of the Engineers, on the road which traverses the slope northeast of town. The stack behind these should contain four landser platoons. Your first close assault will therefore be at two-to-one odds, including the engineer bonus.

When dealing with the bridgehead defense, you will do well to remember not to eliminate them until the other two hexes have fallen. The lack of an advance after combat means the U.S. player can slip in reinforcements before your landser could occupy the hex. Keep this bridgehead disrupted while your scout cars and infantry team up to reduce first one hex, then the other. The German engineers will probably become tied down in a struggle to keep the bridgehead pinned; therefore, your infantry coordination and concentration will become all the more important.

If you lose both the assault guns and the heavy scout cars, your chances of victory fade drastically. You must safeguard the 234/4s, the Pumas, the Lynxes, and a 234/1 unit so you have enough punch to disrupt a town hex per turn as a pre-requisite to assault. Keep the armor support, and the engineers, adjacent to the town where the M7s can't reach them. By preserving your supports and pinning the bridgehead, you might just pull off a victory.

SITUATION #17

The original title for Situation 17, "Turning Point: Celles", refers to the historical dawnalling of Allied supremacy in the Bulge which came around Christmas 1944. An alternative title suggestive of the salient tactical feature of this scenario would be "The Coiled Cobra". The combative power of the Panzers, pent up in Wiln, often determines the outcome of this highly intense game.

When you play the German side, your first concern should be what to do with the troops that must stay behind in St. Athan. From that point on, the American tanks and guns will have to only to snipe at landser while the paratroopers hold onto the town.

For playing the German forces, your strategy hinges upon one all important tactic. You must disrupt the Americans in the northern hex on the first turn so that the rest of their infantry cannot get into the town. The best means of accomplishing that mission would be to set up a landser company, reinforced with the engineers, on the road which traverses the slope northeast of town. The stack behind these should contain four landser platoons. Your first close assault will therefore be at two-to-one odds, including the engineer bonus.

You will need to take out some insurance against the American guns blasting your engines. This is when your assault guns come into play. The StuG-IIIIs will have to be set up in the open on the southerly road into town. Their mission is to threaten the U.S. artillery and draw their fire. If the Americans do not fire on them, they could disrupt one MG or both, which the Americans certainly cannot afford. Better to lose the assault guns than to lose the engineers.

The scout cars have set up under cover to remain safely out of reach. They will become the infantry’s close support. If they are placed behind the woods, they can move up close to town on the first turn. By moving up to the southwestern tip of the village, they can assist the landser in wiping out whatever defenders are there while they remain concealed from American artillery. The rest of the infantry have to press their close assaults rapidly. They should be able to disrupt the MG company, perhaps by using their smoke grenade to blind a Stuart platoon. They should also ring the whole town to prevent an enemy flanking maneuver.

When dealing with the bridgehead defense, you will do well to remember not to eliminate them until the other two hexes have fallen. The lack of an advance after combat means the U.S. player can slip in reinforcements before your landser could occupy the hex. Keep this bridgehead disrupted while your scout cars and infantry team up to reduce first one hex, then the other. The German engineers will probably become tied down in a struggle to keep the bridgehead pinned; therefore, your infantry coordination and concentration will become all the more important.

If you lose both the assault guns and the heavy scout cars, your chances of victory fade drastically. You must safeguard the 234/4s, the Pumas, the Lynxes, and a 234/1 unit so you have enough punch to disrupt a town hex per turn as a pre-requisite to assault. Keep the armor support, and the engineers, adjacent to the town where the M7s can't reach them. By preserving your supports and pinning the bridgehead, you might just pull off a victory.
allow your armor to sweep off the ridge and on-
and is not prescient enough to garrison that town,
hand, you doubt your opponent has read this article
tious player, you may want the Panthers to pause
thereby poised to execute a daring raid aimed at the
American support units.

enough halftracks to mount it, and the Panthers have
the ridge. The latter should be faced to cover the
of fire. The heavy mortars and the Nebelwerfers
could get into action. Try transporting a quad
hex southeast of town. A similar team can occupy
will surely come under bombardment before they
those fragile units directly inside Wiln. The town
up on the slopes two hexes north of town, ready
southeast road; their destination will be the road hex
should be mounted in halftracks so it can occupy
the area around the northeast bridge. A fifth,
mounted in trucks, should also be placed on the
northeast road, their destination will be the road hex
which sits at the east edge of the hill southeast of
town.

Within the infantry ring, the antiaircraft, artillery
and assault guns can be positioned to move into supporting
roles. You want to avoid placing any of
those fragile units directly inside Wiln. The town
will surely come under bombardment before they
could get into action. Try transporting a squad
20mm and a single 20mm team onto the wooded hilltop
hex southeast of town. A similar team can occupy
the edge of the woods north of town at the foot of
the ridge. The latter should be faced to cover the
open ridgetop with the right-hand limit of its field
of fire. These two moves should allow the
infantry to occupy the eastern slope of the ridge
east of town. That position will enable them to remain
in action, unspotted, for the majority of the game.
Face the rocket launchers so they can cover the
western approaches. Your Wespe unit can sight into
the same area, including St. Athan, from the western
slope of the same ridge. The three GW38s can augment
the infantry roadblocks, the antiaircraft positions,
or a combination of the two. Their mobility
will enable them to switch from position to position
to meet developing threats.

Readers should notice that one infantry company,
enough halftracks, and two squads of 20mm guns
have not been mentioned in the perimeter defense. You
have just discovered a key element in a successful
defense of Wiln: a powerful armored reserve. Place
the Panthers in the town and on the adjacent slope
hex. The lander, mounted in their halftracks, can
set up with the Wespe. Your mobile strike force is
thereby poised to launch a daring raid aimed at the
American support units.

This raid must commence on the very first turn.
The Panthers should precede the infantry over the
north ridge, bound for Grancelles. If you are a
cautious player, you may want the Panthers to pause
on the slopes until their numbers have built up before
they proceed into the open. If, on the other
hand, you doubt your opponent has read this article
and is not prescient enough to garrison that town,
allow your armor to sweep off the ridge and on-
ward. Prudence may suggest that you keep two
Panther platoons on the slope to cover the advancing
elements, yet remain close enough to Wiln to be
quickly recalled if the need arises. The rest of
the raiders should attempt to penetrate the city and
gain the northern riverbank. If they are able to do
so, they should find enough engagement to
the American artillery quickly. The raiding force has
the advantage of two turns before the Americans can mount an effective
counter-attack.

In the event that the Allied player does garrison
the town, your raiders will have to settle for wiping
out those defenders. By the time they have done so,
their own tanks will be required to cover the
arriving hordes of Shermans. Your panzers will be
better off engaging them from much more
advantageous positions within the perimeter.

The rest of the German game plan is simple.
Marshal the most strength to meet the worst threat.
You may want to try a few tricks in the process.
Place a pair of halftracks at the west ends of the
bridge for a quick move onto it. Or, if you make
the attempts on the eastern roads within the edges of
the woods. The other M20s and the 5" mortar sections
should occupy the southern hexes of the city.
Finally, the third mechanized infantry company
should remain in Grancelles, mounted in their half-
tracks, as a ready reserve. Your artillery can now
operate safely behind delaying screens, which
should be quickly recalled if the need arises. The rest
of the American armor will have to deal with any
raiders.

Send the M4/76 units onto the northern slopes of
the ridge where they can engage the Panthers at half-
range and be protected from the long 75s. A
company of M4/75 Shermans can slip into Grancelles,
possibly behind a smoke screen. The Stuarts can
reach the city from the east. These two moves,
which will surely compel your opponent to retreat
back into Wiln, are most effective when executed in
combination.

Your hammering at St. Athan should reduce the
defenders enough by the fourth turn that another
company of mechanized infantry can mount up and
move around the north edge of the ridge. That
move will threaten to cut the Panthers off from their route
of withdrawal. Meanwhile, the British delaying
forces can maneuver to the foot of the hill southeast of
Wiln. While they threaten the German underbelly,
their positions can be taken over by a pair of
Shermans or a 35-pounder from the north. The
combined American and British movements will
force any but the most reckless German player to
recall his Panthers before they are trapped and Wiln
is captured.

Once you have the Germans bottled up in Wiln
and St. Athan, the British should be able to
must shift into high gear. Concentrate your forces for a
coordinated, all-out assault on Wiln by the sixth turn
and have any hope of capturing the town. The
word is “coordination”. If you send tanks in here
and there in small packets, the German will chew
them up piecemeal and you can forget any decisive
victory.

Your best approach to Wiln will be over the north
ridge. A thrust through the forest can get bogged
down too easily. A dash across the southwest
eliminate any of the precious artillery, especially
in view of the numerous German infantry units. The
primary mission of your Allied recon units should be
to shield the artillery from any German attack
until some of the medium tanks attacking St. Athan
can turn and drive the marauders back.
bridges will be too constricted. A run over the hill to the southeast has too much open ground to cover. Any attack over the northeast bridge must traverse too much ground. The north ridge is closer, and most importantly two mechanized infantry columns can attack abreast once they are over the ridge. You will need your M47s tank destroyers and M105 tank destroyers to defend. You can send a mechanized infantry company along the forest road to tie down the Germans defending there. Send the other two infantry companies, perhaps minus one platoon held for a late developing mission, over the ridge. Do not expose the infantry to direct fire, even if you have a chance to see them stealthily approach the Amuri. The infantry is the key to Wiln's liberation. Start them off a full turn before the armor. You want the infantry to clear the ridge quickly so that the tanks can swarm into view of Wiln en masse. For that reason, your British forces must wait behind the southwest slope and at the foot of the southeast hill until the U.S. tanks can advance in tandem. The massed tank attack should go in no later than Turn 8.

When the tankers do go in, they should enter via four approaches. The Americans must use both of the ridge gaps; the longer ranged M47s can enter through the more westerly. The British will swarm over the southeastern hill and come straight south over the southernmost ridge crossing. Position the British on the slopes nearest Wiln, if possible. Support the latter British force with the American Stuarts and scout cars. The reserve mechanized infantry platoon can join the Stuarts' attack. By letting the Germans have it from the rear, you can find a way to turn their flank. He will shift his forces around quite a bit to try to deal with your concentric attack, possibly creating a crack through which you can pour a few of your tanks.

The most likely event, however, will be your mechanized infantry Sullivan's way south to Wiln behind well-directed artillery fire. Their close assault on the enemy on Turn 1 is only a way to clear the town. They should clear one of the hexes, send in a tank platoon on the double. If you can occupy even one hex of the town, yours is the victory.

**SITUATION #18**

"Bastogne: Siege" provides a vivid illustration of why Hitler wanted to launch the offensive in overcast weather. The Allied tactical air superiority proved a devastating threat to the German drive. The American P-47s and observation aircraft in this situation often turn the tables on the stronger German forces. The fact that your airpower is delayed could force you—as the American player—to take added care with the set-up. A look at the terrain and the German's highly mobile recon elements should lead you to conclude that the southern edge of the map is the quickest approach route and the most difficult to defend. The German has only to mount up his high mobile forces and conceivably turn to his mobile elements. As noted above, there are three routes onto board A. If you try to fight your way over any of the ridges and hills, you can forget about victory. The American player has just enough ground strength to pin the northeast of Wiln and the hilltops up near Artain. His artillery can grind you up. However, if you feel your opponent might not react quickly enough in concentrating his defenders (i.e., within the first two turns), then you might try capturing the northern approach. If you can occupy the eastern section of the hill northeast of Wiln by the second turn of play, you should hold out in the vicinity until the final turn, and then swarm onto board A.

The central portion of the mapboard is entirely suited to a defense in depth. An American scout car here, and infantry company there—and there goes two turns. The northern route is the only consistent and convenient approach. Even if your opponent has read this article, he will be hard pressed to prevent your victory without some luck. Prepare your troops for a blitz.

The first objective must be to get as many of your units on board A as soon as possible. Mount up all of your infantry on anything with a motor and set them up around the bottom of the swamp southeast of Einkel. Plot a couple of smoke screens along their line of advance so they can gain the woods without taking excessive casualties. When the turn marker says go, flood the panzers forward as fast as you can. They can reach the hexes here from any direction. Send the recon and tank destroyers right into after they. Your infantry-laden tanks, be at the back of the column, must stay within cover, or you lose half of your assault force—and the game.

The panzers will inevitably drive fire from the woods south of the city. Rapidly overwhelm any defenders and occupy the northernmost hexes to keep reinforcements out. The American player can pulverize his gung when he can't spot them. The rest of the game will be give over to retaining your foothold against all comers.

If it wasn't for the Allied air support, that plan would hand you a certain tactical victory every time. Your guns are strong enough to knock off any American ground force approaching, especially since the inadequate American transport would deliver enemy reinforcements piecemeal. There can be no wonder, then, that the American will use his planes to eliminate your artillery.

There are several tactics you can try for outfoxing the American player. Your first option is a frontal assault. You can use your tanks to push through another sector. The hilltop can swarm into view of Wiln en masse. The American artillery can find any number of good observation aircraft in this area. If you are using the Unobserved Bombardment rule, however, you may wish to avoid the more obvious places, such as the town of Kuhn.

When the action begins, your troops should rapidly concentrate. The trucks should drop off the ready reserves and head out for either the scout platoons or the other infantry battalion. If the Germans come through the southern route, the bulk of your forces will be in a good position to deal with them. Just feed the reserves into the woods south of Grancelles and try to keep the enemy spotted. If your artillery has to risk German bombardment in order to call in your own guns, so be it. The only way you can win is to wipe out your opponent. The German player for someone's plans, an area of board D most likely to contain the German artillery at the very start of the fourth turn. The Germans will have their artillery in one of three places: around Merden, near Nece, or Artain. The avenue of approach the German uses should tip you off to which particular area. Let the planes patrol just outside of half range of any anti-aircraft guns until they can spot the firing. When you have them located, send the planes in all to together to be sure that some get through. You may want to arm several of the planes with rockets and others with bombs to effectively engage targets both in and outside of Wiln. If you are fortunate, your attack will dictate when your second flight needs to enter. The sooner you can eliminate the German big guns, the better.

Just as the German artillery is the key to his success, your guns are crucial to your own ability to repel the German attack and so win. If any enemy units penetrate within spotting distance of your guns, their destruction must become a top priority.

Any time you choose to play the German side in "Bastogne: Siege" you had best be feeling lucky, or secure in the knowledge that your opponent has not played the situation very much. Your job is to establish an infantry company on board A in such a way that they are still there by the end of turns. The biggest problems will be the American artillery and air support, both of which will be trying to wipe out your guns so they can turn to your mobile
your artillery. If the artillery and the covering AA units are in an unexpected area, the better your chances of knocking off the spotted plane when it strays within half-range. Give some thought to keeping the Wirbelwind unit close to the 105s. You may want to pair it with a 20mm section, for instance.

A third plane-dodging tactic depends upon your fortitude in eliminating the spotted plane as soon as possible. If you are able to hold off firing the 105s for a turn or two while your AA works on hitting the spotted plane, your guns will remain unseen. The AA units would have to be using opportunity fire for the ability to shoot as soon as the spotted came within range of firing your guns for two turns may be an unaffordable luxury in the light of the situation at the front. However, you might risk an assault unit or two if the trade-off means saving your heavies.

One other means available in your artillery preservation bag of tricks is artillery low stacking. Place extra units, such as wagons, with any guns that set up in woods or town hexes. The added counters will reduce any indirect fire attacks, possibly saving the guns.

Early occupation of a defensible area on or adjacent to board A is the primary goal of the German battle plan. The presence of the AA area on this board prevents the American troops from advancing to the left until the ground troops can dig it out with the reacting Americans as the other priority which, when realized, should lead to a victory for you.

**SITUATION #19**

The final scenario in the Bulge series, "Patton's Countercoffensive", gives the players a chance to exercise all of their tactical skills in one grand battle. To play either side well demands a firm command of offensive and defensive tactics for ground and aerial combat. In this scenario, the players exercise all of their tactical skills in one grand battle.

As the German player, you start in the proverbial hole. Your forces are outnumbered nearly two-to-one by an opponent who has the initiative. In addition, you are forced to set up in a restricted manner and your mobility is threatened by the American air attack. On the positive side, you can set up in hidden deployment. Your troops are qualitatively superior to most of the enemy units, and the terrain is one that you can suit to the defense. Your success in making your positive offset your negatives will determine your chances for victory.

A terrain analysis will help you define how your opponent will come in the attack. The three routes into the area in which the action of Artain, (2) through Wiln with an advance into the central forest, and (3) over and around the hill southwest of Wiln. An attacker swarming over the first route would pin some defenders down from the high ground and shoot up any units moving into or out of the town. The area is easily reached by large forces which would be concealed from observation due to the placement restrictions regarding a four-hex distance from board A. The second path also allows high ground to the attacker; in addition, there are a limited number of good firing positions available to the defender. Finally, a massive American thrust along the third route would be more difficult, but could pin any Wiln defenders down quickly.

If the German avoids holding on up front, the central portion of the mapboard is the most defensible. The wooded ridge east of the main forest would make a fine main line of resistance. Your infantry could engage the American infantry from the covered slopes, forcing the G.I.s to attack at a disadvantage. There are a number of covered hexes for guns and observers. Lastly, and most importantly, the ridge cannot be assaulted in strength until the fifth turn. The less time the enemy artillery has to shell your troops, the more you will have left at the end of the game.

Your defensive measures for the ridge will depend in a large degree upon what units you have available after the north and south ends of the battlefield have been dealt with. The northern sector of board C, adjacent to the woods, presents a threat of little more than a delaying force. A mixed bag of Panzers and Mk IV platoons should set up there to deny easy access into the town and the north portion of board D. If attacked in the first turn, their task would be to engage and withdraw to protected secondary positions. Avoid taking casualties at an early stage because American forces can arrive to cover the relocation. If, however, the American player does not open his offensive with an attack on St. Athan, your panzers can shift to cover the region from less forward positions. Send a Mk IV platoon into Einkel to guard the northern approach. The Panzers and other Mk IVs should move onto the slopes south of town, yet still within range. Your northern force would remain in a modified delaying position which allows them to move more quickly to more threatened sectors should the need arise.

The southern end of the board also should be covered by an armored delaying force. Three platoons of Mk IVs hidden in the woods two hexes northeast of the bridge at CC3 can engage advancing Americans when they close within half-range. That particular hex would also be less likely to receive preparatory shelling or marching fire from the advancing armor. The Mk IV's mission is simply to keep the Americans away from Artain for at least four turns. A 75mm antitank gun section hidden on a wooded slope hex north of the bridge could aid the armor in this task.

The area around Wiln also needs to be held by a delaying force. Three Panther platoons and an 88mm gun section should team up to slow the American advance through the town. The 88mm can be set up with the Panthers in the forward slope hex adjacent to the northern gap in the trees atop the ridge. As soon as American units enter the town, the Panther's 75s and the 88s should open up in a devastating barrage. The Panzers will then be able to withdraw over the ridge to avoid retaliatory fire.

The engineers have a special mission to perform, which is vital to securing the southern approach on the D board. They should set up mounted in their halftracks in the hills or the reverse slopes in order to suit the terrain. The Panzers should be able to hold off the Americans until they can scoop over the bridge just before the engineers blow the charges. You can further protect the engineers by firing a smoke screen onto the bridge at the start of the second turn. A Quad 20mm and a single 20mm can team up to provide antiaircraft cover once the smoke clears. The AA guns may either set up close enough to cover the engineers or they may be stationed up into position as the rest of the AA units must do.

As noted above, a platoon parachute which starts the game near St. Athan can displace to Einkel to begin coverage of the northern sector. Complete defense by marching a grenadier platoon and an 81mm mortar platoon. Three Panther platoons can then ride from adjacent hexes of the C board. A 75mm antitank gun can be tracked onto the wooded ridge to join them. Such a force should be sufficient to hold any but the most concentrated attack until reinforcements can arrive.

Your artillery position is the biggest headache that your restricted set-up causes you. There is no area on board C from which the guns can operate effectively. That fact forces you to relocate them in the face of the American air threat. Here is where your skills at deflecting tactical airstrikes will get an extensive workout.

The first measure you can take to foil aircraft while the guns are in transit is to move them via halftracks, making them armored targets. Secondly, maneuver them in and around covering terrain as much as possible. The third measure is to place most of your AA units along the ridge to defend the displacing guns. Three 20mm units and one Quad-20 section should set up along the easternmost ridge hexes of board C.

Deception should also play a role in ensuring that the guns reach their firing positions. Your other AA units should be transported to a position from which they can cover the engineers. Most of your trucks should be left empty, due to the ease with which they can be eliminated. Try moving the trucks and the AA units first. The American player may send his planes in against these decoys, giving your position away. AA units are shot at knocking them out early. Then again, if you know your opponent has read this article, transport your guns in trucks to throw him off. The operative word is "deception".

You don't want to be without artillery support for very long, so place your 75mm guns in the western hexes of the woods. Halftracks can reach those hexes and unload the guns in the first turn. Positioning your 120mm mortars on the ridge west of Nece will enable them to execute fire missions right from the first turn from a central emplacement. Your troops need not be completely unsupported while the heavy guns get into position. The 170mm and 150mm units should make for either the eastern slopes of the ridge north of Artain, or the wood's east of the hill north of Nece. The former doubles their defensive strength and shields them from ground observation. The latter offers some concealment and placers them behind screening terrain. Your confidence in the engineers will help you decide which area to choose.

The forest near Nece is a prime area for your redeploying AA guns. The central positioning makes it easy to set them up within half range of the artillery, while the woods offer cover. Aside from the antitank guns already mentioned, the 88s and Pak 75s should cover the road leading to Nece from the northwest. Either the reverse slopes of the main ridge or the southern slopes hexes of the woods north of Nece offer good positions from which they can wreak havoc on advancing Shermans.

Your game should progress through three stages. The first is the delay in the forward areas while your guns get into place. The second stage is your attempt to knock off as many Americans as possible when they try to make take the ridge. The third stage will probably be a withdrawal of your remaining troops from board C in an effort to trade real estate for time, followed by a final stand on the D board. Since the discussions above of the previous situations have dealt at some length with delaying tactics, those techniques need not be repeated. Several points concerning the second and third stages of our game plan may prove helpful in getting the best of your opponent.

Eliminating some of the American artillery would be a satisfactory way to even up the odds. The two 81mm mortar units unmentioned until now should perform covert forward observation missions. Set them up within the set-up restrictions somewhere on the hills closest to northern half of board A. Start them off in the northern half of the mapboard. The fate of the guns on the board on the first turn. By the time they are in position, your artillery should be set and ready to execute fire missions. Your FO's calls for fire should receive the highest priority. Keep these spies concealed and calling in missions until they are located and eliminated.

The Americans should be reaching the ridge line by the fifth turn. Concentrate your infantry around the southern half to keep the route over the ridge east of Wiln closed. You do not want the enemy
to slip his armor through the gap and onto the ridge north of Artain. Back up your infantry with concentred artillery strikes and the panzers which withdraw from the Artain and Wiln delaying forces. Keep the panzers in place on the slopes opposite the ridge until the Americans give up and try elsewhere.

Once the G.I.s see the Artain bridge blown up in their faces, they will undoubtedly get around to trying the northern approaches. Be ready to transfer a lander company onto the ridge south of Merden. Park their halftracks on the reverse slopes and reinforce them with whatever panzers you can spare. Once the Americans capture the ridge, you can try to roll through in any one of the gaps on the reverse slopes as long as possible.

The most crucial portion of the latter stage of the game will be when to begin abandoning the main ridge line. Quit the ridge gradually, drawing your infantry back one hex at a time while you call in your air for two turns. It might be not so much to hold the ridge but to make it very costly for the enemy to capture it. Close assault only when your infantry has an excellent chance to wipe out the target stack and escape afterwards. You want to inflict casualties and conserve your own troops. After leaving the ridge, your units should defend the woods east of Neve, and then the forest southeast of that town.

Any way you look at it, the German player in "Patton's Counterattack" has an uphill battle on his hands. Careful use of terrain, flexible tenacious defense of a series lines of resistance, and clever execution of special missions and timing of tactical withdrawals should hand the American player a bloody nose—and victory to yourself.

As the American player, you are at the wheel of a steamroller. So long as you keep your forces moving in a coordinated fashion, you should have the opponent right where you want him—under the wheels! Your mission is to find and crush the enemy. Your numerous infantry and tank units will find them. Your powerful artillery can then pulverize them.

Chances are that the enemy will realize that trying to hold a forward defense plays into your hands. Therefore, your troops will need to mount a massive sweep operation to contact the enemy's main line of resistance. With three infantry battalions available, you could attack along the entire length of the board at once. However, once you found the Germans, hold the woods, but in any case be ready to fall upon should the attack bog down. In the time it would take to shift forces, the Germans could severely mauled the troops which made the initial contact. A more contingency-minded plan would be to keep one battalion in Grancelles as a mobile reserve.

With 15 turns to open hexes, it may be possible that your forces can afford to open the offensive anywhere on the board. The strength of the German forces makes the area most likely to hold their main body the best place to begin. A cursory evaluation of the battlefield should show you that the Krauts will find the difficult terrain an asset and the American forces an asset most appealing. The rough terrain, closed terrain is ideal for concealing their numerous forces. Direct your sweep into the southern half of the map to make early, useful contact with the main German defenses.

The number of German tank and antitank units makes it possible for your opponent to place enough tank killers into any given sector to make anything less than a battalion-sized tank advance foolhardy. Your two infantry battalions tagged for the initial advance should be supported by most of the tanks at your disposal. The Shermans must roll forward in massive columns to break the German defenses. Keeping the tanks to the high ground will make the enemy's job that much more difficult.

The high ground south of Wiln is a good first objective for one of your foot infantry battalions and an integrated force of M4 and M47/6 Shermans. Mount two of the infantry companies in halftracks to enable them to gain the reverse slopes of the hill quickly, unless enemy fire would make a mounted attack beyond the forward slopes too risky. If the Krauts try to hold the hill in strength, unload the infantry on the forward slopes. Chances are better, however, that the hill will be lightly defended if at all. Your men should be able to drive along the southern slopes to the road to the wooded hilltop hex in the first turn. Their tank support, two companies each of M4 and M47/6 Shermans, should storm the hill with them. One M47/6 company should drive onto the eastern slopes, while the other should try to occupy the wooded slope nearest Wiln. The third infantry company can advance at the double around the northern shoulder of the hill. Reinforce the mounted companies with a platoon each of engineers and machineguns. These forces constitute the southern pincer of the assault on Wiln and the ridge beyond.

The northern wing is comprised of the mechanized infantry battalion, mounted in their halftracks, and a company of M47/6s reinforced with a platoon of M4s and a platoon of M4-105s. The infantry should drive around the west and down the hill, covering the artillery and tanks. Send the halftracks back to Grancelles for the use of the reserve infantry. The mechanized infantry, meanwhile, should move out for two immediate objectives. One company, reinforced by MG platoon, should dismount on the southern tip of the slopes adjacent to the road. The other can sever the forest road in the second turn. Another company, reinforced with an engineer platoon, will dismount near the eastern Wiln bridge. If the Germans try to make a stand in the town, that company can either assault over the bridge or it can move through the woods to the southern slopes of the ridge from behind. The third company can dismount between the others and advance to support either flank. The tanks should occupy the slopes overlooking the town from the northwest to provide cover for the infantry and threaten Wiln with half-range direct fire.

After their jump-off, the forces of the southern pincer must perform several missions concurrently. One infantry platoon should reconnoiter the southwest woods. The rest of that company can join the armor in its advance on the bridge east of Artain. The second mechanized company should head for the southern end of the main ridge. The third company, still following the northern slopes in its approach to Wiln. If the town is occupied in any strength, the artillery and tanks should make short work of its garrison. The town, however, should be practically undefended.

Send at least three tank companies towards the bridge southeast of Wiln. They should be supported by the bulk of the reinforced infantry company which skirted the southern shoulder of the hill. The enemy will certainly have set up a tank trap of some nature near the bridge. It will take three tank companies to survive and wipe out this trap. Have your surviving tanks and their infantry buddies should move swiftly to liberate Artain. The bridge behind that town is vital to the German defense—and to your offensive. Your forces must break heavy German fire to reach the town by the third turn. If you fail to gain the town before the fourth turn, there may no longer be a bridge to capture.

Liberating Wiln itself falls to the other two tank companies from the initial advance. Do not allow your units to linger in town. It will certainly be zeroed in for some form of German attack. Get the tanks moving north and west of Wiln. They should be able to advance over the woods so they are protected and ready to advance over the top. Meanwhile, your mechanized infantry should be sweeping ahead through the forest. They should reach the foot of the slopes by the fifth turn. Drop a smoke screen on the slope behind the swamp to safeguard your advancing infantry. By this point, your northern pincer is has taken Wiln and moved within close assault range of the ridge.

The infantry of the southern pincer, minus the company detailed to advance with the tankers' thrust to Artain, must close in on the southern third of that ridge. Your other two tank companies will have the enemy within quick range by advancing on the southern slopes of the central hill. Having scouted St. Athan, your recon units should advance on Einkel and Merden behind a preparatory bombardment. Let the Shermans join
them, but you may need to drop a smoke screen near the swamp to ensure that the tanks reach covered terrain in one piece.

Your attack along the northern route should pin down any defenders in the area, just as your ridge assault reaches the reverse slopes. The American armor should be scaling the ridge south of Nece in strength. Your artillery should be pounding the Nece vicinity and polishing off spotted enemy units with devastating concentrations. The U.S. air force should have made a significant dent in the German guns and should be pounding on German transport. Your final blow is a frontal assault on Nece itself.

Station an M4A7/6 company on the eastern slopes of the bare ridge southeast of St. Athan to draw the fire of the surviving enemy antitank weapons. Once you know where the fire is coming from, drop smoke screens to mask it and send in the reserve infantry. Between the infantry closing in on the ridge, their armor supporting fire from the other ridges, and your artillery concentrations, you should have the German player in desperate straits. Press on and win.

Only one thing should distract your reserves from their triumphant sweep onto board D, and that is the smoke of your own ridge assault. Your final blow is a frontal assault on Nece itself. Your artillery should be pounding the Nece ridge, their armor supporting fire from the other ridges, and your artillery concentrations, you should have the German player in desperate straits. Press on and win.

When you mount a vigorous, coordinated sweep through the toughest terrain available to your opponent, you should find and pin his forces in plenty of time for your superior numbers to wear him out. Coordination of your ground forces and their supporting units in each step of the plan must go hand-in-hand with concentration of all the assaulting elements to knock out the German opponent.

Conclusion

In working on this article, I rediscovered—time and again—the superb balance of the PANZER LEADER situations. The fact that a fresh idea here, or a different angle there, can enable either side to win keeps the game on top of my personal list of all-time great games. If you enjoy a game system of ideas to fiddle with in your next action-packed situation, this is probably one of your favorites too. I hope this article has given you plenty of ideas to fiddle with in your next action-packed playings of the PANZER LEADER battles of the Bulge.

AH Philosophy . . . Cont’d from Page 2

HEDGEROW HELL) and coverage of new offerings such as PARTISANS, WEST OF ALAMEIN and HOLLOW LEGIONS would be de rigueur.

So what could the readers expect of the contents? The format would follow that of the GENERAL, with minor variations. Two or three pages of each issue would be devoted to alerting the readership to new products and serve as advertising space for the latest ASL releases. Since there would be no insert, the 15 or so new scenarios in each issue would be scattered throughout the pages. Of these, I would like to see at least a third each year deal with the original system at its various levels. We would offer an extensive “Question Box” feature, drawing on Mr. Greenwood and Mr. McNamara’s knowledge of the ins-and-outs of these two complicated game systems. The rest of the space would be taken up with articles about the games.

As to the articles themselves, I would hope that they could satisfy even the hardest-core SLASL fan. They should encompass the usual blend of styles and subjects: strategic and tactical analyses, articles, tactical suggestions, Series Replays, variants. And perhaps we could add a dash of history—articles on the weaponry or actual events depicted in the many scenarios currently available. I would also like to establish the practice of reprinting some of the best articles on SL and ASL that have graced the pages of the GENERAL over the years. How many of you might like to have a chance to read Mr. Medrow’s first “First Impressions” on SQUAD LEADER, or John Hill’s look at how the system was designed? But, the majority of each yearly issue would be new material—articles that will not appear in The GENERAL.

How many of you SLASL fans would invest time and money in launching such a project? First, to even consider it, we need some idea of how many would be willing to purchase a copy. I fully expect that the annual, even though larger than our other publications, would likely carry a price of $10.00 (twice the price of an issue of new scenario pads in the past). The simple fact that it will be much more specialized necessitates this rate.

And chances are that it would not be offered on newstands, although copies should remain in stock for mail-order for a year until the next issue (assuming that enough of the previous one were sold to make producing a new one feasible).

And, at least initially, we'll need more than mere money from dedicated players; we'll need some contributors—those willing to put their thoughts on paper and entrust them to your tender mercies. And, to critique this mass of material, we'll need some sharp playtesters; these will be folk who have volunteered to devote their expertise in the game systems and their precious time to tearing the work of others apart. So, subscribers and authors, the lifeblood of any professional magazine; would you be willing to do it?

If you would, I need a letter from you. If you were willing to buy such an annual, please write to me; if you have a friend you think might be willing to, feel free to express yourself; I can use all the help I can get. I hope to make many more contributors—those willing to put their thoughts on paper and entrust them to your tender mercies.

MEET THE 50 . . .

Mr. Tom Oleson is 50, married and father of two, and is an investor who currently resides in Bromma, Sweden.

Favorite Game: ANZIO

AREA Rated Games: AZ, TJC, WAT, PB, NAP, AK, STA, SL

SLASL

AREA Top 50 List: 197-114-3

Gaming Time/Week: 15 hrs.

Hobbies: Sports cars and travel

Pet Peeve: What seems to be the failure of AREA Championship play, and the stagnation of AREA competition in general.

% Time FBM: 100%

Play Preference: Prefer 50/50

Mr. Oleson is, of course, the player with the longest string of appearances on the AREA Top 50 List, having been a member of the original Top 10 List that first saw light in Vol. 13, No. 1. Without knowing what the AREA was founded to promote—high-level play with exemplary good sportsmanship always displayed. His long-time opponents (Don Greenwood among them) consider him one of the most versatile wargame players around, ever ready to try his hand at any competitive game. Mr. Oleson shares a few words on what the AREA means to him:

“As much as the enjoyment inherent in the games themselves, I treasure the friendships I have made among my opponents. I hope to make many more before my time in this hobby is ended.”
Capturing fortresses in any game is quite a comparatively important keys to successful play. Since ground units in fortresses have their combat factors quadrupled, direct attacks 2-1 for every 1-1 odds are extremely difficult or impossible. Thus, if a fortress is to be stormed, the "indirect approach" may be the only way to do so.

My proposed indirect approach involves a 1-2 (or sometimes a 1-3 and 4-4) attack by land forces plus the commitment of an airborne unit. The trick is to use just enough attack factors so that an EX (Full) or an EX (CA) will cause the elimination of all ground factors in the fortress. Obviously, any DAS air units should be first countered. Then, during the exploitation movement phase, an airborne unit is dropped into that now empty fortress, completing the change of ownership.

For example, suppose there are two 3-3 units in a fortress hex. The quadrupled defense factors total 24. For a 1-2 attack, at least 13 attack factors are needed to remove both defending ground units if an EX (Full) is rolled. If a CA is rolled, the counterattack odds are 1-3 (15), which means that both units in the fortress will be eliminated if an EX is now rolled. According to the percentages listed on page 36 of the 4th edition rulebook, a "1-2, CA 1-3" attack has a 50% chance of eliminating all defending units. Of course, if there is only one defending unit in the fortress, an EX 1-3 or 1-4 odds will eliminate that unit. However, when this is the case, attacks can usually be made at 1-1 or 2-1 odds which have a higher probability of eliminating all the defenders in one blow.

There are eleven fortresses on the mapboard: three hexes forming the Maginot Line, Gibraltar, Malta, Leningrad, Sevastopol, and the four hexes forming the West Wall. Let us take a brief tour of these fortresses and see why it is crucial at various times in the game for either the Allies or the Axis to storm each.

The Maginot Line fortifications are the most useless on the mapboard. They are effectively outflanked. Perhaps the only one of these three hexes of any real value is Metz. A French armor unit in Metz hinders any German advance into France.

In contrast, Gibraltar is the most important fortress in the game. If the Axis player can take and hold the Rock, it is likely that they will eventually control the whole Mediterranean. However, Gibraltar is extremely difficult to capture. A sea invasion is a practical impossibility since the British player almost always has many of his fleets stationed there. The only reasonable path to Gibraltar is overland through Spain. An attacker can use shore bombardment in combination with a ground/air offensive against the fortress. Thus, depending on whether the British successfully turn back the shore bombardment fleet, the Axis attack at odds which could be as high as 1-1. Rule 29-411 states that bombarding fleets are not lost if an A-Elim is rolled. Such fleets, though, are affected if an EX occurs. If naval units are part of any special group of ships, all will be eliminated in an EX (Full). Fleet factors are expensive to use and difficult to replace. But, Gibraltar is probably the only fortress that is worth the expense and risk.

Malta is almost as difficult to storm as Gibraltar. Although only one 9-factor fleet can be stationed there, that fleet effectively prevents any invasion. This is true because any invasion attempts must be conducted before air attacks by naval units in port. Since Malta is an island, the only other course is with airborne units supported by air and sea. Both the German and the Italian airborne units would need to bombard Malta. The most likely combination will be to make a 1-2 attack with one airborne unit and then have the second ready to drop in the defenders are eliminated. Of course, if the first unit is eliminated by an EX or A-Elim, then it will be permanently removed from the game since it is not possibly in supply or stacked with a friendly, non-airborne ground unit. The only Axis advantages for taking this extreme risk are the capture of one more objective hex and the absence of German forces in North Africa. Storming Malta for the first time is certainly justified if you have a good chance of holding at the end of the game. North Africa, on the other hand, is usually such a minor theater for the German player that, unless Gibraltar has fallen, storming Malta for the second reason is never justified.

Leningrad can be attacked from four hexes. Thus, if there are only two 3-3 units in Leningrad, an 1-1 attack is often possible. Attempting to take Leningrad is definitely worth the risk in 1941 or 1942 for the Axis. First, the German player immediately receives 15 BRPs at the Russian player's expense. Second, the German player receives 15 BRPs again, at the Russian player's expense for each YSS he holds the city (even if he loses it later in the year). The third reason for the Russian player to surrender is to knock out their BRPs in 1941 or 1942 so that they cannot build their absolute minimum of 50 ground/air factors at the end of their turn. Thus, capturing Leningrad is crucial for an Axis victory because of its BRP value rather than its being an objective hex. However, if Leningrad is not captured by the Germans by the Spring of 1942, then it becomes extremely unlikely that they will ever take the city. Beginning in 1942, the Russian player can build his two airborne 2-3s in Leningrad and two of his 4-5 armor units if necessary. Thus, a 1-1 attack would need between 40 and 48 factors, while a 1-2 attack which will eliminate all of the defense factors will need 33-41 factors.

Sevastopol can be attacked from only two land hexes. However, it is a much less valuable fortress than Leningrad. It is not an objective hex and there is no BRP loss to the Russians. If it is taken, however, if the German player wants to capture and hold Malta, and perhaps Grozny, he will need to take Sevastopol. The Germans already have enough trouble keeping their supply line across the Kerch Strait free of partisans. The last thing they need to worry about is a Russian airborne unit in Sevastopol which will also cut off supply.

The four West Wall hexes of Essen/Cologne, Bonn, Frankfurt, and Stuttgart are crucial to the defense of Germany. The most important of these are Essen/Cologne and Stuttgart. A solid German strategy is to put two 4-6 armored units in each of these, each of these hexes will now have a defense value of 32 factors. Fortresses are always in supply, so they cannot be taken by isolation. Enemy zones of control do not extend into fortresses. Thus, the Germans can always construct new units in a fortress if some units are moved outside or are eliminated without the fortress being lost. Furthermore, two 4-6 armor units (having a doubled defense value of 20) should be placed in the Hague. They also will always be in supply. Now, with this defensive setup, any Western Allied ground units on the east bank of the Rhine will be out of supply if they move further into Germany to attack Berlin. The only other Allied option is to build a supply line through northern Italy. The capture of Berlin is crucial to the Western Allies. If Berlin does not fall, in the multi-player Campaign Game the German player will probably end up controlling at least five objective hexes: Berlin, Oslo, Essen, Bonn and Athens. Four of these objective hexes would attacks are not always possible, indirect attacks in conjunction with exploiting airborne units are the next best thing. The chances of success are about 50% (plus, in some cases, the risk of permanently losing an airborne unit). But, if the alternative is losing the game, it is a risk worth taking.
To defeat a British invasion of Portugal and Spain as a means of activating Turkey by 1942 in *THIRD REICH* ("The Empire Strikes Back" in *The GENERAL*, Vol. 23, No. 4), all the Axis players need do might be to sit back and watch those Limeys defuse their own offensive. Should Germany instead opt to take action against such British overtures, American forces debarking in England in early 1942 will be appalled at sights including an emaciated RAF, a partially unbuilt Royal Navy, and a graveyard of Valentines, Crusaders and recently- lent Grants still smouldering on the plains of Portugal and Spain. ("The strain in Spain sends Britain down the drain.") The GIs won't have long to marvel at the loss of Gibraltar and Egypt though, for they will want to respond quickly to the sound of goose-stepping troops approaching their docks from the direction of London!

I want to present a critical examination of what will likely happen in the Nayer Ali's strategy. Each section of this analysis shall begin with a quotation taken from Mr. Nayery’s article. This will not be used as a means of nit-picking specific words or taking thoughts out of context, but to provide the reader easy reference to the exact sections of that text to which I am responding.

**FOREIGN AID BATTLES**

"In Winter of 1939 . . . 12 points of Aid to Turkey . . . deprive Germany a chance of countering in 1939."

Germany can never be deprived of her chance to send Foreign Aid, although she might opt not to send any, especially in 1939 when mobilization and conquest seem more important. Should Britain send Aid to Turkey, especially in Fall '39, what smart German player would respond? He would likely welcome such British wastage, while sending his own Aid to Hungary to counter anticipated Russian payoffs to that country.

So far as that goes, Germany would probably never dream of sending Aid to Turkey unless the player holds Variant #7—at least not in '39 or '40. Probably the only event which could coerce her to do so would be what Mr. Ali has recommended: British grants in 1939. Britain could have saved those 12 BRPs or sent them elsewhere. Sending them to Turkey is like telegraphing the plan to the German player. In the highly likely event that Turkish activation fails to materialize, those are 12 wasted BRPs.

Sending 12 more BRPs in '40 and '15 in '41 makes this a total commitment of 39 British BRPs. Germany likely responds with nothing to Turkey, and wins every other Foreign Aid battle on the map. Russia cannot win without money war alone. As for Turkey itself, Germany has other facilities to shut down such British zeal. Let's face it; if the German player fails to respond in this manner, surely even Mr. Ali himself would admit Britain could back off, at least from her 1941 grant.

**ITALIAN DOW**

". . . a rare and an exceedingly foolish move."

Mr. Ali says, all in one breath, that Italian refusal to declare war on the Allies in 1939 would be "rare" and "exceedingly foolish". Yet that is the BRP expenditure he uses to nail Italy. Isn't it ironic that this course (Italian neutrality) which preserves Italy for the Axis is considered "exceedingly foolish" by one who depends on an Italian DoW to implement his own plans? The only thing "exceedingly foolish" here is reliance on the Italian player to oblige by footing that DoW bill!

Oh yes, Mr. Ali goes on to state that France could declare war, but France could not also take an Offensive option during the same turn. A French DoW is equally as feasible as one by a misguided Italian player in 1939, paying 35 BRPs to declare war only to launch an insipid Attrition. This gets nowhere fast and is precisely the discrepancy a delayed Italian DoW is designed to address. Here, Mr. Ali has not done his homework, I fear. See Marcus Watney’s "The Long Road from Rome" in *The Gamer’s Guide to THIRD REICH*.

It is Britain who must pay 50 BRPs for a DoW and Offensive option if it is going to happen in one turn, (again, refer to the "Guide"). That leaves Britain with 12 BRPs for builds, which means a great many units will still be having a few at their local pubs in England each evening instead of fighting. These units will still be in the British Force Pool. Should Britain opt to spend these BRPs, forego her normal builds and free the Italian from the DoW cost, I would consider it an Axis economic victory even should Tobruk fall in 1939.

**CYRENACIA**

"The Italian will almost certainly let the attack go through."

If, despite strong reasons not to, Italy declares war on France in Fall '39, Mr. Ali’s attack on Cyrenacia is well conceived. Hitting the beach at MM19 is a clever move; notice only the WDL need land there to cut supply routes if making that second 4-5 armor unit available in Egypt would allow an Exploitation attack on Tobruk to seal the fate of Cyrenacia.

Unfortunately, Mr. Ali is a bit cavalier in his expectation for the Italian navy to back down in this case. With one British fleet providing supply to the BH on MM19, there are only two fleets in the Fall and three in the Winter to carry out the invasion. British intentions are transparent. The Italian player knows they are headed for MM19, but why wouldn’t four or five Italian fleets set sail? They’ll never have a shot at the Royal Navy like this again, French fleet notwithstanding. They might turn back the invasion, and might even sink some British armor. The British player might move fleets into the Mediterranean from England, but that brings other factors into play which have been examined elsewhere.

Finally, with all this British armor sitting in port, Rome is now receiving transmissions from the same secret agent whose earlier communiques concerning Foreign Aid were read with such delight in Berlin. True, Britain’s best opening deployment places two armored units in Med ports, but for them to still be there come Winter, and joined by a third plus a full air wing, is a dead giveaway. How was Italy caught so asleep that she placed a 3-3 and a 2-5 in MM24 in Mr. Ali’s first illustration? This is simply poor play. Those units would never be so located in a serious game.

If the Italian were decided upon defending Cyrenacia (as he must to have placed so much there in Mr. Ali’s illustration), he would have located both 3-3 units in LL24 backed by air support. The other hexes to the south are immaterial; Tobruk gets the 2-5 and 2-3. If the British player wants to pay 50 BRPs to launch a 1-2 attack at LL24, what Italian would even want to deny him that opportunity?

Make no mistake. I consider three British armored units in Mediterranean ports in Winter 1939 fine grand strategy. Mr. Ali threatens much at no BRP expense. Although this leaves France weak, there is yet time to bolster that country; and this deployment is so threatening, the Italian must make some tough choices. Should Italy end the Fall 1939 turn with only two 1-3 infantry in Libya, how might she defend against Mr. Ali’s assault on Tobruk in the Winter?

There are four considerations at play here:

1. The Italian player must defend the “Boot”.

2. Should Italy declare war or finish her conquest of Yugoslavia?

3. Exactly what is the British deployment?

4. Should the Italian navy intercept the British fleets?

The first of these seems obvious and has been covered in detail in other articles. And, frankly, as an Italian player I don’t even want to seriously entertain thoughts that Italy might declare war in Fall 1939. (Nicky Palmer did in his piece “Germany: The Mediterranean Strategy” in *The GENERAL*, Vol. 22, No. 1–to which I will reply in a later article.)

Should Italy declare war in the Winter of 1939? I would say no, especially if the British have so obviously deployed for a strike. Should Britain bite...
the bullet, she spends 50 BRPs and saves the Italian 35. That's a net swing of 85 BRPs which, in case no one noticed, is ten more than Italy has at game start! Britain can have Tobruk at that price, but she still won't get it without a fight either.

Our would-be Mussolini might view his role in this war as one which already ranks him right up there with the great Roman Caesars. He can demonstrate to the German player how he has siphoned off the lion's share of British strength. The German might be impressed, or use this opportunity to flash the north her abandoned French ally may be conquered as early as Summer 1940. Russia should be screaming bloody murder by this time.

On the other hand, any Axis players incompetent enough to lose Tripoli without exacting a fearful toll from the British deserves to suffer the consequences. My Figure 4 details what the Axis do for an all-out defense against any British all-out assault. Notice that this situation is reached only after several seasons of British attacks in the desert southeast of the city. Tripoli should not fall in 1940. If only two were there in the first place, his hold on Tobruk unless it also risks a 1-1 attack on MM19, freeing two 4-5 armored units and the air wing to hit Tobruk at even odds. This defense has the advantage of requiring only three SRs, which are the biggest stumbling block Italy faces in early desert warfare.

Units at MM19 cannot be isolated unless all three British armored units invade at MM19 and exploit eastwards. Such an invasion force would require four nine-factor fleets, plus a fifth to supply the BR. Notice that two Italian 3-3s are already in Tobruk, ready for the Spring 1940 defense.

Turning to the third concern, Mr. Ali did not specify British deployment in Egypt, but it is vital to Tobruk's defense exactly how those units (specifically, the armor) are placed. Should Britain wish to threaten maximum seaborne invasion, he might place all three armor units in port. But that allows an easy defense of Tobruk (see figures 1 and 2). On the other end of the spectrum, my Figure 3 shows Italian response to a heavy frontal assault on Tobruk. Both British deployments provide a fair chance of knocking out Tobruk, although the Italian defense should never allow a single-turn victory as did Mr. Ali's deployment in his illustration.

With respect to intercepting the British fleets, it depends on how the Italian player answers this question: "Is this a Navy or a Taxi Service?" The answer, for me, depends on the fare. Facing well-based, numerically superior Anglo-French fleets, Italy would be foolish to intercept. Her navy can be equally useful as a taxi service.

With the fall of Yugoslavia in Winter 1939, if all goes well, it is time to send some troops to Cyrenaica and Tripoli. You want to apply pressure of your own on Britain. Most of the Italian troops remain behind for defense, and possibly an attack on Greece. Most or all of the air units were used this turn in subduing Yugoslavia, and so are not available for DAS in Libya. But three or four units can be SR'ed across the Mediterranean; the Italian navy can do that much free of charge and still be around next turn to taxi some more.

TRIPOLI

"... Britain must rapidly seize Tripoli while France is still in the war."

"... I leave the tactical details to your discretion."

It seems to me a foregone conclusion that if Britain hasn't sent substantial forces to France, that country won't be in the war long enough for Tripoli to fall in Mr. Ali's strategy. Don't think for a minute that the German player won't lend her ally a hand. The entire operation in Libya will be very expensive for the British; she may never take Tripoli while, to the north her abandoned French ally may be conquered as early as Summer 1940. Russia should be screaming bloody murder by this time.

On the other hand, any Axis players incompetent enough to lose Tripoli without exacting a fearful toll from the British deserves to suffer the consequences. My Figure 4 details what the Axis do for an all-out defense against any British all-out assault. Notice that this situation is reached only after several seasons of British attacks in the desert southeast of the city. Tripoli should not fall in 1940. How long will it be before the Germans hit MM19 or Palestine with their panzers? These are the little tactical details Mr. Ali left to his readers' own discretion! I see nothing better for the British than a 1-1 shot at Tripoli, and even that might be forestalled by a timely Axis counterattack.

Don't moan about Axis over-commitment in the Mediterranean; all we have here is an Axis response to British over-commitment. Better to match RAF factors in the desert than in France. Notice how many airbase counters Britain requires to bring her might to bear on Tripoli? This becomes very important later. Has anyone reading this considered French air assisting British attack; the German player would enjoy watching such an operation from the Eiffel Tower in Summer 1940?

In any case, the whole thing is materially any-way. A better way for Britain to attack Libya is not piecemeal, but all at once. Why waste two armored units at MM19 when those same two units might be all that are required to take Tripoli in 1939? Once the British sets up his attack from both Egypt and Tunisia, Italy has only one turn to respond and is able to SR only four or five units into the colony. If only two were there in the first place, his hold in Libya is in serious jeopardy. Figure 5 details an attack which might be worth spending those 50 BRPs on.

AIRBASE, MY EYE

"... William Searight's method as described in The GENERAL. . . ."

I thought everyone knew that this was a joke. Once and for all, let's dispel the "Airbase in the Levant" myth.

Figure 2: Alternative Tobruk defense. Here, Britain cannot get the 1-1 on Tobruk unless it also risks a 1-1 attack on MM24, freeing two 4-5 armored units and the air wing to hit Tobruk at even odds. This defense has the advantage of requiring only three SRs, which are the biggest stumbling block Italy faces in early desert warfare. Units at MM24 cannot be isolated unless all three British armored units invade at MM19 and exploit eastwards. Such an invasion force would require four nine-factor fleets, plus a fifth to supply the BR. Notice that two Italian 3-3s are already in Tobruk, ready for the Spring 1940 defense.

Figure 3: the Italian defense of Libya against minimum British seaborne invasion. Only two 1-3 infantry units would be isolated by seaborne invasion at MM19. The other, at LL24, would be hit with a 3-1 attack and Tobruk can be attacked only at 1-2 odds. Tobruk should hold until Britain takes yet another Offensive option in Spring 1940 (which could feasibly be defended with air units from newly-invaded Crete). Note that if the British attempt to take Tobruk with a Spring Attrition, success is less than certain; she cannot occupy that port until Summer, and she will never conquer the rest of North Africa with an Attrition strategy.

Figure 4: Axis defense of Tripoli. Britain can hit the city at 1-1 odds and enjoys an 85% chance of success. She might commit less here—but then she must avoid the Axis. Should England commit too little, the Axis might add panzers and more air cover to increase their chance of holding Tripoli on exchange results. Notice that any British air counterassault will not be available to attack, whereas Axis air used in that manner could be replaced by fresh units. This is an advantage enjoyed by the holder of the initiative. British air can be kept out of counterair range, but then might not be available to fly DAS should the Axis counterattack.
Figure 5: Britain deploys to conquer Libya in Winter 1939. Britain sends a full commitment to North Africa and threatens to knock out Libya in one fell swoop. Note how armor in Tunisia and Algeria are located to preclude Italian armor from ring adjacent. The main thrust is at Tripoli for, contrary to Mr. Ali’s initial assault on Cyrenaica, that is the objective hex. Tobruk is only a sideshow. Armor in Alexandria might even find occasion to transport to Tunis and add its firepower to an exploitation attack on Tripoli. Note that a fleet must be used to supply those British units in French colonies.

Read Rule 28.15 carefully, which says an airbase placed out of supply is removed and placed on its country’s capital. This is straightforward enough; the move does not even count as an SR. Since France falls after the Allied Combat Phase (49.1), no British DoW against Vichy can occur that turn, and no British can move from Palestine to Beirut as a means of opening a supply line to any airbase there. Since Vichy controls all the hexes of Lebanon-Syria, that airbase counter in Beirut is out of supply. Now, don’t get excited about a British fleet displaying the foresight to predesignate supply to Beirut. An airbase counter cannot control a hex (7.1-7.4), so no supply can be floated into Vichy-controlled Beirut (27.24). The airbase is out of supply and, per 28.15, goes back to London the very turn Lebanon-Syria goes “Vichy”.

Any seeking election to “Rules Lawyer Beyond Comprehension” ranks (that acclaimed institute) might jump for joy upon realizing the THIRD REICH supply rules (27.1 through 27.18) mention no such supply sources for “counters”, only “units”. Adhering to Mr. Searight’s pretensions into these semantics, should we deduce that no airbase could ever be placed since there are no supply sources anywhere in the game for “counters”, only for “units”? Playing by the rules is one thing; being as persnickety as Mr. Searight is another.

ALGERIA, TUNISIA, MOROCCO

“Algeria can be seized directly . . . ”

Mr. Ali doesn’t even attempt to disguise his “conquest” of Vichy Algeria with any fancy footwork as did Mr. Searight. Face it, if Algeria becomes Vichy, those British units must SR out of the colony. This is merely a waste of Britain’s precious SR capability. Barring some mission Mr. Ali has not identified, those units have no business in this colony.

Figure 7: British breakout from the beachhead. After allowing six air factors for interception, Britain can throw 24 factors at the Spanish. This defense forces her to attack two stacks of four factors each in order to have a chance of taking Madrid. Notice that it is impossible to prevent an exploitation attack on Madrid, so this is the next best stance. With luck, Madrid will hold; and even if it falls, Britain might suffer tremendously with exchanges. The 2-5 armor is still in Vigo to cut supply, preventing Britain from attacking a vacant hex in order to set up a 2-1 exploitation attack on Madrid. Here, either the Vigo defense or one of the other two must be taken out before Madrid can be assaulted.
in the first place.

Short of flooding them with more units than she can legally SR out in one turn, Britain cannot deny the Axis first crack at occupying Vichy colonies. The rule is clear: any British pieces in Vichy territory get first opportunity for SRs; they have to leave (see the “Guide”, pg. 47). Note that in 50% of all games played, one colony will be Vichy; and in 25%, both will. Thus, only 25% of all games will see both become Free French holdings. Britain has to plan on conquering more than Cyrenacia and Tripolitania to control North Africa!

THE 1940 BRITISH BUDGET

"Britain should start 1941 in a good position."

Mr. Ali must be a very frugal player to get so much for his money. Look at what he has done with Britain’s anticipated 1940 allotment of 125 BRPs:

- 12 for Strategic Warfare Builds
- 12 for Foreign Aid to Turkey
- 15 for a Spring Offensive in Libya
- 15 for a Summer Offensive in Libya
- 15 for a DoW on Portugal
- 10 for a DoW on Vichy, France
- 15 for a Fall Offensive in Portugal

This leaves him with 36 BRPs remaining for everything else. I admit I have been generous and allowed Britain to conquer Libya in three offensive seasons (Winter ’39 through Summer ’40). Using Mr. Ali’s method, and assuming eventual success, it should actually take four, but that fourth might overlap nicely with the Fall offensive against Portugal. Whether Britain could send two powerful units to Portugal while still embroiled in Libya is questionable. But, for the sake of this illustration, I won’t argue this point nor, for that matter, additional offensive expenses to subdue any Vichy resistance. Expenses are already too high for the British player to handle.

Look to bankrupt London! Some 36 BRPs will not cover losses, not to mention new fleet construction, while also reserving 24-27 BRPs for U-boat fodder. It certainly leaves no BRPs to support any troops sent to France. Britain is dirt poor; one good thing is an Axis offensive in North Africa or some costly exchanges will grind her operations to a halt. Her SW debt might come out of the 1941 base!

So, what is Britain’s economic situation for 1939 and 1940 combined? Look at this list:

- 1939 total income: 12 for SW in 1940
- 24 for Foreign Aid
- 20 for DoW (Vichy France and Portugal)
- 60 for Offensive Options
- 7 for SW in 1941

leaves 107 remaining for all else.

This calculation means 107 BRPs must apply to 130 BRPs worth of construction if the British Force Pool is to come into play. Obviously, they can’t all be built. Furthermore, if we calculate even exceedingly light British combat losses (replaced at 30 BRPs for six turns of war, there are 53 BRPs worth of the initial Available Force Pool which cannot be built. Should we forsake generosity and escalate, meaning five British Offensive options instead of the four I’ve allowed, there are now 58 BRPs for forces used. Notice, for Britain to knock out all North African Axis holdings, secure any Vichy colonies and tackle Portugal, five Offensives would not be excessive.

Should any die-hard players actually use British BRPs to declare war on Italy in addition to all this, Britain would retain 103 BRPs worth of troops in her Force Pool (meaning she would have built only 27). All of which is a mathematical exercise, since the Force Pool must be built if Britain gets nowhere. Oh, she might leave some Replacements, a 3-4 infantry or two, that 1-4 air unit and a fleet unbuilt—but the British player must replace losses, and will find his elaborate plans of conquest have lost all financial backing by late 1940.

AIRBASE PORTUGAL

"... deploy two airbase counters in Portugal."

Watch out! One airbase has already been shown in Mr. Ali’s first illustration for that attack on Cyrenacia. I may have saved a second by dispelling the “Airbase in the Levant” myth, which will prove fortunate since two must remain unused so they can be built in Portugal. They can’t be SR’d or transported there; they must be newly constructed there. So Britain is limited to one airbase from 1939 until these two appear in Portugal in the Fall of 1941, if the attack on Spain is to include three full air wings.

Refer now to my fourth figure and earlier comments on British chances of taking Tripoli. What happens to those chances if the British player denies himself use of one airbase shown in that illustration in deference to the strategic need to newly construct two in Portugal?

SPANISH

"Madrid must be entered in Winter of 1941."

"Madrid can be taken by two 2-1 attacks."

There is no problem with the concept of attacking Spain. But there is a problem with the fact that we are supposed to be dealing with ways to keep Britain from “sitting on her hands”. What do you call sending two 4-5 armored units to Portugal in Fall 1940 and leaving them there, doing nothing, until Winter 1941? This is evidence of sitting on more than just hands! Berlin will be in a “Constant Party” mood while these bad boys rust on the Iberian Peninsula. But the real delight is yet to come.

Sad to tell, Portugal is not a very effective forward base. Look at it. No supply source, no port and only one city to serve as an airbase. Can any reader guess the kicker? Somebody has—the developers. Portugal’s sole inlet for supply, the beach at T10, is adjacent to Spain. Facing Mr. Ali’s deployment in Portugal, Spain merely places her lone armor at Vigo and cuts supply to the entire British contingent in Portugal. Poor! They are gone.

Oh sure, the British might try to move units through Gibraltar to open a supply line, or even re-invade T10 yet again if her final two armored units are in port; but look how weak this would leave everything else. (Rule 27.24 explains concisely who is and who isn’t in supply.) Even British armor which has just re-invaded T10 could not have made an exploitation attack from a friendly beach, and so are not in supply by that criteria. (Figure 6 shows my Spanish defense against Mr. Ali’s force and anticipated reinforcement through Gibraltar.)

Should the British realize only those units on the BH itself can start in supply, she might place everything there, and of course the air units are always in supply, and the airbases don’t leave until the end of an unsupplied turn (see Figure 7). Should British forces from Gibraltar threaten, Spain uses her defense from Figure 8. For all her armed superiority, Britain cannot guarantee a Spanish knock-
out. She must rely on the old 1-1 attack, not the 2-1s demanded of us by Mr. Ali.

THE IDLE GERMANY

"In 1941, Britain needs to send the other 4-5 and one 3-4 infantry to Portugal . . ."

Who among us believes that Germany won’t respond to this move? This is not ‘covert action’.

The British player opposite you has just placed the cream of his armored forces in Portugal of all places, a country which lacks even a decent port to allow SR across the water. It was plenty obvious what was going on when she left forces there from Winter 1940 through Winter 1941. Now she has reinforced them!

This is an open invitation to invade England if ever there were one. The British player has just spotted you a tremendous advantage by placing their army off in the most remote corner of the map they could reach, in effect saying, “there they are, what are you going to do about it?”

As the German, I have five possible responses to consider:

1. Do nothing.
2. Man the Pyrenees.

Probably the only time it would be wise to do nothing would be if Britain had deployed as per Mr. Ali’s diagram, such that the Spanish arm in Vigo defused the whole Offensive anyway.

Manning the Pyrenees may be Germany’s most likely response. Although it is not as much fun as invading England, at least it is not subject to defeat at the hands of the Royal Navy. The great advantage with this and the following options is the timing. In most games, Winter of 1941 is the turn of the Russian cold. The panzers will lie idle on the East Front, so those operations suffer little if a few of them are absent then. The parachute unit in La Rochelle threatens both England and Madrid, as do panzers based there when supported by additional Wehrmacht forces on the Spanish border. Nothing short of capture of London would be more satisfying than to catch Britain’s puny army in Spain. Putting it bluntly, the panzers would shred them unmercifully.

The option of attacking North Africa is also highly likely as British commitments in Portugal, Gibraltar and England consume most of her resources. The British player has little left to defend Palestine, Lebanon-Syria, Tunisia, Libya, Malta and Egypt. Between them, one of the objectives (Malta, Tripoli, Suez or Alexandria) should be ripe for picking.

Because of Britain’s commitment in Portugal, I am sorry to say I cannot even illustrate any projected defense of the Isles or North Africa because there is none beyond the Royal Navy (which is a major obstacle to be sure). Beyond these fleets, however, Italy can land in North Africa and Germany might invade England.

Looking at Portugal, against Mr. Ali’s deployment, successful overrunning of T10 would isolate the British in that country. But since that is an unrealistic BEF situation, this plan is more a curiosity than anything. Germany could not hit the beach against the stacked weight of the BEF plus the RAF. Against Mr. Ali’s layout, however, the British army disappears as the panzers pour through Spain into Portugal.

And, at last we come to the matter of invading England itself. “Now, if Hitler has four fully loaded fleets . . .” Contrary to Mr. Ali’s caution, “Hitler need not always play to the weaker side” prior to British reinforcement of Portugal. Because it might well take two turns for Britain to take Madrid, the German player can follow that Portugal reinforcement with invasion preparations, even so far as to build the two extra fleets the player turn offers British control, itself an attack on Spain. Should Spain not fall in one turn, English sands might yet part to the tracks of panzers.

BRITISH RESPONSES

Facing any aforementioned Axis reaction to an invasion of Spain, what might Britain do in Winter 1941? Her army and air force are poised to attack Madrid. The British player can’t SR or transport out of Portugal. He can’t be certain of Spanish capitulation, which would free him to SR out via Gibraltar. If he intentionally destroys his army, it can’t be rebuilt until the Spring of 1942, and not used until Summer. This would yield a chance for Germany to invade England in Spring 1942; thosepanzers might reach London before the British army.

No, the quickest way out for the BEF is to go ahead and attack Spain. There are three ways to accomplish the transfer: 1) conquer Madrid; 2) kill off the British units with suicide attacks against the Spanish and rebuild it in England; 3) bust through to Gibraltar and SR back to England.

The choice seems simple. If that 1-1 attack on Madrid looks too risky, don’t worry. Failure there means that you have automatically chosen case #2 and can rebuild those lost units for home defense. Only if you lack the BRPs to rebuild them should you shunt SR to Gibraltar, which still costs 25 BRPs for the DoW and Offensive option. Reaguards of your Iberian force may be mauled by the Wehrmacht, but at least England may be secure. Of course, Franco will now be firmly in the pocket of the Axis.

ASSUMING TURKEY

. . . superiority by the end of her Summer turn and be able to activate the minor in Fall.

This is very interesting. Mr. Ali continues to assume that the Axis players have no idea what is going on. First, he deduced they would not respond to the British army build-up in Portugal; now he suggests that they will permit the fall of Madrid to go unchallenged and not notice that the entire British army has taken up residence in Spain.

If he regrets treating this as an exercise, then he is misread Rule 33.71. Britain must meet the requirements of Turkish Activation “at the start of its player turn” — not at the end. Simply placing enough ground combat factors in the Mediterranean does not do the trick. The majority requirement must be fulfilled at the beginning of Britain’s turn. That means that the Axis powers will have a chance to respond.

Britain might well denude the home defenses and place all of her 41 combat factors in that theater. But that still won’t offset Italy’s 30, Bulgaria’s 4 for Gibraltar and various other Minor forces holding Yugoslavia and Greece, not to mention the Germans opposing this British insult in Spain. Of course, Britain wouldn’t really lay bare the homeland, but that illustration serves the purpose of demonstrating just how pathetic her attempt at activating Turkey really is.

In fact, even over the Spring-Summer 1942 double-turn, British and newly-arrived U.S. forces cannot attain a majority because those new factors cannot reach the Mediterranean until the summer. Germany again has the opportunity to respond. It is preposterous to expect the Allies to finesse their way to a majority.

DREAM PHASE

“Britain will start 1942 with 60 BRPs in conquests . . .”

This assumes all French colonies became Vichy and were conquered, along with Libya, Portugal and Spain. It also assumes that the Germans have not knocked off Moscow and London while the British armed forces were galavanting around the Mediterranean. They don’t! Psychology of Invincibility claims to the contrary.

Mr. Ali has overlooked the fact that this country simply cannot lay her hands on the BRP resources he consumes to attain these goals. This has already been demonstrated clearly in the section on the British budget above.

“...Turkey should liberate Bulgaria, Rumania, and even possibly Yugoslavia.”

I suppose if we count on the Axis players to do nothing this far, why expect them to perk up now? Of course they will be in bad shape if they sit on their hands and watch -- “what will we do?” Of course France can fall in 1942 if German forces walk out of the country. Of course the Turks can conquer the Balkans if they all have to fight are Bulgarian 1-3 infantry units.

But what is the point of assuming that your opponent is a much melior? Would any of us actually enjoy investing so many precious gaming hours against someone who would not respond, even when the entire British army went on holiday in Portugal? Isn’t there more excitement to be had bouncing a ball against a wall? At least a wall gives back as much as it takes.

What we have here are a collection of thoughts which must be the culmination of four years of dreaming (1939 through 1942) on the part of a frustrated Anglo-ophile player. Sure, Britain can do a lot in THIRD REICH and is fun to play—my personal favorite actually. But these situations will not occur against any competent player. Mr. Ali is trying for too much.

A SANE MOMENT

. . . preventing what is perceived to be a major invasion.

. . . attack on Portugal as something to be prevented at all costs.

. . . landing on the Libian coast as a mortal danger.

I find these phrases quite disturbing. Mr. Ali may be accurate in all three cases, as he mentions three very interesting points. I wish he had written his entire article about these three concepts. Presenting the and con of his “Psychology of Interception” (or how about, the “perception of Interception”) could have made intriguing reading.

Briefly, I like to use my Axis fleets to knock down British SR capacity as much as anything. I would not perceive an attack on Portugal as something to be prevented at all costs, for reasons now evident to all who have read this far. And I certainly would not perceive a small landing on the Libian coast as a mortal danger. For one thing, it is not “mortal” at all, and it depends much on who pays that DoW cost—Britain or Italy. My Italians will not foot the bill in 1939, but would wave the carrot of Tobruk at the British to entice them to shell out those 35 BRPs. Any danger of that landing at MM19 is too conspicuous; the British can’t fool anyone with that old trick.

CONCLUSION

“... This Gambit is conducted on a shoestring.”

Mr. Ali unleashes his most accurate statement in his closing comments. I hope to have already justified my view—“This shoestring Gambit will never be prevented at all costs, for reasons now evident to all who have read this far. And I certainly would not perceive a small landing on the Libian coast as a mortal danger. For one thing, it is not ‘mortal’ at all, and it depends much on who pays that DoW cost—Britain or Italy. My Italians will not foot the bill in 1939, but would wave the carrot of Tobruk at the British to entice them to shell out those 35 BRPs. Any danger of that landing at MM19 is too conspicuous; the British can’t fool anyone with that old trick.”
Whoever was responsible for the 1977 rules for D-DAY really outsides themselves. They made a close game even better balanced; yes, the Germans have a chance of winning. If someone thinks otherwise, then there is something missing from his pattern of play. Hopefully for both novices and masters of this classic game, the following brief exposition might fill in what's missing, or perhaps add to what's already there. In any case, I'd like to present both sides of the coin and look at German set-up and general strategy as well as Allied strategy.

**GERMAN STRATEGY**

Possibly the most important step towards a German victory is the initial placement of his units. Here, on the beaches, is his first chance for an unqualified victory. The Allied player could even lose the game here. No matter what happens, the initial set-up and general strategy as well as the Allied player will determine what shape the Allied drive across France will assume. The accompanying illustration shows my recommended initial placement of German units.

There are a number of key points for the German player to keep in mind once the Allies are ashore. Early in the game, the Allied player may very well try to delay for a couple of turns the Allied advance whenever possible. The goal is to try to keep the Allied player from hitting you with everything he has until your replacements start to make themselves felt. I look at the German replacement capacity as the lifeblood of any successful defense. Once they begin to arrive, the German task is certainly made easier; but they may be "too little, too late" if German losses are too heavy early in the game.

The German must also strive to make his lines as "3-1" attack-proof as possible. It's not really that difficult, although you will have to engage in a lot of shifting of units. Watch to see if a weaker unit can hold a position due to the lack of Allied troops nearby, move it there to free your strongest units to bolster the line. You must take careful note of enemy troop movements, one advantage you do have over your historical counterparts. Meet strength with strength, and you'll slow the Allied advance to a crawl.

Another crucial thing to remember is that in order for the Allied player to use an inland port for supply, they have to control the lettered hexes around it. Therefore, never give up a port just because the Allies have entered the city proper. Fight for control of the lettered hexes and delay him in his advance by keeping vital supplies from him.

The German player must be extremely careful when withdrawing from one line to fall back to the next, especially in Brittany and the Bay of Biscay regions as Allied strategic movement could envelop and trap many of the slower moving German units. You must make sure that you cover their retreat with mobile units or the bulk of your force (the infantries) will be left behind to do a last-ditch defense. This move is a classic case of the precept "never change your mind when moving for a couple of turns across a large, open area of clear terrain." The German player must also learn anti-paratroop techniques. Keep cities in the rear garrisoned, especially the ports. Keep other minor units in back of your main line to prevent paratroopers from un-doubleing a position. Always attack Allied paratroop units when the odds are even or better. They are one of the most potent weapons in the Allied arsenal.

Be well aware of the terrain behind your main line when preparing a defensive line. It can help you decide on where to concentrate your strength, depending on the terrain available to fall back on. If, for example, behind your right flank lies a lot of open terrain, a breakthrough there would give you more territory than on your left where the troops can easily fall back to the next river line. Therefore you want to position much of your strength on the right, or more exposed, flank. Judgement in this matter is essential. Otherwise you'll find you've run out of river lines to hide behind.

Beginning in Brittany and working our way across France, we see a multitude of superb defensive positions. The St. Malo-Rennes-St. Nazaire line is the first one the Allies will encounter in Brittany. The German player will almost always be able to establish this line should the enemy opt for an assault here. It will provide a long period of time, and doesn't leave the Allied player with many options—attacks with low odds or soak-offs. As such, it is one of the most important defensive lines in France. Events at any of the first defense lines (those that are meant to contain an invasion) could easily alter the course of the game. If you can bottle up the invaders for any length of time, your vital replacements will come in much quicker.

Unfortunately, just the opposite is true also. The Germans could give the Allies an advantage by trying to hold on to hold out too long on the first line, all the while bleeding themselves white. Careful planning is therefore mandatory when deciding when to withdraw. Don't forget to take into account the fact that you'll probably lose a few units while falling back across the open ground to your next defensive line. Be careful not to get your units trapped by Allied strategic movement. A second invasion could also cut off your troops, making it difficult to extricate your units and to keep the invasion bottled up past the ninth week.

Bayeux-St. Lo-Avranches is the first major line to be defended against a Normandy invasion. This line should also be held as long as possible, with heavy counterattacks if necessary. However you face the same problem as in Brittany—when to withdraw. At least here the German player can fall back easier. But care should be taken to see that every unit has the best possible chance to survive to fight again on the next line.

The line running from Le Havre to Rouen, across to Chartres or Orleans should be this next line, whether retreating from Brittany or Normandy. It should not be the main line of resistance, however; force the Allies to get into a position to attack it and then fall back to the Seine before they can. The Allied player may try another turn or two regrouping to attack this new position. In this way you can buy a few turns with little loss of units.

The Seine should be heavily defended and "3-1" proof if possible. Counterattacks should be made against Allied bridgeheads unless you risk devastating your own strength. If the enemy achieves a breakthrough above Paris, don't give up the lower portion of the Seine line until absolutely necessary due to the threat of envelopment. Instead, form a new line along the Marne.

When the Seine is crossed below Paris, your next line should be along the Somme and over to the Oise to Paris. Hex R23 appears vulnerable but if defended by a 6-6-4 or a 7-7-4, the Allies can only mount a "1-1" attack on it. A 5-5-4 unit can hold it against 2-1 odds. Should the Allies take this hex, a counterattack is easily mounted against the victors by attacking from the five adjacent hexes. Paris and the rest of the Seine can be lost and a major withdrawal from the line is still not necessary. The cities and rivers behind the Marne can provide a hedgehog defense and buy a few turns for you to prepare the next line.

The next defensive line of importance is the Antwerp-Brussels-Meuse line. Defense of the Scheldt area will slow down any Allied advance, but can't hold out long. This line is easily defended and can be made "3-1" proof in most games (barring excessive German casualties up until now). This line should be the most difficult for the Allies to breach.

After the Meuse line falls, the Germans, for the most part, will be in a hedgehog line set up in the intricate network of mountains, rivers and other doubled positions near the Rhine. Although crossing this region is time-consuming and will cause many Allied casualties, the enemy will have more initiative than ever. He can pick out his best attacks against your line (which probably won't be proof against 3-1 attacks). The net result is that the Allies will be able to penetrate this line without too much difficulty.

All's not lost, however, for the Rhine itself can be made "3-1" proof, but usually the Germans lack the strength to do it. This is an excellent moment to seize the initiative. Use strategic movement to isolate Allied units. Try to attack in a manner which threatens their supply sources. Also, use the mountains to your advantage by attacking into the "valley". This should delay a final Allied attack on your units while they cross the mountains on either side of your position. Don't make excessively risky attacks, only ones that you're reasonably sure to win.

Finally, if the Rhine is crossed by the enemy, you must counterattack with all your strength immediately. If you can see that the Allies have difficulty getting troops across the Rhine in the one or two turns they have left in the game, you can safely forget about the few that did get across. Instead, screen them off and delay the rest of the enemy army. Don't forget that isolating the units that crossed the line is as good as eliminating them. This is your final stand, so exert yourself to the utmost.

**ALLIED STRATEGY**

The first step is, of course, getting ashore. Let's consider each invasion site briefly:

**North Sea**—Attacking here is a matter of "1-1" attacks and a little (a lot of) luck. Two infantry divisions each should attack the three northernmost beaches. These attacks will hopefully force the Germans to abandon Amsterdam unless they decide on an immediate counterattack. The latter option may cost the Germans some heavy losses. One parachute unit should be dropped at G11 and two at H12. The remainder of the TAC forces can, depending on the enemy, be used to advance across the Scheldt area from organizing behind Amsterdam—which the Allies must take for supply or the invasion will go nowhere. A TAC sector should give defensive support to the paratroopers on both G11 and H12. The remaining TAC forces should be used to interdict and delay any strong reinforcements the Germans may send from other beaches. The North Sea invasion site is a risk at best, and probably shouldn't even be considered unless as the second invasion.
Pas de Calais—Supply being no problem here, your primary objective is to get ashore (not an easy task) and entice an early breakout. Since nothing better than even odds attacks can be had on the beaches, you will need as many attacks as possible. Therefore, two infantry divisions attack hex L21, two attack O25, and two more attack P26. A single armor division should attack hex M22, supported by a TAC factor, at even odds. A similar attack should be made against N24. The last infantry unit should make a “1-2” attack against M23. One parachute unit should land in Lille and the other two at O23, all of which attack the German headquarters at 9-1 odds. The result? Well, hopefully you troops won’t be scattered and dispersed on the beaches (which often happens) but will be able to support each other. If the attacks on either flank work, the Germans will have to give up important cities or desperately counterattack. The paratroops will deter the Germans from setting up a defensive line in the gap. The remaining TAC factors should give them defensive support, also supporting other units and/or interdict German reinforcements. Is this beach invadable? Yes, but most gamers hate to rely on 1:1 attacks (even though you’re bound to win some of them). Better to wait until the second invasion.

Le Havre—Land two infantry units at hex Q28, one of which will soak-off against Dieppe at 1-3 odds. The other one will attack in conjunction with two infantry units (in the sea at Q29) and the paratroopers (one division of which has landed at S29 and two at S30). These will attack 5-5-3 unit at 4-1. Two more infantry divisions will assault the Le Havre fortress supported by a TAC factor. The paratroops have eliminated the retreat route of the 3-3-3, raising the chance of eliminating this unit. The Allies are able to land a relatively strong force here but note, due to the limited width of the area, that the Germans can easily put off the invasion. It is also near much of their reserve power, which means that they won’t hesitate to attack your positions—and the attacks won’t be mere pinpricks! It is my opinion that most invasions here will last several turns at best. Again, use the extra TAC factors for defensive support and/or interdicting German reinforcements.

Normandy—Two infantry units should amphibiously assault Bayeux at “1-1” to try to break this city line early. Two more infantry divisions should land at R34 and two more S35 to make a 2-1 attack against Carentan. One parachute unit should be dropped into Cherbourg and two parachute units onto Q33. These attacks aren’t exactly guaranteed either, but at least the paratroops will hold the peninsula if the infantry completely fail. All TAC factors should interdict German reinforcements.

Brittany—Two infantry units should launch an assault against Avranches at even odds. This is risky, but it could help an early breakout although, even if successful, heavy German counterattacks will likely retake the city. But before they have delayed the enemy long enough to build up a good-sized strike force, however, and kept much of the German strength out of the main front where a breakout is probably occurring between Rennes and St. Nazaire. In case that attack doesn’t work, however, the remaining units shouldn’t open themselves up to a counterattack. Land two infantry units on V40 and drop two parachute units on W41 (which is usually a relatively safe position). Delaying the northern reinforcements with TAC is very important in this invasion (this same precept goes for invasions in the Bay of Biscay and Southern France also). An invasion at Brittany probably holds the best chance of success against this representative German defensive set-up.

Bay of Biscay—Supply must be gained as soon as possible to even think of driving to victory across France. Therefore, two infantry units must make a “1-1” assault against La Rochelle right away. A
viable alternative would be an even attack against Bordeaux, but success at La Rochelle cuts off the units at Bordeaux anyway; but, then again, an exchange at Bordeaux would gain the city on Turn 2 while such at La Rochelle would not. If unsuccessful the first turn, a carpet bombing attack must be used to gain supply or the invasion is lost. The other infantry unit should land at HH42 and the parachute division at HH41. These two units should each be given TAC defensive support. German reinforcements should be interdicted when possible. 

South France—An uncontested beach! Troops should land as close to the “valley” as possible. Interdict German units advancing toward you. Move as far as possible using strategic movement (don’t forget to leave HQ units in Marseilles). Unfortunately, this isn’t as easy an area to penetrate as you might think—especially since at the end only a small area of the Rhine can be crossed due to supply. It will make for an interesting game though. But, all in all, the German player can pretty well plug up all the routes which gave access to Germany.  

Looking at the fighting on the continent, there are some general suggestions to be made to novice players. The key to Allied strategy is airborne operations. They can break line after defensive line, and the threat they impose can keep the German edgy. Their improper use can cost you the game. You should utilize your parachute force again and again. Don’t risk them in an exchange situation unless you’re desperate. Try to keep other friendly units in adjacent hexes to discourage counterattacks aimed at them. This is sometimes difficult but can usually be accomplished with an advance after combat. You must give your paratroopers defensive air support when exposed; even if they are not exposed, the German player may make a low-odds attack on them, so defensive support is never amiss. 

The Allied player should not exert all his energy going after the German strategic installations. While having a few replacements is nice, that’s all you’re going to get—a few. The game will be won or lost with the troops you have to begin the game, and the scheduled reinforcements. The strategic installations produce too small an amount of replacements to make it worthwhile diverting 36 factors down to Brittany. In other words, if you have already decided to attack Brittany, by all means attack the installation there as part of the normal course of play. But if you are hitting the Pas de Calais, don’t waste time and forces diverting units from the front to Brittany. 

The first turns of the game are important in that these will decide whether or not, and when, the Allied player will make his second invasion. A second invasion should be made in one of two cases: a) you see a great chance to crush the German defense entirely, or b) in desperation. If you’re thinking of making another invasion just to tie down some enemy units or in hopes of winning a big “1-1” attack once in the game, you should think twice. A second invasion is often an easy way for the German player to eliminate or isolate a portion of your force. It was hard enough to get ashore the first time when you could pick his weakest beach to invade. But now all that’s left will be the ones he hoped you’d pick the first time; especially now even the Allies can’t wait until the right moment but must come ashore between Turns 9 and 16! The troops you might squander in a second invasion can often be put to better use in the main lines when your numbers are thinned late in the game. As you near the ninth week, you should analyze how the first invasion is progressing and if, when, and where a second invasion will take place. If the first invasion is not proceeding satisfactorily, then a second invasion should be made if manpower allows. If the fight is going well, it is usually better not to divert units in a speculative second invasion. Obviously your decisions about the second invasion are a key factor in the game. 

CONCLUSION 
Both players have an equal chance at winning this game. It is one of the few classic games of which it can truly be said that, given two perfect players, any individual playing will be decided by the dice. I would hope that the above hints and comments have helped your play reach that stage. And, if that doesn’t help, perhaps you might want to read over some of the past fine articles on D-DAY that have appeared in these pages. Try the excellent in-depth introduction to the new edition by Joel Davis (in Vol. 14, No. 6) or Jim Stahler’s look at strategy (Vol. 18, No. 2). And if all this doesn’t help, perhaps you might want to try a few experimental options rules. One of the nice things about a game such as D-DAY is that it lends itself so readily to experimental rules—not being too long to play or so complex that one change leads to a host of ramifications that demand still more adjustments. I have, for instance, added the Luftwaffe to some of my playings. To be more specific, try giving the German player six (6) TAC factors to intervene with; these are used in the same manner as Allied TAC, except replacing planes the way the Luftwaffe normally does. Commando Raids (which affect German replacement factors), and Allied Air Transport, try your hand at the classic D-DAY and see what you’ve been missing.  

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Dear Editor,

My comments (concerning Vol. 23, No. 4) of The GENERAL are quite late this month. There is a very good reason for this, of course. I received my copy of said issue on July 23, roughly a month and a half late. I called your subscription department on June 30 to inform them that somehow I missed out and the person answering determined that my subscription was right on it. July 20 and still NO GENERAL. Another call and another assurance; this time I actually got my copy, it wasn't worth the wait. I quickly perused the table of contents and, with the exception of "Bambi's War" (ridiculous as hell) and one on STELLAR CONQUEST, it looked like a real winner. Then I read the articles.

"The Empire Strikes Back" was the biggest crock of crap I've read since Mr. All's last article on that same subject. It is based on the false assumptions that just aren't true. Perhaps there are good JR players who set up as being to be surveilled, when the truth is that the hands of the readership. Perhaps in the case of Mr. O'Gray's "Revolution Against the Air", the criticlctsm.)

I was reading through the last issue of The GENERAL and I was very pleased to find the article on the subject of "MEV. I have been wanting to fight these battles for some time, and now I can. Deep thanks to you and the authors.

There is one quirk I would like to correct, however. The HMS Glaton was an unusual vessel—for two reasons. For one, she was commanded by Captain William Bligh, who was to become famous at another time in command of the ship. I believe that what affects the game, is that she was no ordinary 50-gun SOL, but an Indianman, with decks reinforced and guns placed to fire in all directions. So (in the usual way) you see, the scenario chart is not correct. I would (without hesitation) advise having those parts of the fire power of a hundred) recommended ten squares of cannonade on each side, but no guns.

James O'Gray

Bremerton, Washington

Gentlemen,

While I like the idea of nuclear weapons in BLITZKRIEG (Vol. 23, No. 5), they don't look powerful enough. Nuclear charges inflict more damage than the more powerful blasters. The blaster is not as well balanced as the nuclear charge. There is the power to permanently put a port facility out of commision, while a general IM ATTACK, while only having the power to destroy an aircraft carrier, is more than adequate. I also believe that what affects the game, is that they are no ordinary 50-gun SOL, but an Indianman, with decks reinforced and guns placed to fire in all directions. So (in the usual way) you see, the scenario chart is not correct. I would (without hesitation) advise having those parts of the fire power of a hundred) recommended ten squares of cannonade on each side, but no guns.

James O'Gray

Bremerton, Washington

Dear Mr. Martin,

I would like to pass on a correction and a few clarifications regarding the Nicaragua article ("Revolution Against the Revolution" in Vol. 23, No. 3). It states that the Nicaraguan revolutionaries were only using small-caliber weapons. My research in this area has been extensive, so I would like to offer some clarifications. The Sandinistas were not only using small-caliber weapons, but also guerrilla tactics. This was a common tactic used by revolutionary groups around the world. The Sandinistas were also using large-caliber weapons, such as mortars and howitzers, which caused significant damage to the Nicaraguan government's infrastructure.

In conclusion, I believe that the Sandinistas were not only fighting with small-caliber weapons, but also utilizing a variety of tactics to achieve their goals. These tactics were effective in their struggle against the Nicaraguan government.
LITTLE THINGS MEAN A LOT
Tactical Nuances in FORTRESS EUROPA
By James M. Lutz

As a simulation of the last year of World War II in Europe on the Western Front, FORTRESS EUROPA captures many of the intricacies and subtleties of that conflict. The basic tenor of the game requires that the Allies successfully land in France or the Low Countries, break out of the beachhead, and then march on Germany, ultimately capturing enough objectives in sufficient time to win the game. The Allies have ample troops and greatly superior airpower available to achieve this goal. The German player will be on the strategic defensive throughout the game. He may have an opportunity to try to crush the initial Allied beachhead, and late in the game the return of the “Panzer Reserve” will give him one last shot to go on a major offensive that can delay the final conquest of German cities long enough to bring about a victory for him in the end. For the rest of the contest, however, the German player will only be able to undertake limited offensive actions. Such limited counterattacks can have important strategic consequences (such as protecting the last U-boat base or V1 sites), but they are highly unlikely to lead to destruction of the Allied armies.

The following comments will concentrate on various tactical aspects of the rules (2nd Edition) for FORTRESS EUROPA and how they can influence the decisions of both players, as well as the outcome of the game. This tactical commentary, like any, will also have some obvious strategic implications at times, with “strategic” taken to mean effects that will contribute to winning or losing the game as opposed to some particular battle. As usual, enough tactical mistakes can lose the game, while good tactical choices only improve the chances of victory. Most comments about the choice of initial invasion site by the Allies and the initial German setup will be avoided since these aspects of the game have been covered in earlier articles in The GENERAL (see especially Vol. 17. #4). Rather, the emphasis will be on combat situations, the effects of terrain on combat, supply concerns, specialized units other than the conventional infantry and armor, and on the role of airpower. All of these topics involve some relatively subtle elements of design that can play a role in the outcome of the game (some of which I learned the hard way through the “courtesy” of my opponents).

GENERAL COMBAT SITUATIONS

Usually combat attrition in the game will work to the advantage of the Allied player. German replacements tend to be fewer, and in most cases the German player will suffer significant casualties due to the fact that the Allied player can mount odds attacks with air support. DE results on the die rolls become much more likely. In many games, the Germans will face a largely intact Allied army to the advantage of the Allied player. German units are par-icularly disadvantaged. They suffer disabilities defending in cities and rough terrain, although the present of a river, mountain terrain, or fortress (for German panzers) may ease this problem. They are also at a disadvantage attacking cities and rough terrain. Thus, the rules tend to limit the most effective use of armor to the open terrain where it was, in fact, most efficiently deployed during the war (Ardenes). The 3-1 odds may be the lesser of two evils for the German player, no matter how uninspiring a choice. The rich may get even richer if the Allies can capture the V1 sites, which will either increase their replacement rate or free up airpower for other uses. Even a 2-1 attack against the mountain hexes, in the Pas de Calais may be a daunting prospect for the Allied player, the capture and elimination of the V1 sites is probably worth the effort if the troops are available.

The automatic victory over the CRT is also important for the tactical dispositions of both sides. If the German army is withdrawing after a defeat in France, the Allied army to follow and annihilate the retreating forces can be hindered by the Germans leaving behind a few units with inter-locating ZOCs. German headquarters units may be ideal for this purpose if they have not previously taken a casualty or have not yet been inverted to their reverse side. In other cases, more valuable rearguard units may have to be sacrificed to pre-vent even heavier casualties. Smaller SS units may be ideal in this regard since they can be auto-matically resurrected with the Panzer Reserve. In the battle for Germany itself, similar delaying forces can be used to prevent first impulse assaults with tactical air support on important German positions for at least a turn. The headquarters units that have survived can again perform this role, although Volk-sturm units are equally appropriate in this regard, if not more so. If the Allies are far enough away from key objective cities, such delaying units might even prevent the Allies from having any chance of victory.

The Allies might find this tactic to be worthwhile in defending an early beachhead. Some units may be sacrificed at the limits of the beachhead to per-mit time for a buildup. Such unit sacrifices might be particularly necessary if there are losses in the initial invasion and bad weather then appears. For-ward Allied units are lost, but the beachhead is not in danger. If a commando raid succeeds in captur-ing a port, one of the units might be advanced on the second impulse to prevent a German attack to recapture the port, although the commando’s lack of a ZOC makes such delaying actions more difficult. It will all depend upon how far away the nearest German units are. If none can reach on the first impulse, the placement of rangers and commando units can effectively prevent any possibility of German recapture (barring an airborne landing).

TERRAIN EFFECTS ON COMBAT

Armor Limitations. Terrain has an obvious effect on combat in the game. Armored units are par-ticularly disadvantaged. They suffer disabilities defending in cities and rough terrain, although the presence of a river, mountain terrain, or fortress (for German panzers) may ease this problem. They are also at a disadvantage attacking cities and rough terrain. Thus, the rules tend to limit the most effective use of armor to the open terrain where it was, in fact, most efficiently deployed during the war (Ardenes). The 3-1 odds may be the lesser of two evils for the German player since he is usually on the defensive, but it will also place a limit on the effectiveness of the Panzer Reserve when it comes into play. An offen-sive into the Ardenes is limited in its potential impact without infantry support. One advantage that

Normandy has as an invasion site is the presence of rough terrain hexes in the area. Once they are reached (if they are reached), the Allied beachhead is more secure since the major German units likely to be available for counterattacks in the first weeks will be armored units. If German infantry support is limited, the Allies will be hard to dislodge. Mountains and Rivers. Strong defensive positions during early stage generally aid the German player or, if the Allies have to be concerned about a German counterattack. Mountains and rivers provide the fairly standard defense lines in FORTRESS EUROPA as in most games. While defenders are double back river lines, the rivers on the board do not provide many solid defensive positions for the Germans. The Loire protects southwestern France from an attack from the north, but it is difficult to envision the Germans having enough units to defend this line or the Allies concentrating major attacks against the bulk of the German army, if they are here. It might prove to be an effective line of defense for a time against Allied forces mov-ing north from an initial invasion in the Bay of Biscay area. In the north, the lower Seine-Marne provides a useful defensive position. Since Paris is a trap for the Germans (see the airpower section below), the Marne has to be used instead of the upper Seine north of R10. The Rhine in southern Germany and the Maas in the north can combine with the fortresses between them to supply a solid defense of the Fatherland later in the game.

Mountain hexes also double the defenders, but the stacking limit of one unit per hex restricts their utility as a defensive position to some extent. For example, if the Germans defend in the mountains stretching from R22 to Z18, the defense can be cracked even though the defenders will be doubled. If six Allied 6-4s stack in U18 and T18 on second impulse, five could attack a German 5-3 in U19 at 3-1 odds while one of the units soaks off against the defender in V18 (see Figure 1). The Allied units would probably be assured of holding their positions in these two hexes, although some of the attacking units could be at half-strength after comb-at. Since any German counterattack would be at poor odds, both U19 and V18 would have to be abandoned during the German phase of the turn. Even a 2-1 attack against the mountain hexes, not difficult to achieve, would have a good chance of forcing the position. The availability of Allied tactical air support would raise the odds even fur-ther. A better defensive line would be behind the mountains. German units will no longer be doubled (except for the infantry in Dijon), but Allied stacking would limit the attack odds. Allied TAC ground support would have to be used to get even reasonable odds and would therefore be less effective. Of course, if the German player has only a few units available, the mountain hexes will be occupied and the clear terrain behind them can serve as the next line of defense, particularly if additional units can be moved up. Even if the Allies do win an attack and hold their positions in the mountains against this line of defense, and the German player only has a few units immediately able to advance would be those still remaining in the mountains at the end of the Allied combat phase. The number of units involved should be somewhat limited since some ARs or AIs are likely to have resulted during the combat. Any
The exchanges would have further weakened the Allied units that remained in the mountains. The Germans would then have time to create a new defensive position behind the Saone, or even in the mountains further south.

**Rough Terrain.** Rough terrain limits the combat factors of armor and also limits armored movement. The limitations on movement may actually hurt the German player more. The Allied infantry generally have superior second impulse movement when compared to German infantry. Armor on both sides is roughly equal. As a consequence, rough terrain—since it limits movement by panzers and panzer-grenadiers—will make exploitation of first impulse victories more difficult for the Germans than it will for the Allies. Rough terrain, however, has major impact even when no armor is involved in the combat. The defender may be able to maintain a defensive line since retreats are optional. Of course, the attacker, if adjacent at the end of the turn, leaves the defender with the choice of counterattacking or retreating to avoid low odds attacks. Infantry battles in the rough terrain of southern Belgium, Luxembourg, and eastern France should go in the favor of the Allies given their tactical air superiority, stronger artillery, and greater numbers. The German army could be bled to death if it attempts to fight major battle in this area. The Siegfried Line will normally be a much better alternative as a defensive position. Of course, a slow withdrawal through this area is another possibility. The Germans can retreat one hex per turn, forcing continuous Allied attacks if the delay to the Allied advance will serve some broader strategic purpose.

While the rough terrain in Normandy may make it easier for the Allies to secure a beachhead, it can also create problems. If the rough terrain hexes are the invasion sites, the invading units will be eliminated on any D1, E2 or E result against a two-step enemy unit or any DR result against any unit. If the clear terrain hexes (such as L3, L4 or M5) are invaded, units in the rough terrain could keep the Allies pinned on the beaches where AR results are disasters. The Germans could even back off on the first impulse and take a combination of even attacks and soak-offs on the second, forcing the German player to establish a second line of defense. Once the rough terrain is reached by Allied units in this area, the German player will face a choice of retreating or counterattacking. Even when

The Allies do get off the beaches and reach this terrain, it can still hinder the Allies. Defenders in hexes M8, L7, J6 and J4 can stack three high while the Allied units at M7, L6, K6 and J5 will only be two per hex. The higher average value of the Allied units becomes less of an advantage in these circumstances, and the powerful Allied armored formations will be effectively kept out of action for a number of turns. While the beachhead is quite safe, the breakthrough to the interior of France may be seriously delayed. The fortresses can also serve as another example of how German defenders can use the terrain limitations on stacking to their advantage. The Rhein is broken and crossed at Freiburg (E21) and the Allies are safely established on the east bank. The German player can retreat his forces to a line from GG19 south, forcing the Allies to attack from rough terrain and mountains with a limited number of units (see Figure 2). A second line of defense could eventually be formed at GG19 or HH18-HH19-HH20-HH21-GG22-GG23. If the line is anchored at HH18, the defenders could have as many as 16 units in place, excluding units that stack free, while the Allies could have a maximum of eight (again, see Figure 2). Some of the defenders could even be armored units, since they would be defending in clear terrain. Since this situation would occur during the last part of the game, the Allied airpower would be less prevalent due to higher probabilities of bad weather and the somewhat greater availability of German tactical airpower. It could take many weeks for a breakthrough to occur, if at all, in this sector. If Allied attacks go badly, there may even be exposed half-strength Allied units that can be attacked at favorable odds in the German phase.

**Cities.** Cities double infantry units for defensive purposes and leave armor at its basic strength (barring other terrain effects), and enemy armor is handicapped when attacking them. While cities are good individual defensive hexes in most cases, they must be combined with other types of defensive positions for any type of coherent defensive line to be formed. The cities themselves are too scattered to provide such a line of their own. They do have the additional advantage of ensuring supply for occupying units (except for Allied units in German cities) without the necessity of a headquarters unit being nearby.

**Fortresses.** These forts are a terrain modifier that aid only the German player. They not only strengthen the defensive combat factors available and make retreats optional, but since counterattacks against adjacent units are not required, these positions cannot be forced as mountain, river or rough terrain can be by soak-offs and other attacks on the second impulse that result in Allied units ending their turn in neighboring hexes. It is essential for the German player to keep at least two steps in each fortress that he wants to hold if it could be attacked on the first impulse of the Allied turn. Two steps in the first impulse will prevent it from being vacated during the second impulse due to an E, E2 or D1 result. If the fortress is vacated, the Allied player could move units in and destroy the fortress, even if the hex is not held. At least two steps in key coastal fortresses such as Cherbourg, Brest, Boulogne or Calais are necessary in the initial setup to make their capture by invasion much more difficult. The Siegfried Line of fortresses is the last line of defense for the Germans in the end game, and it needs to be preserved as long as possible. The double line of fortresses around Saarbrucken will make Allied attacks extremely costly, particularly with the stacking limits imposed by the rough terrain. This line of fortifications presents the best hope for an effective final German defensive position on the Franco-German border. The fortifications will have a tendency to force the Allied drive against Germany toward the North German Plain, but it permits this area to be more lightly defended while the battle rages around Essen or Bremen. The fortresses can also serve as excellent sites for the refitting of units that have lost steps. The German player should be able to shuttle units with step losses into the fortresses to recover while using the full-strength units elsewhere.

Given the importance of fortresses in most locations to the German defense, it can often be to the Allied player’s advantage to occupy, however temporarily, the enemy fortresses as a deterrent. If such a move means attacking other units in adjacent fortresses at 1-4 or 1-5 odds, the destruction of the fortress will open up possibilities for attacks on later turns. If ample replacements are available, the low odds attacks will be worthwhile. With luck, the unit might even get an AR result. Breaking through the Siegfried Line or opening up the Channel Ports in the Pas de Calais has to begin somehow. In other circumstances, an American armored cavalry unit could even be sacrificed as a consequence of being out of supply at the end of a turn if it could destroy a fortress while it was moving. Given that normandy is extremely useful for the Allied player to destroy fortresses when the opportunity presents itself, it is equally essential for the German player to preserve them. In fact, as noted in a later section, one useful place for German training divisions to await their activation to full battle status is in the fortresses of the Siegfried Line or the Pas de Calais.

**SUPPLY.**

The supply situation can become an important factor at different points in the game. Brittany and Normandy are important invasion sites in part because there are major ports available at Cherbourg and Brest. These ports, once captured, can be used to supply a large number of Allied units. One of the disadvantages of an invasion around Dieppe, Oostende or in the Netherlands is that Allied player will spend a number of turns when he will only have 12 or 13 units available for combat due to supply restrictions. South France is frequently a good site for a second invasion if Marseille can be captured quickly because of the availability of this major supply source.

Although supply is critical for the Allies in the first turns of the game, the Germans also need to be careful in some areas. Units in the rough terrain
of the Cotentin Peninsula (Normandy) could easily find themselves out of supply. Creating a line of supply for units defending the beaches can be extremely tricky if Allied units reach the rough terrain since they will be difficult to dislodge. The Allied units cannot be forced to retreat, so German units at J3, J4, K3, or K4 may be effectively out of supply, unable to move due to overlapping ZOCs, and will lack the means to rectify the situation (see Figure 3). They will probably be eliminated by the end of the German turn, either due to combat results or lack of supply. Since a 3-1 attack is necessary to achieve a DE result against the Allied units present, it is unlikely that a supply route can be opened. The best the German player can hope to do is to cause some casualties among the Allies before his units are eliminated. One possible way to guard against this possibility and to still defend these beach hexes would be to leave Cherbourg understaffed, with only two units in the city on the initial setup. This positioning would permit one infantry unit on beach defense to retire to the safety of the fortress in June I. Cherbourg is likely enough to be safe from an invasion assault since the Allied presence of an additional hidden setup unit in the German city.

The Allied player in the middle and end games will often have a sufficient number of ports in France that have been previously captured to provide all necessary supply capacity. The key to getting supplies to the frontline units then becomes the headquarters units. They must be positioned so that they can keep the combat units in supply. But, the Allied HQs also need to be protected. A successful German paratroop drop could eliminate the only HQ in the area, leaving Allied units with no alternatives but to abandon forward positions and regroup in available cities. Any possibility of offensive action for a number of turns could be lost, and some units may even suffer step losses. Thus, Allied headquarters should never be left alone within TAC range of German invasion or airmobile possibilities. In the middle game, there is one way that the German can threaten to create supply problems for the Allies. If the coastal fortresses in the Pas de Calais have not been reduced and contain strong garrisons, a German HQ in Calais or Boulogne could pose the threat of a paratroop drop anywhere in TAC range. A Mulberry could be destroyed by such a drop or a major port lost for at least a few turns. An isolated Allied HQ moving to the front would also be in danger. In the end game, Allied HQs become even more critical for supply to combat units inside Germany since the option of moving to a city as a retreat will not be available for the Allied forces.

Another potential problem for the Allied player occurs when units move into the rear areas. These units will be restricted in that they must either remain within supply distance of a headquarters or move from city to city. It may be very time-consuming, as a consequence, to send reinforcements from the area around Paris or the Seine/Sambre Line to south France, and vice versa. When movement is restricted due to bad weather, the problem becomes even more acute. Similarly, small German forces left in cities could complicate Allied shifts from one front to another. Such units will be difficult to attack safely if a headquarters is within supply range. The German units left behind will eventually be lost, but they will have served a purpose. Such small garrisons could also make it more difficult for the Allies to create lines of controlled hexes so that the HQ unit in the South France invasion force cannot draw on the supply capacity of Bordeaux or Brest. Further, Allied movements into areas largely abandoned by retreating German forces (the Bay of Biscay comes to mind) will be slowed by the need to have a HQ unit along. The speed of the advance could be determined by the movement allowance of the headquarters rather than the movement allowance of the fast armored spearheads.

The German player also has to make sure that his units are within range of HQs, particularly in the early months of the game. If an Allied breakout also succeeds in overrunning the only HQ in an area, the surviving German formations will be forced to withdraw, perhaps to positions where they can be eliminated more easily. The loss of a headquarters in the rear to an Allied airborne attack (perhaps with TAC ground support) could lead to a premature forced withdrawal from a whole sector of the front. Only the possibility of razing in a replacement HQ exists in this threat scenario. With the first edition of the rules, if the only German HQ lost in the south of France was eliminated, the Allies could conquer the area by default since German defenders could only remain in supply in the cities—and the cities do not provide an appropriate line of defense in this area by themselves. The loss of the sole HQ in an area could still present problems if bridge barriers were planned to prevent the arrival of German reinforcements or if no HQ is available to move to that sector. (For this reason, the Army Group G HQ in Toulouse should probably spend the first months of the game moving at its best speed towards the south of France.) The German supply situation is still less complicated than that of the Allies since units distant from the front do move freely without any supply concerns.

The fact that units in Germany proper are automatically in supply removes most problems in the end game for the German player, but it is essential for him to be careful to save a headquarters or two for this period. Even if late in 1944 and 1945 all German units are on German soil, a HQ may be necessary. If a series of Allied attacks fail with heavy casualties, there would be opportunities for a German counteroffensive to recover terrain or inflict additional losses. It would be extremely frustrating to not be able to launch attacks into Belgium, Dutch or French territory simply because no HQ was available to guarantee supply for the counteroffensive. Note that there is a headquarters that appears with the Panzer Reserve; it can provide the necessary supply for the units in any counteroffensive that could possibly be launched. Similarly, the area around Arnhem and the dyke are essential for the defense of northern Germany. These defensive positions might have to be abandoned if no HQ is available in the area or if the only available one is lost in combat.

**SPECIALIZED UNITS**

The infantry and armored units are the core of the armies on both sides, but there are a fair number of other units that have some unique characteristics, particularly in the German OB. The careful use of these units can influence the outcome of the game.

**Coastal Defense Units.** The front and reverse sides of the German coastal defense divisions are one of the more innovative additions that FORTRESS EUROPA has introduced. The extra strength in fixed positions will reflect the German use of understrength units in coastal positional defenses. Once they move, however, the advantage is lost. The careful placement of these units in the initial setup can make a difference. Not all 5-0 and 6-0 units are created equal. The three Luftwaffe 5-0 units when inverted become 3-3 infantry units, while the six Wehrmacht 5-0 units only become 2-3 infantry units. Of the thirteen 6-0 units available, only four become 3-3 units upon inversion (the 265th, 326th, 346th and 347th) while the others become 2-3 divisions. These differences should be taken into account when the units are initially placed. In the 7th Army Military District, for example, the two 8-0 coast defense units normally will go to Brest and Cherbourg to force greater Allied efforts to capture these important supply sources. Although they invert to 3-3 infantry units, they are unlikely to ever move. The 265th, since it inverts to a 3-3, should be placed in areas where eventual movement is likely to be necessary. St. Malo or the rough terrain south of Cherbourg are such locations. The other 6-0 units
can be placed as more or less permanent garrisons for St. Nazaire or Lorient. In the case of the 15th Army Military District, the 5-0 and 6-0 units that invert to 2-3s are likely to be moved to the mountains, so their enhanced coast defense value is retained until the end. Le Havre, in particular, is likely to have such a permanent garrison. The LW 17th and 18th, along with the 326th and 346th, can be placed in Dieppe, Ostend, P5, U6 or other locations where a beach defense is necessary. Units in these locations, however, are likely to move at some point in the game. Thus, the coast defense units with the greater mobile combat factors should be placed in these positions in case the opportunity presents itself. The 165th and 182nd in the Pas de Calais are safer from any danger of early elimination. They can be stacked in a coastal fortress with a coastal defense unit to provide the two steps for a more effective defensive position. The 165th and 182nd units, however, are likely to be frozen, their initial placement should probably be on rail lines immediately when they become available, and so one unit is unlikely to be effective in providing an easy way to replace the 182nd. The former training divisions, like coast defense units, have only one step. They thus lack the staying power of regular infantry formations. When stacked with other units, they should ideally be stacked with three other units so that a whole formation may not be lost on an exchange or any result requiring a single step loss. The 148th will normally be safe enough in the south of France. The 157th is probably the key training division since it becomes a mountain division upon invasion. It can either move toward northern France or to the mountainous areas north of Switzerland to avoid the combat training. In general, when it is possible, the training divisions should be withdrawn out of harm’s way to rear areas. If an extra rail movement is available, they might even be sent to garrison fortresses in Germany while awaiting their conversion to full battle units.

When these units do convert, they are relatively fragile in combat since, like inverted coastal defense units, they have only one step. They thus lack the staying power of regular infantry formations. When stacked with other units, they should ideally be stacked with four or more other units so that a whole formation may not be lost on an exchange or any result requiring a single step loss. The former training divisions, like coast defense units, are easier to replace than regular infantry divisions. It takes only two replacement factors to recreate the unit. While most of these will never be recreated once lost (there will inevitably be more pressing German uses for the inevitable replacements), the 157th Mountain Division is a different case. As a four-factor unit with great mobility and terrain advantages, it can be ventured in combat and replaced relatively easily.

Mountain Units. There are only five mountain units that appear in the game. These units are invaluable in mountainous regions because of their movement capabilities. They can pressure defensive positions, outflank others, or cut off lines of retreat. Two of these units are German, but the second one appears only rarely. The first, LW 17th or 18th, on the other hand, appears earlier when it converts from a training unit. Its movement capabilities in the mountains is one reason that this training unit, above all others, must be preserved. Since it is not a frozen unit, there is no excuse for it being lost prior to invasion turn. As the game progresses, the LW 17th or 18th, and in some cases the LW 157th, can be used to counter moves by the Allied mountain units. These are three Allied mountain units in the game, and they all share a major limitation in that none of them can take replacements. In effect, they are even more fragile ultimately than the German

man 157th. The British 52nd Division has the unique distinction and disadvantage of being both a glider and a mountain unit. As a glider unit, it cannot take replacements. Since there are normally other Allied paratrooper units available, the 52nd probably is mostly viable in providing an immediate replacement for troops than as airborne ones. The other two mountain units are French. They also cannot take replacements, and their nationality further restricts their use since they cannot attack with units of other nationalities (a good simulation of historical fact). Their movement capabilities still make them quite useful in various areas of the board, but the replacement and nationality considerations do place limitations upon their role.

Headquarters Units. The major role of the Allied headquarters has, in effect, been covered in our discussion of supply. They are not combat units, and they must be protected at all times. The fact that their preservation is among the “Sudden Death” victory conditions for the Allied player is another reason why their safety should be a priority objective. Since their loss should be avoided for tactical reasons, the choice of these Sudden Death victory conditions is a good idea for the Allied player if this version of the game is being played. Given the circumstances, there is no pressing need to preserve all of them, although as noted above, it is necessary to retain some of them on the board. Even though their preservation is a German Sudden Death victory condition for January 1, this option is not a good choice for the invasion turn. Since the German Sudden Death victory conditions do place limitations upon their role. There is no pressing need to preserve all of them, although as noted above, it is necessary to retain some of them on the board. Even though their preservation is a German Sudden Death victory condition for January 1, this option is not a good choice for the invasion turn. Since the German Sudden Death victory conditions do place limitations upon their role.

Headquarters Troops. The various German headquarters troops that are available, like the training divisions, need to be preserved from harm since they are among the “Sudden Death” victory conditions. The 5-0 and 6-0 units that appear in the game. These units are invaluable in providing an easy way to replace the 157th or 165th. Since the availability of the LW 157th may be a better choice if terrain considerations at the invasion turn. An extra one or two combat factors might also be effective in limiting German movement. The 52nd is probably a better choice if terrain considerations at the invasion turn. An extra one or two combat factors might also be effective in limiting German movement. The 52nd is probably a better choice if terrain considerations at the invasion turn. An extra one or two combat factors might also be effective in limiting German movement. The 52nd is probably a better choice if terrain considerations at the invasion turn. An extra one or two combat factors might also be effective in limiting German movement. The 52nd is probably a better choice if terrain considerations at the invasion turn. An extra one or two combat factors might also be effective in limiting German movement.
The basic weakness of commando and ranger units, other than their limited combat factors, is the fact that they do not exert a zone of control (other than in the hex they occupy). They can be easily surrounded and eliminated. If they occupy defensive terrain by themselves, German units can simply move adjacent to the mountain, river line, or city and force the commandos to either attack or retreat next turn. If the commandos should successfully capture a port during a raid, and even if no German units can reach the port on first impulse movement, the port is still in jeopardy. The German units move adjacent to the port on the second impulse, and if they are strong enough, they attack. They could also move adjacent without attacking; the commandos and any Allied reinforcements that land would then be forced to attack out of the port on the Allied first turn impulse, hoping that an AR result does not come up on the CRT. If a storm should appear, no reinforcements arrive and the commandos are doomed. If overcast weather occurs, the reinforcements may arrive, but the lack of airpower could still make the necessary attack too risky. With overcast weather, however, the commandos could at least be withdrawn by sea movement.

Allied Minor and French Formations. The units of the smaller Allies all have the disadvantage of being unable to take replacements. Unlike the British and American forces, they lose their losses permanently. While the German player may often forego favorable odds attacks against British or American units when accumulated replacements are high, attacks against units that cannot be refitted may be more inviting. By the same token, when these units are on the front lines, the Allied player would be well advised to stack them with British/ American units. The French units are even more limited than the other nationalities since they cannot attack jointly with either the British or American troops. Thus, if they are involved in an attack and casualties result, they must take the irreparable step losses. Since the French units are also generally weaker than their British or American counterparts, their opportunities for offensive action are somewhat limited. Given the fragility of these Allied units, they often will end up guarding German units trapped in fortresses in France as Allied offensive operations pass them by.

Airborne Units. Allied paratroop drops are an important offensive weapon. On the invasion turn, they can help isolate the beachhead from reinforcements for a turn or perhaps more. They might even provide the few extra combat factors necessary to raise the odds of the CRT to attack the German counterattack impulse. Paratroop drops can also serve tactical purposes later in the game. Three units dropped in adjacent hexes could cut off the retreat of some German units assaulted from the front, eliminating the units if the combat results called for retreats by the defenders. Paratroopers could also effectively unaided alerted defend the defense line for attacks if they survive the drop. A paratroop drop, for example, would be one means of cracking the German defense lines in southern Germany if the Rhine is crossed. Allied airborne units in combination with commandos might also be able to effectively combine to capture a new position. In the latter, it was with the SAC units which would be within TAC range of a Normandy beachhead. Paratrooper drops can also be used for strategic purposes. An airborne landing might be able to capture the fifteen German city. Since counterattacks do not occur if the Allies are in control of this number of cities, such a tactic could be quite effective. Paratroops could also be used to meet some of the Sudden Death victory conditions when land offensive are obviously going to be unable to do so. As valuable as Allied airborne units are, they do have limitations. The biggest one is that there are only five drops allowed in the game. One will probably be used during the first invasion, and at least one should be saved for a possible drop in the last turns of the game and as a persistent threat in the immediately preceding turns to force the Germans to defend against this possibility. This threat is particularly effective since the German player does not know the upcoming weather conditions while he is moving. The remaining three airdrops obviously must be used judiciously and in key situations. The other limitation on the use of the Allied paratroopers is that the number of drops comes into play for the Sudden Death victory conditions. It is possible to limit their use to two drops by September 1. Having unused drops by January I should also be possible, but perhaps more difficult.

The German airborne units are most valuable in their infantry function. They are stronger than the equivalent Wehrmacht formations, and they are also more mobile on both first and second impulse. And they can provide the possibility of airdrops in addition, even though the German player has only two such chances in the game (one unit each time). Analogous to the use of Allied paratroops, one drop should be kept available as a late threat to force the Allied player to defend against its possible use to snatch victory away. The other drop can be used in a key situation—taking out an undefined Allied headquarters, eliminating an undefended mulberry port when the Allies have a limited supply capacity, or as part of a tactical counteroffensive (perhaps in conjunction with the appearance of the Panzer Reserve). In order to make the threat of German paratroop drops a credible one, positioning the German HQs must take into account the distance to key objectives where airborne landings could occur. As noted earlier, leaving a headquarter as part of a strong garrison in the Pas de Calais is one means of extending the TAC range for possible drops. A German paratrooper drop on the invasion turn is normally inadvisable since the only airborne unit in a German city is set up at half-strength. With only one step, the chances of it surviving any drop are lowered considerably. If the Allied mulberry is left unoccupied at the end of the second impulse, however, the dropping of this unit is probably worth the risk; a successful drop would eliminate the Allies' threat. In the latter, the airborne unit was eliminated in subsequent combat. In later turns, the need to maintain the threat of a drop will require that an airborne unit usually be kept in a German city for potential use. Aachen is often a good choice since the unit also safeguards the adjacent fortress of the same name. Belgium and the Netherlands should then be considered.

The threat of German paratroops is lessened somewhat by the fact that the Allied player knows the weather conditions as he moves; thus he can heave a HQ unit unprotected when weather conditions prohibit air activity.

Both sides have airlift capacities, with the Allied use being much greater. The limit on Allied use is that only one unit can be airlifted per turn, and that unit must be either an airborne or glider unit. The Allied player, as a consequence, can shuttle such units to England or Africa where they can threaten new airfields. Allied airborne units could reinforce a city distant from the coast rather quickly, weather permitting. Airlift is an efficient manner of moving the British 52nd Glider/Mountain Division to a desired sector. The German player can airlift two airborne units in the game, one per turn. This capability will at least partially permit the Germans to reinforce a threatened city or fortress in distant areas. Allied attempts to reduce a fortress quickly can be confounded if a 6-4 airborne unit flies in as a reinforcement. Like the two German paratroops, however, the limited airlift capacity has to be used judiciously.

AIRPOWER

The use of Allied airpower for ground support, limiting rail movement, and attacking German replacements is usually clear and dictated by circumstances at the time. Attacking German replacements is almost always worthwhile as one use for SAC units. (Attacks on German replacements are particularly useful with the PBM rules since cancelled German CAP can lead to additional armor replacements for the German player.) Attacking the V-1 sites and U-boat bases is also generally worthwhile since it will reduce replacements. Carpet bombing is an effective method of unhinging a German defensive line since it can be used to force a German retreat if the odds are right. A 2-1 attack with a +2 DRM means that the worst result that the Allies can suffer is an E2. Obviously, carpet bombing is best used in situations in which retreats are mandatory rather than optional. Carpet bombing is not particularly useful against fortresses or rough terrain hexes that contain more than one step (and if only one step is defending against the odds, odds of better than 2-1 are very likely). Strafing and blowing the bridges on sections of rivers is more difficult. Obviously, the use of these air missions is somewhat more complicated and merits additional discussion.

Strafing, as mentioned above, is one method that can be used to delay any German counterattacks that might be mounted. The thought of losses before any battle is joined can be a daunting one for any side in the game. A researcher unit can also reinforce a unit. Perhaps even more important, key units may not even reach the battlefield to participate. Strafing will not have much impact on German infantry not moving by rail since most of these units cannot move fast enough overland to place themselves in the game. Perhaps even more important, key units may not even reach the battlefield to participate. Strafing will not have much impact on German infantry not moving by rail since most of these units cannot move fast enough overland to place themselves in the game. Perhaps even more important, key units may not even reach the battlefield to participate. Strafing will not have much impact on German infantry not moving by rail since most of these units cannot move fast enough overland to place themselves in the game. Perhaps even more important, key units may not even reach the battlefield to participate.
odds first impulse attacks with a reduced chance of success or second impulse attacks by the German where any victory cannot be exploited.

Strafing can be a particularly effective tactic in the PBM game if the PBM rules are being used (and they are being used—see "Flying CAP" in The GENERAL, Vol. 17, No. 4). In this system, the German may not allocate CAP to prevent strafing since any TAC units used to counter this possible Allied air allocation are simply lost if the Allies choose not to strafe. Flying CAP against strafing can prevent it, but will cost the German player a portion of a limited valuable resource. The Allies, however, will retain full use of their tactical airpower for other missions (such as ground support). In the FTT game, if the Allies do not allocate units for the strafing mission, the German player does not have to worry about countering the mission. This situation is one reason why the German TAC air allocations are higher when the PBM system is being used. It can be a wise Allied practice to indicate a willingness to allocate air units to the strafing mission early in the game simply to force the German player to allocate air units to prevent movement problems for his units. The German may not be able to mount a potent attack even when it is not used. Of course, on some turns the German CAP against this mission may not be necessary, since it will be unlikely that any major shifts of units will occur.

Using Allied airpower to destroy bridges for a turn can serve a variety of functions, although on occasion it can be a two-edged sword. One not uncommon use of this tactic is to attack bridges on a section of river in order to isolate a portion of the battlefield from potential German reinforcements. Disruption of such movement can prevent the German player from forming up a weak defensive position or concentrating sufficient forces for a counterattack. Attacking the bridges will limit German communications by rail, and particularly hamper the German armor which has the speed to reach threatened sectors of the front lines. It is a less effective technique against enemy infantry since these units can at least cross a river where the bridges have been blown without danger. The German infantry, however, will often still be too slow to reach the battlefield in sufficient numbers, and they are usually too weak by themselves to turn the tide against the Allies.

If the Orme or the Unter Maas is subject to bridge attacks, a Normandy beachhead can be made more secure on one flank for a turn. Destruction of the bridges on the lower Loire and the Vienne or the Gironde can greatly limit the availability of German troops in the vicinity of the ports on the Bay of Biscay. Allocating an air unit to blow the Seine bridges at Paris will prevent rail movement of German units towards the fighting in sectors of the west of France. Paris is a major rail junction, and it is also a bottleneck if the bridge on the Seine are attacked from R11 north. The isolation of areas of France can be complemented by the judicious placement of the partisan counter if it is available to further inhibit German troop movements. In the later turns of the game, either the Ruhr and the Weser or the Moselle and the Rhein can be subjected to bridge attacks to prevent the Germans from reinforcing critical sectors of the front under attack or from mustering sufficient masses for a possible counterattack. The placement of Allied headquarters is of some importance for bridge attacks. If possible, in terms of movement and safety, they should be advanced on second impulse to positions where whole segments of river lines are subject to attacks on bridges for tactical airpower. The available allied units may be necessary to attack German replacements. Bomb the remaining U-boat bases, carpet bomb, or limit German rail movement. If these other missions require SAC air units, there may not be enough available to effectively isolate a sector of the front from German reinforcements unless tactical airpower can be committed as well.

Attacking bridges can also be used as a defensive measure to protect Allied troops behind a river line from German attacks. Flanks can be weakly held, and the negation of ZOCs means that the Allied units will not have to attack (in fact, cannot attack) doubled defenders. On the German portion of the turn, these units will be safe from attack as well. While this kind of maneuver can be quite effective at times, it can also work to the disadvantage of the Allies. While the bridges are being attacked, the German player will be able to strengthen his defensive positions and will not have to be concerned about attacking the Allied units across the river.

When the time comes for an Allied attack, it will be across a river with doubled defenders who will have been receiving reinforcements untroubled. The bridgeless river protects not only the Allies but the Germans as well. When bad weather occurs, as eventually it must, the Allies will be faced with a choice of abandoning the river line or attacking across it without benefit of air support. While a German counterattack might be weakened by slow movement in bad weather, the weak flank now becomes a distinct liability. Overall, while attacking the bridges at times will be an essential and useful defensive tactic, it should not be overused. It can buy time for a few turns while Allied reinforcements arrive, but it should not be relied upon too much. For example, the Orne bridges may be attacked in early turns to protect a Normandy beachhead, particularly while the number of Allied units ashore is limited by supply considerations, but sooner rather than later the Allies should fight for their positions, forcing either the attrition of German strength or the abandonment of the river line by the enemy. The Allied player should never create a bottleneck that is too easily capped.

Attacking bridges can also be an extremely useful offensive tactic at times. German units between two rivers can be placed in a precarious position. If the river in the rear has no bridges, retreat is impossible. Any E, E2, DR or D1 result will lead to the elimination if the attacks are taken in the right sequence. Ground support will increase the chances of such retreats, and carpet bombing can be particularly effective since such attacks increase the chances of retreats by the defender.

Some areas are clearly traps in this regard. Paris is one good example (see Figure 4), and its vulnerability may explain why the Germans abandoned that city in World War II rather than fight for it. To capture Paris from German units entrenched in the city, it is attacked from the west from hexes Q11, Q12 and perhaps units in R12. The bridges on the Marne River are attacked, preventing retreats to S11. A soak-off against S12 and S13 is mounted from R12, with this attack being taken after the assault on Paris so that there is no possibility of a German retreat through S12. The attack against Paris should be at even odds (at least), and ground support by TAC air could raise the odds to a level where a German retreat is likely. If 2-1 odds can be achieved before the allocation of any air support, then carpet bombing will ensure that the Germans are forced to retreat by the combat odds of the CRT, guaranteeing their elimination. Even 1-1 odds with carpet bombing provides a five-sixths chance for the elimination of all German defending units.

The hexes between the Maas and the Rhein in the Netherlands (FF4, GG5, HH5 and I16) are a similar trap. This position is critically important since it protects the approaches to the North German Plain. Units behind the Maas, however, can be placed in a situation in which there is no retreat possible (see Figure 5). The Allied player can thus force the position quickly by the use of airpower in various forms. The Allied player first attacks the bridges on the Rhein between Arnhem and Rotterdam. If he wishes to avoid higher losses through soak-offs, he can also attack the bridges on the upper Maas to avoid the necessity of attacking units in the I7 fortress and the bridges on the Maas-Rhein at Rotterdam to avoid that fortress and keep other attacking units out of the area. Hexes GG5 and HH5 are attacked in strength with ground support by TAC air units and/or carpet bombing against one of the hexes. Soak-offs will be taken against FF4 and I16. Another approach would be to attack the bridges at Rotterdam and those on the Maas-Rhein between Arnhem and Rotterdam, attack FF4 en masse from E55 and FF5, and soak-off against GG5. On the second impulse, GG5 can be attacked from FF4, FF5 and GG6 without the defending being doubled, and a soak-off can be taken against HH5. In either case, this apparently ideal offensive position will only slow the Allies for a turn or two and German casualties could be very heavy. There are really few options available for the German player in this area of the board. Using the Maas as a defensive line will mean willingly entering into a trap. The Rhein line behind it is even worse with flooded land to the north and the IJsselmeer to the rear. It would be wise to avoid this position, but often the German player has few alternatives except to hope for bad weather. The defenders in this area should only include infantry units since the survivors of the above Allied attacks will at least be able to escape to friendly lines across the bridgeless rivers. Any armor that has been placed in this position could be lost in attempts to cross the Rhein.

**Figure 5:** River Trap in the Netherlands. Hexes "A" are possible attack points; "B", possible soakoff hexes; and "T", target hexes for major attacks. Note the bridge attacks against the Rhein-Rhein-Maas.

**FINAL COMMENTS**

There are obviously many subtleties in FORTRESS EUROPA. The effective use of terrain is a major consideration that should influence German dispositions and Allied attacks. The use of airpower is critical. Bad weather inevitably aids the German player for it forces the Allies to march on Germany without air cover, in turn, the Allies must use this weapon as efficiently and effectively as possible when it is available. The employment of the various specialized units is also important. The management of these units requires greater attention on the part of the German player because he has such a diverse mix of units with differing strengths and weaknesses. In addition, as was obvious from many parts of the preceding discussion, the threats that various units can play is often as important as their actual use. The opposing player must plan for all the possibilities. If he does not, there will be openers for the other side to exploit. Attention to detail in this game—the little things—is essential for both players. Such attention will increase your chances of victory. Little things do mean a lot.
The Question Box

ADVANCED SQUAD LEADER

CL21 & CL21.1 Suppose a player wishes to Correct a FFE to a hex that is devoid of Known enemy units in the projected seven-hex Blast Area. Before playing an AR counter, he must first gain Battery Access. Assume that he successfully does so, and after resolving the Accuracy/Def of Error procedure the site has no LOS to a known enemy unit in the Blast Area of the projected FFE. Before resolving that FFE (in the same player turn) versus a target that did not enter the FFE, must the player again draw for Battery Access?

A. Yes.

CL21 & CL21.2 Battery Access must be regained before Correcting a FFE if that AR is to be placed in a hex devoid of Known enemy units in the projected seven-hex Blast Area, or before resolving a FFE versus a non-moving target if the Observer has no Known enemy unit in the normal seven-hex Blast Area. In applying either of these situations, if the FFE is from Rocket OBA or Harming Fire would it be a seven-hex Blast Area be checked for Known enemy units (before requiring Battery Access to be regained) instead of just a seven-hex Blast Area?

A. No.

CL22 If a Security Area has been set up for a Field Phone, would an Original Random Selection DR of “2” made by the opposing player for one of its units in the Security Area cause the Field Phone’s line to be cut?

A. Yes.

CL24 When correcting a red SR/FFE, the Extent of Error is limited to a maximum of one hex for every multiple of three hexes between the SR/FFE and the AR counter. In the EX that follows this rule, a four-hex Correction is shown to have a maximum Extent of Error of two hexes. But in a four-hex Correction, the number of hexes between the SR and AR counters is three, which gives a maximum Extent of Error of only one hex. Is the Maximum Extent of Error in fact limited to one hex or three hexes between the SR/FFE and the AR counter (as indicated in the EX)?

A. Yes.

CL25 If a berserk unit is in the Blast Area of a friendly FFE, is its Morale Level lowered by one (AIS4272.2)?

A. No.

CL25 A unit must enter a FFE hex before it can be attacked, however certain Locations in a FFE hex provide immunity to Indirect Fire—Sever Locations, Interior Building Locations, Locations below the highest level of that Building hex, and (for Indirect Fire from certain directions) Climbing Locations at Level 1 or higher. If a unit in a FFE hex is immune to Indirect Fire because it is in one of these Locations, is the unit “entering” a FFE if it moves into/advances to a Location in a hex that does not provide immunity to Indirect Fire?

A. Yes.

CL26 If a unit withdraws from Melee during a CCIP into a FFE hex, is it attacked by the FFE?

A. Yes.

CL27 During a Bombardment, if a unit fails in its MC by more than its ELR and it rolls Original Doubles for that MC, is the Casualty Reduction necessary to bring the ELR Replacement (AR U1)?

A. Yes—see A031.

CL28 If a building is nubled during Bombardment, do you check for falling rubble?

A. Yes.

CL29 During a Bombardment, does a roadblock that is not in a spared hex have to take a NMC? If it does, what is its Morale Level?

A. Yes, Morale Level is 10.

CL24 & CL24.204 If a Gun with a Multiple ROF fires versus an AFV first in a Gun Duel, and it retains that Gun’s ROF, can it make a second attack before the AFV makes its first attack?

A. No.

CL27 If there exists a fire on the ground? What is its Morale Level?

A. Yes. Morale Level is 10.

CL3.7 & CL7.11 As I understand it, all CH against a non-HD AFV always hit its hull, since they occur only on an Original TH DR of “2”. Thus, the Final TH DR is always derived by using the hull AF, even if superior to the corresponding turret AF. Am I right?

A. Yes.

CL3.7 & CL13.2 Can a LATWR score a CH?

A. Yes, using the method described for use of the Vehicular Target Type.

CL5.11 & D.3.51 If an AFV in a rubble/building/woods fire a Gun as a Bounding First Fire and that Gun retains its Multiple ROF, then I believe (as an ENC to C11.11) that the Gun would not have its CA fixed for further Bounding Fire in the same phase (i.e., the AFV could expend MP to change the Gun’s CA in the same hex and fire it again from the new CA). Am I correct?

A. Yes.

CL5.7 The rule contains the word “unless” in Bypass). Does this mean that a vehicle in Bypass is not subject to the Case B TH DRM?

A. No. Delete the phrase “unless in Bypass”.

CL6.17 Suppose an AFV expends three MP to enter a hex which is in the LOS of a Gun that has a Multiple ROF. Can the Gun choose to try

A. Yes.

C8.31 Suppose the LOS from a weapon to a target crosses a hex within the hexes of the target hex (as enters the hex) but the Infantry units in the target hex would derive no wall TEM for an attack that string because of elevation differences (B9.39) or because the units lack Wall Advantage (B9.32). In such cases, are the Infantry units considered “behind a wall”, permitting the weapon to attack them with HEAT?

A. No. In C8.31, change the wording to “receiving a wall...bomb/lobbing/pall Boxes”.

C9.3 If a MTR has a Spotter, can it fire at units that are in its manning unit’s LOS but not in their Spotter’s LOS?

A. Yes.

C10.3 In determining the Manhandling DRM based on TEM, if a Gun is pushed across a wall hexside via a road that goes through a breach in the wall, is there still a +2 wall TEM Manhandling DRM? If a Gun is pushed into a non-maneuverable hex via a road hexside, is there still a +1 Manhandling DRM based on the bridge’s TEM?

A. No. No.

C11.51 If the FF of a FG attacking a Gun includes both MOL and Small Arms Fire, could a gunshied DRM modify the attack? A. Yes, but the FG could opt to decline its Small Arms PR attack only with the MOL to avoid the gunshied DRM.

C12.21 The rule says that leadership DRM never apply to units under a NCL, can’t a leader apply a leadership DRM to a unit via a NCL and vice versa?

A. Yes.

The following games are ranked by their reader-generated overall Value ranking. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game’s ratings into these individual categories, the gamer is able to discern for himself where the title’s strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of “18” equates to three hours).

ADVENTURE GAME RBG

1830

The Game of Railroads & Robber Barons

Although it has been over a year since we reviewed the “Adventurer” RBG (last seen in Vol. 22, No. 5), 1830 leaps to the top of this list of non-wargames. Look like developer Bruce Shelley and designer Francis Tressham did just about everything right. In almost every category of our survey 1830 rated above the average (as reported in Vol. 20, No. 2). The result of their effort is one of the best, and best-selling, railroad games on the market.

As can be seen at a glance, the components are superbly functional as well as eye-pleasing. The ratings for “Components”, “Mapboard”, “Counters”, and “Player’s Aids” are all superior. A great deal of information must be dealt with and organized by the players of this game, and the “hardwear” of this finance game makes their task much easier. A true reflection of the depth of this simulation can be found in the 4.16 rating for “Completeness”. Yet 1830 is complete, eminently playable, exciting and balanced—or so the figures in these categories would indicate. Only in “Authenticity” did the RBG survey ratings falter below the norm for our Adventure game titles. And it would appear that 1830, despite its depth of complexity and strategy, can be played to conclusion in a reasonable amount of time, as the ratings for “Shortest” and “Longest” Game length show (I would assume that the “Longest” reflects the full game with maximum players involved). Just the thing for people to pass the time away with on these long winter weekends.

Overall Value: 1.94 Components: 2.16 Map: 2.22 Counters: 2.27 Player’s Aids: 2.83 Completeness: 4.16 Complexity of Rules: 2.57 Playability: 1.83 Excitement Level: 2.28 Play Balance: 2.02 Authenticity: 3.93 Game Length:

A. Shortest: 3 hrs., 13 mins. Longest: 5 hrs., 46 mins.

Year: 1986

Sample Base: 52

$23.00
Infiltrator's Report

It has been some time we looked at some of our financial games, and we were most pleased with the result. But the readers seemed to have been pleased as well, as was acknowledged the best in the past nine years. Not since Vol. 14, No. 4 (which featured VITP) has our mix of articles and presentation been so complimented. So, with an Overall Rating of 2.56, our last issue of Volume 23 finished out our year with a flourish. Not surprisingly, Bruce Shelley's in-depth look at 1830 topped the list of fine articles. The ratings for all, based on a random sampling of 200 reader responses, are as follows:

A VERY GOOD YEAR ........................................ 322
TAKE A RIDE ON THE READING.......................... 217
REVOLUTION AGAINST THE REVOLUTION ............ 153
ALL A44 ................................................................
THE LONG HAUL ............................................. 93
BEYOND MANIFEST DESTINY .............................. 88
MY FAVORITE LINES ........................................... 67
HOW YA GONNA KEEP "EM DOWN ON THE FARM ...... 44
A LITTLE HELP FROM FRIENDS .............................. 32
AH PHILOSOPHY .................................................. 16

We must apologize to the dozens of people who volunteered for the ASL-computer-assist program playtest and did not receive a direct reply from Mr. Greenwood. The unexpected size of the response precluded our contacting all those who offered their aid and support. If you have volunteered, and have not yet had a response, you can assume that all the playtest data have been filled. Our thanks goes to those who offered to give of their precious time.

The computer wizards among our readership should be interested in The Avalon Hill Game Company's latest publication, ON LINE—the "Quarterly Update on Microcomputer Games Software". The first issue, dated Fall 1987, has just appeared and offers news on the doings of Microcomputer Games. Regular features will be columns on the latest conversions, news of new games and works in progress, and brief articles on the play of them. The first issue, for instance, begins with 

VICTORY GAMES WANTS YOU!

If you have designed a game, edited a game, produced graphics for a game, Victory Games wants to hear from you. We currently have positions available for:

- Game Designer/Developer  
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Send your resume and your salary requirements to:

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New York, NY 10001

Our first contest in some time that dealt with our favorite pastime (making money) drew quite a number of entries. When we had finished checking over all the routes detailed by those, we were left with 16 1830 wizards who obviously knew how to "squeze a turnip". Watch out for these fellows at the next tournament. A random drawing gave us the ten winners, each to receive a merchandise credit voucher from The Avalon Hill Game Company. No doubt each will invite us similarly as they do when playing 1830. The winners are as follows: Jim Burnett, Clinton, TN; Greg Buswell, Naperville, IL; William Davis, Denver, CO; Steve Koleszar, Charlotteville, VA; Andreas Schultmeier, Cambridge, MA; Alan Stacey, Prince George, BC; Paul Tenney, Harrold, VA; Kenneth Valentine, Wheaton, IL; Jim Vroom, Bensalem, PA; Dennis Zeiters, Clemmons, NC.

back in Vol. 23, No. 6 we ran an ad for a game store that was serving as an outlet for The Avalon Hill Game Company. Now comes word that "Games 'N Toys Galore" has closed up shop. It seems that our bad luck with finding an outlet for the complete line, games and supplements and parts, continues. To those who may have stopped by, our apologies for your inconvenience. Hopefully, at some point in the future, we'll have better luck and find another full outlet.

Our most recent ASL challenge—Contest 137—posed a tricky game-end situation for the Russian player. To win, we were looking for the entrant to get eight VP onto Board 5. Unfortunately, an error crept into Contest #137; it was not intended that building 4CC6 be in the illustrated area. Its inadvertent inclusion created two separate setup locations for the HIP 4-6-8, and thus generated two different possible solutions. The original "correct" solution (i.e., with building 4CC6 excluded) was to forego all Prep Fire, then in the MPH to move the 7-0 leader first and in such a way as to fire the tire of the three 4-6-7s and of the hidden 4-6-8 (which could only have been in Y7). The sole method the 7-0 leader could do this without being prematurely pinned or broken was by the route 4Y7-X7-X8. The HIP 4-6-8 could fire on it neither in Y7 nor in X7, because in Y7 its three-MF expenditure to draw the fire of the three 4-6-7s and in X7 the 4-6-8's LOS to it would be blocked by the rubble (B24.2). Its three-MF expenditure to enter X8 would draw First, Subsequent First and Final Protective Fire from all units in the MPH. But the articles on the switch to smaller packaging for the computer game line just appeared and offers news on the doings of our computer games and works in progress, and brief articles on the play of them. The first issue, dated Fall 1987, has just appeared and offers news on the doings of Microcomputer Games. Regular features will be columns on the latest conversions, news of new games and works in progress, and brief articles on the play of them. The first issue, for instance, begins with

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In view of the error in the diagram mentioned above, however, all entries that exited at least six VP without violating any rules were considered correct.

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Dare to be different!

Only once in a great while... does a game dare to be truly different and abandon old concepts while striking out to chart virgin territory in game design.

Rarer still are the instances in which these games succeed in presenting a simulation of unparalleled realism in an easily understood, playable format.

Up Front is just such a game! $25 Retail

Gone are the hexes and charts of conventional wargames, replaced by innovative and attractive game components which have distilled a wealth of technical data into one of the most playable, yet detail laden, formats ever devised!

UP FRONT is a game of man-to-man infantry combat set in WWII Europe and is based loosely on the popular SQUAD LEADER game system. Players need not be familiar with any of the various SQUAD LEADER games or rules to play. The basic theory behind the design remains the same, only the mechanics of play differ. UP FRONT is a far simpler adaptation of SQUAD LEADER principles designed to a card game format. Yet, in many ways, the game is more realistic than its predecessor in that its inherent mechanics simulate the fear and confusion of the battlefield and the inability of leadership to assert itself better than any tactical combat game yet published.

There is no playing board; it has been replaced by Terrain cards which become the "hexagons" of the game as players maneuver their forces via Action cards over constantly changing terrain. The scale of the game is measured in terms of relative ranges between opposing forces, with most combat occurring within a scale distance of 500 meters during the course of player turns measured in varying seconds of actual time.

UP FRONT is a game player's game, rich in detail yet easily playable within the space of a lunch hour. However, it also contains engrossing Multi-Player and Campaign Game versions which could last a week or more. Like SQUAD LEADER, its famous predecessor, UP FRONT is an open-ended game capable of depicting endless Design-Your-Own variations of small unit actions between American, German and Russian combatants, Tanks, Assault Guns, Smoke, Anti-Tank Rifles, Demolition Charges, Pillboxes, Barriers, SS, Enclaves, Anti-Tank Mines, Infantry Guns, Flamethrowers, Armored Cars, Halftracks, Pz-Kfzs, BAZs, Panzerschreck, Wire, Ambushes, Radio, Artillery, Minefields, Mortars, Snipers, Stashells, Heroes, Prisoners and Fords are all accounted for.

UP FRONT encompasses almost everything that the SQUAD LEADER game system has taken four gamers to do, and does so in a far more playable format. The game can be summed up in four words: innovation, playability, detail and realism. That's an unbeatable combination.

Up Front—the Squad Leader card game—is available in leading game stores everywhere, or direct from

The Avalon Hill Game Company
4517 Harford Road, Baltimore, MD 21214

For quick credit card purchasing, call TOLL FREE 800-638-9292
**THE PUMA PROWLS**

**ASL Scenario T2**

**LEPEL, RUSSIA, 28 June 1944:** During the destruction of Army Group Center the German front became pierced at many points. As the battlefield situation became more fluid, reliable information was of crucial importance to both sides. In the midst of the fighting an unusual clash occurred on the outskirts of Lepeł—unusual in that both recon forces were commanded by seasoned, aggressive leaders.

**BOARD CONFIGURATION:**

<table>
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**VICTORY CONDITIONS:** The side with the most points at scenario end wins: a tie is considered a Russian victory. Both sides get one point for every enemy AFV destroyed/immobilized/abandoned at scenario end. The Russian gets two points for every friendly AFV with functioning MA that exits the board off any west edge road hex (22A6/4A6). The German gets two points for every friendly AFV with functioning MA that exits the board off any east edge road hex (22G6/4G6).

**BALANCE:**

- Substitute a 10-2 armor leader for the 9-1 armor leader in the German OB.
- Add one Russian 8-1 armor leader.

**TURN RECORD CHART**

| RUSSIAN Moves First | 1 | 2 | 3 | 4 | 5 | 6 | END |

**Recon Elements, 30th Guards Tank Corps** enter turn 1 on 22G1: [SAN: 0]

**Panzer Aufklärung Abteilung 5, 5th Panzer Division** enter turn 1 on 4A10: [SAN: 0]

**SPECIAL RULES**

1. EC are Moderate, with no wind at start.
2. Russian AFV receive only ½ of their normal MP allotment on their turn of entry.

**AFTERMATH:** Although the primary responsibility of both groups was to avoid contact and obtain battlefield intelligence, the aggressive nature of both commanders prevailed. A vicious firefight ensued and in the end the superior mobility and rapid firepower of the German vehicles prevailed, though not without significant loss to themselves.
ASL Scenario T3

LATTARI MOUNTAINS, NW of SALERNO, ITALY, 14 September 1943: The First and Fourth Rangers, under the command of Bill Darby, landed at Maiori, west of Salerno on 9 September, 1943. They then moved 10km inland to block the road to Naples. Once established in the hills they became the major obstacle to German moves to retake Salerno from the west. Knowing that the Rangers lacked armor and heavy weapons, the XIV Panzer Corp was ordered to dislodge them.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The German player wins if at game end all hexes numbered ≤ 5 in hexrows H through P (inclusive) are devoid of unbroken U.S. Infantry.

BALANCE

+ Increase game length to 8 Game Turns.
☆ Replace German 9-2 leader with a 9-1 leader.

TURN RECORD CHART

Kampfgruppe of the 16th Panzer Division [ELR: 3] sets up first in any hexrows W through FF, inclusive: {SAN: 2}

Elements of the First Ranger Battalion [ELR: 5] set up second in any hexrows B through U, inclusive: {SAN: 4}

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

AFTERMATH: The Germans attacked repeatedly, slowly driving the Rangers back. However, by 15 September, the Germans had lost more than 45 tanks without having cleared the area. Faced with growing supply problems and increasing Allied strength the Germans withdrew on 22 September, allowing the Rangers to advance. German reports at the time spoke highly of the combat prowess of the Ranger Division, unaware that there were never more than three Ranger battalions involved!

Designed and playtested by Joe Suchar and Jon Mishcon.
SHKLOV'S LABORS LOST

ASL Scenario T4

SHKLOV, RUSSIA, 11 July 1941: In the town of Shklov the German advance was frustrated by the determined defense of a handful of young Soviets. Skillfully using every advantage, the young officer cadets, known as "Stalin Scholars", were able to beat back the advance of the regular German forces. In order to break the deadlock the Germans ordered the crack Infantry Regiment "Grossdeutschland" to clear the town.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The German player must Control buildings N5, M7, P3, P5 and P7 at game end.

BALANCE:
- Increase game length to 7 Game Turns.
- Add one 4-5-8 and an ATR to the Russian OB.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>RUSSIAN Sets Up First</th>
<th>1</th>
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<tr>
<td>GERMAN Moves First</td>
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“Stalin Scholars" Officer Cadet Unit [ELR: 4] sets up east of hexes L0-L5-J6-J8-I9-I10, exclusive: {SAN: 4}

Elements of Infantry Regiment Grossdeutschland [ELR: 4] set up west of hexes L0-L5-J6-J8-I9-I10, exclusive: {SAN: 2}

SPECIAL RULES:
1. EC are Moderate, with no wind at start.
2. Upper Level Encirclement also applies to any non-heroic/non-berserk unit in an upper level building. Location that cannot trace a path free of an unbroken, armed, unenclosed enemy unit/Blaze to ground level through Locations it could legally traverse if so inclined. This type of encirclement is broken the instant such a path can be traced.

AFTERMATH: The young cadets had defended in depth and so were able to destroy several assault guns that had attempted to cut off their retreat. Unfortunately this left their front line so weak that the Germans were able to capture the central buildings of the town. Desperate fighting occurred in and around the buildings but the superior German firepower prevailed. Final Soviet attempts to rescue their comrades and teachers trapped in the town square were beaten back by well-aimed machinegun fire. The remnants of the Stalin Scholar unit pulled back into the woods closely pursued by the Grossdeutschland troops, leaving behind dozens of the finest young men of both nations.
ASL Scenario T1

CHEF-DU-PONT, FRANCE, 6 June 1944: One of the responsibilities of the Airborne troops was the seizure of several key bridges following the D-Day drop. One of these bridges was at Chef-du-Pont. Gavin organized a pickup force to take care of this bridge himself. With elements of the 507th split into two groups he marched on Chef-du-Pont by closely parallel but different routes.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The U.S. player wins by exiting ≥ two HS (or their equivalent) and any one leader off Q10. For every German HS (one squad = two HS) that exits the board via Q10 the U.S. must exit an additional HS.

BALANCE:
+ Add one 4-4-7 to German OB.
☆ Change the U.S. 8-0 leader to an 8-1 leader.

TURN RECORD CHART

+ GERMAN Sets Up First
☆ AMERICAN Moves First [140]

Outpost of Grenadier Regiment 1057, 91st Air Landing Division [ELR: 4] set up in any buildings within the area surrounded by road 3N4-U3-Q8: [SAN: 0]

Elements of 507th Parachute Regiment, 82nd Airborne Division [ELR: 5]: [SAN: 0]

Gavin-Maloney Force enters on turn one on hex 3Y1:

Ostberg Force enters on turn one on hex 311:

SPECIAL RULES:
1. EC are Moderate, with no wind at start.
2. Hex 3M2 is rubbed at ground level.
3. No Bore Sighting is allowed.

AFTERMATH: After sizing up the situation Gavin attacked. The combined forces flushed the Germans from the hamlet at the approaches to the bridge, but instead of giving up the Germans fell back onto the causeway with their machine guns. With the open ground denied by this heavy firepower the paratroops were denied the bridge.

Designed and playtested by Joe Suchar and Jon Mishcon.
Opponent Wanted

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- Battle for the Pacific
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- Caesar’s Conquest
- Century
- Civilization
- Citadels
- Cossacks
- Das Reich
- Death or Dishonor
- Desert War
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A Nightmare on Elm Street: The Game

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One, two, Freddy's coming for you.
Three, four, better lock your door.
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Seven, eight, gonna stay up late.
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