Featuring: Stonewall Jackson's Way
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The order was given by General Meade as the Gettysburg campaign was about to begin. When it is over, 50,000 Americans will lie dead and wounded in the rolling hills of Pennsylvania.

In remembrance of this great battle, Avalon Hill is proud to announce ROADS TO GETTYSBURG, the third volume in its series of great campaigns of the American Civil War.

Roads to Gettysburg concentrates on the entire three-week campaign that led to the great struggle at Gettysburg. The Union player's objective is to defeat the Rebel army and push it back to Virginia. The goal of the Confederate player is to maintain control over the rich agricultural regions of Pennsylvania.

Roads to Gettysburg is an easy to learn game and several scenarios can be played to completion in about an hour. The two beautiful game maps, which are based on original Civil War period maps in state and county archives, portray Maryland and Pennsylvania as they were in the summer of 1863, including roads, turnpikes, railroads, rivers, mountains, cities, and villages. In the game, players control Union and Confederate military units in turns representing one day of real time. An extensive historical article, detailing the day-to-day activities of the actual campaign, is included in the game.
Very casual, very laid back. Like two great generals, we look over our men from the comfort of 1994 chairs, reliving the great struggle with coca-colas nearby. I am McClellan; he is Lee. The battle lines are drawn and ready and waiting. Nothing more to do but sigh and attack as I go. Move and attack, move and attack, move and attack. They fight valiantly. They die valiantly. My grand strategy fails to push the enemy back.

I lean back in my chair, clasp my hands behind my head and ask, "What did I do wrong?"

My foe, game designer Joe Balkoski, grins sheepishly and replies, "Wrong? I'll tell you what you did wrong..."

Recently, I had the pleasure of interviewing Joe about the Great Campaigns of the American Civil War series. I thought that a discussion about the games from the designer would be a good way to show the how and why behind the system. A straight "Designer's Notes" article doesn't always, in my opinion, get to the heart of the issue. A designer's notes are sterilized and perfected, revised and rewritten. What I offer here is Joe's exact words while he slaves over a ham and cheese sandwich with a side order of fries.

How long have you been a wargamer?

God, it's almost embarrassing to admit, but I started gaming when my older brother taught me TACTICS II, approximately 1959 or 1960. I was six or seven; so, amazingly, it's been almost thirty-five years. I've been in the hobby for this long, and as a professional, since September 1975 when I had just gotten out of college. A friend of mine was working at SPI. So, I just asked for a job; two or three weeks later, I was working for a game company. And little has changed now for nearly twenty years.

Why did you want to design games?

Well, I guess it's the same reason why anybody else does. I used to play games, both Avalon Hill and SPI. I always felt I had a better way of doing things. I didn't take the approach that many others do—you know, write a letter to the company asking "why didn't you do it this way?" or "can I do it this way?" Basically, I decided that if I didn't like something I would redesign it in my head. There were many times that I was absolutely enamored with an Avalon Hill or SPI game and I would become so used to them that I would modify and change them, improve the realism, improve the playability by adding a few of my own rules, and as I became a professional in the field, it became very natural for me to do this as a job because it had almost been what I had done in high school for fun. And of course, the abiding love of history is something that drives you. I have an MA in history and I was working toward my PhD before wargaming got in the way. As a historian, I had two choices: I could teach, or God-knows-what else. For me, the God-knows-what else was designing wargames. Designing wargames was a really neat way to use history as a profession. And there were so many times that I got up in the morning and said, "God, I'm getting paid for doing what I really like." Whereas many of my historian friends would play games in their spare time, I've always considered myself very lucky to be able to use my love of history and actually get paid in the process. I feel the same way about music. I love music so much that I've actually been paid to play..."You're a musician? Yes, I play folk music. I play piano, harmonica, percussion. Basically, there's a style of music called "old timey." It's a precursor to bluegrass. That's sort of what I'm into. I love the traditional American musical forms, folk stuff. I'm in a band—I actually get paid, which amazes me.

Do you see a connection between music and game design?

Oh yeah! Absolutely. First of all, in both professions, you have to work very hard to stay at the same level. When you design a game, for example, you have to hit a home run with it. You could have hit eight home runs in your previous at bats, but if you strike out in this particular game you look like a dope. Same with music. You can have a great performance, but next time, if you don't hit it, they hate you—you're a bum. I mean, you can never rest on your laurels, particularly in game design. You always have to work to maintain the pace that you've established, maintain the realism and playability that you want. You know, every game you do is a challenge. And it's always fun, and very rewarding when you succeed.

What games have you designed—for AH and for others?

Well, the first game I was ever assigned was at SPI. I was given the assignment because someone had been fired. That was a very common way that people got ahead at SPI. So I was handed a totally unplayable and forgettable game called Minuteman, something about America breaking up in the late Twentieth Century. I wasn't interested in it at all, but I obviously impressed someone at the top because I continued to work there for six years. I did such games as Wacht am Rhein, Atlantic Wall, Fighting Sail, Patton's Third Army, Task Force. Then I came to Avalon Hill in 1981. The first thing I did here was almost a total career change. I was hired, not as a game designer, but as the editor of their sports game magazine All-Star Replay. It was a lot of fun, but as I said, everything in this industry is a challenge. I thought I had gaming down pat, and then they said I had to be an editor. And this was way before the time of computers—we're talking razor blades and glue. I was the editor for about a year, and then did some games, FREDERICK THE GREAT, some sports games, such as PENNANT RACE. Then, I started to freelance in 1984. I struck a deal with Avalon Hill where I would no longer be a full time employee, but I would work on a game-to-game basis. And that has proved to be really what I like, to be able to work at home, choose your own projects. Since that time, I've done the FLEET Series, KOREAN WAR, OMAHA BEACHHEAD, LEE VS GRANT. Around about 1990-91, I got the bug to do a Civil War series. I'm now on my fourth title in the series; the first being STONEWALL JACKSON'S WAY, the second HERE COME THE REBELS, and the third ROADS TO GETTYSBURG. Later, I'll talk about number four.

Isn't there some similarities between LEE VS GRANT and this new series?

LEE VS GRANT was supposed to be a stand alone game. I guess I did that one around 1987. It was my first adventure into the Civil War. I've been a Civil War buff ever since my seventh birthday when the Civil War Centennial occurred. I put Civil War history above all other interests, and even though I had been in the field as a wargamer for thirteen years, I had never done a Civil War game, or article, or anything. I really wanted to get into the subject. So, when LEE VS GRANT came out, it sold quite well, but I was not quite satisfied with its map and unit scale, and the decision level the players were asked to perform. (Continued on pg. 23, col. 2)
When I first read the rules of Joe Balkoski's Civil War series, I noticed how effortlessly combat worked into the movement of units. The flow of men marching and attacking has an almost natural quality that I've never seen in any other Civil War game. The flow is simple—you move and attack, move and attack, move and attack, until you're satisfied to stop or the game mechanics force you to halt. It's quite effortless. The only concern I had initially was “what are these attack types” and “when is the best time to use a Column of Route attack over a Normal attack?”

If you've played this series enough these subtleties are apparent. If you haven't, you should know that there are instances during a game when you have enough movement to declare more than one attack type. So, which one should you choose and under what circumstances?

In this article, I will define each attack type and show a “hypothetical” situation where the attack is being made. This should help improve your attack decisions if you're still new to the system.

**COLUMN OF ROUTE**

**Definition:** An attack made by a marching unit with no attempt to deploy into line of battle formation.

**When it should be used:** When a marching unit of overwhelming force confronts an insignificant enemy defender. By using this attack, the marching unit can push aside or eliminate the defender without delaying its march.

**When it shouldn't:** A marching unit should not use this attack if it outnumbers the enemy force by a ratio of 5 to 1 or less.

**Example:** The Army of Northern Virginia is advancing towards the Patapsco River, but is met by units of the Army of the Potomac trying to hold the line near Baltimore County. Lee wants as many divisions over the river as “practicable” by nightfall. The two players roll for initiative and the Confederate player wins. He decides to move Ewell and Rodes first (three MPs total) against Gamble, who has foolishly moved across the river without adequate support. Ewell and Rodes move one hex and the player declares a “Column of Route” attack spending 0 MPs, since he outnumbers the enemy cavalry unit 8 to 1. Surprisingly, Gamble decides to stand and fight. Both players calculate combat odds:

- **Confederate Manpower total:** 16
- **Terrain Modified Artillery total:** 0 (attacking a rough hex)
- **Union Manpower total:** 1
- **Terrain Modified Artillery total:** 1 (defending a rough hex)

**Odds Ratio:** 16-2, or 8-1

*Type of attack:* Column of Route (−3 to Attacker’s die roll)

*Die Modifier Total:* +9 (+7 for ratio modifier; +2 for tactical modifier)

*Confederate roll:* 4 (4 − 3 = 10)

*Union roll:* 4

*Modified roll:* +6

**Result:** a = Ewell / Rodes / 1DR = Gamble

A complete Rebel victory! Gamble's whole brigade is eliminated and Ewell may advance into the vacated hex. Since the attack was a Column of Route, Ewell may continue moving and attacking by declaring another attack on Wadsworth to the north. But the Confederate player decides to advance into the vacated hex and wait. A new Initiative Segment begins.
**HASTY**

**Definition:** An attack made by a marching unit with only a minimal attempt to deploy into a line of battle.

**When it should be used:** When a marching unit must make a key attack but does not have the needed MPs to make a more prepared attack. It can also be used if the marching unit outnumbers the enemy by a significant ratio and does not wish to waste MPs.

**When it shouldn't:** A marching unit should not use this attack if it outnumbers the enemy force by a ratio of 3 to 1 or less.

**Example:** The Confederate commander wins initiative again, and decides to turn his attention to the center. Heth's Division has gotten intelligence that Merritt's Cavalry Brigade is sitting just across the Patapsco River. He decides to move. The Confederate player rolls a 6 for MPs and moves Heth along the road and crosses the river to engage. He expends two MPs and decides to make a Hasty attack (spending another MP) at 5-1 odds. Again, the Union Commander decides to hold. Both players calculate odds:

- **Con. Manpower total:** 17
- **Terrain Modified Artillery total:** 0 (attacking a woods hex)
- **Union Manpower total:** 3
- **Terrain Modified Artillery total:** 0 (defending a woods hex)
- **Type of attack:** Hasty (-1 to Attacker's die roll)
- **Odds Ratio:** 17-3, or 5-1
- **Die Modifier Total:** +5 (+4 for ratio modifier; +1 for tactical modifier)

**Confederate roll:** 6 (6+5-1 = 10)

**Union roll:** 2

**Modified roll:** +8 (10 - 2)

**Result:** a = Heth / 2DR5 = Merritt

Heth rolls over Merritt. Disorganized, routed, and demoralized, Merritt must retreat four hexes and Heth has the option of advancing into the vacated hex, and could continue by attacking Caldwell's Brigade using a Column of Route, a Hasty, or a Normal attack (since he has three MPs left). He decides not to advance or attack and instead holds his ground until A.P. Hill and the rest of the Corps come up.
**NORMAL**

**Definition:** An attack made by a marching unit which deploys into line of battle before making the attack.

**When it should be used:** Use it when making an attack against an enemy unit when it is more important to drive the unit away from its position than for the marching unit to resume its march after the attack is over.

**When it shouldn't:** A marching unit should not use this attack if it outnumber the enemy force by a ratio of 2 to 1 or less, or if the enemy force can be overwhelmed by an attack of lesser cost in MPs.

**Example:** The Confederates win initiative again. This time, Lee receives word from Longstreet that Wadsworth's Division from Reynolds' Corps is waiting down the road. He orders "Ol' Pete" to attack with McLaws' Division and they quickly move (having four MPs) to engage. The Confederate player moves one hex forward and declares a Normal attack (spending two MPs) at 3-1 odds. Both players calculate odds:

- **Con. Manpower total:** 16 / Terrain Modified Artillery total: 0 (attacking a rough hex)
- **Union Manpower total:** 4 / Terrain Modified Artillery total: 1 (defending a rough hex)
- **Type of Attack:** Normal (no modifier to Attacker's die roll)
- **Odds Ratio:** 16-5, or 3-1
- **Die Modifier Total:** +4 (+2 for ratio modifier; +2 for tactical modifier)
- **Confederate roll:** 5
- **Union roll:** 4
- **Modified roll:** +5 (9 - 4)

**Result:** Ea = McLaws / ZDR = Wadsworth

McLaws has a hell of a time, but manages to rout Wadsworth's infantry division. The Union player must now pull Wadsworth back and lose two points of Manpower. Longstreet and McLaws may move forward into the vacated hex, but then must end their turn because of the "E" result during the attack.
**Prepared**

**Definition:** An attack made by a marching unit which deploys into line of battle and carefully prepares to assault the enemy position.

When it should be used: Use this attack when sufficient MPs are available and it is more important to drive the enemy from his position than for the marching unit to resume its march after the attack is over.

When it shouldn't: A marching unit should not use this attack at a ratio of 1 to 1 or less.

---

**Example:** This time, the Union player wins the initiative. Determined to redeem his pathetic defenses, the Union commander orders Sickles to advance. Johnson, who has moved out of command radius from Ewell, is waiting just south of Mechanicsville. Sickles (in perfect Sickles fashion), moves forward and declares a Prepared Attack (spending four MP) against the lost Johnson at 1:1 odds. Both players calculate odds:

- **Con. Manpower total:** 7 / **Terrain Modified Artillery total:** 4 (defending a rough hex)
- **Union Manpower total:** 11 / **Terrain Modified Artillery total:** 0 (attacking a rough hex)
- **Attack Type:** Prepared (+1 to Attacker’s die roll)
- **Odds Ratio:** 11:11, or 1:1
- **Die Modifier Total:** +1 (a Prepared Attack with no ratio or tactical modifier advantage)
- **Confederate roll:** 1
- **Union roll:** 2 (2 + 1 = 3)
- **Modified roll:** +2 (3 - 1 = 2)
- **Result:** 1D4 = Sickles / 1D4 = Johnson

The Union player takes a risk and it pays off. Sickles loses one Manpower point and is disorganized, but can advance into Johnson’s hex. Johnson loses one Manpower point, is Disorganized and must retreat. Sickles decides to advance.

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**Exceptions**

The attacks described above represent the most ideal situations during a march action. As anyone who has played the game can tell you, it’s not always so neat and clean. Units are not always set up so perfectly and movement routes are not always so open. But if you want to give yourself the best chance at winning consistently, you should watch your Ratio and Tactical Modifiers carefully (as the examples indicate) so you can call the right attack on the weakest units. A good “rule of thumb” is to always try to attack the enemy at a 3 to 1 advantage; this yields roughly a 55% success rate. Any attacks below this ratio should be reserved for special cases or last ditch efforts. During the game, there will be moments when it’s “advantageous” to make an attack at lower odds (i.e., a Normal attack against a unit when the odds are 1:1). You may have to do this when the scenario is coming to an end and a hex you must control for victory is occupied by the enemy. The only way to take the hex is to attack, and therefore it’s not so important to attack at the best odds—it’s just important to try to push the enemy back. Situations like that will come up, and only constant play will give you an idea which attacks are best under what circumstances. I hope these tips have been helpful.
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Hot on the heels of the industry's first "Game of the Year" for a computer wargame, the team that brought you the award-winning V for Victory series has joined forces with The Avalon Hill Game Company for yet another blockbuster! Atomic Games and Avalon Hill are proud and excited to present OPERATION CRUSADER, the first in the new World at War series covering great campaigns of WWII. Set in the expansive reaches of the Libyan and Egyptian deserts, OPERATION CRUSADER sweeps you into the role of German Field Marshal Erwin Rommel or British General Sir Claude Auchinleck as they commit their nations' finest infantry and tanks in an all-out struggle for the Mediterranean port city of Tobruk. A series of six historical scenarios will show you first hand what open field tactics and desert combat are REALLY like. Experience for yourself the cursed Hellfire Pass and see if you, too, can earn the title, "The Desert Fox".

The Avalon Hill Game Company

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Hurrhah for Stonewall!

Your game system introduced by STONEWALL JACKSON’S WAY is fantastic. As a student of the Civil War, I’ve tried many of the games on the market and none has truly recreated the great campaigns of the war—until now. I agree that because of the movements of divisions and corps, the battles of the war were often won or lost before the troops actually came into contact (the Fredericksburg campaign and the battle of Cold Harbor are good examples). When I saw that SJW was a division level game on a one mile per hex mapboard, I knew that you had a winner. I have played several scenarios over and over, and I’ve been very entertained. A few days ago I purchased HERE COME THE REBELS and I’m looking forward to playing its scenarios as well. I know that the temptation to link the two games will overcome me and I’ll be spending several hours marching through Virginia and Maryland.

I hope that the plans go through to continue producing the other games in the series. Including the Peninsula and Seven Days Campaign to the series is an excellent idea. This very important phase of the war is most often over-looked, even though it offers some of the best examples of operational campaign strategy and tactics during the war. Including a First Bull Run scenario or expansion kit is also a great idea. I hope that you will not exclude the Fredericksburg and Chancellorsville Campaigns. Your system is a masterpiece and excluding these two major campaigns would leave your work incomplete.

Congratulations and keep up the good work. I’ll be waiting with fixed bayonets and blanket rolls for the other installments in the series.

Steve Curtis, Virginia

**********

Blue Chips and Counters

Dear Editor:

I’m a long time subscriber and customer who has spent well over $1,000 on your products since I bought my first AH game, KRIEGSPIEL, more than 20 years ago. Among other things, I own the entire ASL collection. I play board games exclusively.

I read your commentary about the shift in emphasis of AH from board games to computer games with great interest and some concern.

But let me say that I cannot fault your arguments, although I’m certain many will. Business is a cold thing. If the numbers show that AH must shift its focus to computer games to prosper, then it must. I can only hope that you will continue to devote as much effort as is economically possible to board games.

There’s something about a board game that simply cannot be matched in a computer game. The manipulation of the playing pieces, developing an understanding of the charts, studying the rules—much of this is buried in the program of a computer game. Computer gamers will tell you this allows you to concentrate on game decisions and results. But the depth of understanding of the game is lessened, just as a student can punch in the square root on a calculator without knowing how to figure a square root. This isn’t necessarily bad, but some of us want to know how to do the figuring.

So, as I understand your bottom line, AH must shift its priorities to computer games to survive and prosper. Then do it. Just keep your promise not to forget the board games and board gamers who gave you the platform from which to make this leap into the future.

James Whorton, Louisiana

**********

Dear Editor:

I’d like to pass along a few comments about the change in focus announced in The GENERAL, Volume 29, #2. I’ll have to admit some mixed feelings. As a 25 year veteran of the cardboard battlefields, I feel a certain sadness at the passing of an era—perhaps not unlike the emotions provoked in old cavalrmen when they saw tanks for the first time. Yet, I too have turned to my computer more and more, especially since I got my modem and joined the “information highway.”

And I’ve never felt that the wargame hobby was defined by the medium it used (after all, cardboard counters and hexes are lacking or subsidiary in games such as UP FRONT, NAPOLEON’S BATTLES, and DIPLOMACY, as I noted in my “History of Wargaming” article in Strategy & Tactics, July 1990). “Is a wargame defined by cardboard and hexagons?” If not, computer games can be seen for what they are: just another technique for modeling what can never really be simulated, the business of, as H.G. Wells called it, “Great War.”

AH’s announced change of direction is a truly watershed event in the hobby. Most of the other larger firms in the hobby such as TSR and GDW have at least dabbled in the medium as well. Your conversion of software in lieu of paperware may be the psychological turning point for many wargamers. By the end of the decade, I think paper-based games (of the traditional sort) will be very much a niche market serviced for the most part by small publishers. On the other hand, I think the alternative styles of game presentation, such as miniatures, the block games and card games will be virtually unaffected, and may even grow.

Seth Owen, Massachusetts

**********

“History” in the making!

Good luck with the new direction of the company. The idea of a historical article in The GENERAL, similar to The Marquis De Lafayette in 29, #2 is an excellent one. Everyone can enjoy these, not just people interested in a particular game. These, coupled with an ASL article and one or two ASL scenarios each issue will keep my subscription for a long time.

Lee Conner, Nebraska

**********

To Be King!

I wanted to take the time to write you this letter in order to congratulate you on your computer version of KINGMAKER. I recently purchased this game and have been truly impressed by its faithfulness to the original boardgame design. I hope you continue to put out more computer versions of your boardgames in the same fashion. I would especially suggest such classics as WAR & PEACE, WOODEN SHIPS & IRON MEN, NAPOLEON’S BATTLES, PANZERBLITZ, and PANZER LEADER be next on your list. Crucial to these offerings would be the ability for custom scenario design and/or campaign options, features which make these boardgames stand out.

John Boston, Alabama
Political stability in the Middle East had never been in Britain’s “imperial” interest. Arab nationalism had been a useful tool to use against the Ottoman Turks in WWI, but their hopes of a united state afterward were to be disappointed. Instead, after the First World War the British and French ensured the region would be left fragmented. Only in Saudi Arabia was a measure of stable independence won, and this only after a long military struggle. In 1939, France controlled Syria, while British influence was maintained by treaty over Egypt, Palestine, and Transjordan. The region, of historic strategic importance in guarding the flank of British India, gained further significance with the opening of the Suez Canal and the growing dependence on petroleum. By 1940, Iran and Iraq were the world’s biggest producers, that year alone pumping 8.6 million and 2.5 million tons of crude respectively.

In the crisis of late 1940 and early 1941, with Nazi Germany at the height of its success, the colonial fragmentation of the Middle East suddenly seemed a short-sighted blunder. Syria, under Vichy French administration, was now in the Axis camp (even if it was uncertain how far the French authorities there would cooperate with German dictators). Meanwhile, Arab nationalism, once focused against the Turks, was now directed at the British “oppressors”. Iraq was a “bed of anti-British sentiment”; and if Iraq went over to the Germans, it was deemed quite likely to be followed by the French and Turkey. In late April, Churchill concluded that the Middle East was slipping under the influence of the Axis power, and that prompt British military intervention could prevent serious setbacks for the Allied cause. He proceeded to bombard General Archibald Wavell, Britain’s Commander in Chief of the region, with cables calling for action. Wavell, facing the crushing triumphant Afrika Korps to the west, demurred and delayed.

The difficulty in Iraq was a legacy of World War I. Resentful Iraq had been directly administered by the British since the Treaty of Versailles until 1932. It was then made into a nominally independent kingdom, but ruled by a regent wholly dependent on Britain. In preparation for the British withdrawal, an Anglo-Iraqi treaty was signed in 1930; by its terms, Britain retained two bases in the country, one at Basra and one at Habbaniya, as well as the right to transport troops across Suez territory. Iraq was not a nationalist movement had begun to crystallize around the new Iraqi army. This “pan-Arabism” was initially focused simply against British policy in Palestine, which (officially at least) supported extensive Jewish settlement there, and against the continuing French occupation of Syria. But the British managed to make it much more.

In late 1940, Rashid Ali el-Gailani became the prime minister of Iraq through popular mandate. He had served as premier in the early 1930s, and while an acknowledged supporter of pan-Arab nationalism he was not at this time expressly anti-British. In the rapidly deteriorating military situation of late 1940, however, London was not comfortable with this new premier, and put pressure on the current regent, Emir Abd al-Ilah, to dissolve the elected government and appoint a new cabinet and prime minister more to London’s liking. After a round of political maneuvering, Rashid Ali was finally removed on 30 January 1941; but the Iraqi army, under the growing influence of the Golden Square nationalist movement, refused to accept what it saw as unwarranted British interference in internal affairs. What had started as an Anglo-Arab dispute over policy had now grown into a direct ideological confrontation between Iraq and Britain. Still, neither side was quick to provoke the other. The situation simmered for a month. Then, on 1 April, the Iraq army staged a bloodless coup bringing Rashid Ali back to power, while the regent fled to Amman, the capital of his pro-British uncle, the Emir Abdullah of Trans-Jordan. Churchill’s worst fears seemed to be coming true when Rashid Ali proclaimed a “government of national defense”.

Churchill had indeed been in contact with the Axis for possible support against Britain, but not much had come of their tentative probes. Italy, itself a nearby colonial power, was not trusted by the Iraqis. Among the German foreign service and military establishment, Arab nationalism held low priority. (Nazi planes were parked on the outer limits of the racial list.) The immediate attention of the German policy-makers was focused on the Balkans and Crete, with long-term planning proceeding for the invasion of Russia. Only Ribbentrop backed armed intervention in the Middle East, but there was little advantage seen in investing any kind of significant force. Ernst Woermann of the German foreign office summed the situation up when he wrote, “open resistance by Iraq against England could have only a brief success.” The Arab “card”, if it was to be used at all to German advantage, would only be played after the defeat of the Soviet Union.

But the bogy of an Axis conquest of the Middle East, and with that the threat to India, seemed real enough to the beleaguered British in early 1941—especially with Rommel’s Afrika Korps crashing forward towards Egypt. Even the tentative contacts between the Golden Square and Berlin were enough to make the British determined to eliminate Rashid Ali. Still, there was not an immediate break. General Wavell even suggested reaching an accommodation with Rashid Ali, as all his military resources were tied down in North Africa. Any such suggestion was emphatically turned down. British sense of military necessity was founded on meeting any “rebellion” with force, based on the view that compromise would be seen as weakness. When the new British ambassador to Iraq, Sir Kinahan Cornwallis, recommended that the British garrisons at Basra and Habbaniya be reinforced, Churchill sent an urgent appeal to General Claude Auchinleck—then in Chief in India, since Wavell still claimed to lack the men to spare for such. Auchinleck responded by diverting Indian units bound for Malaya and hurried them to Iraq by sea.

Everyone knew, Britain and Iraq alike, that once these troops landed in the country they would stay there. Still, Rashid Ali continued with the terms of the Anglo-Iraq treaty and gave his approval for the landing. He hoped that his gesture would persuade the antagonistic British to recognize his government. On 17 and 18 April, an infantry brigade of the 10th Indian Division and some independent artillery batteries, about 3,000 men in all, disembarked at Basra. At the same time, some 400 troops drawn from the King’s Own Royal Regiment were airlifted from India to Habforce, and eventually joined up with the KORR in Habbaniya, raising the siege there, and then push on to attack Baghdad. But the spring flooding of the Tigris and Euphrates made that impossible. So the British Chiefs of Staff requisitioned manpower from their reluctant commander in Cairo. On 5 May, Wavell received a message from London which stiffly ordered him to send a relief force from the Palestine garrison across 470 miles of desert to Habbaniya; afterward it would march on Baghdad. This mechanized group from Palestine, dubbed “Habforce”, duly set out. It was joined by 2,500 men of the 4th Cavalry Brigade and a lorry-borne infantry battalion of the Essex Regiment, 350 Bedouins (in Ford trucks) from John Glubb’s Arab Legion. (It is noteworthy that three squadrons of the mechanized 19th Indian Frontier Force refused to cross into Iraq to fight fellow Muslims.)

Not aware that the siege had been lifted, on 13 May the British forces crossed the border and raced east along the Iraqi Petroleum Company’s pipeline. Ranging far ahead of the main column, the Arab Legion seized Habbaniya base, a move supported by a defensive stone fort where an Iraqi police garrison blocked the road 200 miles west of Habbaniya. Habforce avoided a brigade-sized Iraqi garrison at Ramadi, swaying around the southern shore of Lake Habbaniya, and eventually joined up with the KORR in fixing on their 19 April objective to Yarza, and then south of the Jabaliya base. The main attack would be made over flooded terrain from the southeast by a company of Assyrian levies, supported by a battery of 25-pounders and Madras sepoys. A flanking move from the north was to be conducted by the RAF armored cars from Habbaniya base, a company of leviats and detachments of the 2/4 Gurka Rifles, all motorized, after crossing the Euphrates farther upstream. Finally, a company of the KORR was flown in behind the town to cut the road to Baghdad and block any Iraqi reinforcements. (An Iraqi support
column was indeed on the way, but was dispersed by the RAF before it reached Falluja.) The Iraqi trenches covering the main bridge into Falluja were bombed and repeatedly strafed, and the Assyrians secured both the bridge and its approaches.

But on 22 May, the Iraqis made a series of determined counter-attacks by the light tanks of their mechanized brigade. The British line was driven in on the northeast and a company of the KORR was forced to fall back into nearby houses for shelter. Ironically, this was a replica of the training maneuvers carried out by the Iraqi army under British supervision the year before! As the Iraqis pushed through the streets, two of their tanks were destroyed, and the remaining ones pulled back. The next day, an even stronger Iraqi attack was made from the southeast. It again pushed the British back into the town before a counter-attack drove the Iraqis back.

The most sinister aspect of the fighting at Falluja was the strafing of the British forces, for it was carried out by twin-engined Me-110s; in spite of their Iraqi insignia, they were flown by Luftwaffe pilots. The very development of the Me-110 featured in the fact that Hitler had belatedly decided to endorse Iraq's new government, and the Vichy forces in Syria had obligingly put their airfields and facilities at the Germans' disposal. The neighboring French were also shipping trainloads of munitions into northern Iraq for what amounted to an invasion in their eyes, for the British planes had staged from Syria to Mosul, and three days after their arrival shot down a helpless RAF Audax over Habbaniya and bombed the field there. Churchill stepped up his pressure on Wavell to mount an immediate invasion of Syria. The war was escalating rapidly.

Falluja had showed that the Iraqi Army could fight, but it was to be its last major effort. The Iraqis fell all the way back to Baghdad itself, establishing a main line 18 kilometers west of the capital at Abu Ghurab on the Washash Canal. The forward terrain was flooded and the main canal bridge covered by an anti-tank ditch. The British advance slowed and then stalled as it approached the natural barrier. A day-long attack on 30 May gained only 3200 meters of boggy fields, and the lead elements still remained more than a kilometer from the Washash bridge. Despite the victory, at Falluja the British gave away the game to the Iraqis. The brigades landed at Basra remained tied down there, while the Iraqis still had strong units at Ramadi and Kirkuk. As well, a British supply column had been ambushed and destroyed by an Iraqi force near the Palestine frontier, underlining the insufficient supply lines on which the British depended. Halford's 15th Division was in a precarious position.

But in Baghdad itself, Iraqi morale was at its lowest ebb. Promises from the senior officers that major German help was on the way were not true, and as Falluja morale among the troops plummeted. This was further exacerbated by some very effective British propaganda, spread through a captured telephone exchange. Rumours that Baghdad was threatened by an entire armored division circled among the populace. On the night of the 30th, after RAF bombers had attacked an Iraqi barracks west of the city, Brigadier Joseph Kingstone was awakened with the news that the Iraqis wished to discuss terms of armistice. On 31 May Rashid Ali was informed that the British had cut the road to Kirkuk (actually, only a detachment of the Arab Legion had set up a temporary roadblock) and he fled his capital for the haven of neutral Iran. On 2 June, the king was deposed, and the regime restored. The “revolt” was over.

June was spent by the British in invading and occupying the Vichy French colony of Syria. But even as this hard-fought campaign ended in victory when Damascus was taken on 21 June, the German invasion of Russia the next day suddenly overturned the entire strategic balance of the war. Now neutral Iran found itself an unwelcome focal point, the only direct land-link between the British and Soviets. As the German panzers sliced deep into Russia, this link—not to mention the vital Iranian oil fields—appeared to grow increasingly vulnerable in Churchill’s view.

The village at Zabiri was cleared, but accurate open fire, and the attack was over. For their part, the Shah offered to reduce the number of German workers and technicians (numbers are variously estimated from 800 to 3000, the latter including from Aleppo. By the second week of April, 28 German planes had staged from Syria to Mosul, and three days after their arrival shot down a helpless RAF Audax over Habbaniya and bombed the field there. Churchill stepped up his pressure on Wavell to mount an immediate invasion of Syria. The war was escalating rapidly.

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ish-descended house. Shah Pahlavi, however, solved their dilemma for them by abdicating in favor of his 22-year-old son (Mohammed Reza Pahlavi, who ruled until deposed by the 1979 revolution) and a new prime minister who agreed to cooperate fully with the Allies. The elder shah went into exile on the island of Mauritius. The British advance proceeded without hindrance, meeting the Russians at Qazvin on August 31.

A strong garrison of three to four Indian divisions was left in Iran for the duration of the war. Ironically, the German threat to the region had completely evaporated by the end of 1942, when the Indian forces could have been considerably more engaged in North Africa or Burma. Long years of hindsight, with numerous wars and continuing regional instability, also asks the question if Allied long-term interests might have been better served by less heavy-handed tactics grounded in the out-dated colonial policies. But there is no denying that the British got what they wanted from the campaign: control of both the land-link to the Soviet Union and of the rich oil fields.

The Forces of the Oil Wars

The whole Iraqi Army was a wholly British creation. It consisted of four infantry divisions with a mechanized brigade, in total about 50,000 men. The 1st Division, stationed at Baghdad, had two first-line infantry brigades, a field artillery brigade, a mountain artillery brigade and a cavalry squadron. The 2nd and 3rd divisions contained three infantry brigades, two field artillery brigades, one mountain artillery brigade and a cavalry squadron. The 2nd Division was based at Kirkuk, while the 3rd was based at Baghdad. The 4th Division, at Diwaniya and Basra, had one first-line and two second-line infantry brigades, with one mountain artillery battery attached. The mechanized brigades comprised two mechanized infantry battalions, one mechanized machinegun company, a light tank company, an armored car company and one mechanized artillery brigade. It was the 1st and 3rd Divisions with the mechanized brigade that bore the brunt of the fighting in May 1941.

A first-line Iraqi infantry brigade had a brigade HQ (with two Lewis MG, five officers and 20 men) and three battalions. A battalion comprised an HQ and four rifle companies (each with three rifle platoons and one LMG section). The normal complement of two Bren guns per section was being increased to three even as the war began. A second-line battalion had three rifle companies, each with three platoons; instead of a support company there was one MG platoon with four Vickers and one AA MG section. Organization and equipment was otherwise identical to standard British patterns (albeit slightly inferior). The mere existence of the Iraqi army was to provide internal security. During the period of their mandate, the British had not wanted to build a force that could pose a threat to neighboring colonies. With the outbreak of war, the Iraqi army was soon starved of equipment and supplies. One of the Goldstein Squares attributed to the mechanized brigades for British anti-tank rifles and .303" MG rounds, none of which the bemused Germans could supply of course.

In terms of air support, the tiny Iraqi force in November 1940 had only 57 serviceable aircraft, including seven Gladiator fighters, four Breda 65 fighter-bombers and four Savoia 79 medium bombers. The German military commitment to Iraq consisted of just 14 Messerschmidt BF-110s and seven Heinkel He-111s, which arrived May 15. The Italians belatedly sent over 12 CR-42 biplane fighters, these arriving on 27 May.

Iraqi forces are represented by Axis Minor squads and weapons to represent British forces. All weapons and ordnance are interchangeable with British ones, and the usual restrictions on the use of captured weapons would not apply in scenarios involving British versus Iraqi forces. Principal ordnance included 18-pounder guns, 3.7" howitzers, 2.75" mountain guns and 3" mortars. The standard light tank was the obsolete Mk II, an early version of the Mk VI, while the armored car companies likely used Rolls Royce or similar model British-built vehicles.

The forces of the Oil Wars

The Iranian army, or ārtesh, was the personal creation of Reza Pahlavi. Before the 1921 coup, there had been no central army. The Qajar "army", aside from a small royal guard, was largely an agglomeration of semi-independent tribal levies (not that much different from the Persian armies that faced Alexander the Great). In 1921, when the Pahlavi revolution came, there were three effective military formations in the country. The Swedish gendarmerie, 8500 men, had been established in 1911 as a relatively neutral security force to guard the royal court, but it soon fell under German domination. British interests in the southern regions, numbering some 600 officers and 2000 Persia Rifles, raised in 1916 and led by British officers. Finally, there was the famous Persian Cossack Division, established in the 1870s as a brigade. Officered by Russians, it effectively gave Czarist Russia control of northern Persia until the 1920 Civil War, when the last Czar Russian and his unit, by default, came under the control of Iranian officers.

It was not surprising that Reza Pahlavi, a military man, should use the army as his main base of power, both for political purposes and his nationalist reforms. His goal was to centralize the still largely feudal administration, and to eliminate both the internal divisions and external influences that wrecked his people. He disbanded the Swedish gendarmerie and the South Persian Rifles (the latter a direct blow against the British, an act for which their Foreign Office never really forgave the Shah). Using the Cossack Division and the remnants of the South Persia Rifles as a cadre, the Shah built up the skeleton of a new army and immediately set about breaking the power of the tribes. This was accomplished in a series of long, grim campaigns in the 1920s. By 1930, the Iranian army comprised 110,000 men. Some 300 officers had been sent to French military schools (and a few to German ones to provide balance) by the government. National conscription was introduced, uniforms were designed, and standardized unit organizations established. The army also served as a model for the Shah's program of "Iranization", with all military ranks and terms translated into Farsi in 1936.

In 1924, again at the Shah's insistence, Iran began to manufacture its own small arms. Arms were also acquired from Czechoslovakia, Sweden and Germany. AFVs included fifty Czech CKD AH-IV RH tankettes armed with two MG. In 1937, a further fifty ČKD 8-ton LT vz.38, armed with a 37mm Skoda anti-tank guns and two HMG. From 1931 on, Iran acquired armored cars from Britain, with four Rolls Royce and 33 Marmon-Herringtons in service in 1941 (eight AH-IV RH, eight AT-1s and six mortars divided into two-gun sections). A qurden comprised three qurden (i.e., rifle companies) and a machine gun company (three platoons each with two Brno HMG). The rifle companies had three platoons with a somewhat unconventional organization. There were three rifle companies of eight men armed with rifles and two grenade launchers, and two MG sections, each based on one Lewis or Bren LMG with crew.

Mobile troops comprised 22 sabre regiments (hanūṅ-savar), the traditional Persian elite. In addition, there were 30 Kozak and 16 Qurden regiments. These gendarmerie regiments were organized as a mounted police force to guard the royal court, but it soon fell under the control of the Iranian army. The 2nd Regiment comprised 1 light AA battery with sixteen 15mm BESA guns carried on lorries and six four-gun batteries with 75mm Bofors AA towed by Marmon-Herrington tractors. The 2nd Regiment was made up of two tank battalions, the first with 50 CKD AH-IV RH tanks and the second with 50 CKD TTNH light tanks, and one armored car battalion (19 4x4x4 Marmon-Herringtons, 14 6x4 Marmon-Herringtons and four Rolls Royce cars). The 3rd Regiment comprised 1100 infantry carried in fifty armored carriers (each carrying a two-man crew, one officer and 20 men) and fifty Belgian motorcycles with a Brno LMG mounted on the side car. The 4th Regiment contained six four-gun towed batteries equipped with a Bofors 105mm gun.

Principal artillery pieces included the "short" Skoda 105mm gun (12 four-gun batteries), "long" Skoda 105mm (48 batteries), and the British 25-pdr. (39 batteries), Schneider 75mm guns (ten batteries), Aboukoff 75mm field guns (two batteries), a battery of British guns and 11 batteries of Bofors 75mm AA. Each artillery regiment generally had one field and three mountain batteries. The mountain batteries were carried on mules (four guns drawn by three mules except for the mechanized regiment which used Mar­Mon-Herrington tractors for towing.

Use Axis Minor squads and weapons to represent Iranian forces, with all the general rules for the Axis Minor applying.

The British units committed in Iraq and Iran were the 6th (26th, 27th and 28th Brigades), 8th (17th, 18th and 19th Brigades) and 10th (15th, 24th and 25th Brigades) Indian Divisions, plus the 2nd Brigade from the 1st Indian Armoured Division (shortly thereafter renamed the 31st Armoured Division) and the 9th
Mail Call

The letters keep coming! To date, only three of my articles (not including this one) have made it to print, but the response is gratifying. Many of you have written and called with congratulations, praise, questions, suggestions, ideas. So, it's time now to sort out my mail and my brain. Please bear with me; this shouldn't be too painful.

The bulk of correspondence that has come in so far has been quite encouraging. There have also been suggestions for improvement of format, style, and coverage in my articles. I'm taking all of this in with sincere appreciation and a critical eye as to how to best implement these ideas. The toughest suggestion came from Don Greenwood. It turns out that I'm too long-inked and he or Bob Waters have had to edit me down to size. From what I've seen, they've done a good job. The trimming that was done to my work in no way detracts from it. But hey! I warned Don. I warned you all and I quote: "I'm not good at brief."

Thoughts and suggestions for topics are specifically solicited and you are sending a bunch of them in. I can only use a few at a time, and some are best referred elsewhere, but all are taken into consideration. Regardless of which, I do try to respond to all mail in a timely fashion, or at least in time. Sometimes in a hurry, I will respond with short post cards, but be assured that if you write, I will write back. That's a promise.

Also received have been offers of assistance in filling games and GameMastering where needed. Most of the snags I reported earlier have been covered! With constituents such as yourselves, this job is going to be a snap. Thanks for all of your help!

REPORTING IN

BATTLE OF THE BULGE: I haven't heard a thing about this. Is there a PBM competition? Does anyone want to start one? Does anyone know more? Please contact me.

DIPLOMACY: Phil Reynolds is no longer Editor of Ponteverda. That has been taken over by Andy York. If you're interested in DIP, send a SASE to Ponteverda, c/o Andy York, P.O. Box 2307, Universal City, Texas 78148. (210) 658-6066.

BATTLE OF THE BULGE: Same status as BULGE. One or two players are asking to sign up if there's a competition. Players willing to start if we can find a willing GM.

VICTORY IN THE PACIFIC: Twenty-eight players are now in a Swiss style PBM competition. Tim Greene of Morristown, Tennessee and Louie Tokarz of Chicago Ridge, Illinois are virtually tied for first. Having already played each other, they await other games to finish and players to move up.

WOODEN SHIPS AND IRON MEN: This game finally has a new GM! Those who are or have been involved might want to check your status, and that of the PBM tournament in general. Those interested should contact Bill Rohrbach, P.O. Box 741 Goffstown, New Hampshire 03045. (603) 497-3894. Send a SASE for response.

Again, thanks for your responses. And as always, I'm at your service,

Glenn E. L. Petroski
210 W. Hunt
Twin Lakes, Wisconsin 53181-9786
(414) 877-4178

Roads to Gettysburg

Combat Made Simple

By Charles Bahl

Combat routines that incorporate multiple die-roll modifiers have been one of the better innovations in wargame design in recent years. One of the best implementations of this technique has been in Avalon Hill's Great Campaigns of the American Civil War, a new series that so far includes three titles: Stonewall Jackson's Way, Here Come the Rebels, and the newest release, Roads to Gettysburg. Although multiple modifiers work well, sometimes keeping mental track of them can be difficult (especially if you're playing solitaire). To help solve this problem, I've developed a Combat Worksheet that can be used in Roads to Gettysburg and the other two games in the series as well.

How to use the Combat Worksheet

The Combat Worksheet provides enough space to resolve eight combat situations, one column per individual combat. Each column is subdivided into two other columns headed "A" (for attacker) and "D" (for defender). Spaces are provided in each column to write in combat values, modifiers, die rolls, or combat results.

Line-by-line instructions for filling out the Worksheet follow. Rule references are to relevant games in the Great Campaigns of the Civil War series.

**Combat Value:** The total of all Combat Values involved in the combat situation. Space is provided for both the attacker and defender values. See rule 7.0 Combat; in particular, 7.2 and 7.3.

**Modified Artillery:** The total of all modified Artillery Values participating in the combat. See rule 7.2.

**Blank:** Space for any additional Combat Values that may be implemented in future games of the series.

**Total:** Total of Combat Values and Modified Artillery. To be used in the calculation of the Ratio Modifier and the final combat result. Rule 7.4.

**Ratio Modifier:** Die-roll modifier based on the ratio of Attack Value to Defense Value. Applies to the attacker only. Rule 7.4.

**Tactical Modifier:** The attacker's Tactical Value minus the defender's Tactical Value. Applies to the attacker only. Rule 7.4.

**Terrain Modifier:** Based on the terrain the defender occupies. Applies to defender only. Rule 7.4.

**Type/Corp Modifier:** Based on the type of attack chosen by the active player. Attacker only. Rule 7.4.

**Flank Modifier:** Applied if combat involves a flank attack. Size of the modifier is based on the category of flank attack. Attacker only. Rule 7.4.

**Rain Modifier:** Applies to Advanced Game only. Attacker only. Rule 14.1.

**Lee Modifier:** Here Come the Rebels! only. Applies only to the Confederate player if General Lee is stacked with the active corp leader during a corp assault. Attacker only. Rule 7.4.

**Union Panic:** Stonewall Jackson's Way Advanced Game only. Applies only to the Union player after a "panic" combat result occurs. Applies to attacker and defender. Rule 18.0.

**Blanks:** Spaces for any additional modifiers that may be implemented in future games of the series.

**Total Modifiers:** The sum of the above modifiers. Rule 7.1.

**Die Roll:** The actual combat die roll. Rule 7.1.

**Modified Die Roll:** The die roll after the modifiers have been added. Rule 7.1.

**Die Roll Difference:** The modified die roll of the attacker minus the modified die roll of the defender. Rule 7.1 and 7.5.

**Combat Result:** The combat results from the Combat Chart. Rule 7.5.
# Combat Worksheet

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ROADHILL

By Richard Ashley

In this age of magical card games, it's refreshing to know that some of you out there haven't overlooked Avalon Hill's great line of card-based games. The review that follows was written by Richard Ashley for Cut & Thrust, a small amateur gaming magazine published out of England. Thanks to Richard, good games like ROADHILL don't go unnoticed.

Another game to go to the top end of my favorite games list. It really is great! Don Greenwood of Avalon Hill has done to Battle Cars/City Wars what he brilliantly did to SQUAD LEADER with the classic UP FRONT. After his disappointingly ATTACK SUB, he has now gone back up in my estimation as one of the great game designers. If you think I am going on a bit—tough! I haven't had as much fun playing a game to review for a long time. Yippee!! Now I shall calm down and tell you about it. In case some of you are not familiar with the aforementioned games, Car Wars was an armored car race/battle in which you designed your own vehicle and tore around roads and tracks smashing up other vehicles and anything else that got in your way. It began as a cheap set in a plastic bag. Then, it caught on in a moder­ate way, a new improved bookcase sized box version was brought out called Battle Cars. Now it has been transformed into a card playing version making it much quicker and easier to set up and play without losing any of the excitement and fun. Components are of Avalon Hill's normal high standard with 128 full glass, size and graphics playing cards, good sturdy and functional die-cut counters, 12 printed Control Panels/Damage sheets, a small board and single sheet of rules for basic game, one leader pawn, and eight-page booklet of rules.

You are given ten die-cut "cars" so any number from two to ten can play. The game is obviously longer with more players, but I believe their estimate of one to two hours per car in a full game is a little high. Twenty to twenty-five minutes is closer once you know the game. Cars begin by lining up one behind the other in numerical order, with all counters showing the "stopped" side. Each player has a Control Panel on which are placed chits marking present fuel level, damage, mechanical problems and time-on-road. In car-numerical order, players become the "Active" player who can play any number of legal cards from a hand which starts at a maximum of seven but is reduced by damage. The "non-Active" players can play legal cards only in response to or directed at the "Active" player. There is a great variety of cards, a lot of which have more than one option of play, which can allow cars to move and/or attack, defend/relate, repair, overtake, route, hide, steal, sabotage and many more. Of course, you are limited in the cards you are dealt, but order of cards played, amount of risks taken, aggressive or cooperative play-styles employed, ever changing environment, etc., all lead to an excellent blend of thought, skill, interplay, and luck. I found everyone fully understood all the cards by halfway through their first game because most of the information is printed on the cards themselves. Even the random elements are resolved using the cards, as each has a unique set of random numbers along the bottom. Looking under the appropriate column will give you any set of random numbers from 1-10 plus a random letter A-Z for Random Events which include all adverse weather con­ditions.

A number of races can be played to form an ongoing campaign with each car scoring victory points each race dependent on section reached and position at the finish. Optional rules allow the use of car upgrades which give cars features like Power Rams, Superchargers, Mortars, Assistant Drivers, etc. These are bought by spending various amounts of victory points. This really is a versatile game. Everyone is active throughout and, although you may have been left a couple of road sections behind the others, due to say an untimely "Box Canyon", with easier exits choices to sections ahead and no one to bother you, it's easier to catch up than pull away at the front. The Random Events also have a slight bias against the leader with things like "Blond Hitchhiker" or "T.V. Interview". Once again, I can heartily recommend this game. It's extremely playable, skillful, exciting and fun. There's lots of interplay and variety, but it takes up very little space. What more could you ask for?
WANTED

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Revised Combined Game Rules & Optional Rules for
STONETALL JACKSON'S WAY & HERE COME THE REBELS

By Kenneth E. Lee

Certainly the most difficult and frustrating rule for the Union is the Union Paralysis random event. Difficult, because it can suddenly and unexpectedly cripple your army's ability to react to Confederate movements. Frustrating, because there's absolutely nothing you can do to avoid it. On average, if one uses the SJW random event table before Sept 3 and the HCR table thereafter (as recommended by the Combined Rules in the back of the HCR rulebook), the Union player can expect to be visited by this most pernicious occurrence on about eight turns or during about one quarter of the game. The Confederate player, on the other hand, should consider himself extremely unlucky if he ever has to deal with the crippling effects of this random event.

There are two historical justifications for the high incidence of Union Command Paralysis. The first is apparently a need to reflect the incompetence of the Union high command. For the historical gamer, such mandated incompetence rules are frustrating, since they prohibit players from avoiding the mistakes made by their historical counterparts. Thus, even if one has learned from the mistakes of history, one is still doomed to repeat them. Although I recognize the need for such rules to ensure play balance in some games, given the other disadvantages faced by the Union player in a combined game, the high incidence of Union paralysis seems inappropriate.

A second justification for the extraordinarily high incidence of Union paralysis during the Sept 4 through Sept 12 time period is that McClellan was reorganizing after its demoralizing defeat at Second Bull Run. This rule is perhaps justified when playing HCR since, by the start of that game, McClellan had already begun to reorganize the Union army. However, when combining the games, it would seem more appropriate to base the timing and length of the Union's reorganization upon the course of events during the first weeks of the campaign rather than some arbitrary timetable.

Another frustrating rule for the Union is Union Panic. Once again, the Union player has almost no way of avoiding this occurrence except by avoiding combat entirely or continually rolling good dice. Although the negative effects of Union Panic are quickly remedied by the arrival of McClellan, this too is historical, since McClellan did not arrive back from the Peninsula until August 28 and thus would not have been available to assume command if the Union Panic had occurred earlier.

SYNOPSIS OF RULE CHANGES

To smooth the transition from one game to the other, especially in relation to the Union's command and control problems (as well as to clean up several other elements of the Combined Game rules), I have proposed several rules changes and additions.

First, the Union Panic rule has been modified so that Panic occurs at the moment when the combination of Union losses and Union Demoralized manpower points reaches 65. Provided that McClellan is back from the Peninsula, the Union player can place him in command and reorganize the army at any time after Union Panic occurs. However, although this action eventually ends the Panic, it also brings on a period of Union Command Paralysis while the Federal armies reorganize. On the other hand, if the Union player can avoid Panic entirely, McClellan can take command and reorganize the army with fewer restrictions on his ability to activate the army.

By changing the Union Panic and Reorganization rules in this manner, the Union player gains some degree of control over his own destiny. For example (in the early going at least), the Union player can avoid Panic by avoiding widespread casualties and demoralization. Furthermore, once Panic has occurred, the Union player can decide whether to immediately reorganize "on the field," with potentially damaging battlefield consequences, or withdraw and reorganize behind the Washin-
ton defenses, as was the case historically. Finally, by virtue of a proximity to commander modification to the Command Paralysis rule, a player can now reduce the effects of a Command Paralysis random event by keeping his forces consolidated around his army leader. This is not only historical, it also gives the placement and movement of Union army leaders some importance.

Besides the modifications surrounding the Union Panic and Reorganization rules, several other rules have been clarified or added for use with the Combined Game. First is a rule consolidating the railroad movement rules. Second is a rule lifting most movement and attachment restrictions on Union units. (Just because Halleck was incompetent, doesn’t mean that you should have to be). Third is a rule consolidating the supply rules. Finally, I have included an add-on map for the Alexandria area (see page 25). Although this vital Union port and supply base was not captured by Lee during either the Second Bull Run Campaign or the Maryland Campaign, its occupation was certainly not out of the question and would have had serious consequences for the Union.

In addition to these changes, I have also included several suggested “optional rules” including provisions for multiple commanders, alternate ending dates, and inclusion of the RTG maps. Although these rules add some complexity to the game system, our gaming group has found that they add a great deal of realism to the game and present the Confederate player with a number of strategic options.

EXISTING RULES
The following rules from the existing Combined Game Rules remain unchanged:
• Combined Game Set Up
• French & Humphrey’s Divisions
• Funk’s Brigade
• Confederate Depots
• Confederate Reorganization
• Confederate Straggling

RULE CHANGES
UNION CHANGE OF COMMAND AND UNION PANIC
Modify the Union Change of Command rules and Union Panic rules as follows:
Manpower ≥
If at anytime the total Manpower of all currently demoralized Union forces plus all Union losses from all causes is equal to or greater than 65, Union Panic occurs. From that point forward, until Pope is replaced by McClellan (see below), all Union combat die rolls are reduced by one.

Pope’s replacement
The Union player may replace Pope with McClellan in the Leader Transfer segment of any turn if either of the two following conditions are met:

1. Union Panic has occurred and the date is August 27 or later, or
2. The date is Sept 2 or later.

To reflect the confusion inherent in the change of command, the following rules go into effect when McClellan takes command:

If Panic has occurred:
Turn of takeover—Union command paralysis is in effect for all Union units. Panic continues if any combat die rolls are reduced by one.

Turn following takeover—During the attachment phase, carry out Union Reorganization as per the Combined Rules. Union command paralysis is in effect for all non-reorganized corps. Panic ends for all units: No die roll modifier.

Second and Third turn following takeover—Union command paralysis is in effect for all non-reorganized corps.

If no Panic has occurred:
Turn of takeover—Union command paralysis is in effect for all Union units. Carry out Union reorganization as per the Combined Rules during attachment phase.

Turn following takeover—Union command paralysis is in effect for all non-reorganized corps.

Union Corps Reorganization—At the end of the Random Event phase on the turn following McClellan’s return, roll a die for each Union Corp leader to determine if his corps has been reorganized. Modify this die roll by the following:
• Add the Corps commander’s initiative value.
• Add +2 if the Corps commander is in the same hex as McClellan. (This modifier may only be used for one Corp leader per turn.)
• -1 for each corps in the area which is under 65.
• -1 if any division in the corps is on its disorganized side.

If the modified die roll is higher than nine the corps is reorganized. As a result, units in the reorganized corp using Corp Activation suffer no movement penalty. In addition, units in the reorganized corp may participate in Corps Assaults and Grand Assaults. (Units in non-reorganized corps, units in reorganized corps not participating in Corp Activation.)

UNION RAILROAD MOVEMENT
The Union army had the potential to use the North’s extensive rail system to its advantage. However, as occurred during the Second Bull Run Campaign, the movement of troops by rail could be seriously hampered by train mix-ups, administrative problems, and the use of rail stock for other purposes such as supply. To reflect these facts, replace the existing RR movement rules with the following:

Eligible Units: Union infantry units beginning a turn in a RR station which is connected to either Alexandria, Baltimore or Washington by a continuous line of RR hexes containing no damaged or destroyed RR stations, are eligible to move by rail.

[Note: As can be seen in the illustration on page 25 of the HCR rules, the RR bridge across the Potomac at Harper’s Ferry was destroyed in 1861. Accord-
MOVEMENT RESTRICTIONS

Union units are no longer subject to movement restrictions with the following exceptions:

- The Union movement restrictions set forth in Special Rules #1 and #3 are still in effect.
- All "DC" designated units must remain within the District of Columbia (i.e., within the District of Columbia defense area South of the Potomac, and on or within the ring of forts surrounding Washington north of the Potomac).
- All "Balt" designated units may not move west of hex row 2101-2134 on the east map. (To save time, during the game's initial setup, the Union player may place all DC and Balt designated units anywhere within their allowed movement areas.) In addition, these units may fortify and attach to eligible units before the beginning of the game.

SUPPLY

Supply Status: A unit is in supply if it can meet the requirements for supply set forth in the original rules.

Depot Supply: The Union depots listed in the set-up for Scenario 6 of SJW may supply up to two enemy units as per the original rules (i.e., the Depot must be occupied but units in adjacent hexes may draw supply). All other Union and Confederate depots may supply up to five enemy units as per the original rules.

County Displays: When foraging, use the die roll modifiers printed on the HCR County Display.

VICTORY CONDITIONS

Perhaps the most difficult aspect of simulating Lee's northern offensive of 1862 is establishing realistic victory conditions. Historically, in the early stages of the campaign, Lee's objective was simply to defeat the Union Army of Virginia. Only after this had been accomplished did Lee consider moving North into Maryland to seek a decisive victory. Once in Maryland, Lee hoped that the presence of his army on northern soil would convince Great Britain or France to recognize the Confederacy and come to its assistance. Failing this, Lee hoped that if the Army of Northern Virginia could occupy Washington itself, isolate the Capitol, and/or inflict another major defeat on the Union Army the North would be forced to sue for peace.

Victory Points

The victory points provided below for the Combined Game are an attempt to reflect the historical situation faced by Robert E. Lee. In the early campaigning in Virginia, one will note that there are few victory points to be gained besides those achieved through the destruction and panic of the Union army. However, once the Union Army of Virginia has been forced to withdraw, the way is open for the occupation of Maryland, the collection of a great number of victory points, and a decisive Confederate victory. Thus, as was true historically, the Southern player's first objective must

Rail Movement Maximums: The following number of Union units may move or attempt to move by rail on each turn:

- All Virginia Rail Lines Combined: One division or two brigades/brigades/brigades.
- All Maryland Rail Lines Combined: one division & one brigade/brigade/brigade or three brigades/brigades/brigades.

Example: Couch's division (which did not move by rail last turn) begins its turn in 6 Mile Post RR station. The Union player has the initiative and elects to try to move Couch by rail. First, he increases Couch's fatigue by one. Next, he rolls a 5 and thus neither Couch nor any other Union unit can be moved during the current activation phase. During a later activation cycle, the Union player can again attempt to move Couch by rail but he may not attempt to move any other unit by rail in Virginia this turn. Cavalry may not move by rail.

- Confederate units are no longer prohibited from moving or attacking into the DC defense area.

ALEXANDRIA

Players should place the Alexandria add-on map directly below Washington (see HCR Map) and place a depot in Alexandria herself. All Union reinforcements arriving at 6 Mile Post, Munson's Hill & Urquhart's Tavern should arrive in Alexandria instead.

ATTACHMENT

Use the Attachment rules in HCR but replace the "Special Attachment" section with the following:

Even though they are not substitutes, both player's infantry regiments/brigades and cavalry regiments may attach to other friendly units of the same type subject to the "Attachment Restrictions" section in column 2, Page 28 of the HCR rules. [Note: Units which do not begin the game on the map may now be attached.] In addition, apply the following attachment rules to Union units:

1. Units with a corp affiliation (Pnll Leg., 60 NY, Piatt, Taylor, Griffin, & Kimball) may only be attached to another unit of that corp.
2. DC and Balt designated units may only attach to similarly designated units, but they may have non-similarly designated units attached to them.
3. Shen., RR, Kam, & Res designated units may only attach to similarly designated units until the Union army is reorganized. Upon reorganization, these units may be attached to any other Union unit.
4. The 3 IN & 6 NY cavalry regiments may attach to any cavalry brigade. No other Union cavalry attachment is allowed.

Rail Movement is Performed: To move a unit by rail, the active player declares a movement action. The unit's fatigue level is increased by one as per the normal march rules (rolls for disorganization may be necessary). The player rolls a die and subtracts two if the unit moved by rail in the previous turn. If the result is 1, 2 or 3, the unit may move up to 35 hexes, as long as it moves only along continuous RR hexes and does not enter an enemy occupied hex or ZOC (even if that hex is occupied by a Union unit). Furthermore, it may not enter a hex in a Confederate-controlled county. It may not attempt to move by rail again this turn. If the result is 4, 5 or 6, the unit may move. [Note: Even if the unit cannot move, the unit still gains one fatigue level.]
be to defeat the Army of Virginia. Once this has been accomplished and the Union Army is disorganized, the Confederate player may select its objectives for its drive into Maryland and move on them while the Union army is in the process of remoralizing and reorganizing.

Confederate Control (as defined in Scenario 7 of HCR)

**Maryland:**
- +20 Baltimore County
- +10 Prince George's County
- +10 Anne Arundel County
- +5 Montgomery
- +5 Howard
- +3 Frederick County-West
- +2 Frederick County-East
- +2 Carroll County
- +2 Washington County

**Virginia:**
- +10 Alexandria County (Includes all territory within the DC Defense Area south of the Potomac-Alexandria Control hex)
- +5 Fairfax County (Fairfax Court House Control Hex)
- +2 Loudoun County (Leesburg Control Hex)

### Depot Destruction

- +10 Alexandria, Harper's Ferry or Camden Station
- +6 Martinsburg, Manassas Junction, Winchester Toll House
- +4 Hagerstown, Aqua Creek Station
- +2 All other depots

### Railroad Station Destruction

**Virginia:**
- +10 Presence of a destroyed RR station anywhere on the line between Alexandria & Rappahannock Station inclusive
- +5 Presence of a destroyed RR station anywhere on the line between Alexandria & Front Royal inclusive
- +2 Presence of a destroyed RR station anywhere on line between Alexandria & Leesburg inclusive
- +2 For the destruction of each station listed in Scenario 6 of SJW (Pg. 28, Col. 2)
- +3 For the destruction of Aqua Creek station or Alexandria station
- +1 For each other RR station destroyed except Orange Court House

**Maryland:**
- +20 Presence of a destroyed RR station on the line between Washington & Baltimore and on the line between Washington & Annapolis (both must be cut to gain VPs)
- +15 Destroyed RR station on line between Baltimore & north or east map edge
- +3 For each destroyed station listed in Scenario 7 of HCR

### Manpower Loss
- +2 For each Manpower lost in combat, retreat, cavalry retreat or surrender
- +1 For each Manpower surrendered at Harper's Ferry

### End of Game Union Points
- -3 for each Confederate objective hex (from SJW Scenario 6) controlled by the Union at the end of the game.

### VICTORY LEVELS

To correctly understand the following victory levels, one must understand the strategic situation in the summer of 1862. Robert E. Lee clearly understood that if the Confederacy were to survive, either via foreign recognition or via peace negotiations, the Army of Northern Virginia had to win a decisive victory. Any other result might make the situation more difficult for the Union, but eventually the North would prevail. The situation for the Union, however, was quite different. Clearly, both McClellan and Lincoln wished for a crushing defeat of the Rebel army. However, even if the Army of the Potomac managed to just win a marginal victory, as occurred at Antietam, Lincoln would still have been able to declare victory, issue the Emancipation Proclamation, and transform the war into a crusade against slavery. To reflect these concerns, use the following levels of victory:

- **Automatic Victory:** The Confederate player automatically wins a decisive victory if at any time Confederate forces occupy the White House, the Capitol, or Baltimore Depot.

- **225 + Confederate decisive:** Lee's decisive victory convinces England to recognize the Confederacy and peace talks begin.

- **175-225 Draw:** Although Lee has beaten the Union army and/or successfully invaded Maryland, he has yet to win the decisive victory he needs to safeguard the Confederacy. Perhaps after rest and refitting, the Army of Northern Virginia can win the decisive victory they need in 1863.

- **125-174 Union marginal:** Although unable to decisively beat Lee, McClellan has managed to safeguard Maryland and the Capitol and at least hold his own on the battlefield. Lincoln can now issue the Emancipation Proclamation without appearing to be resorting to desperate measures to continue the war. With the Emancipation Proclamation issued, the chances of foreign recognition fade, the Northern people recommits itself to final victory, and the eventual defeat of the Confederacy becomes inevitable.

- **Less than 125—Union decisive:** McClellan's successful repulse of the Southern invasion grants him an opportunity to follow up

### OPTIONAL RULES

### MULTIPLE COMMANDERS

SJW and HCR offer excellent opportunities for team play. The following Multiple Commander rules give players a sense of the difficulties in coordinating the movement of a large Civil War army.

### Commands

At the start of the game, the players from each side should select a Commanding Player who controls that side's Army commander. In addition, the players then divide that side's forces amongst themselves. Forces may be divided in any manner in which they see fit as long as all subordinate players command at least as many corps as the Commanding Player. For purposes of this rule, treat the following as separate "corps":

- All Union Cavalry
- All RR & Shen designated units.
- All DC designated units
- All Bant designated units
- All Res & Kan designated units

After a side's forces are divided, each Subordinate Player designates an individual Corp commander to be his wing commander. This wing commander shall act as the subordinate's communications center and cannot be changed unless the Corp commander is replaced or killed.

### Communications

Add a Communications phase immediately following the Random Events phase of every turn.

### Conferences

During the Communications phase of every turn, a Commanding Player may hold a verbal conference with a Subordinate Player(s) if all of the following circumstances exist:

1. The Army commander is in the same hex as a Corp leader under the command of the Commanding Player.
2. The Army commander is in the same hex or in a hex adjacent to the Subordinate Player's wing commander.
3. The Army is not experiencing a Command Paralysis random event. (Union
Army reorganization has no effect on communications.)

**Written Communications**: In addition to verbal conferences, each Commanding Player is allowed to send one written communiqué to each subordinate every turn and vice versa. At the end of the Communications phase, each communiqué is first given to the opposing commanding player who rolls two dice in the open. On a roll of 11 or 12, the opposing commander has intercepted the note and may throw it away. No other form of communication can be conducted between the sender and receiver (i.e., the courier was intercepted and the message doesn’t get through). During the next turn, the communiqué can be sent again, and another interception roll is made. If the note is not intercepted, the opposing commander passes it along to the intended subordinate. Written communications are not allowed during a Command Paralysis random event.

**Direct Control**
In addition to his own command, a Commanding Player may activate any unit occupying either a hex containing or adjacent to the Army commander.

**Initiative**
Upon gaining the initiative, a Commanding Player may either pass, use the initiative, or defer it to a subordinate player. If deferred to, the Subordinate may either use the initiative or defer back to the Commanding Player. If the subordinate defers, then the Commanding Player must then either activate a unit or pass.

**Unit Transfer**
Players may trade control of units during the Leader Transfer Phase, but if a unit changes control, it may not activate during that turn. Exception: Union forces may be transferred between commanders without a movement penalty when McClellan assumes command and reorganization occurs.

**Union Change of Command (optional)**
When McClellan replaces Pope, the Union must select a different Commanding Player.

**ALTERNATE ENDING DATE**
The game provides an arbitrary ending date of September 21. Presumably, Lee could have crossed the Potomac by September 15, the game ends at the September 15 turn. If it's a cavalry unit performing a cavalry retreat, subtract 2 from its die roll. [Note: A unit may be both out of supply and out of ammunition and thus suffers the effects of both conditions. If the game continues on beyond September 21, continue to check for supply every five turns (i.e., Sept 23, 28, Oct 3, 8 etc.).]

### Ammunition Replenishment
The Confederate player may replenish his ammo in two ways:
1. **Depot capture**—If a Confederate player captures any of the following depots, he may add the corresponding number of ammo units to one or a combination of Confederate units within ten hexes of the captured depot.
   - For the capture of the depot at Harper’s Ferry
   - For the capture of the depot at Alexandria
   - For the capture of the depot in Baltimore

2. **Ammunition Train**—Starting on September 4, a Confederate ammunition train arrives each time an “Accelerate Confederate Reinforcements” random event is rolled. Upon the arrival of an ammunition train, the Confederate player may add a total of five ammunition units to any combination of Confederate units anywhere on the board. **Exceptions**: A Confederate unit which is north of the Potomac river may not receive ammunition if any of the following are Union Occupied:
   - Winchester and Culpeper
   - Harper’s Ferry, or
   - Williamsport, Falling Waters, Sharpsburg, and Naval Battery
   - A unit surrounded by enemy ZOC may not receive ammo.

### VICTORY LEVELS
- The Confederate player wins a decisive victory at the moment he both accumulates 250 victory points and has at least three Confederate infantry divisions in Maryland or Pennsylvania.
- The Union player wins a marginal victory if the Confederate player has between 125 and 174 victory points at the end of the game.
- The Union player wins a decisive victory if the Confederate player has less than 125 victory points at the end of the game.
- All other results are a draw.

**ROADS TO GETTYSBURG (RTG) MAPS**
The release of **RTG** presents the possibility of adding these maps to a combined game to give the southern player the opportunity to invade Pennsylvania in 1862 as Lee had hoped to do. To incorporate these maps, use the following rules.

**Levies**
The Confederate player may levy towns in Pennsylvania as per the **RTG** rules.

**Supply**
Forage values in Pennsylvania are 4 for all Confederate Units and 6 for all Union units. Add one to Confederate die rolls if Harper’s Ferry is under Union control. Place Union depots in Harrisburg, York, and Ellicott Mills at the beginning of the game. Supply status for units in Pennsylvania is determined as per the **HCR** supply rules.
Any Confederate unit which levies a Pennsylvania town is automatically considered in supply during the next supply status check. In addition, an additional number of units which pass through the levied town may also be considered in supply up to one-half of the VP's earned for the levy. (For example, if A.P. Hill's division levies Carlisle (4 VPs), it and one other unit passing through the town are considered to be in supply during the next supply status phase.)

Long Bridge on the Susquehanna

The Penn Central Railroad bridge across the Susquehanna may be destroyed in the exact same manner as that used to destroy the C&O aqueduct in HCR. To do so, the activating Confederate infantry unit must occupy Marysville (RTG hex N4602) and no enemy unit may occupy hex N4703.

Pennsylvania Militia

Begin rolling for the appearance of the Pennsylvania Militia when the first Confederate unit crosses the Potomac River. Subtract one from the die roll if a Confederate unit occupies Baltimore or Carroll County or any county in Pennsylvania. Upon arrival, place the militia in Camp Curtin, Pa.

Railroad Movement

Union units may move by rail in Pennsylvania subject to the Railroad Movement rules outlined above. In addition, apply the following rules:

1. Union units are eligible to move if they are in a station connected to either Alexandria, Baltimore, Washington or Harrisburg by a continuous line of RR hexes containing no damaged or destroyed RR stations.

2. The Northern Central RR in HCR hex E3301 connects with the railroad in RTG hex S5801. The distance between the two hexes (in terms of RR movement) is 23 hexes.

3. As per the RTG rules, the NCRR in hex RTG NS816 connects with the railroad in hex RTG NS821. The distance between the two hexes (in terms of RR movement) is six hexes.

4. A maximum of one division or two brigade/ regiments may move by rail in Pennsylvania each turn. (For purposes of determining RR movement maximums, consider only the state in which movement begins.)

Pennsylvania Victory Points:

Confederate Control
+2 Adams County
+3 York County
+5 Dauphin County (Harrisburg Control hex)
+2 Cumberland County (Carlisle Control hex)
+0 All other Pennsylvania Counties

Depot Destruction
+5 Harrisburg
+2 All other depots in Pennsylvania

Railroad Station Destruction
+3 Camp Curtin
+1 All Other Stations in Pennsylvania
+15 Destruction of the Susquehanna River Bridge at Marysville

Levies on Pennsylvania towns:
As per RTG rules.

PHILOSOPHY...
(Continued from pg. 4)

What was the scale?

The scale was corps with occasional breakdown to divisions. The hex size on the map was two miles, and it covered Fredericksburg to Richmond, in the 1864 Wilderness/Spotsylvania campaign. So, I wasn't happy with the way the players were set in the roles of Lee and Grant; I didn't believe that the game was as exciting as it could be. So, as soon as it came out, I started compiling notes on how the game could be improved. The first thing I remember writing down was "increase the scale by a factor of two," and "go down to a scale of about a mile a hex." The same thing with units: "go from corps to divisions, and give the divisions the ability to break down into brigades;" "have leaders at many levels;" "expand the playing area to two maps, give the players a more wide open space to move in;" "use cavalry more realistically."

In one way, you could say that LEE VS GRANT was the foundation. It's a different level of game, but I always think of it as a second cousin to the Great Campaigns of the Civil War series. The series grew out of the research I did for LEE VS GRANT.

You've designed a lot of modern warfare games. From a design standpoint, what is the main difference between the Civil War and modern warfare? What different things do you have to take into account when designing one or the other?

There are major differences. Interestingly enough, when I started designing games, I wasn't at all interested in modern warfare. I really didn't know anything about it. But it became quite obvious that the gamers out there were very interested in this sort of hypothetical, futuristic history type of game. And they always sold exceptionally well. So when I did TaskForce for SPI in 1980, which was a game about the modern Navy, I wound up growing quite fascinated with the subject matter, but I also found it somewhat depressing because the thought of modern weapons actually being used is frightening. I've always found modern warfare to be very anonymous and depressing. Nevertheless, in 1982 when the Falkland War broke out, modern warfare became the subject of much debate at Avalon Hill for all the game designers and the staff became fascinated in watching these modern weapons actually being employed. It sparked my interest in naval operations also. Shortly thereafter I became a freelancer, and as a freelancer you make money only on royalties, so there's a great incentive to design games that are popular. With this in mind, I began the FLEET series in an attempt to make money and to also teach people how the modern Navy operates and show them what their tax dollars are used for. But the big difference for me in the design of Civil War campaigns versus modern battles, is that the Civil War is endlessly fascinating. When you're designing one, you can't stop reading about it or thinking about it. It becomes an integral part of your life, whereas designing a modern game is more of a job. Another big difference is that since the modern navies haven't done that much fighting, you have a free ride in whatever you decide to do. In essence, no one can really refute what you use because nobody really knows how these ships will really work. I made educated guesses, and for the most part, these guesses were pretty accurate. When you're dealing with the Civil War, you're designing for people who are totally devoted to the subject. The pressure is on to get things accurate, not only in unit functions but also maps. Maps were very key things in the Civil War.

We've had a lot of good comments about the maps in this series. Very accurate, very detailed. Where did you find these maps?

When I did LEE VS GRANT, it was a crash course in cartographic research. I went to various map sources for accurate maps, and it was hard as hell. What I quickly discovered is that mapping in the Civil War was abysmal. But I found a map at the Library of Congress that was supposedly the map used by the Union army during the 1864 campaign, and I was shocked to find out how inaccurate it was. But nevertheless, it developed into the LEE VS GRANT map. Frankly, I just didn't know where else to go. But after its release, I learned that where you look for maps is not at standard Civil War research sites, but at local county and state archives. Here you basically have to ask cartographic researchers "what maps existed in the 1850s that people might have used." And I discovered a gold mine. Almost every county in Maryland, Virginia, and Pennsylvania has a good historical society, and these people have beautiful maps from the 1850s and 60s. It was these maps that the corps and divisional commanders used during the war. In fact, you read a lot of subtle references in history books in which an army would come into a small town and a soldier would ride up to the bank or library and hold a gun to someone's head and demand their maps. You begin to realize how incredibly critical this was; people just didn't know where the roads were in those days. So, I found my maps by traveling great distances to the local sources, buying these (sometimes) reprinted atlases, and if the originals weren't available for sale, photocopying them. I got everything, not only the accurate roads but the names of the houses and who lived in them. As a result, there are tremendous improvements in these maps as opposed to the LEE VS GRANT map. These maps are very accurate, but I'll admit that because the hex grid overlay only offers six directions in which to move, there is a distortion of ten to fifteen percent in the true direction of roads because they have to cross hexsides.

You are going to continue the series. What is next?

The next volume in the series will concentrate on Stonewall Jackson's Shenandoah Campaign, called STONEWALL IN THE VALLEY. This one will cover a much longer period than the other game, but it has a rather innovative way of reflecting the lulls in the campaign. You can play the whole 135 turns if you want, but it's not as grandiose as it may seem. Another big (Continued on pg. 56)
Looking for a PBM group wanting to add a novice player. Any clubs in the Shoals area? Contact Calvin Durham, 106 Crosslin Ln., Florence, AL 35633.

HSV gaming club seeks more FTF gamers for all AH games and more. Contact Barry Maynard, 212 Knox Creek Trail, Madison, AL 35758. (205) 895-9645.

Wanted: FTF gamers for all player or multiplayer games. AKF, ATS, CMS, ACV, DIP, KGM, MOV, PAA, PPG, HOW. Contact John Baker, 4675 S. Harrison Road, Space #95, Tuscaloosa, AL 35470. (205) 290-9177.

Small group of college/high school age gamers seeks FTF opportunities. Player or multiplayer gamers. Ladies Welcome! Contact Trevor Brown, 7916 Collette #31, Tuscaloosa, AL 35405. (205) 250-4007.

Wanted: FTF gamers for all player or multiplayer games. AKF, ATS, CMS, ACV, DIP, KGM, MOV, PAA, PPG, HOW. Contact John Baker, 4675 S. Harrison Road, Space #95, Tuscaloosa, AL 35470. (205) 290-9177.


Banzai! ASL time is here! We play most Saturdays. Call or write The Southern New England ASL Players Association now: Vic Provost, 1454 Northampton St., Holyoke, Massachusetts 01040. (413) 565-9601. Interested and ignorant? Have few games, no one to play? We can help! Then please do. Contact Philip Sokolowski, 1003 Vanderwood Rd., Baltimore, MD 21226. (410) 774-4000. Very good edition of this magazine. I've just moved to the Baltimore area. Need to find gameing group real bad! Anyon else interested? Write: Robert Warters, 4517 Hartford Road, Baltimore, MD 21214. (410) 524-9200.

Avalon Hill Football Society League now entering its 22nd consecutive season seeks two new members for NFL 1995 expansion season. Contact Don Greenwood, 1541 Redfield Rd., Bel Air, MD 21015.


I'm very bored. Help! Will play by PBM/MEM ASL, FSE, MBT, GTA. AREA rating or not. Contact Michael Handiboe, 3805 Radiant Dr. Apt. 638, Columbia, MD 21005. (301) 238-0026. looking for WSM and/or GBL—rated or not. James Pratt, 939 Ashby St., San Jose, CA 95126. (408) 294-6164.

I want to try blind refereed PPZB, PBM or FTF. Just got FTF and wish to learn. Contact W. John Reese, P.O. Box 2116, Simi Valley, CA 93068. (213) 463-8188.

Dues are $6.00 per person. The Lead Hill Gang wants you. Contact Tim Haunin, 1454 Northampton St., Holyoke, Massachusetts 01040. (413) 565-9601. Interested and ignorant? Have few games, no one to play? We can help! Then please do. Contact Philip Sokolowski, 1003 Vanderwood Rd., Baltimore, MD 21226. (410) 774-4000. Very good edition of this magazine. I've just moved to the Baltimore area. Need to find gameing group real bad! Anyon else interested? Write: Robert Warters, 4517 Hartford Road, Baltimore, MD 21214. (410) 524-9200.

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"Roads to Antietam"

ALEXANDRIA ADD-ON MAP

First, cut along the dashed line to the left of the above map. Then, cut carefully along the north and west hexsides (only). If properly cut out, this add-on map will then overlay the east edge SJW's North map and the south edge of HCR's South map, and its shape should look this.
A New World for Diplomats

COLONIAL DIPLOMACY

Avalon Hill is proud to present COLONIAL DIPLOMACY, sister game to the Academy of Adventure Game Design Product Hall of Fame winner Diplomacy!

COLONIAL DIPLOMACY is a game of grand strategy and diplomacy set during the great age of imperialism, when nearly half the world's population was brought under the control and domination of a few colonial powers. The game spans 60 years of history from the Opium Wars, the Crimean War, the struggle in Egypt and Sudan, the conquest of India through to the Russo-Japanese conflict of 1905 and the eve of the First World War.

The elegantly simple system and mechanics of DIPLOMACY have been retained. All the familiar elements of planning, secrecy, co-operation, negotiation, and the inevitable treachery that have made DIPLOMACY so popular are included. The colorful map, depicting the area between the Suez Canal and the islands of the Far East, is the stage for the movement and conflict of the armies and navies that played out "The Great Game".

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In most peoples minds, The Battle of Stalingrad was a grueling death match between two armies: the Soviet 62nd Army under Chuikov and the German 6th Armee commanded by Paulus. But there is much more to this action than the battle for the city. The encirclement of the 6th Armee in Stalingrad was the first of many successful Soviet operations that led to the defeat of the Axis forces invading the Soviet Union in 1941. This much more important mobile action will be the focus of the second World at War title for the computer game enthusiast, STALINGRAD.

ORACLE?

In Mein Kampf, Adolf Hitler foretold “the fact of a treaty with Russia embodies the declaration of the next war. Its outcome would be the end of Germany.” This line was directed at Gregor Strasser, Hitler’s greatest rival in the Nazi party at that time, who was in favor of a Russo-German Pact aimed at the Allied powers having a strangle hold on the German economy at that time. Hitler also predicted, “The present rulers of Russia do not at all think of entering an alliance sincerely or of keeping one.” These “predictions” make me think of Hitler as a great oracle instead of a great orator. Although he made these predictions, he failed to heed their warnings.

Hitler went on to make the very alliance that he predicted would spell Germany’s doom. His prediction that it was “naive to think that, in such an event, England and France would wait a decade” to take up arms against this alliance also came true. The partition of Poland, the overrunning in Scandinavia, the destruction of the Low Countries, and the defeat of France all followed and only served to create a myth in Hitler’s own mind that he was a great military genius and that he could lead Germany to world domination. He then went on to abrogate that treaty and made war against the Soviet Union.

In Hitler’s writings about the reasons for the loss of the first World War, he criticized the near powerless parliament of the pre-war period by stating, “The loss of the fight for the freedom and independence of the German nation is the result of the half-measures and weakness carried out even in peace in drafting the entire force of the people for the defense of the fatherland.” He himself doomed Germany to that same fate by not mobilizing the economy to total war footing until 1943. While the German 6th Armee was dying at Stalingrad, the Steinway piano factory was still working at full tilt to replace the instruments lost to allied bombing instead of working to build useful war materials.

He went one step further in his predictions by condemning the lack of responsibility of those in charge of the German government in 1914 by writing, “One of the worst symptoms of decay was the increasing cowardice towards responsibility as well as the half-heartedness in all things resulting from it.” This “cowardice” was enforced on his commanders in Russia when he robbed them of freedom of action after the winter campaign of 1941 and rejected the sound military advice given him by his generals who had been reduced to automatons doing his bidding.

It was under these restrictions that he sent Friedrich Paulus and the 6th Armee to its destruction on the Volga. The fact that almost half of these men surrendered against his orders goes against one last passage from Mein Kampf that reads, “Naturally: cringers and flunkies do not let themselves be killed for their master. That monarchs never know this and on principle fail to learn this has been their doom of old.” Once the combat units of the 6th Armee had been destroyed these “cringers and flunkies” surrendered rather than die for a man they felt had left them in the lurch.

DESIGNING HISTORY

When we at Atomic Games and Avalon Hill first began designing STALINGRAD, we were of many different opinions as to how to portray the battle, what the game’s focus was to be, and the scales needed to create the best scenarios possible. I decided to design a game that would have historical options as its soul and the “big picture” as its focus. Later this decision proved correct when it became clear that the Axis side lost this battle because they were out-generated more than they were out-gunned.

It ended up that we would depart from the “standard” battalion/l kilometer per hex scale of OPERATION CRUSADER and the previous Atomic releases with other publishers. It was decided to multiply the scale for the campaign game (and most of the other scenarios) by three to regimental level and three kilometers per hex. The standard battalion level one kilometer per hex scale would be used for the relief attempt and another new scale would be used for the city fighting at four hundred meters per hex by battalions and companies for the unit scale.

Some of the other major design changes that became necessary were a revamped air supply system and air reconnaissance system. These will represent new air missions for the World at War series, with the user making decisions as to where they suspect enemy buildups. Russian fighter interdiction of air supply has also been added.

You will also notice a lower number of anti-tank units in the game. These have been factored into the other units to more “realistically” reflect the spreading out of these assets to the larger units of a division. The Corps and Army level anti-tank units, however, are still present.

Another aspect of the campaign that I have not witnessed so far in any other wargame was
Russians and Romanians fight it out around Kotelnikova.

the ability of the Romanian 3rd and 4th Armies to put up the fight that they did during the first day of the offensive. The Romanian 3rd Army was considered by their German Allies as the best of all the minor power armies. They broke only after the Russian second echelon tank attacks came to full effect on November 20. The strength and performance of the Romanian 1st Armored Division was also a surprise to me as they were organized on the German panzer division model and had just finished re-fitting with Czech 38t and German Mark III tanks.

**GAME OPTIONS**

As I stated above, the heart and soul of STALINGRAD will be the historical options, not so much from the Soviet point of view, but more as a way of showing just how badly the Axis effort at Stalingrad was mismanaged. Several of the German Army’s best units did little or nothing while the drama unfolded on the Volga. To me, this is what the game is all about. So be ready for lots of options that will make the Axis side much stronger without departing too far from an historical point of view.

The general trend in my theory of game design is not to tie the players down with historical limitations that tend to make the game unbalanced. For the player who feels that the Germans should be held to their historical fate, the game should be played with only the first option, 6th Armee Restricted, which will anchor the German 6th Army to Stalingrad and seal their doom.

For more exciting and original play there will be four other options to choose from. The second option will be called German November Reinforcement. This option gives the Axis side the 6th Panzer Division and two German infantry divisions as back up for the Romanian 3rd Army. Historically, the German High Command cut the orders for these units to leave France on November 1, but they were delayed. The third Axis option will be Release of the 7th Panzer Division. The 7th Panzer milled around at Rostov for most of the battle and could have been very useful in the relief attempt. The fourth option, Release of the 16th Motorized Division, brings the 16th into play on the southern map edge. The logic behind this is, if the 40th Panzer Korps in the Caucasus had pulled back enough to cover its own flank, this very strong unit could have entered play. The fifth and most exciting option is Early Caucasus Withdrawal. This will assume that clear thinking prevailed at all levels of command on the Axis side and the 5th SS “Viking” Motorized Division, the 16th Motorized Division, the 7th Panzer Division, and the 3rd Panzer Division were all pulled out of the Caucasus and used to defeat the Soviet counter attack.

There will also be five Soviet options dealing with fuel supply, organization, a no purge option, logistics, and communication, but these only make for a less balanced scenario and are included to please players who wish to really punish the Axis for their crimes of the 1940’s.

I hope these notes have given you a taste for what’s to come. Be looking for STALINGRAD to hit your local computer store later this year.

**HARDWARE REQUIREMENTS**

**CPU**

386 with a minimum 8 Megs of RAM

**Sound Card**

4 Meg Sound Card (minimum)

Supports Sound Blaster, Pro Audio Spectrum

**Monitor**

SVGA

**Graphics Card**

SVGA/VESA Compatible

**Mouse Required**
Maharaja
An Epic on Your Tabletop

a preview by Rex A. Martin

MAHARAJA is Avalon Hill's newest multi-player boardgame to draw on the broad tapestry of history for its subject. This time, the mysterious and romantic East is brought to your table. Sister to the award-winning BRITANNIA and using many of the same, proven systems, MAHARAJA depicts the wars in, and migrations to, the subcontinent of India in the centuries from 1500 BC to 1850 AD (encompassing the span from the first Aryan invasions to the final British conquest).

For those readers distressingly ignorant of its unique predecessor, in MAHARAJA each player controls several nationalities. Nations gain Victory Points in a variety of ways—such as by occupying certain areas on the map at specified times. Each nation has several playing pieces, most of them armies; a player moves these on the board and may use them to attack pieces controlled by other players. Such battles are resolved with the aid of dice; opposing forces in the same space normally need a roll of "5" or "6" to eliminate an enemy unit. Nations acquire additional pieces through the natural increase of population and through reinforcements from their homelands across mountains or seas. The first 11 turns each represent roughly 250 years, while the last five turns represent progressively shorter periods. Nations take their turn in a set order, independent of the grouping of a player's peoples; nations that have not yet appeared or are already eliminated from the tapestry of your game are skipped. At the end of 16 turns, the player whose nations have accumulated the largest number of combined Victory Points wins the game. The standard game takes up to four hours, while the three-player "short" game can be completed in about two hours. The four-player game is recommended and provides the highest level of player interest, intense interaction and best overall game balance.

The above description could as easily apply to MAHARAJA's elder sister as the new game. But the development of India was never so simple...nor is this game which tries to simulate it. Three new wrinkles add significant twists to the system. Along with the impact of invasions from outside (that BRITANNIA players are familiar with) are the "Indigenous Invasions" that arose within India itself; in turn, the Marathas, the Sinhalese and the Sikhs will each displace the occupants of one area and then explode across the face of the map. But the real changes in the game system are heralded with the arrival of the Europeans. They bring, among other things, trade to the East—as represented by their ability to build "factories" (these are not, as you might suppose, production facilities of any sort but rather the base of a "factor", local representative of a merchantile venture) in select coastal areas. Given that these factories gain points for the European nations in the scoring, a fair amount of conflict can revolve around them. But the factories serve another, even more significant, role; they are the points from which one can arm the friendly natives. The rules allow each colonial nation to give a single "Arms" counter to any Indian nation sharing an area with one of the European nation's factories. Each Arms counter serves to give the forces with it the same movement and combat advantages as a leader does; indeed, its benefits are cumulative with all others, so that an army accompanied by both a leader and an Arms piece add two (+2) to each die roll in battle. Pretty significant in the later stages of the game as the European powers and their Indian allies vie to see who'll control the sub-continent, maybe even claim the title (and VP points) of Chakravartin.

This is, needless to say, a very simplistic explanation of the mechanics of this marvelous game. Far more involved than the rules are the various strategies the players can take to win (and make no mistake; this is a game first and foremost—not a history lesson in a box). As anyone who has played BRITANNIA can tell you (and it was the second-most popular tournament at the 1993 AvalonCon), this is no "light" game. Rather than just offer you an introduction to an already popular and proven game system, allow me to instead offer a few pointers to keep in mind when you first sit down to play Avalon Hill's latest.

Tips for Rajas

While the similarities between BRITANNIA and MAHARAJA are many, the latter game has a distinctive flavor all its own. Some of the reasons for this are quite blatant; others, quite subtle. For instance, the MAHARAJA mapboard is dominated by the rough terrain reaching from sea to sea across the lower portion. The majority of the foreign invasions (at least, until the Europeans show up) come from the north. Because of the slow speed of movement in the rough terrain and the natural defensive benefits it offers, many of the Major Invasions never penetrate far into South India. That makes the north the scene of much conflict. As a result, many players will try to establish extensive holdings in the south with one of their peoples to avoid the "northern" pressures. However, all of this is eventually thrown into disarray by the colonial invasions which, due to the Europeans' naval mobility, usually come ashore in the south. At that point, it's a whole new ballgame. When you add the establishment of factories and the use of "Arms" to the mix, the game can become a real free-for-all. In the process, some of the Indian nations may "submit" to avoid complete destruction or even opt for an "alliance" with the rapacious British (who need to gain a great many points in a relatively short period of time if the controlling player is to have any hopes of winning). The player best able to plan ahead, and yet simultaneously adapt to the unexpected, will win the game.

Each player should aim for a final victory point total of about 100 points in the four-player game (80 points in the five-player game, 130 points in the three-player full game, and 90 points in the three-player short game). In general, in the "standard" game each of the four players—yellow, blue, green and purple (so named for the background color on the counters of their nations)—controls one of the major native nationalities and one of the European so as to balance the play, as well as provide each with the joys of a Major Invasion to oversee and the ability to establish factories (trading posts) and supply arms to the locals. As in any multiplayer game, there's some opportunity for leader-bashing, but in MAHARAJA it's not always easy to tell who's winning until the game's over.

MAHARAJA is a fascinating and simple game to learn (meaning you can cohere even your significant others into playing). It covers an enormous span of history, and offers a wealth of surprises even for master players of BRITANNIA. So I thought it might be useful to offer some help to those who have been lost in the misty isle for so long, and bring them into the sunshine at least somewhat prepared. Although details will certainly vary from game to game, the following are some general guidelines of what to expect of each of your peoples in MAHARAJA:

HARAPPANS

Expected Victory Point Total: 10
Natural Enemies: Mauryans
Represent: The Harappans were the first urban dwellers in India, settling along the Indus river.
PANDYAS

Expected Victory Point Total: 20
(10 in the three-player short game)

Natural Enemies: Cholas, Muslims, Sinhalese

Represent: The Pandyas were Dravidian (ethnicity), Tamil (language group) and Hindu (religion). They represent the twin nations of the Pandyas and the Cheras (also called Keralas) in the early game, and the southern Hindu kingdom of Vijayanagar in the late game (Turn 11 onwards).

CHOLAS

Expected Victory Point Total: 20
(10 in the three-player short game)

Natural Enemies: Greeks, Harappans, Rajputs

Represent: The Mauryans represent the various Aryan invaders of India who formed the first Mauryan Empire around 300 BCE.

MAURYANS

Expected Victory Point Total: 30

Natural Enemies: Greeks, Harappans, Rajputs

Represent: The Mauryans represent the various Aryan invaders of India who formed the first Mauryan Empire around 300 BCE.

GUEPTAS

Expected Victory Point Total: 40
(10 in the three-player short game)

Natural Enemies: Muslims, Rajputs

Represent: The most powerful Aryan kingdom that rose out of the ruins of the Mauryan Empire.

MUSLIMS

Expected Victory Point Total: 30

Natural Enemies: Guptas, Mughals, Pandyas, Portuguese, Rajputs

Represent: The early Muslim invasions of India by assorted Persians, Afghans and Turks that produced in turn: the Delhi Sultanate, the Bahmanlu Sultanates, and finally the state of Mysoore.

MUGHALS

Expected Victory Point Total: 40

Natural Enemies: Afghans, Marathas, Muslims, Sikhs

Represent: The Mongols of Genghiz Khan, the Turks of Timur, the Lame, and the Mughal Empire formed by their descendants.

PORTUGUESE

Expected Victory Point Total: 30

Natural Enemies: British, Muslims

DUTCH

Expected Victory Point Total: 10

Natural Enemies: British

BRITISH

Expected Victory Point Total: 40

Natural Enemies: Dutch, French, Portuguese, Marathas, Mughals, Muslims

AFGHANS

Expected Victory Point Total: 10

Natural Enemies: Marathas, Mughals, Rajputs, Sikhs

Represent: The Afghan nation, which was proclaimed independent of Persian rule by Ahmad Shah Abdali in the 18th Century.

Finally, here are a few general pointers for all new players. To do well in this game, read everybody's victory point awards and keep them in mind. Try to plan at least a turn ahead; for instance, when a Major Invasion is due, try not to be standing in its path if you can avoid it. Don't be so seduced by the victory points that come for killing certain individuals or sucking factories that you lose sight of the fact that the majority of your points come for control of territory; if you burn your forces up in pursuit of some will-o'-wisp, you won't be able to hold on to anything...much less victory. Have a "strategic" plan, and let the peoples you control work together if possible. There are many situations where it might behoove you for one nation to give up some points to enable its "friends" to gain even more. Nowhere is this more noticeable than when the Europeans arrive. Try to coordinate your European and Indian nations; often the player who best manages this and makes good use of his factories and arms, will win the game.

The Crowning Touch

But there is more in this package than just a way to pass a few enjoyable hours. In keeping with Avalon Hill's tradition of enlightening as well as entertaining, MAHARAJA is a wonderful education for any gamer. The history of the East is as rich and diverse as any on our globe...yet few Westerners have any knowledge or appreciation of it. Extensive notes on this fascinating part of our world, the epic sweep of its history and the many peoples—from the Harappans to the Mughals, the Cholas to the Muslims, the Sinhalese to the Sikhs—who have shaped its distinctive culture, are included in the rules booklet. All this is supported by distinctive and colorful art that brings the mysterious East to life. No one is likely to mistake the rich panoply of India in this game for the austere and dark colors of BRITANNIA. Avalon Hill's talented graphic artists have made MAHARAJA truly a stunning sight, from the golden shades of the mapboard to the full-color counters depicting the warriors who fought and died to make their leader the "Maharaja" of the subcontinent.

If you think I'm taking this game, you're quite right. I thoroughly enjoyed BRITANNIA when it first came into our offices. And, unlike far too many games since, I'm always willing to take some time for a playing of it still. Until MAHARAJA, that is. I would hope that we've done Craig Sandercock—who died in an accident shortly after this game was accepted for publication two years ago—proud. The game is so far as I am concerned, the "jewel in the crown" of Avalon Hill's releases this year. Like India herself beckoned to Alexander, Timur, Kabul and Clive, MAHARAJA will seduce anyone seeking a new horizon.
BRETTEVILLE L'ORGUEILLEUSE, FRANCE, 8 June 1944: On June 8th, SS-Obersturmführer Rudolf von Ribbentrop, son of the Reich Foreign Minister, arrived in Normandy with his Panzer Abteilung as part of the attempt to bolster the German defenses. Ribbentrop's troops were immediately ordered into a night assault to relieve the 1st Battalion of SS-Panzergrenadier Regiment 26, which was believed to be holding the town of Bretteville and under intense attack by the Canadians. His I. Abteilung was joined by a reconnaissance company, and Kurt "Panzer" Meyer assumed overall command. The column passed the villages of Franqueville and Rots uneventfully, and pressed on toward Bretteville. Upon reaching the outskirts of the town, the two lead Panthers announced their arrival with a thunderous salvo.

AFTERMATH: The salvo, an old Eastern Front trick, allowed the Germans to spread out into the village rapidly. For the Canadians the attack became a desperate waking-nightmare. The Battalion HQ was cut off as fires and flares lit up the village. The SS men appeared nearly as confused as their prey with a lone German officer parking his Kübelwagen in front of the Canadian HQ. With the coming dawn, having been unable to locate the missing Panzergrenadier Battalion, the Germans withdrew leaving an exhausted and nearly annihilated Canadian foe in possession of the burning village. This engagement has one other historic side note; the first Panther destroyed in Normandy remained behind.

BOARDS CONFIGURATION:

**VICTORY CONDITIONS:** The Germans win if they Control more stone buildings than the Canadians at game end.

**TURN RECORD CHART**

<table>
<thead>
<tr>
<th>➥ CANADIAN Sets Up First [227]</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<tr>
<td>➥ GERMAN Moves First [183]</td>
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**ELEMENTS OF THE REGINA RIFLES, 7TH CANADIAN INFANTRY BRIGADE, 3RD CANADIAN DIVISION (ELR: 4) SET UP IN BUILDING HEXES ON/NORTH-OF THE 20Y10-20Y11-20U7-10Q10 ROAD:** {SAN: 4}

**REGINA RIFLES HQ SETS UP WITHIN TWO HEXES OF 20P8:**

**ELEMENTS OF 12. SS-PANZER DIVISION "HITLERJUGEND" (ELR: 5) ENTER ON TURN 1 ALONG THE SOUTH EDGE:** {SAN: 2}

**SPECIAL RULES:**

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

2. **Night rules are in effect. The initial Base NVR is three hexes, with Scattered Clouds and a Half Moon. The German is the Scenario Attacker and the Canadian the Scenario Defender (E1.2). The Majority Squad Type for the Germans is Stealthy, and Normal for the Canadians.**

3. **Place overlays on board 20 as follows: O1 on X4, O2 on X3-X6, O3 on R6-S6, O4 on U5-V4, and O5 V6-W7. All hedges are bocage. Building 20E7 is completely rubbled at ground level.**

4. **The "?" in the German OB are set up as Dummy Cloaking counters.**

5. **The Germans may make a Recon dr (E1.23) after Canadian setup.**

6. **Each Canadian Carrier sets up containing an Inherent 2-4-8 HS.**

**AFTERTHORY:** The salvo, an old Eastern Front trick, allowed the Germans to spread out into the village rapidly. For the Canadians the attack became a desperate waking-nightmare. The Battalion HQ was cut off as fires and flares lit up the village. The SS men appeared nearly as confused as their prey with a lone German officer parking his Kübelwagen in front of the Canadian HQ. With the coming dawn, having been unable to locate the missing Panzergrenadier Battalion, the Germans withdrew leaving an exhausted and nearly annihilated Canadian foe in possession of the burning village. This engagement has one other historic side note; the first Panther destroyed in Normandy remained behind.
A DAY BY THE SHORE

ASL SCENARIO G22

FRANCEVILLE-PLAGE, FRANCE, 7 June 1944: In the original Overlord landing plan, 45 (Royal Marine) Commando's first task after crossing the Orne was to capture a heavily defended gun battery at Merville—if the battery had not already been captured by the 9th Parachute Battalion. The paratroops had attacked the battery, but one gun was still firing and in the confusion two troops of 3 Commando were sent to finish the job. 45 Commando was then reassigned to secure the coastal town of Franceville-Plage. While advancing across open ground toward their objective, the much-reduced force came under intense mortar and sniper fire. Worse, its HQ was ambushed, leaving only three officers unwounded. Following a short naval bombardment, two troops entered the main street of the town.

VICTORY CONDITIONS: The British win immediately when they Control the pillbox and the majority of the board-8 and board-20 multi-hex buildings, provided the Germans currently possess no assembled, Good Order HMG.

BALANCE:

- German Turn 3 reinforcements enter on Turn 2.
- Add two British light mortars (range: 2-11; dm at owner's choice) to the at-start British force.

TURN RECORD CHART

Elements of Battalion I, Grenadier Regiment 736 [ELR: 3] set up as follows, with all German Personnel and each SW and Gun entrenched or in a pillbox: {SAN: 4}

Enter on Turn 3 along the east edge of board(s) 8/20:

Troops B and E of 45 (Royal Marine) Commando, 1st Special Service Brigade [ELR: 5] set up on board 4 in hexes with coordinates of ≥ 4: {SAN: 3}

Troop A enters along the south edge on/after Turn 3 (all, some or none may enter on each allowed turn):

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the Southwest at start. All water, and all land hexes, north of the south river bank are Deep Ocean.
2. All German HMG are considered to be in static mounts. Each may be moved from beneath a Trench/Pillbox counter only while dismantled. A dismantled HMG may be reassembled only while beneath a Trench/Pillbox counter.
3. The pillbox must have a CA of X2-Y3.
4. The British receive one module of 70+mm Battalion Mortar OBA (HE/Smoke).
5. No Good Order German unit (or SW/Gun) that sets up beneath a Fortification counter may voluntarily leave that Fortification before Turn 3.

AFTERMATH: The whole of the main street, nicknamed "Piccadilly" by the commandos, was dominated by a huge pillbox. Despite inadequate weaponry to tackle this formidable obstacle, which included an anti-tank gun positioned inside, the British attacked. The fighting was bitter and intense; many Germans making a stand in a ditch were forced out only when the fighting became hand-to-hand. Major Beadle of E troop engaged the pillbox with a PLAT, but mortar and MG fire forced his team back. As ammunition began to run low, the Germans counterattacked in strength, trying to force the commandos onto the guns of the beach defenses. A running battle ensued as the British retreated down Piccadilly and the Germans dashed down a parallel street in an attempt to cut them off. Able Troop, which had been in support, delayed the Germans long enough to allow the commandos to escape.
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CONTEST #169

The information discussed in the article "Flow of Battle" (page 5) brings us to this issue's contest, pitting Stonewall Jackson against General Pope in the Battle of Cedar Mountain (Scenario #1-SJW). It's the last turn of the scenario and the initiative has been passed to the Confederate player who has only one unit left to move: A.P. Hill's Division. The total Victory Points gained by the Rebels so far is two (which, if the game were to end right now, would yield the Union player a "Marginal Victory").

Assume the roll of A.P. Hill and try to win a "Decisive" victory for the Confederacy. You have four Movement Points to spend marching and attacking. Three Union Divisions are within striking distance (Williams-A, Ricketts, and Schurz). The Manpower ratings for both the Union Divisions and A.P. Hill are shown.

You must move and attack one of the Union Divisions to give yourself the best chance at winning a Decisive Victory. You have enough movement to make a Column of Route, Hasty, or Normal attack. Choose the best unit to attack and the best attack type to use.

<table>
<thead>
<tr>
<th>Attack</th>
<th>Type of Attack</th>
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<tbody>
<tr>
<td>Williams-A</td>
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<td>Ricketts</td>
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<td>Schurz</td>
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Explain Your Move

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Address: ________________________
City: ___________________________
State: __________________________
Zip: ____________________________

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Three Days in Pennsylvania

Optional Rules for GETTYSBURG ’88

By Steven Markes

The battle of Gettysburg is unique in several respects. It was the largest battle of the war, it was a decisive strategic victory for the Union, and its ramifications included the demise of any offensive hopes for the Confederacy. Arguably, the Confederacy lost the battle and the war at Gettysburg.

This direct clash of two mighty armies is perfectly suited for wargaming. Indeed, Gettysburg has been the subject of five Avalon Hill games over the last 35 years. The present incarnation, GETTYSBURG ’88 (GBG), is a simple operational level game, with a tactical flavor, that can be completed easily in one sitting. The mapboard hexes represent approximately 700 yards, each turn represents two hours, and units represent infantry divisions, cavalry and artillery brigades, and individual generals.

GBG introduced a new and streamlined combat resolution system. Not only was the ubiquitous combat results table abandoned, but there are no charts or tables at all. Instead, those traditional game accouterments were replaced with a simple comparison of combat factors, modified by terrain effects, and randomized by decimal die rolls. This system works well at this level, and, in only slightly modified form, it was adapted to World War II combat in the later Smithsonian Institution series games.

Part of the beauty of GBG is that it is ideal both for beginners and experienced wargamers. Nearly everyone has at least heard of Gettysburg, and this familiarity may serve to draw in those newcomers who have either never heard of, or are intimidated by, the likes of Rommel and Montgomery. For novice wargamers, the game’s attributes are manifest: the mapboard is small but uncluttered, the piece density is low, and the game can be played to completion in a couple of hours. The game mechanics are relatively transparent which permits players to concentrate on strategy and tactics rather than rules. All in all, the game represents a most harmonious balance of military detail and playability.

While the basic and advanced rules permit challenging play opportunities, more experienced gamers may desire additional historical detail in the form of optional rules. The adaptability of the game system is testament to the fundamental soundness and accuracy of the design. Several optional rules have already been presented in Volume 25, No. 3 of The GENERAL and the following further options were designed to add variety and depth to the game without significantly altering the wonderful simplicity flow of play. Indeed, most of these options are simply logical extensions of existing rules, and none change the character of the game.

MOVEMENT AND COMBAT

Movement of units under the existing rules is straightforward and logical, and the combat system is elegantly simple. However, the following additional rules add historical accuracy to the game without encumbering the fundamental principles of movement and combat.

Artillery units may cross streams only by roads or railways.

This rule prohibits artillery units from crossing stream hexes except by use of a road or railway. The streams depicted on the mapboard, (Willoughby Run in the west and Rock Creek in the east), are narrow and shallow, but they have relatively steep banks with heavy vegetation which obstructed movement of artillery units. Therefore, while infantry and cavalry units may cross streams anywhere with only a +1 movement factor penalty, artillery units may cross streams only by road or railway. This rule also applies to retreats after combat; artillery units may not retreat across a stream except by a road or railway. A consequence of this is that if an artillery unit loses a battle and has no path of retreat, it is eliminated. That may appear harsh, but it reflects the cold realities of moving heavy guns through difficult terrain.

Units attacking across a stream receive a -1 combat modifier.

As noted above, the streams depicted on the board were traversable by infantry and cavalry, but they would have impeded an orderly attack. Those persons familiar with the battlefield will note that the board does not depict many minor streams which did not have a significant impact on division level maneuvers. However, Willoughby Run and Rock Creek posed real, if not insurmountable, logistical problems during attacks. Therefore, each unit attacking across a stream hex receives a -1 combat modifier.

Units attacking across a stream.

Artillery units may not move and fire in same turn.

Perhaps the most significant of these movement options is that artillery units may not move and attack in the same turn. The rationale for this rule lies in the fundamental difference between artillery and infantry/cavalry tactics for units at this scale.

Under the existing basic game rules, artillery units act exactly like weak infantry units. Under the advanced game rules, artillery units are permitted to fire “long range” (two hexes), but only under limited circumstances. In all other respects, artillery units still perform like infantry units. In effect, artillery units are relegated primarily to use in “soak-off” attacks or to add just the right numerical value to an attack. Those tactics do not reflect the true role of artillery at Gettysburg or any other Civil War battle.

In reality, artillery tactics were vastly different from the tactics employed by other units. Infantry and cavalry attacks were essentially short range clashes or outright charges. The key was maneuver and assault at ranges of less than 400 yards. On the other hand, artillery generally was emplaced before firing and the ranges involved, offensively, were typically several hundred to over one thousand yards. Only on defense was artillery used at close range, and then, through the use of canister rounds, the
gums acted like deadly shotguns on attacking infantry. Due to their devastating defensive capability, artillery units were generally well protected and were never employed in the suicidal stratagems so prevalent in this game. As a result, in game terms, the primary tactical distinction between infantry/cavalry and artillery is movement; it is essential for the former and minimal for the latter. To reflect this difference, a fundamental change is in order: artillery may not move and fire in the same turn. A direct consequence of this change is that artillery units are no longer readily available for ahiistorical “suck offs.” Instead, strategic placement of artillery units becomes important because they can no longer be moved into action in one turn. Artillery placement and usage must be planned carefully, and one will often find that a successful attack leaves artillery units out of position in the rear where they cannot participate in breakthroughs. From a practical standpoint, one cannot rely on artillery as a constant source of offensive firepower. Instead, artillery units figure most prominently either on defense, or on offense where there is a particularly tough breakthrough. From a practical standpoint, artillery may not move and fire in the same turn.

Artillery may not fire from Gettysburg city hexes.

On a simpler note, artillery units may not fire from a Gettysburg city hex. This reflects the fact that artillery took considerable space to set up and the cramped city streets hindered effective use of the guns. Under prevailing artillery doctrine, a properly deployed battery spaced its six guns about 14 yards apart and occupied a front of 82 yards. Given the brigade scale of artillery units, there would not have been enough room to fully deploy artillery in the city streets. Therefore, artillery may move through city hexes, but may not fire from them.

If an artillery unit in the Gettysburg hex is attacked, it defends with a combat strength of 0. This may seem harsh, but it represents the fact that, without their guns, lightly armed artillery troops simply could not stand up to an attack by either an infantry division or even a cavalry brigade. It is, therefore, important to properly deploy artillery in the open country and to avoid being caught in Gettysburg inadvertently.

Units entering board in same hex must enter in column.

The rules are silent on the subject of the actual procedure for entry of units from off the board. As a result, many players probably give all entering units their full movement allowance counting the first hex as their first movement factor. In reality, Civil War era units moved by road exclusively in column formation which limited the ability of a unit to proceed faster than the unit(s) in front of them.

To simulate columns, units entering from a particular hex must be set up as if there were off-board hexes, and each unit expends extra movement factors to enter. For instance, the first unit in column would expend 1/2 movement factor to enter along a road or one movement factor for a clear hex, the next unit would expend one movement factor to enter along a road or two movement factors in a clear hex, and so on throughout the column. This simple change has a significant impact on the placement of units and their ability to arrive on the battlefield. As a result, the order of units within a column becomes important, just as it was at the time.

As an aside, it is recommended that the variant entry procedure proposed in Vol. 25, #5 of GETTYSBURG are abandoned and replaced with the following:

Any number of Generals can be stacked together (clarification). As in the current rules, stacking of any number of general units with other units remains permissible. A general unit represents the named individual and his staff, so the number of personnel is a fraction of those in infantry, cavalry, and artillery units. Under Advanced Rule 10(a)(2), a general only provides leadership benefits to those units in his own corps or brigade. That principle is not affected by stacking. Any number of generals may stack in one hex, but they may command only their own units.

Two Cavalry units (from the same corps/division) may stack together. Cavalry units represent brigades, which are smaller than infantry divisions. Therefore, two cavalry units may stack together provided they are from the same corps or division. A general is not required for such stacking.

STACKING UNITS

Under Rule 2(e), two units may stack together provided a general is present. Advanced Rule 10(a) adds the requirement that units must be of the same corps as the general to stack. These rules should be abandoned and

Avalon Hill’s GETTYSBURG '77 provides an excellent secondary source for numerical data on the artillery units in each army at Gettysburg. The Union forces had 368 guns in 14 brigades, while the Confederates had 277 guns in 16 brigades. Based on these figures and the number of artillery units in the game, each artillery combat factor in GBG represents approximately 23 guns for both sides.

Thus, given this game scale, it’s simply not realistic to expect artillery brigades to be able to accompany infantry or cavalry into battle. Accordingly, artillery units may either move or attack during a turn.

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Infantry units may not be stacked together.

The present stacking rules encourage the creation of "killer stacks" of infantry divisions, particularly by the Confederate player, which are used in an ahistorical manner. This is not only a misuse of forces in a historical sense, but, given the division level of the infantry units, and the terrain scale of 700 yards per hex, the stacking of infantry divisions is not realistic.

Official doctrine of the time called for infantry regiments to occupy approximately 132 yards of space when in a standard battle line. The five regiments in an average brigade would, when spaced the standard 20 yards apart, occupy 740 yards. The average division, with three brigades, and 25 yards between them, would thereby occupy a front of 2,270 yards.

It is evident from these figures that two infantry divisions simply could not crowd into a 700 yard area and still be able to bring full firepower to bear. As a result, the stacking of infantry units should be prohibited.

A direct consequence of this policy is that battle lines tend to be longer and generally more reminiscent of the actual battle. "Killer stacks" no longer roam the battlefield looking for hapless victims. Thus, the no-stacking policy for infantry units is not only more realistic, but it painlessly forces players to adopt historical tactics without adding complexity.

Two or more artillery units may not stack together.

Artillery is a problem at this scale because one must balance physical realities with the tactics of the time. From a purely realistic view, one could easily fill a 700 yard hex with many more guns than the 16-30 in an artillery brigade. However, these tactics of the day did not call for such "stacking" of artillery.

As noted above, guns were generally kept about 14 yards apart. In addition, there was more to an artillery brigade than the guns themselves. Each battery had an attachment of nearly 100 officers and men, plus there were supply wagons and support units. Moreover, command and control were always difficult, and artillery tended to be used in small groups. There were instances where coordinated artillery bombardments occurred, but those were the exception rather than the rule. As a result, while it may be somewhat of a game mechanic, better simulation is achieved if two artillery units are not permitted to stack together.

On the other hand, one artillery unit may stack with one infantry unit, provided they are of the same corps. This was the normal arrangement and is in keeping with the scale of the game. The only exception to this rule is that Union reserve artillery units may stack freely with any infantry units. As with cavalry units, a general is not required for an infantry unit to stack with an artillery unit.

Leadership

Under the present rules, generals provide only two benefits: a movement bonus of one movement factor and stacking of units of the same corps. As noted above, the requirement of the presence of a general for stacking has been abandoned. The movement bonus is a good representation of the motivational effect of a general being present with a unit. However, the presence of a general was also felt in battle. Indeed—at least at the corps and division levels—generals were expected to be present at the front to provide leadership and inspiration, as well as to maintain some semblance of control, as their troops went into battle. As a result, the following combat modification system for generals is suggested.

Corps Commanders provide a +1 combat modification.

This system is a derivative of one proposed in Vol. 25, No. 5 of The GENERAL. In his article, "They Led at Gettysburg", Thomas Boeche explored the issue of leadership at Gettysburg and he suggested a system of die roll modifiers for each general based on his effectiveness during the battle. Each general's historical performance was quantified on a scale of -1 (poor) to +2 (good).

That leadership system added a simple and interesting variation to the game, but it also resulted in some ahistorical play. In particular, it encouraged players to deliberately leave poor leaders out of battle to avoid the negative combat modifiers. That is an obvious game mechanic because corps leaders were regularly in the thick of battle and several were killed or wounded.

From a philosophical standpoint, the system also penalized the poor generals only in battle. By contrast, nearly all the commanders at Gettysburg, on both sides, displayed courage and leadership under fire even if they were not particularly astute military strategists. Indeed, most of the documented leadership blunders occurred not in battle, but rather in either the movement or deployment of troops. That is difficult to simulate in a game system, but the almost universally positive morale factor of a general's presence should be reflected in the combat procedure.

In an effort to encourage use of corps commanders, it is suggested that all corps commanders be given a +1 modification in battle. This system not only rewards units lead by generals, but it to some extent compensates for the absence of stacked units.

One potential problem with this uniform modification system is that the Union player has many more general units than the Confederate player (13 versus 5). In his variant system, Mr. Boeche cleverly designed the ratings so that both armies received the same total modifications. In effect, the Confederate player has fewer generals, but they have a greater average positive modifier than their Union counterparts.

On the surface, the system proposed here does not reflect that leadership balance explicitly. However, an empirical balance is struck by the nature of the combat units themselves. Union infantry units generally have lower combat values than Confederate infantry units, so Union generals stacked with them are more vulnerable to elimination than their Confederate counterparts. As a result, Union generals tend to become bors de combat more frequently than their Confederate counterparts. Playtesting indicates that this attrition process essentially bal-
leadership and inspiration to their forces, but those qualities were expressed indirectly rather than in actual combat.

To reflect this indirect leadership role, neither Meade nor Lee are required to accompany units into offensive combat to provide a leadership combat modifier. Instead, Generals Meade and Lee provide a +1 combat modifier to any one unit (or stack) engaged in offensive combat within five hexes. The combat modifier for Meade and Lee is not cumulative with that of other generals; units receive a maximum of a +1 modification regardless of the number of leaders present. Under Mr. Boeche's system, Generals Longstreet and Hancock provide a +2 combat modifier. That is equivalent to the full combat strength of some Union divisions and probably exaggerates the inspirational values even of those fine leaders.

If Meade and Lee are intentionally or inadvertently placed in harms way, such as in a situation where they are stacked with units which are subjected to attack, they would apply their combat modifier directly. They also would, of course, be subject to elimination if their supporting units were destroyed. That is one more reason to keep Meade and Lee away from the front line and to find them a centralized (and safe) location where they can exert overall command.

**ARTILLERY FIRE**

The artillery rules in the present basic and advanced rules represent severe compromises for playability. The following changes are designed to increase the realism of artillery tactics without significantly affecting playability.

**Long Range Artillery Fire**

Under the existing advanced rules, artillery units are permitted to fire at long range (two hexes) only under two circumstances: (1) "counterbattery" fire against enemy artillery units; and (2) supporting defensive fire during attacks on nearby friendly units. These are rather severe limitations which distort the historical use of artillery batteries. More realistic use of artillery is accomplished by permitting artillery to fire offensively and defensively, at any units, at ranges up to two hexes.

Before setting forth the proposed long range artillery rules, one additional factor must be considered — line of sight. Before anyone panics, let me add that I do not intend to turn this game into "Advanced Brigade Leader." In this instance, line of sight is a simple and unambiguous concept: if the hex directly between the attacker and defender is a hill, woods, or city hex, or if it contains a friendly unit, then line of sight is blocked and long range fire is prohibited. This rule is consistent with advanced rule 10(b)(1). Edges of hexes do not block line of sight.

There are no exceptions to this rule. For instance, there are no elevation effects to consider; an artillery unit on a hill cannot "see" over lower elevation woods. The only question in a particular situation is whether there is an intervening hill, woods, or city hex, or a friendly unit in such a hex; if the answer is "yes," then line of sight is blocked and the long range attack cannot be made.

**Offensive Long Range Artillery may fire before the movement of friendly units.** On offense, an artillery unit may fire at long range before the movement of friendly units. This simulates pre-attack bombardment which was a common tactic. Offensive long range artillery fire procedure is essentially the same as normal fire procedure except that:

1. The defender is permitted defensive modification for woods or city hexes only (open hill hexes provide no modification);
2. There is no punitive effect on the attacker if the attack is unsuccessful (the attack is one-sided);
3. For a combat resolution differential of less than 4, there is no effect while a differential of 5 or more causes a maximum of one hit; 4. If the defending unit suffers a hit, retreat is voluntary.
5. Adjacent artillery units may either combine fire into a single attack or engage in individual attacks.

The exclusion of a defensive terrain modification because more elevation did not provide any protection from artillery fire. The attacker is not penalized for an unsuccessful attack because artillery is a one-way attack; the defender gets his chance during his half of the turn. The voluntary retreat rule for defending units simulates the fact that such units may just dig in and wait out the attack. The low attack values of artillery units (one or two combat factors) means that few long range artillery attacks will have an effect on the target, even when offensive batteries fire on one hex. That is consistent with the historical results of artillery attacks.

The quintessential study of the effectiveness of long and short range artillery is provided by the famous artillery barrage which preceded "Pickett's Charge" on the third day of the Gettysburg battle. For over two hours, more than 130 Confederate guns and more than 80 Union guns battered their respective positions on Cemetery Ridge and Seminary Ridge. Both sides suffered casualties and temporary disruptions of communications, but neither side sustained any significant impairment of its military effectiveness. The bombardment proved to be more sound than fury. In the midst of shot and shell, the Union forces were able to execute a clever strategic move by withdrawing their guns to conserve ammunition for the anticipated Confederate charge. The Confederates misinterpreted this as indicating that the Union guns were out of ammunition. When the charge came, the Union guns were moved back into the line and they proceeded to devastate Pickett's division with close range canister fire. That action, perhaps more than any other, demonstrated the relative impotence of long range artillery fire in comparison to short range fire.

**Short Range Artillery Fire**

Artillery fire at short range (one hex) is conducted exactly as in the basic game rules with the following exceptions:

1. As noted above, an artillery unit may not move and fire in the same turn;
2. A unit on a hill fired on by only adjacent and/or long-range artillery units does not receive the hill defensive benefit;
3. Consistent with the no-movement policy for attacking artillery, a successful offensive artillery unit may not advance after combat.
4. At a range of one hex, the combat factors for artillery units are doubled, with any applicable terrain modification being added after the doubling.

The last option above, doubling the firepower of short range artillery, flows from the fact that artillery was most effective at close range. This is a slight modification of the rule proposed by Messrs. Marian and Brown, in their "Intermediate Gettysburg '88" article, where artillery are given a +2 modifier at close range. Promoting a 1-factor artillery unit to three combat factors may be excessive as it would then be stronger than many infantry divisions. On the other hand, doubling such a unit's firepower makes it comparable to a weak infantry division which is probably only a slight exaggeration. A 2-factor artillery unit becomes quite formidable which reinterprets the fact that a full strength artillery brigade could wreak havoc on infantry attacking at short range.

One additional rule for short range artillery that is not listed above would prohibit a lone defensive artillery unit from retreating if it lost a battle. Such a unit would be eliminated if the successful attacking unit advanced into its hex. The justification for this rule is that, in an offensive situation, it is presumed that no enemy units are attempting to enter the artillery unit's location, while in a defensive situation, the artillery unit is threatened directly and there would be little time to limber the guns and withdraw them to safety. This has a rather severe impact on artillery units given the fact that they represent full brigades. Therefore, to avoid overdramatizing the weakness of lone artillery units, this option is not endorsed with the same confidence as the other proposals. Of course, readers are free to experiment with this option to see if it accurately simulates the problems facing unsupported artillery units.

**CONCLUSION**

These options were designed to make an already excellent game even more realistic without changing its degree of complexity. The most drastic changes, those involving the artillery fire rules, provide better differentiation of units and more accurately simulate the tactical and strategic problems faced by the actual commanders. These options were not designed to transform the game into a true simulation as that would undermine its raison d'être. On the other hand, the flexibility of the game system permits the game to be enjoyed at several levels, depending upon the degree of experience of the players.
This is Part 2 and the conclusion of the BREAKOUT: NORMANDY replay we began in Volume 29, Number 3. The game continues with the first Impulse on June 9.

**JUNE 9: ALLIED REINFORCEMENT PHASE**

I'm going to stuff everything the British are receiving into Gold. I think this should serve several purposes. First, I think that while Drew can reinforce Bayeux, it's a losing cause. Second, it should distract some of the German efforts from the flanks, which seem to be weak. Drew has a lot of options, all of which are particularly necessary on his part, so I should be free, for about two or three impulses, to take my moves where I want to, and be free from German interference.

**JUNE 9: GERMAN IMPULSE 0**

I recognize that I'm going to tie up in Foret de Cerisy, but I believe that it's going to pin down a lot more of his units than it is of mine. Granted, I could gain the advantage back by attacking Colombières, but I think that would weaken my overall position. Attacking Foret de Cerisy, assuming my first attack succeeds, only serves to strengthen my position.

**JUNE 9: ALLIED IMPULSE A**

We resume after a two-week break. Andy got married. Congratulations. This should be an interesting day. The Germans need to cover Foret de Cerisy and St. Lô. Merville to the eastern edge, and Bayeux.

**JUNE 9: ALLIED IMPULSE A**

Interesting move on Drew's part, but I think it leaves me too many opportunities. The biggest one I see is the chance to seize the Grandcamp-Isigny bridge. This will put me in an excellent position if I succeed, and Drew doesn't have a lot that he can counter with on a local basis. Granted the odds of success won't be in my favor, but this offer may not last long.

**JUNE 9: Neutral Commentary Impulse A**

Drew continues to feed units into a battle he must ultimately lose. Blowing the Isigny bridge was a better move—as it has been for the past few impulses.

I can't fault Andy for the successful foray into Isigny. He needs the naval bombardment at Carentan and if he had used it on Isigny, Drew may well have finally blown the bridge. Andy's bold nature finally pays off.

**JUNE 9: GERMAN IMPULSE 0**

Due to the good fortune the Allies had in getting the 2nd Infantry across the Aire and into Isigny, the 77th Infantry must arrive now.

**JUNE 9: GERMAN IMPULSE 1**

He thinks his right flank is weak. It is. I just can't do everything at once. Since he really can't reinforce his center any more, I'm going to press the issue in Bayeux by landing my reinforcements. I'll also throw the other armor unit into Bretteville. If I clear the place it creates some interesting possibilities. If not, I don't think I lose anything in terms of position, but it may cause Drew to think twice or my intentions.

**JUNE 9: AMERICAN IMPULSE 1**

The Germans can rarely afford to combine artillery into single bombardments. I believe the rule holds true here. In essence, Germans have spent more supply points to damage the British armor than it will take the British to refit it.

**JUNE 9: Neutral Commentary Impulse 1**

As for Andy's attack, let's assume he had taken the Advantage he passed up in Colombières last turn, and used it to declare a Double Impulse. That 10:5 on Bayeux with its 16% Overrun possibility could have become an 18:5 with a 90% chance of an Overrun netting a +2 Sunset DRM. Five of those units could have continued into Foret de Cerisy or Tilly with an 11:8 assault. The retreat into Caen violates retreat preference rules.

**JUNE 9: GERMAN IMPULSE 2**

As it's now the 2nd Impulse and things can start happening with the weather or day length, I'm getting anxious. Lehr/1 reinforces Bayeux, though I really hate to do this due to the uncommitted Americans on Omaha and in the landing box there.

**JUNE 9: ALLIED IMPULSE B**

Not quite as nice as I'd hoped, but he can't reinforce the Area anymore, and I've delayed the arrival of the Flak units. Still, I'm not making a whole lot of progress. I'd like to take Bayeux, but I think it will take an extra impulse of preparatory bombardment. I can't afford it, but I can't not afford it. However, the overwhelming factor is that bombing Bayeux will concentrate all my efforts on one area of the board, so I'll shift to the other viable target, Carentan. He doesn't have a whole lot with which to reinforce that town, either, so I could get lucky.

**JUNE 9: GERMAN IMPULSE 3**

Merville will receive one Flak unit as reinforcement. This should help secure the area, and maybe provoke a response by Andy on the British side, though I doubt it. I may need to pull out a Panzer unit from Caen to form a reserve for later.

**JUNE 9: Neutral Commentary Impulse 2**

As for Andy, he seems content to hammer on areas to the breaking point, and then shift to another target. Finish the job! Hammer Bayeux with XXX/XXX and then take another shot at that Advantage Drew keeps offering.
Situation at Dawn of June 9

I'm really getting bogged down, and so much for delaying the Flak units. Looks like things are going to get bleak before they can get better. I'm forced to bombard Carentan, again, before I can attempt any type of foray into that Area. I believe I will need the remaining three days to get Drew out of there, but being able to contest Carentan today will give me a tremendous boost.

Artillery Bombardment: Carentan; Target: 243/922. VII/XXX conducts Attack. 9 + (9) = 18 vs. 2 + (6) = 8, ten APs. 243/922, 243/920, and 10 1 Nebelwerfer to Spent; 9l/6FS to D 1; 243/921 to D2.

Reinforcing Merville now is a good move, but I'd have deployed the other two Flak units also while the weather is bad. You don't get that many impulses to waste. Each one has to maximize its production and the German has plenty of options left. I count five bridges he should blow while he still can.

The Allied bombardment of Carentan is sound strategy only if he follows it with an assault immediately. Otherwise, he has just wasted two impulses. Note that had the 100 Pz Rp Bn and the two Artillery units in St. Jores been in Carentan, it would still contain four Fresh units. To defend Carentan, the German needs armor and fresh artillery to blunt the American bombardments.

Ouch, that hurt. Although Andy may just be softening Carentan in preparation for an Assault when the weather clears, he'll strike now if the opportunity arises. I may need to bombard his 4th Division in Ste. Mere Eglise to reduce his attack. The other options are to move 1/30 Flak in from Catz, but I need that unit fresh in case his boys on Omaha decide to make a play for Isigny. Carentan could be reinforced from Pont l’Abbe, but that just feeds more fodder to his cannon. I'll go with the conservative move.

Activate Area 49: 932 Flak to Carentan (44).
JUNE 9: ALLIED IMPULSE 4

I recognize that I'm probably going to be hammered by his artillery once I move into Carentan. I'm going to commit the 90th division. Yes, I've conveniently arranged for their passage through Ste Mere Eglise. Granted it's the weaker of the two divisions, but that leaves the 4th as a presence which Drew cannot forget.

Activate Utah (51): 90/357, 90/358 and 90/359 to Carentan (44). Mandatory Assault with 90XXX support. 8 + (7) = 15 vs. 6 + (6) = 12, three CPs. 932 Flak to D3; 2439/21 retreates to Caz (34).

June 9: Neutral Commentary Impulse 4

Withholding his Artillery fire was the right move. It had no chance to stop the impending assault since Andy was planning to leapfrog the 90th Division into Carentan anyway. The artillery can be more effective firing on the spent infantry in Carentan after the assault. Although you like long shots there was a 10% chance of causing enough APs to disrupt VII XXX. The reinforcement of Carentan should have come from Montebourg. After the assault, the German will no longer have that option.

I'd like to commend the assault, but I can't. The 8/6 attack had a 24% chance of being defeated. If the day were to end without contesting Carentan, it would be an enormous defeat. If Andy wanted to play the leapfrog game with the 90th, he should have regrouped two regiments of the 4th back to Utah to head the assault. That would have improved the assault to 14:6 with a 97% chance of success. The German retreat to Caz again illegally ignores retreat priorities away from Allied Controlled Areas.

JUNE 9: GERMAN IMPULSE 5

I don't have much of a choice other than to reinforce Carentan. As long as I'm going in, I might as well Assault.

Activate Area 49: 91/1057 to Carentan (44). Optional Assault with 90XXX support. 5 + (7) = 12 vs. 4 + (6) = 10, two CPs. 90/357 retreats to Ste Mere Eglise (50). 90/358 retreates to Utah (51).

JUNE 9: ALLIED IMPULSE 5

At least I'm still in the big town. And Drew leaves Pont L'Abbe in a precarious position, with only two units defending the Area. Tempting, but the odds are definitely not in my favor. How­ever, I may be able to turn it into a target of opportunity, so I'll try and get him to flinch by bombarding Pont L'Abbe. This is dicey, because this is a distraction, and if I fail, he's free to hammer Ste. Mere Eglise. If I get lucky, he almost has to commit something else into defending that Area. In either case, he won't be able to defend the area of Carentan.

Artillery Bombardment: Pont L'Abbe; Tower 91/1058. 4XXX conducts attack. 5 + (4) = 9 vs. 3 + (11) = 14, no effect.

June 9: Neutral Commentary Impulse 5

The German move is fine. It had only a 3% chance of ejecting the Americans from Carentan, but it caused an American reaction which was almost as good.

Note how Andy takes his casualties in retreats rather than disruption. Normally, that is prudent, but in this case the Americans could learn from the German style. By retreating two units, the American presence in Carentan is reduced to a single unit. If evicted by a subsequent desperate assault, all the day's fighting will have been for naught. If he reinforces Pont L'Abbe from Montebourg, the 1058th could make the attack. Disrupting and retreating one unit would have been a prudent unless he planned an immediate second assault.

The American 5th impulse is far worse, however. He has allowed the German assault to disrupt him and waste an impulse. Even had the barrage worked, the German could easily rein­force Pont L'Abbe from Montebourg. The Americans simp­ly do not have the supply to afford such side ventures unless they can seize control of an area in a single impulse.

The American folly has been justly rewarded with the game's first short day. Sixty supply points will greatly ease the German attrition. The game has taken a decided German swing. This day belongs decisively to Drew. Dawn of the fifth day will break on just one Allied VP.

JUNE 9: GERMAN REFIT PHASE

The short day probably helps me more than Andy, because I think he could have taken at least one VP Area. Most if not all of his forces will be fresh on the 10th, and he'll be able to buy some extra impulses as well, so I imagine that I'll really get hammered.

One Depot 10 in St Jones (45): 709/739, 91/XX, 91/1057, and 101 Nebelwerfer to Fresh; 91/665 to Spent.

One Depot 10 in Caz (34): 2439/230, 2439/222, and 77 Pak to Fresh; 2/3 Flak to D1. Save one Supply Point.

One Depot 10 in Balleroy (25): 77/1049, 77/1050, 77/XX, and 752 to Fresh; 1 Flak to D1.

One Depot 10 in Tilly (21): Lehr/900, Lehr/11, and 352/915 to Fresh; Lehr/901 and Flak to Spent.

One Depot 10 in Bourguebus (31): 12/215 and 125SS to Fresh; 21 Pak and ISS PzlXXX Artillery to Spent.

One Depot 10 in Houlgate (1): 2 Flak, 346/857, 346/858, and 346XX to Fresh. Save one Supply Points.


German Supply Reserve one.

JUNE 9: ALLIED REFIT PHASE

Although I've inflicted tremendous damage on the German army, the Overcast weather limits them bounce back a tad. Luckily, he didn't buy more Impulses. Actually, I didn't think Drew could afford to buy any at all. I've got a slight edge for tomorrow, but I'm really curious to see how he is going to regroup. Just a few comments:

Ste. Mere Eglise is the obvious choice for air supply, putting it to it's maximum potential. I won't refit any paratrooper units, because they don't provide me with any local advantage, and the supply savings are more valuable.

Air Supply: Ste. Mere Eglise (30); 4/XX, 90/XXX, VII/XXXX, 90/357; d = 2, 2, 5, 5, 90/357 to Fresh.

Deposit in St Mere Eglise (50): 4/XX, 90/XXX, VII/XXXX, and 90/359 to Fresh; Lose one to CA interdiction. Save four Supply Points.

Deposit in Grandcamp (31): 29/223, 238, 2/XX Artillery to Fresh; Attempt to Construct Omaha (30) bridge, d=47, remove Destroyed Bridge marker. Save one Supply Point.

Deposit in Trevieres (29): 1/16, 1/18, 1/26 to Fresh. Save four Supply Points.

Deposit in Gold (18): 101 Nebelwerfer to Fresh; Lose one Supply Points.

Deposit in Sword (8): 27 Armored to Fresh. Save eight Supply Points.


Allied Supply Reserve: eight.
going to have to hang it up. I'd like to blame my progress, actually, the lack of it on the June 8th turn, but I know Don won't let me. I've made sufficient other blunders to this point which have impeded my progress.

I figure that I can take Bayeux and Isigny today. If I assault Bayeux properly, I'll win back the Advantage. I really want to put the hurt on Carentan before Drew moves in like the horde. As if this isn't enough to ask for, St. Lô is asking to be taken. As far as reaching ten VPs, I'd like to think that all my original goals are still achievable. But, I'll take this one Impulse at a time.

**JUNE 10: GERMAN IMPULSE A**

I'm not looking forward to this day at all. Virtually all of Andy's units are Fresh, the weather is clear, and the Allies have an extra Impulse with which to work. Bayeux and Isigny will most likely fall this turn, and with them will probably go the Advantage. The 77th Artillery probably should have regrouped to St. Lô so that I could have used it to bombard Isigny, and I probably should have pulled a Panzer unit and 21 Pz Artillery out of Caen. The British stack in Bayeux is a little more threatening than the American force at Isigny (or the American force on Omaha), so I'll reinforce it first.

Activate Tilly (21): Lehr/902 to Bayeux (20), no assault.

**JUNE 10: ALLIED IMPULSE A**

Drew plays his trump card real early, which relieves me of the first action that I was going to attempt, an air bombardment against Lehr to pin it in place. Actually, this gives me an excellent chance of taking Tilly in a following move. Since, he has helped me, there is no need to focus on Bayeux. It's time to take Carentan.

Artillery Bombardment: Carentan; Target: 9/10/57, VID/XXX; 25+XXX conducts attack. 9 + (7) = 16 vs. 2 + (7) = 9, seven APs. 25+XXX to Tilly (21), Mandatory Bake, 21/23 to Bayeux (20).

**JUNE 10: Neutral Commentary Impulse A**

The reinforcement of Bayeux was premature. It just adds more targets to the likely British bombardment. Drew must be a great admirer of French architecture. He's certainly allowing more bridges to stand than I would.

**JUNE 10: GERMAN IMPULSE 0**

His artillery is killing me. 3PS Division will arrive on board now, and, with a little luck, I can get a unit into Catz to free up the 1/30 Flak to reinforce Carentan or Isigny.

Activate Zone E: 2 FS to Gavray (39), to Coutances (41); [interdiction dr = 1], D1 in Gavray (39).

**JUNE 10: ALLIED IMPULSE 0**

After conflicting some APs on the British units in Merville, the possibility of Andy taking Merville and then following it up with a move into Tilly is lessened. 12SS/26 can now try to move into Caen, freeing units for deployment elsewhere. I can then move a Fresh Flak unit directly from Houlgate into Tilly during the Regroup Phase for a little defensive boost. If I can successfully move 12SS/26 into Caen, Andy's only means of preventing my armor from moving out is to move an armored unit into Caen, thus wasting an impulse.

Activate Tilly (6): 12SS/26 to Bourgèbus (5), to Caen (10); [interdiction dr = 4].

**JUNE 10: ALLIED IMPULSE 1A**

I guess the fly boys are too busy picking up the moving targets. Actually, I could have hurt myself more than I did Drew, but I got lucky. Still, I view the defense level of Bayeux to be unacceptable for trying to achieve the desired Overrun, so I'll bombard again.

Artillery Bombardment: Bayeux (20); Target: 352/915, XXX/XXX; 20+XXX conducts attack: 7 + (3) = 10 vs. 2 + (4) = 6, six APs. 352/915 to Spent; Lehr/2 to D1; Lehr/2 to D2.

**JUNE 10: Neutral Commentary Impulse 1A**

The German move into Caen is totally unnecessary. He could withdraw his armor anyway with very little risk. The 1SS grenadiers are some of the best attack units in the game. Tying them down to garrison duty in Caen is a waste. Preparing Bayeux for the big assault is fine, but he should use the American airpower first.

**JUNE 10: GERMAN IMPULSE 2**

Well, at least I can cash in the Advantage to re-roll the upcoming slaughter at Bayeux. I will, of course, use it since I will lose it when he kills off all four of my units there. In the meantime I'll try to move one of my panzer units out of Caen to prevent a possible British breakthrough into Tilly and beyond.

Activate Caen (10): 21/22 to Versain (15), to Villars-Bocage (14); [interdiction dr = 5], to Tilly (21); [interdiction dr = 3].

**JUNE 10: ALLIED IMPULSE 2**

I've got an excellent chance to Overrun Bayeux. I'm going to exploit both paths, that is Tilly and Balleroy, as I don't think I'll get that lucky going into Tilly, but I could wipe out Balleroy rather easily. If I can pin Tilly, I'll plan on surrounding it via Caumont and Villars-Bocage. But I need to get the elusive Overrun first.

Activate Bayeux (20): 4 Armor, 352/915, 50/151, 50/231, 51/152, 51/133, 51/154, and 56, Optional Assault with 50/XX and 51/XXX Support. 18 + (6) = 24 vs. 5 + (7) = 12, 12 CPs. Germans request reroll.

Result: 18 + (5) = 23 vs. 5 + (8) = 13, ten CPs. Lehr/2, Lehr/2, Lehr/902, and 352/915 eliminated, Overall. Place British Control Marker.

4 Armor attempts Tilly bridge possession, drm (+3) dr = 1, fails. 4 Armor, 50/69, 50/151, and 50/231 to Tilly (21), Mandatory Assault. 11 + (10) = 21 vs. 9 + (5) = 14, seven - Bocage = six CPs. 21/22 to D2 and retreat to Villars-Bocage (14); Lehr/901 to D2 and retreat to Caumont (23). Place British Control marker.

56, 51/122, 51/133, and 51/154 to Balleroy (22), Mandatory Assault. 9 + (8) = 17 vs. 5 + (6) = 11, six - Bocage = five CPs. 30, 1 Flak, and LXXXIV/XXX eliminated. Place British Control marker.

Sunset DRM to +3, Advantage to Allied Player.
JUNE 10: GERMAN IMPULSE 3

Ouch, it's getting ugly. That was all preventable, and the powers that be back in Berlin (or Baltimore) would have had me sacked for my poor play at Bayeux. First, fully realizing the powerful forces arrayed against me, I should have pulled all but one unit back into Tilly, and possibly Balleroy, during the last Night Regroup Phase. Second, I should have blown the Bayeux/Tilly bridge. Third, my last move from Caen into Tilly should have been accompanied by the panzers of 12SS. Even though they probably wouldn't have made it there, I could have at least tried. Oh well, I'm not immune to an attack of the stupids once in a while. Now, I have a breach in my defenses and nothing of substance with which to plug it until 17SS arrives tomorrow. Worst of all, I lost some very powerful defensive units which I will sorely miss.

But enough lamenting, it's time to move on. Caumont and Villars-Bocage are open to attacks by 7th Armored, and the Americans have yet to awaken this turn. My best bet now is to divert Andy's attention from Caumont/Villars-Bocage or Isigny/Carentan, but I doubt that I can make enough noise to seriously distract him. I will instead attempt a very risky march of 12SS to Tilly, and a very risky attack, with the objective being the contention of Tilly to increase the supply points necessary to refit his units.

Activate Caen (10): 12SS/12 to Versan (15), to Villars-Bocage (14) [interruption dr = 3], to Tilly (21) [interruption dr = 5]. Mandatory Assault. 6 + (12) = 18 vs. 9 + (5)= 14, four CPs. 4 Armor retreats to Bayeux (20); 50/231 to D1 and retreat to Bayeux (20).

JUNE 10: ALLIED IMPULSE 4

I can't blame Drew for the reroll. Even though the odds of me not getting an overrun were really poor, he recognized that I'd probably wind up with a +3 sunset DRM anyway.

Conversely, my theory on why an Allied armor unit should be stationed in Caen holds true. Another damned if I do, damned if I don't situation in spending the impulse to stop that move. However, Caumont is calling, and that window of opportunity is closing.

Activate Gold (18): 7/XXV to Balleroy (22); 7/22, 7/31 to Caumont (23). Mandatory Assault. 8 + (9) = 17 vs. 5 + (7) = 12, five - Bocage = four CPs, Lehr/901, and 12 Flak eliminated. Place British Control marker.

June 10: Neutral Commentary Impulse 3

Give Drew credit for being aggressive, but his unlikely success really achieved very little. A better move would have been to reinforce Caumont. The damage had already been done in Tilly. Andy will be quite content to allow the Germans to contest Tilly. He has his route to victory through Balleroy. After four days with only one VP, Andy has now gained five in just two impulses. Those dominoes just keep falling.

JUNE 10: GERMAN IMPULSE 4

Boy, have I got my work cut out for me. The conservative approach should have been taken last impulse by moving 12SS/12 to Caumont. The reader should keep in mind that my play for June 10 is a good example of what NOT to do. At least Andy is stretched out all over the place, and that much more difficult to supply. Had I not forgotten to mark my Lehr/901 unit in 23 as D2, I probably wouldn't have made the attack into Tilly. Such is the fate of the absent-minded in PBEM/PPB.

I'll try to plug the hole in my lines with Flak units from Houlgate. How about an early change or an early end to this day? I hope Andy doesn't decide to pull his armor from Area 16 and shuffle them down to le-Benz-Bocage or Torigni. With five VPs and the Advantage to his credit, Andy needs only three more VPs, assuming he gets the extra VP for contesting at least seven VPs. Now it is a matter of stopping any breakthrough attempt, and holding on to those last three VPs.

Activate Houlgate (1): Flak 3 to Troarn (6), to Bourguebus (5) [interruption dr = 5], to Thury-Harcourt (12) [interruption dr = 2], Spent in Bourguebus (5).

Flak 5 to Troarn (6), to Bourguebus (5) [interruption dr = 4], to Thury-Harcourt (12) [interruption dr = 5], to Antoy near Odon (13) [interruption dr = 3].

JUNE 10: ALLIED IMPULSE 5

Since I control Tilly, there is no need to push into Villars-Bocage to surround the area, and Villars-Bocage appears to be an objective I cannot take. With the destroyed bridges, it's an iffy proposition at best, so I'm focusing my efforts elsewhere. Merville looks like a losing proposition, at least temporarily, so I'm looking to the west. While I'm in position to assault Carentan from the north, I cannot do so from further forwards into Carentan. The current problem with Isigny, obviously, is the defense, so I'll bombard.

Artillery Bombardment: Isigny, 77 Pak. V/XXX attacks. 9 + (10) = 19 vs. 1 + (9) = 10, nine APs, 77 Pak, 91 Pak, and 100 Pz Rp to Spent; 2/20 to D2.

June 10: Neutral Commentary Impulse 4

Drew did all he could, which wasn't much. For his part, Andy is like the kid in a candy store. He doesn't know what to take next. Suddenly, everything is so tempting. He has probably put me into a quagmire, but Catz has his kick butt, but he is not maximizing his opportunities.

JUNE 10: GERMAN IMPULSE 6

Should I concede now? What I need to do is to try to pummel his British forces in Merville and Caen, tie down his armored brigades so that they don't move into Tilly, then send 17SS into Tilly for a long-shot attack. Once again I've managed to snatch defeat from the jaws of victory.

Activate Isigny (33): Attempt bridge demolition. St. Lô (27) bridge, drm (+5), dr = 1, fails. St. Jean-de-Daye (35) bridge,drm (+5), dr = 3,place Destroyed Bridge marker. Catz (34) bridge, drm (+5), dr = 2, place Destroyed Bridge marker.

JUNE 10: ALLIED IMPULSE 6

I'm looking forward to exploiting out of Isigny into St. Lô. Consider for a second if the Catz bridge is intact. Which way to go? Both will probably put me into a quagmire, but Catz has the advantage that it will be easier to assault. However, putting my men into St. Lô will cut off Foret de Cerisy, making that a feasible objective. It's a tough choice, but I think that since the opportunity for St. Lô exists now, I'll take it over Catz.

Activate Catz (34): 1/30 Flak to Isigny (33).

JUNE 10: ALLIED IMPULSE 5

I'm going into Isigny now. This attack is why I didn't move the 29th out of Omaha last turn, I'd rather combine it with the power of my one American armor unit. One critical point, however, is to clear out Colombieres. Right now it could be a sneaky back door for Drew, especially during the upcoming Night Regroup Phase. It's better to take that possibility away from him, even if he doesn't see it. I can perform this side show while still maintaining Divisional Integrity for the main act.

Activate Omaha (30): 29/175t from Omaha (30) to Colombieres (32). Mandatory Assault. 6 + (7) = 13 vs. 3 + (8) = 11, two CPs, 2/76, eliminated. Place American Control marker.

JUNE 10: Neutral Commentary Impulse 5

As the reader can well appreciate by now, I intensely dislike Drew's strategy of reinforcing lost causes in +1 TEM areas. However, once you've thrown four units into the frying pan, what's a fight?

Andy's move is well executed, but not particularly imaginative. I'd still spend the Advantage for a Double Impulse and bombard Isigny again to set it up for an Overrun which would set the Sunset DRM to +6. Andy's kicking butt, but he is not maximizing his opportunities.
Talk about counting your chickens before they've hatched! O.K., I've worked real hard for the Advantage. I don't see Drew presenting me with any real possibilities to take it back if I give it up. I've got Isigny, so at least my supply situation isn't screwed up, and St. Lô is not critical to my success. Therefore, I'm holding onto the Advantage.

June 10: Neutral Commentary Impulse 6
The German finally blows his bridges on cue. Only the Sunset DRM prevents the end of the day. That was not a viable reroll. I'm surprised he even considered it. If Andy were to take Torigni, he wouldn't even need Carentan. He could gain his 10th VP just by taking Caen and holding onto what he currently has. Torigni remains undefended. All that is needed is for something to relieve the 8th Armor Brigade from its place in the line at Bréteville.

June 10: German Impulse 7
Isigny is safely in American hands. I was fortunate after failing the bridge blowing roll that the 2nd American Division didn't come across into St. Lô. Of course, it would have been nice if he had and failed the attack, sending him disrupted back to Isigny, but I can't take that chance. I need to bombard Ste. Mère Eglise, but I also need to get my infantry in Houglitte into Merville so I can relieve one or both of my panzers there.

I won't try to blow the St. Lô/Isigny bridge since Andy doesn't have a unit which can come across just now. I'll wait one more turn before bombardment. Ste. Mère Eglise, in the hope that Andy will use his artillery to bombard Carentan, thus reducing his Defense Value versus bombardment.

I will reinforce Merville so that I can withdraw my panzers during the Regroup Phase. Then, I will bring on 7 Nebelwerfer, after which I will bombard. If, and this is a big if, Andy doesn't pull his armor from Bréteville and Sword towards the Bayeux breach, and if he doesn't disrupt my SS infantry regiments in Caen, I have hope for June 11th. Namely, I envision screening Anzio over to Odon — le Bény Bocage. After pulling my SS units out of Caen and into Versom during the Regroup Phase, then I can assault Tilly with 17SS, and, assuming I don't fail miserably, I can follow it up with assaults from my SS in Versom, then from Tilly. If I can't take Tilly back, I should at least be able to divert Andy's attention there long enough to bring on the rest of my reinforcements and otherwise try to make some order out of this chaos.


June 10: All Allied Impulse 7
I'm reduced to limited options, and Carentan seems like the better of the two. The obvious move given that choice is a bombardment.

Naval Bombardment: Carentan; Target 243/922. 8 + (7) = 15 vs. 2 + (7) = 9, six APs, 243/922 to Spent; 101 Nebelwerfer, 243/920, and 91/1057 to D1; 91/1057 to D2. Weather Change to Overcast on Impulse 8.

June 10: Neutral Commentary Impulse 7
I don't think reinforcing Merville was necessary. It is the least of the German problems now. Any Allied impulses spent there are to be encouraged. Rather, I'd have taken a 3:1 bombardment against the Spent 27th Armor Brigade which should accomplish the same thing at a lot less supply cost.

Torigni remains a soon-to-be lost opportunity for the British. The Weather Change, while always significant, should be less damaging than one earlier in the day. The reroll is probably not warranted.

June 10: German Impulse 8
Overcast weather at last! Too bad I don't have any units left to move, well, almost any, but the extra supply will come in handy. The meat-grinder at Carentan has started. Facing a potential 13:4 attack with only 11 steps in Carentan, I'll need to send in the artillery from St. Jores. I have very little with which to reinforce Carentan tomorrow, and will probably lose it and the game.

Activate St. Jores (45): 243/92X to Carentan (44).

June 10: Allied Impulse 8
Since he reinforced Carentan, and I no longer like my odds of shifting in, I'm thinking over to Merville. Actually, I'm going to try and get rid of those pesky artillery units in Troarn. Yes, there are better options for this impulse, but if Drew can refit his artillery, they'll continue to be a thorn in my side.

Artillery Bombardment: Troarn; Target 12SS/XX. 30AP.XX and 21 Pak to 01.

June 10: Neutral Commentary Impulse 8
Yes, reinforce Carentan, but not with the Artillery! Use the weather to attack with the 1058 from Port L'Abbe. It has a 24% chance of kicking the 359th out of Carentan and regaining a +2 Defense Modifier for the flooded bridge. It also has a 166% chance of an Overrun to reclaim the Advantage. Lost opportunity!

But it still exists, and Andy would be better advised to put another assault into Carentan before Drew wises up and kicks him out. Forget Merville. All the British need do is play defense.

June 10: German Impulse 9
On second thought, maybe the 17SS counter-attack I had envisioned is not a good idea. It fails I'm really up a creek. If I attack and succeed, it has to be big enough to force Andy to spend the Advantage, which means I'll need to re-roll and win big again - fat chance. No, I think I may have a shot at plugging up the most dangerous holes in my lines. With fingers crossed, I'll play a passive game and at least try to make my loss somewhat close. All of the bridges adjacent to Caumont need blowing, but blown bridges won't help me much if I have nothing behind them to defend the area, so 7 Nebelwerfer comes on board.

Activate Zone B: 7 Nebelwerfer to Aunay sur Odon (13).

June 10: Allied Impulse 9
I could build bridges, but I think that wreaking havoc, and inflicting casualties is more important at this time. I could potentially clear Bréteville, so I can exploit more in the center, but I think that might tempt Drew to try something I don't see. Further, I don't want to stretch my supply situation too thin, lest I not be able to buy any impulses. Therefore, I view bombardment as my most cost effective option. Since Carentan is already hurt, in terms of supply costs, I'll hit Caen. Success here could cause cardiac arrest of his already stressed supply lines.

Artillery Bombardment: Caen; Target 12SS/26. 1XX + 3CA/XX conduct attack, 8 + (12) = 20 vs. 5 + (9) = 14, six APs, 12SS/26 and 21XX to Spent; 12SS/26 and 21XX to D1.

June 10: Neutral Commentary Impulse 9
Why not move the Nebelwerfers to Merville? That would surely put a stop to British expansion there and might influence a withdrawal. It could also have reached Torigni but I guess Drew figures the British aren't interested in a free VP. At this point, he's probably right.

The German Army is taking a terrible beating, but Carentan remains subject to counterattack. Andy should solve that problem before causing others.

June 10: German Impulse 10
Caen is safe from attack for now, which is good because I can't do much about it. Caumont gets activated for bridge demolition. Maybe a blown bridge will give the Allies something constructive to do for a change, instead of pounding my troops.

Activate Caumont (23): Attempt bridge demolition. St. Lô (27) bridge, +5 dr; Torigni (26) bridge, +3 dr; 91/1057 to 02.

June 10: Allied Impulse 10
I don't think it's time to panic, but if the day goes on, Drew gets another point of supply. Actually, that should be the least of my concerns. I could have done this move last impulse, but it seemed like a less profitable move at the time. I'll hit his spent units in Carentan.

Artillery Bombardment: Caen; Target 243/922. 20AP.XX and 3CA/XX conduct attack, 5 + (16) = 21 vs. 2 + (5) = 7, nine APs, 243/922 and 243/XX to D1; 243/920, 91/1057, and 101 Nebelwerfer to D2.

June 10: Neutral Commentary Impulse 10
The demolitions finally take away the Torigni option.

The American bombardment, despite its success, should have been an assault. He is practically dictating the 108th assault that could kick him out of Carentan.
June 10: German Impulse 11
If I'm to have any shot at holding Carentan, I must reinforce it. In Pont l'Abbe, 91/1058 is available, but I hate to rob one area at the expense of another. Faced with a possible 12:3 attack at Carentan and with only nine steps available, what choice do I have? I could risk attacking his Fresh unit in Carentan at 8:6. If I lose, I still have two additional steps in Carentan, but if I win, I may be able to buy more time. If I can manage to disrupt him in Carentan, he redeploys to spend, and then with the entry cost of the area reduced to three, I can get an FS unit there from St. Lô or le Mesnil-Herman after reorganizing. This will force Andy to put a Fresh unit in Carentan next impulse if he wants to prevent such a move.

I can manage to retreat 90/359 from Carentan, even better, because my Defense Value goes up two if Andy attacks for a Mandatory Assault across a flooded bridge boundary. If I can eliminate his unit, I get the Advantage, and will probably not be able to duplicate the result in the re-roll. So, 91/1058 goes to Carentan and assaults while I keep my fingers crossed at Pont l'Abbe.

June 10: Allied Impulse 11
I'm not going to justify, alibi, or provide excuses for what just happened. That was a MAJOR MISTAKE I just made. Drew was even kind enough to point out the error, but since I had submitted my next move, it stands.

There is absolutely no reason why I should not have taken the reroll. In case it's not obvious, here's the thought process: Even if I don't reroll the dice, the German player gets the Advantage. The reroll would put the result in my favor, making the redep of any unit in Carentan very costly (for him) and very expensive (for me). If I surrender the advantage, and Drew still gets an overrun, the sunset assumption, although not terrible.

Two Depot 7 in Carentan (44): 3FS Flak to Fresh; 91/1058 to Spent; 91/6FS, 91/1057, 243/920, 243/922, 922 Flak to D1.
One Depot 7 in le Mesnil-Herman (37): 395/926, 926/926, and 395/926 to Fresh; 395/655 to Spent.
One Depot 7 in St. Jean-de-Daye (35): 100/90, 91/90, and 100/90 to D1.
One Depot 7 in Aunay sur Odon (13): 7 Nebelwerfer, 4 Flak, Lefe Flak, and 130/512 to Fresh.
One Depot 7 in Bouteville (35): 33/535 and 211/251 to Fresh; 125/52/26 to Spent. Save one Supply Point.
German Supply Reserve: one or two existing are two.

June 10: Allied Refit Phase
I should have Assured Carentan. I'm much too concerned with keeping my troops in a state of being fresh at the start of the day, rather than taking a risk and delivering the potential knockout blow. I still think I'm in a decent position to win, but my errors keep accumulating. That's a frustrating realization, because I don't have a lot of time left, and quite a bit of work to do.

Air Supply: Balleroy (22); 56, 511/152, 511/153, 511/154; dr's = 1, 3, 6, 2; 56, 511/153 to Fresh.
St. Meire Estate (49): 45X, 90/358, VII/XXX, and 90/358 to Fresh; one Supply Point to Coastal Interdiction. Save four Supply Points.
Isigny (33): 2CCA, 223, 223, 223, 29119, 29119, and 29115 to Fresh; Bridge repair: Carentan; 34 bridge, d(m) (24) d(e) 5, place Allied Bridge marker; St. Jean-de-Daye (35) bridge, d(m) (24), d(e) 5, place Allied Bridge marker; Grandcamp (31): 2XX, 1XX, 290XX, and VVXX to Fresh.
Save six Supply Points.
Sword (5): 3XX, 3CA/XX, DXX, 27 Armor, and 66 to Fresh. Save one Supply Point.
Balleroy (22): 7XX, 56, 511/152, 511/154, 7131, 712/24 and 4 Armor to Fresh.

June 10: Neutral Commentary Refit Phase
The twelve extra supply points helped, but not enough to compensate for the damage inflicted by an 11-impulse day. This is the point in the game where you pay for earlier mistakes. The German desperately needs units in Carentan and the 709th sits spent in Montebourg for the third consecutive day for lack of shells.

June 10: German Regroup Phase
No doubt about it, I'm going to lose. Andy has too many ways to beat me, and I have too few units to defend everything. Two VPs more, that's all Andy really needs since I can't count on holding onto the Advantage until game's end.

Carentan, Catz, Pont l'Abbe, St. Lô, Merville, Aunay-sur-Odon, Villars-Bocage, and Torigni are all threatened, and if I'm not careful, I may get split in two at le Beny Bocage.

Le Cercle and Carentan are really hurt. I could have had four strong units defending Caumont right now, but instead I have to cover three areas (13, 24, and 26) without them. Well, let's see what I can do to stop the bleeding. AOK 7 and 709/919(-) will regroup to Valognes. There they can cover Montebourg or Pont l'Abbe, and AOK 7 has the option of reinforcing Carentan against spent American units, during overcast only.

I'll need to depend on my Zone E reinforcements to plug up the hole at le Beny Bocage and to reinforce Carentan and Catz. 125S/12 remains in Tilly to restrict access to Villars-Bocage and Bretteville from the West.


June 10: Neutral Commentary Regroup Phase
The workmanlike Regroup Phase is one of the most important parts of the game. It lays the foundation for the glory to be won in the more glamorous impulses to follow. Drew has repeatedly lessened his game options with poor choices during the Regroup Phase. This turn is no exception. Part of the 77th Division should have fallen back to St. Lô while it still can. I'll push up the British to force the center. I'm keeping the 2nd Division Artillery back in Grandcamp as I know I will commit the 2nd Division into Catz. This affords me the option of pushing forward the 1st Division Artillery, which would otherwise be pretty useless. The shuffle on Utah is for purposes of trying to get Division Integrity for the 90th for a possible attack. This is going to be tight.


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There is little to be said about the Allied deployment other than the continued waste of
the best American troops in Fret de Cerisy where the Big Red One babysits the German 77th Division. The Allied position looks very strong, but it has an Achilles Heel. Only one unit, the British 8th Armored Brigade, stands between the British beaches and Berlin. If the Germans can somehow put together a force to overrun it, the Allies could be sorely embarrassed.

JUNE 11: GERMAN REINFORCE PHASE
17SS Reinforcements in Zone D
XLV/III/XXX and 657 Pak in Zone B
NOTE: The map showing the situation at Dawn of June 11 is on page 52.

JUNE 11: ALLIED REINFORCE PHASE
I've got a lot to do, but not a lot of time. I'm going to concentrate with the Americans, as they're in the best position to take ground. I've got to be careful not to overextend myself, as I know I'll need a lot of troops for the final push of the week. If I get bogged down in Contested Areas, that will really dilute my ability to Refit. If that's the case, regardless of the German situation, I won't be able to pull this one out. Therefore, for the most part, I'm probably going to make sure that an assault can succeed rather than risk too much. I think that this tactic will really stretch the German forces.

American Reinforcements to Omaha Approach.

JUNE 11: GERMAN IMPULSE A
Le Benny Bocage gets just one unit to make sure that Torigni doesn't get flanked. I don't need to worry about a Breakthrough, since the British can't achieve those conditions in time. The rest of my Zone E reinforcements will be split among Carentan, Catz, St. Jean-de-Daye and St. Lo. If I hadn't lost Caumont, I would have considered pulling out of Catz to shorten my lines, but I no longer have the luxury of concealing VP Areas. I doubt that I can hold St. Jean and Catz, but I must try because Carentan is doomed if I don't. One of the faults in trying to defend both areas with weak forces is the danger of losing the Advantage when Andy kills three or more units, but what choice do I have?

Activate Zone E:
265/984 to le Benny Bocage (24).
265/985 to Torigni (26).
265/986 to St. Lo (27).
275/983 and 275/984 to Caumont (44).
275/985 to St. Jean-de-Daye (35).
265/XXX and 275/XXX to Catz (34).

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275/985 to St. Jean-de-Daye (35).
265/XXX and 275/XXX to Catz (34).
June 11: Neutral Commentary Impulse 2

Good moves. Given his failure to reft his airborne forces, Andy only has enough strength for one assault on Carentan this turn. He may as well wait till it is fully bombarded and as weak as possible. It can only hold one more unit.

JUNE 11: GERMAN IMPULSE 3

If I'm desperate, the weather stays Overcast, and I still hold the Advantage, I can try to attack the British beaches. Yes, I said attack. I would need to build the bridge between Verson and Bretteville, followed by a 5:7 attack by 12SS/23 in the hopes of eliminating the British 8th Armor. With the two Movement Factors left over, I could move to Gold and cut off his units in the Caumont Gap. An extremely risky move with little hope of success, (three percent for an overrun), but I may find myself in a desperate enough situation to try it. In the meantime I need to reinforce Carentan.

Activate Valognes (54): AOK 7 to Carentan (44).

JUNE 11: ALLIED IMPULSE 3

It's now or never at Carentan. I generally view an attempt to take that Area as a one shot affair. Prep it, and hit it hard once. I see I did not take advantage of previous opportunities, which may have given me a better chance of success, but Drew's army will be hard pressed to do a massive retreat and subsequent reinforcement of the Area. Further, I might just be able to string together a few attacks to take the Area. Obviously, not having a presence in the Area gives Drew an unnecessary defensive advantage. Sorry, just felt like rubbing more salt into my wounds.

Move is somewhat interesting, because I'm actually leaving the Montebourg-St Mere Eglise bridge open to capture. Based on the way he is playing, I wouldn't put it past Drew to give it a whirl.

Activate Ste. Mere Eglise (50): 4/12, 4/22, 90/357, 90/358 to Carentan (44), Mandatory Assault with 90/XX support. 13 + (11) = 24 vs. 7 + (3) = 10, 14 CPs. 90/358 to Spent.

JUNE 11: Neutral Commentary Impulse 4

Sheesh! Drew's own analysis of the situation should have told him not to fire the 77 XX. By doing so, he lowered the area's defense and made it possible for Andy to expend all Fresh units in the Area. This is Drew's worst move of the game. He had nothing to gain and everything to lose, but he did it anyway.

JUNE 11: GERMAN IMPULSE 4

I knew it, now Fret de Cerisy is ripe for the picking. Time to send the grenades of the 12SS on their death ride to Bretteville. If they can spend the British armor there, I can pull 12SS/12 out of Tilly and make a followup attack. Maybe this can throw a scare into the British and buy an impulse or two. Come on sundown.

Activate Versen (15): Attempt to construct Bretteville (16) bridge, drm (+4), dr = 5, remove Bridge Demolition marker. 12SS/25 to Bretteville (16), Optional Assault, 5 + (10) = 15 vs. 7 + (2) = 9, six CPs. German Player requests resoll. 5 + (9) = 14 vs. 7 + (5) = 12, two CPs, Armor to D1. Advantage to German Player.

JUNE 11: ALLIED IMPULSE 4

I really hate to give up the Advantage, but I felt that I had no choice. Things are looking terrible in the American sector. My units west of St. Lô are nearly all Spent or Disrupted, so I can't react where I need to. With the Advantage in Allied hands, Andy needs only take two more VPs, and Catz is already virtually assured. Fret de Cerisy is ripe for the taking. St. Lô behind it is Contested making resupply expensive, the American 1st Division is in Fret de Cerisy ready to strike, CCB of the 2nd Armored can attack this turn, and the 9th Division can reach Fret de Cerisy if all my units become Spent. I'll see if I can't reduce the possible success of such an attack by bombarding Fret de Cerisy. I hate to spend a Fresh unit with all that British artillery around, but I don't have much of a choice.

JUNE 11: GERMAN IMPULSE 5

I knew it, now Fret de Cerisy is ripe for the plucking. Time to send the grenades of the 12SS on their death ride to Bretteville. If they can spend the British armor there, I can pull 12SS/12 out of Tilly and make a followup attack. Maybe this can throw a scare into the British and buy an impulse or two. Come on sundown.

Activate Torigni (26): Attempt to construct Caumont (23) bridge, drm (+2), dr = 6, remove Destroyed Bridge marker.
3FS/9 to Caumont (23), Mandatory Assault, 6 + (11) = 17 vs. 8 + (6) = 14, five - Bourgeau = four CPs. 7/XX to D2 and retreat to Balleroy (22); 56 to Spent.

JUNE 11: ALLIED IMPULSE 6

If I ignore this rattlesnake that’s biting me, will it go away? I can’t afford to keep reacting to his moves, so I hope he doesn’t have any more aces up his sleeve. I’m hoping that working over the Merville area will relieve pressure in the center. As always, a good preparatory bombardment does wonders.

British Naval Bombardment: Merville (7); Target: 654, 8 + (7) = 15 vs. 1 + (10) = four CPs. 654 to Spent; 346/762 to D1.

JUNE 11: Neutral Commentary Impulse 6

Great engineers those Germans. Bridges repaired on demand. No waiting. The Huns have practically nothing left, but they’re kicking Merville.

JUNE 11: ALLIED IMPULSE 7

Great results at Caumont. Not good enough to take back the Area, but good enough to set up that possibility for June 12. I really should be careful at Merville and bombard the British there, but I’ll up the ante at Caumont instead, in hopes of presenting two threats to Andy tomorrow, Caumont and Gold.

Activate Aunay sur Odon (13): 4 Flak and 7 Nebelwerfer to Caumont (23), no assault.

JUNE 11: ALLIED IMPULSE 7

Oh, this is going to get real cute. I’m going to lose Caumont next turn, and a hunk of the British Army with it. I need ground, but also an army to fight, so I’m going to bomb Merville again. I think it will cost Drew more than it will me.

Artillery Bombardment: Merville (7); Target: 2 Flak, J/XXX and 3CA/XXX attacks. 8 + (7) = 15 vs. 1 + (6) = 7, eight CPs. 2 Flak to Spent; 654, 346/857, and 346/858 to D1; 346/762 to D2. Weather Change to Clear on Impulse 8.

JUNE 11: Neutral Commentary Impulse 7

Great move by Drew. Terrible one by Andy. Why is he wasting his time on Merville? He has to take three VP’s tomorrow and not lose any he already has. That means taking Carentan and Caiz. He could do that, but he wants to go and attack Caumont. He could do that instead of attacking Merville, so he’s doing it to prevent Andy from getting it.

JUNE 11: GERMAN IMPULSE 8

This is quite a jam in which I find myself. I’d like to retreat everyone out of Merville and shore up Troarn so that Andy doesn’t get the Advantage back for killing three or more units. On the other hand, it would not be wise of me to concede Merville because that will let Andy move 3rd Infantry Division plus the Armor into the Gold-Juno-Bayeux area. From those Areas, he can thwart my possible attack into Gold on the 12th. If I can’t effectively threaten Gold tomorrow, the game is over. Andy has six VP’s outright, and he qualifies for another for Contesting at least seven VP’s, which will allow him to take the Advantage back. I’ll optimistically assume that Andy will take Carentan or Caiz. I don’t believe that Andy wants to take Carentan because that would give him new life. He now has to endure yet another impulse in the game’s version of The Longest Day. Had the attack on Troarn also been an Overrun, pushing the Sunset DRM to +3, the day may last long enough to cost him the other eight supply points.

JUNE 11: GERMAN IMPULSE 9

The original overrun result was unacceptable. I didn’t want Andy to subsequently overrun Troarn, and more importantly, I didn’t want him to reinforce Gold and Juno. It’s bad enough that he’ll be able to cover Gold and Juno by regrouping.
ing out of Caen and Bayeux. Andy gets the Advantage back for a reroll and succeeds again in overrunning Merville. The only consolation for me is that he didn’t fall back on his beaches, but they’ll be an extremely tough nut to crack, anyway. Also, Andy’s presence in Troarn means that he can cut Caen off via Bourguébus, making it nearly impossible to reinforce Caen and increasing the possibility of Caen falling. If Andy chooses to do this, he’ll garner four more VPs, which nullify any gain I can make for cutting of his four VPs in Bayeux, Tilly, and Caumont. I’ll blow the Troarn bridges in case Andy wants to snatch Potigny. With only one VP left to take, this game is over. My only chance is to get Caumont back, and, hopefully, the Advantage with it.


**JUNE 11: ALLIED IMPULSE 10**

Since Drew raised the stakes, he HAD to reroll that last combat. I’m at my projected supply limit, so I’m going to bomb raid Caiz to prep it for tomorrow.

American Naval Bombardment: Caze; Target: 3 FS Flak. 8 + (2) = 10 vs. 1 + (7) = 8, two APs. 3 FS Flak to Spent. Day ends.

**June 11: Neutral Commentary Impulse 10**

It’s hard to find fault with either move. Neither player has much else remaining. The board is awash in spent and disrupted units.

**JUNE 11: GERMAN REFIT PHASE**

- One Depot 9 in Le Beny Bois (24): 3FS/9FS, 7 Nebelwerfer, 4 Flak 265/894 and 265/895 to Fresh.
- One Depot 9 in Vernon (15): Lehr Flak and XLVII/XXX and 12SS/25 to Fresh; 71/6786 to Spent.
- One Depot 9 in Bourguébus (5): 12SS/26 and 21/XX to Fresh; 21 Pak to Spent; 71/744 to D1.
- One Depot 9 in Periers (43): AOK 7 and 3FS Flak to Fresh; 91/1058 to Spent.
- One Depot 9 in Peciers (43): 275/XX, 178S Flak, and 17SS/25 to Fresh. Save one Supply Point.
- One Depot 9 in Marigny (36): 3FS/9FS, 77/1050, 657 Pak, and
JUNE 11: ALLIED REFIT PHASE

I'm not sure how much effort I should put into saving Caumont, but if I don't do anything, it's lost. I'd also lose half the British units on the board, were it not for the current German situation. I won't refit many of them, just because it's too darn expensive. I realize that the Impulses I'm buying now will quickly evaporate with each lost Allied unit, but the Germans don't pack much of a punch. I'll refit over in Carentan, only to give the illusion that I'm going to attack that way, and hopefully that will divert German resources.


June 11 starts on Impulse B. Allied Supply Reserve: two.

June 11: Neutral Commentary Refit Phase

It does no good to save supply now. The depot on Sword could have refitted an airborne unit in Merville without losing a thing. Is it wise to Supply Points.

JUNE 11: GERMAN REGROUP PHASE


June 11 starts on Impulse B. Allied Supply Reserve: two.

JUNE 11: ALLIED REGROUP PHASE

What a funny name for a strategy. Well, I'm going to make it difficult for Drew to take the beaches from me. No more scares like the one earlier today. One unit in clear weather should be able to protect them from anything Drew can throw at me, unless he gets real lucky. Other than that I'll line up to take the remaining VP Areas I need for victory. I've got a long day ahead, and very reasonable objectives.


June 11: Neutral Commentary Regroup Phase

Things look awfully bleak for the Germans, but they could have improved their position somewhat with a better Regroup Phase. St. Lô appears safe enough to withdraw 17SS/38 and its artillery to Torigni for a backup assault force against Caumont. And if he really wants to threaten the beaches he should withdraw another unit of the 21st from Caen to Verson and do likewise with the 21st Flak in Bretteville. That would give him an attack force of 10 Attack Factors. Of course, Andy would have to be blind not to see it coming, but his regrouping options are limited on June 10.

The game appears to be over. Andy needs but one more VP and then he can play defense against a very weak German Army.

JUNE 12: GERMAN REINFORCE PHASE

Well, I was lucky to catch Andy napping once. He didn't oblige this time as he regrouped into 17 and 18. It should be obvious that Andy has me out-maneuvered and out-classed, so I need to force him to react to my moves and to waste some of his precious time. It basically boils down to pouncing on Caumont, or Bretteville and Gold, but which is the better of the two moves? Clearly, Gold offers rich rewards, but is the riskier of the two.

All 2nd Panzer Division units in Zone B.

JUNE 12: ALLIED REINFORCE PHASE

Let's establish the worst case scenario. I think that Drew will try to kill the unit in Bretteville to gain the Advantage, and will try to retake Caumont for a second VP. This leaves me with seven VPs, needing three for the win. Catz is one and I've got Freet de Cerysi isolated, so theoretically, I could get the remaining two VP's that way. I'd like to try to take Carentan, but I believe he can reinforce the area too easily, so I'll force his hand. With seven VPs, I have to be my focus if things go away.

JUNE 12: GERMAN IMPULSE A

Well, one impulse burned away. It's doubtful that I can actually take Gold, but I'll force Andy to waste another impulse by reacting to a bridge building attempt at Bretteville-Tilly.

All 2nd Panzer Division units in Zone B.

JUNE 12: GERMAN IMPULSE B

Good, no casualties this time around. Time to move on Caumont. Andy can't react to any bombardment or assault in Caumont, so he'll be able to take the initiative without worrying about it. This, unfortunately, means that the attack may need to be called off if I'm forced to react elsewhere. If I get desperate, 12SS/12 moves out of Tilly and into Gold, a longshot at 6:9, but if it survives to Contest Gold, the British VP's of Bayeux, Tilly, and Caumont are out of supply.

JUNE 12: ALLIED IMPULSE A

The German options are few: the Allied choices many. Drew can't afford to wait while Allied airpower singles out his few offensive weapons, so he attacks immediately, even though it hands Potigny's VP to the Allies if they want it.

Why not include Lehr Flak in the assault? One more AF would have resulted in an Overrun. Andy dodges a bullet with the safe withdrawal of the 8th Armor. With the Advantage still his, the British Air Bombardment ends any German hopes for the beaches. It's all over but the crying.

JUNE 12: GERMAN IMPULSE B

Well, one impulse burned away. It's doubtful that I can actually take Gold, but I'll force Andy to waste another impulse by reacting to a bridge building attempt at Bretteville-Tilly.

JUNE 12: ALIEN IMPULSE B

Well, things look safe for the time being. Let's work on Catz, the easier of the two targets.

JUNE 12: Neutral Commentary Impulse B1

Neutral Commentary Impulse B1

Remind me to hire a kraut the next time I need a bridge fixed. Drew is for on repair attempts. Maybe this isn't over yet, after all. Andy seems to think Drew wants to attack Tilly. What he really wants is to get the 12SS Pz's out of Tilly and to the beach. Interesting, The fat lady isn't singing yet.

JUNE 12: GERMAN IMPULSE A

Good, no casualties this time around. Time to move on Caumont. Andy can't react to any bombardment or assault in Caumont, so he'll be able to take the initiative without worrying about it. This, unfortunately, means that the attack may need to be called off if I'm forced to react elsewhere. If I get desperate, 12SS/12 moves out of Tilly and into Gold, a longshot at 6:9, but if it survives to Contest Gold, the British VP's of Bayeux, Tilly, and Caumont are out of supply.

JUNE 12: ALLIED IMPULSE B

Wonderful. I don't need my luck to turn sour. Well, I'll hit him again, and try and wear him down. Drew needs a +3 in order to take Caumont, so I feel that area is safe.

JUNE 12: Neutral Commentary Impulse A

The German 7:7 assault in Caumont has a 24% chance of taking Caumont and a 16% chance of eliminating the 56 Brigade and the Allied Advantage. That's a swing of two VP's. Andy can probably afford it as long as it occurs before he flattens Catz because he should be able to waste back the Advantage there. But its safer to waste an impulse and send three more steps to Caumont in the form of the 50 XX from Bayeux.
JUNE 12: GERMAN IMPULSE 0

Do I dare take a stab at nailing Andy’s units in Caen with my artillery? At 4:1 it’s tempting. The best I could hope for with even dice is to flip 2/CCA. The 2nd Infantry with its artillery could then muster an 11:3 attack against my remaining nine steps. If that failed Andy could move 2/CCB and the 9th Infantry in from Omaha and knock off whatever I have left, so I think I’ll stand pat in Caen. Looks like I’ll have to force the issue at Caumont. It’s a shame that even if I succeed in taking back the Advantage, I’ll lose it again to one of Andy’s killer stacks. Here goes nothing.

Activate Caumont (23): 3FS/9FS and 4 Flak. Optional Assault: 7 + (3) = 10 vs. 7 + (7) = 14; attacker repulsed. 3FS/9FS and 4 Flak to D1.

JUNE 12: ALLIED IMPULSE 0

Time to do a reality check. If I use VII Corps in Ste. Mère Eglise to bombard Catz, that will clue Drew in that I really don’t intend to go after Caen. Not that there is much to bluff, anyway. I know I’m taking a chance by attacking Catz with my air power, but I believe the Mistaken Attack risk is low. Besides, it saves me an Impulse.

American Air Bombardment: Caen. Target: 3FS Flak. 5 + (5) = 10 vs. 1 + (6) = 7, three APs. 3FS Flak to D1 and 275XX to Spent.

JUNE 12: Neutral Commentary Impulse 0

The pressure is off at Caumont. Andy can take his time taking Catz and the game. Why does he continue to tempt fate with bombing impulses over his own troops? One of these days...

JUNE 12: GERMAN IMPULSE 0A

A miserable failure at Caumont, but I still have a couple of remote chances to pull this one out. First I’ll blow the bridges at Catz so that Andy can’t benefit from an overrun there. Then I leave the St. Jean-de-Daye bridge standing so that my troops will have an exit out of Caiz, if that is an option. Otherwise, I screw myself by not being able to retreat, and giving Andy a big positive Sunset DRM. Of course, Andy can always try to assault from St. Jean de Daye after an Overrun there, but that still spares Caen for another impulse.

Caumont needs to be assaulted again, probably next Impulse. The last ditch stab by 12SS/12 to Bretteville (16), to Gold (18) interdiction dr + (1) = 3, Mandatory Assault, 6 + (7) = 13 vs. 9 + (3) = 12, one CP. ISS Commando to Spent. Attempt Bridge Demolition: Bretteville (16) bridge, drm = 4, place Destroyed Bridge marker.

JUNE 12: ALLIED IMPULSE 0A

I’ve got to create some casualties, and quickly. The problem is, I don’t want to expend my units in Caiz and not be able to do anything else with them, so I need alternate forces. The 29th in St. Jean-de-Daye is a very good choice.

Activate St. Jean-de-Daye (35): 29/115, 29/116, and 29/175; Optional Assault with 29XX support. 10 + (6) = 16 vs. 3 + (7) = 10, six CPs 275XX and 2/20 Flak eliminated, Overrun. Place American Control marker. 29/115, 29/116, and 29/175 to Longues (33) to Catz (34). Optional Assault with 29XX support. 10 + (9) = 19 vs. 2 + (4) = 6, 13 CPs 275XX, 265XX, 91/1057, 101 Nebelwerfer, and 3FS Flak eliminated, Overrun. Place American Control marker. Sunset DRM to +3.

JUNE 12: Neutral Commentary Impulse 0A

Well, not the way I’d have done it, but it worked. “Turn out the lights, the party’s over”—to quote another Dandy Don. Andy has his 10 VPs. All he has to do now is defend what he already has. That being the case, perhaps he should have opted for –3 instead of +3 on the Sunset drm.

JUNE 12: GERMAN IMPULSE 1

Well, that certainly wasn’t a lot of fun. Andy achieves his Victory Conditions, and the only way I can get back into this game is to get back the Advantage, cut off his British VP Areas, or take back Caumont. A pretty tall order to fill. However, since Andy has a +3 Sunset drm to work with, 12SS will go into action, and if that long shot fails, I’ll try the other one at Caumont. If both fall, I’ll concede.

Activate Tilly (21): 12SS/12 to Bretteville (16), to Gold (18) interdiction dr + (1) = 3, Mandatory Assault, 6 + (7) = 13 vs. 9 + (3) = 12, one CP. ISS Commando to Spent. Attempt Bridge Demolition: Bretteville (16) bridge, drm = 4, place Destroyed Bridge marker.

JUNE 12: ALLIED IMPULSE 1

Ah, Drew, always the courteous opponent. He has just informed me that my supply to Bayeux, Tilly and Caumont is non-existent. I thought I would only have a problem if he took the beach, I had not recognized the current situation as being a potential problem. He’s probably still laughing at this one.

Luckily I’ve held my units on Omaha out of the action. I wanted to commit the 9th Division into Foret de Cerisy for the coup-de-gras, but I see that is not to be. At least he won’t be around too long to enjoy his little trick.

Activate Omaha (30): 2CCB, 9/39, 9/47, 9/60 to Gold (18), Optional Assault, 12 + (5) = 17 vs. 5 + (11) = 16, one CP. ISS Commando to Spent.

JUNE 12: Neutral Commentary Impulse 1

Success! By contesting Gold, the British can’t use that little setback. I’ve got a few other units that I can use, but they’re all in VP areas. I don’t want to leave myself vulnerable, so I’ll pull the armor unit over from Merville.

Activate Merville (7): 2CA Armor: to Gold (18), Optional Assault, 7 + (6) = 13 vs. 4 + (9) = 9, four CPs. 12SS/12 to D2; 21 Flak to D2 and retreat to Bretteville (16).

JUNE 12: Neutral Commentary Impulse 2

Andy’s options on Gold Beach are dwindling down to a precious few. Perhaps he should have bombarded the area first before committing his last Armor unit within range. A turn of events?

JUNE 12: GERMAN IMPULSE 2

The Canadian Armor almost evicted me from Gold, and I’ll probably cave in on the next assault. This game is over. The only chance I have is to exhaust his Canadians in Caen, then follow that up with an attack from 2nd Panzer. In the event that those longshots succeed, I can then use what’s left of 21 Pz in Caen to move toward the beaches. The Caumont attack at something like 3-7 odds in Bocage doesn’t look too promising, but I may need to resort to it soon.

Artillery Bombardment: Caen (10); Target 3CA/8. 21 Pz/XX attacks. 5 + (4) = 9 vs. 4 + (12) = 16, no effect.

JUNE 12: ALLIED IMPULSE 2

So Drew wants to be a tough little booger. I can’t see any reason why I can’t pull everyone out of Tilly, now, but he’s got me rather paranoid, so I’m going to leave one of the regiments from the 50th in Tilly for insurance purposes. Besides, the grunts and tubes ought to be able to handle it.

Activate Tilly (21): 50/69 to Gold (18); Optional Assault, 12 + (6) = 18 vs. 3 + (8) = 11, attacker repulsed. 50/69 to D1.

JUNE 12: Neutral Commentary Impulse 3

Interesting choice. The 21 Pz/XX had only a 34% chance to hit both Canadian units in Caen, which is what Drew needs to have a shot to attack with 2nd Panzer. I’d have fed XLVII Pz XXX into the fray at Gold Beach instead.

JUNE 12: GERMAN IMPULSE 4

Unfortunately, my bombardment at Caen accomplished nothing. I’m reluctant to assault
Situation at Dawn of June 11

- Supply: 10
- VP: 8
- Supply: 2

with 21 Panzer, yet, and don't see how a 6:12 assault has much of a chance of succeeding, so I'll try Caumont.

Activate Torigni (26): 265/894 to Caumont (23), Optional Assault.
2 + (3) = 5 vs. 7 + (8) = 15, attacker repulsed. 265/894 to D1.

JUNE 12: ALLIED IMPULSE 4

I'm really happy I didn't opt for the -3 sunset DRM, but now the situation is serious. If the boys from Canada fail, I've got to spend the Advantage. This is really ridiculous, I shouldn't even be in this position, but I am always one to find a way to screw up a good thing.

Activate Juno (17): 3CA/7 to Gold (18), Optional Assault. 6 + (10) = 16 vs. 3 + (9) = 12, four CPs. 12SS/12 eliminated, Overrun.
3CA/7 to Juno (17).

June 12: Neutral Commentary Impulse 4

The great adventure comes to an end. Feeding XLVII XXX into Gold Beach would have done no good, either. Given the dire consequences of a failure, I'm surprised Andy didn't commit XXX XXX to support the assault. He was down to only one unit remaining that could assault Gold. I'd have used the 151st in Tilly first, and if that didn't work, use the Canadians and the Advantage if necessary. By that time though, Drew should have committed XLVII XXX. Still, a remarkable try to save a lost cause.

JUNE 12: GERMAN IMPULSE 5

The panzers of 12SS/12 finally meet their match on Gold. Too bad that my timing wasn't a little better on that attack, because I did manage to run four Impulses off of the clock.

Activate Torigni (26): 265/895 to Caumont (23), Optional Assault.
2 + (6) = 8 vs. 7 + (10) = 17, attacker repulsed. 265/895 to D1.

JUNE 12: ALLIED IMPULSE 5

Now it's time to get some insurance. Foret de Cerisy will give me 11 VPs, so even if I lose one Area or the Advantage, I'll still have a victory. With the +3 sunset DRM I'll take my time and make sure I can take Foret de Cerisy by force.
June 12: Neutral Commentary Impulse 5

Overcast. Now the 2nd Panzer has a chance to grab a VP or two. Mejz... Drew has more lives than twin cats.

June 12: German Impulse 6

Let it rain! I'm sorry I blew the Aunay sur Odon-Caumont bridge. The chances of throwing the Canadians out of Caen are slim, but I may have a chance at Caumont. The bridge needs to be built first, but the delay will let the British reinforce the area. Still, I like the chances of 10:5 versus six steps in the bocage better than 10:10 against eight steps in Caen.

Activate Aunay sur Odon (13): Attempt bridge repair Caumont (23) bridge, dmr (+3), dr = 5, remove Destroyed Bridge marker.

June 12: Allied Impulse 6

I didn't figure Drew to be a patient man at this stage of the game. I could reinforce Caumont, but he should only reduce my total by one VP if he wins. I can get the one point back from Potigny or Forêt de Cerisy. This is probably a couple of Impulses too late, but I'm going to try and reduce his attack on Caumont by threatening Potigny. The 27th Armor ought to be able to clear out Troarn, but I won't hold my breath. That will leave the British 3rd Division as a rather nice incentive for Drew to leave something behind.

Activate Troarn (6): 27 Armor, Optional Assault. 6 + (7) = 13 vs. 1 + (6) = 7, six CPs. 12SS Flak eliminated. Overrun. 27 Armor to Bourgubus (5), Mandatory Assault. 6 + (8) = 14 vs. 7 + (8) = 15, attacker repulsed. 27 Armor to D1 and retreat to Troarn (9).
June 12: Neutral Commentary Impulse 6

Uh oh! Something's wrong with Andy's math. If Drew gets an Overrun on Caumont he takes away two VPs—one for Caumont and one for the Advantage. The 10:5 assault he has left him gives him a 66% chance of taking the Area and a 36% chance of regaining the Advantage. Reinforcing it with the 51st XX lowers those odds to 37% and 24% respectively. I think you just blew it. If he gets an overrun, taking Potigny won't be enough.

June 12: GERMAN IMPULSE 7

The day still goes on, the weather is still overcast, and Andy hasn't reinforced Caumont. Thus, it is time to attack. I'll need to leave some strength behind in Potigny in case Andy decides to launch the 3rd British Infantry to grab that VP and nullify any possible VP gain that I make. The artillery and one of the panzergrenadier regiments stay behind in Potigny. The rest go to Caumont to assault.

JUNE 12: ALLIED IMPULSE 7

No use in crying over spilled milk. Shoving another unit into Caumont would have saved me. Now, I'm down two VPs, so I need time. If I had rerolled that last attack, and lost, the Sunset DRM goes to +2, and that would be real tight, therefore, I didn't use the Advantage for a reroll.

I'd like to take the units from Catz into Carentan, but, I need to do some fancy bridge-work first. I believe that I need to lead with those units, because the repair attempt is involved. I need the 2/CCA to really be effective. However, if this fails, I'm going for Forte de Cerisy, as I can't waste any impulses at this point. But right now I'm desperate, so I may just be fooling myself.

June 12: Neutral Commentary Impulse 7

How in Hell did Andy become the underdog? I think he should have taken the overrun in Caumont. He can get back one VP to negate the loss of the Advantage, but two will be tough since Drew can reinforce Carentan all day. One thing's for sure, Andy should send his engineers to Drew's bridge repair course.

June 12: GERMAN IMPULSE 8

Andy must have been trying to take Forte de Cerisy and the Advantage at the same time. He'll take Forte de Cerisy, but he'll still need to come up with one more VP. Carentan gets reinforced this turn.

June 12: ALLIED IMPULSE 8

My engineers have really let me down. That same attack into Carentan would have been sweet, but I seem to be spilling milk by the gallon. Drew did the smart thing by retreating three of his units out. Now he has the maximum defense which won't yield the Advantage if I win. He knows that if there's another Impulse, I'll be going for Potigny. He can't pull the Flank unit out of Bourguebus, because that would give me a better chance at that area than I currently have at Potigny, but that battle will be tight. But let's take Forte de Cerisy first.

JUNE 12: GERMAN IMPULSE 9

Only one VP left to lose now that the Allies have Forte de Cerisy. Carentan is safe for now since I have 17 Steps to face a possible 12:6 attack.

Potigny is most vulnerable, facing a 7:5 attack if Andy builds the bridge, and Potigny has only six steps available. Too. The Commandos in Merville can assault any of my surviving units. Fortunately, I have a unit in Zone D to bring in, which I almost forgot about, but I don't know if it will be enough.

JUNE 12: GERMAN POST GAME COMMENTARY

If Drew gets an Overrun on Caumont he takes away two VPs—one for Caumont and one for the Advantage. The 10:5 assault he has left him gives him a 66% chance of taking the Area and a 36% chance of regaining the Advantage. Reinforcing it with the 51st XX lowers those odds to 37% and 24% respectively. I think you just blew it. If he gets an overrun, taking Potigny won't be enough.

June 12: ALLIED IMPULSE 9

The Big Red One finally does something. I guess Andy will tell me he was right about pinning the 77th Division in Forte de Cerisy all along. Maybe so, but he's still a point shy and the clock is ticking. Meanwhile, Potigny can be reinforced!

June 12: GERMAN IMPULSE 9

Neutral Commentary Impulse 9

Incredible. At the end, it was Andy who had almost no chance.

German Post Game Commentary

I figured that Andy had two shots of pulling off that attack, but the day ended after the first failed attack. Unbelievable game, I can't believe that I survived. If this game were to go another day, the whole German front in Normandy would probably cave in and the Allies would be on their way to Paris.

I'm glad that I didn't concede the game and went on to "not lose", but I don't especially feel that I "won." I made too many errors to comfortably lay claim to victory. Andy played a marvelous game, recovering nicely after initial Allied setbacks and taking advantage of some mistakes on my part. The Allied steamroller did a great job in softening up the German defenders, and I felt as demoralized by Allied material superiority as I imagine my historical counterparts did.

As it turns out, the only thing that saved me was a fortuitous weather change which allowed 2nd Panzer the extra Movement Factor to reach Caumont and attack. Without that weather change, the Germans would have lost.

Looking back, I think the most significant blunder that I made was not pulling out of Bayeux during the Regroup Phase of June 9th. There is no way I could hold Bayeux, but my position in the game at that point and possession of the Advantage made me brave (or stupid). Losing the Advantage, three VP Areas and most of the Panzer Lehr Division really hurt, and I didn't think that I could recover, in fact, I considered conceding the game at that point.

I made other blunders as well. I nearly attacked Tilly with 17SS thinking that only one British unit was there, but then realized that there were actually two (chalk that one up to my shallow homemade counters). It turns out that sending 12SS/12 to Tilly earlier wasn't as big a disaster as I had thought, after I had second-
guessed my move. Sending 12SS/12 from Tilly into Gold on the 12th bought some valuable time for me, so I'm grateful that I had "wasted" that unit earlier.

About the only redeeming quality of my middle- and end-game was the ability to improvise with the few fresh units that I had. My aggressive, unorthodox play, coupled with Andy's sound strategy and staggering attacks was almost my undoing and nearly bought me a ticket to an early concession. By all rights I probably should have lost this one, and if I play another game like this, I probably will. Great game Andy, ready for another?

ALLIED POST GAME COMMENTS

Congratulations to Drew on his victory! While we both made some mistakes, it's obvious mine were more serious. To Drew's credit, he did an excellent job of throwing everything including the kitchen sink at me. It was a big risk that worked very well at times, especially during the last turn, when I was forced to react to his moves with multiple impulses.

I really can't complain about the result. I had approximately a six percent chance of winning at the end, albeit slim. Any game that gives you a chance on the last roll of the bones is exciting in my book.

I think that anyone can go back and see my major mistake was not recognizing the impact of Drew assaulting Gold. I had the ability to stop it before it occurred. Alternatively, building the Port-en-Bessin - Bayeux bridge, and showing the Americans up through the gap could have worked as well. Not real pretty, or elegant, and I'm glad I didn't think of it during play as that move appears to be "cheap". The bottom line is, I squandered a win. Don will tell you that's par for the course.

Another part of my play, easy to analyze in hindsight is my use/nonuse of the Advantage. Not using the Advantage to reroll the result on the June 10, German 11th Impulse was just stupid, and is the one thing that I cannot even begin to defend. Obviously not using the Advantage to reroll the Weather Change on June 12 became a necessity, but that was a rock and a hard place decision at the time. My belief was that I had ten VPs, so why should I reduce myself to a losing strategy and staggering attacks was very exciting. We couldn't have scripted a more surprising ending. The game was extremely close and could have turned on any of the 90-odd moves of either player. I am at a loss to single out a particular one that determined the outcome. The number of variables that comprised the action were nearly infinite and any one of them tweaked in a different way would have resulted in an entirely different game.

As a commentator, I always like to look at the numbers occupied by the respective player's dice rolls to determine what role fate played in the outcome. As this game was played with chips there is no sense in analyzing the combat dice rolls as the numbers generated were equal for each 36-dice roll pass through the cups.

That is not to say that there is no luck with chips; just that its effect is lessened. Andy lamented his frequent failure to get the good draw in crucial Overrun situations, and it did seem as though he was indeed on the short end of the stick in those key battles. However, there can be no denying that he also benefited from abnormally long days. The Allies averaged 8.1 impulses per day and suffered only one short day (five impulses on the 9th). This benefit was not entirely due to his play—having earned only a +5 Sunset DRM total for the week. Consequently, I'm inclined to call the combat chips a non-factor.

But the supplemental die rolls tell a different story. When we look at the probable and actual outcomes of such tasks as interdiction, bridge demolition and repair, and air supply the Allies always come up short.

On average, the Allied airpower should have scored 25 hits/stops on German moves, and managed but 19. In supply drops, they refill at least 9 of an expected 10.3 units. German CA scored 4 hits of an expected 3.78. But where fate dealt Andy his worst hand was in the feats of the respective Engineers. While Drew was blowing 16 bridges in the chances normally required to do 13.5, Andy could manage only one repair with tries normally sufficient to mend three. This disparity was all the more pronounced because the Germans were perfect at repairing their own bridges.

Consequently, I think it's fair to allow the loser the comfort of his "if only I'd had better luck" security blanket.

CONVENTION CALENDAR

The GENERAL will list any gaming convention in this column free of charge on a space-available basis, provided that we are notified at least six months in advance of the event date. Each listing must include the name, date, site and contact address for the convention. Additional information of interest to our readership, such as tournaments utilizing Avalon Hill's games, is solicited and will be printed if made available. Conventions not listed will not be held. Readers are urged to contact the listed source for further information before making plans to attend any of these events.

ADVENTURE GAME FEST '94, Oregon Convention Center, 777 MLK Jr. Blvd., Portland, OR. Tournament, Competition, and Open play of Board Games, Role Playing, and Miniatures of all genres, including Fantasy, Historic, and Science Fiction. Door and event prizes, game auction, miniature painting contest. Pre-registration: $157/3 days, $122/2 days, $81/day. Contact: Adventure Games North­west, 6517 NE, Alberta, Portland, OR 97218, (503) 822-6856 or (206) 887-1479.

NOVEMBER 4-6, 1994

NEW JERSEY ASL OPEN, Edison, NJ. Sponsored by the Central New Jersey ASL Club, this is a five-round Swiss-Style tournament. AREA rated. All pre-registrants receive event patch and scenario book. For further information before making plans to attend any of these events.

NOVEMBER 5-6, 1994

TNT '94, Comfort Suites Hotel, 14402 Laurel Place, Laurel, Maryland 20708. Contact: Christopher Lee at 1-(602)-998-7534 on GENIE; 1-703-391-8999 on INTERNET: D.Lundy 3@GENIE.GEIS.COM.

NOVEMBER 10-13, 1994

THE PHOENIX ARIZONA ANNUAL WINTER WARGAMING CHAMPIONSHIPS. Over 50 Game Tournaments, Trophies, and over $300.00 in prizes. Contact: Christopher Lee at 1-(602)-998-7534 on GENIE; 1-703-391-8999 on INTERNET: D.Lundy 3@GENIE.GEIS.COM.

DECEMBER 29, 1994-JANUARY 2, 1995

WINTER WAR XXII. The University of Illinois Conflict Simulation Society will hold its 22nd Annual Winter Wargaming Convention at the Chancellor Hotel, 1501 S. Neil St. in Champaign, IL. The convention features CIRCUS MAXIMUS, DIPLOMACY, as well as a variety of board games, miniatures and role-playing events, open gaming, dealer's rooms and miniatures painting contest. Pre-registration is $6.00 for the weekend, registration at the door is $8.00 for the weekend or $4.00 per day, with a $2.00 event fee.

If you are interested in judging an event or for pre-registration information, send a SASE to: Donald McKinney, 986 Popony Drive, Champaign, IL 61821, (217) 351-9194.
change from the others in the series is the unit size. The armies that fought in the valley were very small. Jackson never had more than 15,000 to 16,000 men, so we've gone down one level from division to brigade. And the leaders are mostly division commanders. It will also have three maps. The terrain on these maps is very interesting. It shows how movement of troops was channeled into certain directions and also shows what Jackson did to achieve his lofty reputation. The political situation in the spring of 1862 is reflected also; the bottom line in the Shenandoah Valley is that it was really a secondary theater. Both sides admitted that. Jackson was not given a major task other than to distract the Union army from reinforcing McClellan. And at the same time the Union Army's task was to take everything out that wasn't needed and bring it to the major front. This volume brings the series nicely to my next project which will be on the Peninsula Campaign. It'll cover roughly the same period but in a far more major theater.

Are you going to take it West?

Well, if I live long enough, sure. The plan now is for Volume Six to be the Wilderness to Cold Harbor; Volume Seven will take it from Cold Harbor to Petersburg and on to Appomattox and the end. So yeah, I'd like to go West. People I've talked to seem to like the Atlanta campaign, the march of Sherman's army from Chattanooga to Atlanta. That's going to be a challenge, because I'll have to take long trips to find all the necessary maps.

What element in game design do you think is the most important—playability or realism; or, should I call realism "detail"?

If I had the answer to that question I'd be a millionaire. I guess I do find wargamers putting themselves in two camps: the "SPI/Victory Game" school versus the "Avalon Hill" school. It's interesting now that AH owns Victory games—they're sort of covering both bases. It was pretty smart to capture that camp. But, I consider myself a person who hates the complex games. I hate the sixty page rule books, the eight point type. You know the kind. The kind of rulebook where you have to spend the whole weekend reading it, and once you finally make it to the end, you've forgotten what you've read in the beginning. Of course, you can accuse me of doing a couple of those games. But when I start working on a game design, I have two cardinal rules. First, the game must be playable solitaire. I don't mean the game to be a "solitaire" game, but it must have a high solitaire playability. I understand how it is to play games solitaire; I used to do it all the time in high school. A lot of people like to push the counters around by themselves. Second, I try to keep the game simple. Simple, but not too simple. What I mean is, I try to write a rulebook that can be easily read in a couple of hours and play can start shortly thereafter. Nevertheless, when I write rules, I try to be very meticulous.

Does a good game designer have to be meticulous?

Oh, very meticulous. You can see the difference in older games from other companies, where the release of the game would be followed by the legendary "errata" page. When you asked me to give you a list of questions for this issue on the Civil War series to put in the Questions Box, I said, "I'm sorry Robert, but I just haven't gotten that many calls or letters." I'm very happy to say that I just haven't gotten any rules questions. At SPI, we used to rate our game as four, eight, twelve, or sixteen page rule games. I consider my Civil War series as an eight page rule game, even though the actual size of the rule booklet in each of these games is much larger than that when you factor in graphics, pictures, and attractive type styles. Meticulous? Yes, I'm very meticulous. I spent more time on the maps than anything else, and I didn't really have to. I mean, who's going to know that Hagerstown had seven roads going into it instead of six? No one would ever know. But it bothered me to leave out one road, because I kept thinking that if Lee had had this map with out the seventh road, that would somehow mess up his plans terribly. I tried to construct the rules so that the players could actually use their units as they were actually used. But it doesn't bother me that players won't be able to run their games in exactly the same way as it was in reality. Nobody can capture the "real thing" in a boardgame. So for me, the realism question is kind of silly. If you go for total realism you're just going to get into a bottomless pit.

What element of history do you find most difficult to simulate in game design?

Definitely logistics and supply because historical information about these things is never available. You can never really find out where Lee's wagon trains were coming from and how much food each man carried, and how often they got supplies. You really have to read between the lines for that and make educated guesses. For example, in the Gettysburg campaign, Lee broke away from his line of supply. He moved 100 to 150 miles from his major supply heads. There were no railroads bringing supplies in, so I knew that they were expected to live off the land. Not in the same way Sherman later did, of course. And then came the question of ammunition. That was very difficult to figure out. How long could Lee's army last in Pennsylvania with the ammunition they carried? You begin to realize that Lee was really gambling in his invasion, and that's a pretty smart to capture that camp. But, I consider myself a person who hates the complex games. I hate the sixty page rule books, the eight point type. You know the kind. The kind of rulebook where you have to spend the whole weekend reading it, and once you finally make it to the end, you've forgotten what you've read in the beginning. Of course, you can accuse me of doing a couple of those games. But when I start working on a game design, I have two cardinal rules. First, the game must be playable solitaire. I don't mean the game to be a "solitaire" game, but it must have a high solitaire playability. I understand how it is to play games solitaire; I used to do it all the time in high school. A lot of people like to push the counters around by themselves. Second, I try to keep the game simple. Simple, but not too simple. What I mean is, I try to write a rulebook that can be easily read in a couple of hours and play can start shortly thereafter. Nevertheless, when I write rules, I try to be very meticulous.

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Finally, are there any last comments you want to share with our readers?

Yes. For me, my time in the hobby, as a gamer and as a designer, has been my life. You can ask any of the other designers that have been around for years, Don Greenwood or Bob McNamara, for example, and they'll tell you the same thing. It's not a job, it's a life. I've just recently gotten married, and one table at the reception was devoted to my game design friends. That was very important to me. The dedication to the hobby, all the players and designers, the dedication to history and professionalism. It's been one great ride. Avalon Hill has been very good to me. I wanted to break away and do my own thing, and they said "do whatever you want to do." Think of it: I get paid to research history. How can you go wrong with that?
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By Mike Innella (Vice President of Stanley Associates)

**MODERN NAVAL BATTLES**

**Preview of 5TH FLEET**
Avalon Hill’s Newest Computer Game

With the first two computer games of our reborn computer division receiving great praise, Avalon Hill turns its attention to modern warfare. Is the Russian Bear back? We can only hope not, but Mike Innella of Stanley Associates (the computer wizard working with AH on this project), believes we can bring them back and keep them healed through blue chips and megabytes. There aren’t many good modern naval warfare computer games on the market, but AH and Stanley Associates are about to change that. Below is a preview of our soon-to-be-released computer game 5th FLEET. Traditional wargamers probably recognize the title. The Victory Games naval battles live on bigger and brighter than before. Set your sights and lock on target—the battle begins.

5th FLEET will be Avalon Hill’s third computer wargame to become available this year, and will continue the tradition of excellence set by KINGMAKER and OPERATION CRUSADER. 5th FLEET simulates modern naval warfare on a "fleet" scale. The world will probably never see those large naval engagements so likely a few years ago. Nonetheless, the prospect of such engagements is still possible considering the instability of the current world situation. Such possibilities make for many exciting "what-if" scenarios. In 5th FLEET, the players control all of the units that could potentially take part in such a conflict. This includes units currently available such as Ticonderoga and Slava class cruisers, P-3 Orions and Mig-29s, as well as planned units such as the F-22 and the Seawolf.

**THE BASICS**

5th FLEET was originally the fourth in the Fleet Series of games published by Avalon Hill for Victory Games. This popular series covered modern naval warfare in potential hotspots around the globe. The game’s area of operations includes the Persian Gulf, the Indian Ocean, and continues east to Singapore. The computer version of the game is designed to be simple to play with a straightforward interface. All of the Advanced Rules and many of the Optional Rules from the board game have been implemented. The game is played over a period of three to twelve days depending on the scenario. Each turn represents eight hours of real time and is played in phases. There are six phases in each turn. During each phase, the phasing player may move and attack with only one type of unit: air, surface ships, or submarines. Since the computer randomly determines which side is the active side for each phase, the game introduces a level of unpredictability and adds an element of strategy.

During each phase, surface and submarine units can attack, move, and attack again. However, each type of weapon may only be used once during the phase. For example, a submarine can fire cruise missiles, torpedoes, guns, and ASW. The effectiveness of each of these is dependent on the specific weapon being represented.
Aircraft are handled slightly differently. During a phase in which air units are active, they may be employed on Strategic Air Missions or on Air Strike Missions. Strategic Air Missions tie up the aircraft for a 24-hour period (three turns) and represent general missions such as reconnaissance, intercept, mining, and combat air patrol (CAP). CAP is an exception in that air units on CAP are available on the following turn. Air Strike Missions represent attacks directed at a specific target and are designated in the same manner as other attacks such as SSMs. The two most common Air Strike Missions are, (1) a squadron of F/A-18s accompanied by F-14s and EA-6Bs making an attack on an enemy task group, or (2) a P-3C Orion attacking an enemy submarine.

Although the game is simple to play, it takes into account all of the major factors characterizing modern naval warfare. In reality, the whereabouts of enemy units isn’t always known, and to add to the confusion, neutral merchant ships ply the sea lanes. Trigger-happy commanders will find that it isn’t always wise to fire on an unidentified target. Logistics also play a major role. Missiles are the most widely used weapons, but only limited numbers can be carried aboard each ship and submarine. Although ships may be replenished during the game at sea or in ports, this leaves them unavailable during that time and potentially vulnerable. Fuel becomes an important factor during longer scenarios. Ships moving at maximum speed may quickly find themselves low on fuel, leaving them sitting ducks until they can be refueled.

The difference in approach between US and Russian navies becomes quickly apparent during the game. The US Navy relies on its aircraft carriers to deliver a heavy punch at long ranges. Accordingly, its ships generally carry a lighter load of missiles with relatively small warheads. The Russian Navy relies more on SSMs. Russian ships generally carry large loads of SSMs with heavy warheads. Woe to the US commander who lets a Russian task force get within missile range. Since the US and Russian navies aren’t the only navies in the region, British, French, Saudi Arabian, Pakistani, Indian, Australian, and Indonesian units are also included.

Differences

Anyone expecting a direct port of the board game to the computer is going to be pleasantly surprised. Our goal was to keep the feel of the board game, while taking advantage of what the computer has to offer. We were fortunate in that Joe Balkoski, the designer of the original series, was brought on to assist in the conversion to the computer. His assistance was invaluable in determining which rules should be changed to reflect the electronic format. A good example of this is the rule dealing with detection. In the board game, all units are continually in plain view on the map. However, players are not allowed to attack units that have not been formally “detected”. Needless to say, it was not unusual for recon airplanes to fly missions in zones where there just happened to be undetected units. Knowing this, Joe structured the detection tables to make detection more difficult. In the computer game, undetected units are not displayed on the map at all. If the detection rules had been taken directly from the board game, it would have made detection of enemy units almost impossible without accidentally bumping into them. Other changes involve logistics such as fuel and ammunition expenditure. In the board game, logistics are an optional rule. Since computers are good at keeping track of complex information, we were able to include logistics as a standard feature without making the game more cumbersome to play.

One of the important design decisions made for 5th FLEET was to make it playable on a standard VGA display. This meant a choice between two formats: A 640x480 pixel display with only 16 colors, or a 320x200 display with 256 colors. Most computer games such as X-wing or World Circuit use the 320X200 pixel display to get the maximum color resolution we opted for the 640X480 pixel display since we felt that for a wargame, the high resolution was more important than the number of colors. It then fell to the artists to select the appropriate 16 colors and blend them in such a way as to get the most attractive display. In this, they have definitely succeeded. Their efforts have resulted in a game that looks like a Super VGA game, yet can be played on a standard display.

To keep game play interesting, the computer opponent has three levels of difficulty and two levels of aggression. You can play each scenario as the US or the Russians. In addition, units are randomly placed as determined by each scenario. This means that you can’t rely on enemy units showing up in the same place each time.

For those of you looking for a simulation that captures the strategy of modern naval warfare without being burdened by the operational details of handling each unit, your ship has come in. 5th FLEET delivers the firepower you’ve been looking for. Look for its release in late October or early November this year.
Each issue, we will compile and publish a list of questions and comments most frequently asked by customers calling our computer game technical support line. Most of the calls we've received so far are for KINGMAKER PC. Most people are asking us how to create more memory to run the game or how to create a boot disk for it. If you don't know how to do these things, below are the answers:

How do I get more Base Memory for KINGMAKER?
1. Create a boot disk.
2. If you have DOS 6.0 or higher, run memmaker by typing, at the "c" prompt, "memmaker/batch".
3. Make sure your hard drive is not compressed because the game will not function properly on a compressed hard drive. The only way to decompress your hard drive is to have a copy of DOS 6.2. Otherwise, the only other solution is to get a new hard drive.
4. Find out why you can't get at least 600K base memory by typing, at the "c" prompt, "mem/c/p". This command will give you a detailed report of what and how much data is taking up base/conventional memory.

How do I create a Boot Disk for KINGMAKER?
1. Find a 3 1/2" blank high density disk.
2. Put the disk into the drive.
3. At the "c" prompt, type in "format a:/s". This will format the blank disk and transfer the MS DOS operating system.
4. Press <ENTER> or <RETURN> when asked for a volume label.
5. Select "N" (for No) when asked to format another disk. (You only need to format one disk).
6. Change directories to KINGMAKER by typing, at the "c" prompt, "cd king".
7. At the "king" prompt, type "makeboot". This will create a stripped down version of your autoexec.bat and config.sys files onto the boot disk.
8. Now the only other thing to do is include your mouse and sound card drivers.
9. If you have a separate mouse directory set up on your hard drive, try changing into the mouse directory and typing "setup" or "install". Some mouse drivers will allow you to install the drivers onto a floppy disk.
10. If there is no install or setup command or if you don't have a separate directory dedicated to your mouse, follow these next steps:
10a. At the "c" prompt, type "edit autoexec.bat".
10b. You should now see a blue screen with your autoexec.bat file displayed on it.
10c. Look for one, possibly two lines, that have the word mouse in it or anything that looks like it could be related to your mouse.
10d. Once you've found the mouse line(s), write it down on a piece of paper character for character, paying attention to detail.
10e. After you've copied the line(s) down, exit out by clicking on the file pulldown menu in the top left corner.
10f. At the "c" prompt, type "a:" to log onto your floppy disk drive which should still have the boot disk in it.
10g. At the "a" prompt, type "edit autoexec.bat". Press <RETURN> or <ENTER>.
10h. Now you should see a smaller version of the autoexec.bat file that is on hard drive.
10i. Place the blinking cursor one space after the semicolon in the path line and hit the enter key to create a blank line underneath that line.
10j. Once there is a blank line underneath the path DOS line, start entering in the line(s) you copied down on paper.
10k. Once you are done typing the line, click on the file pulldown menu and save your changes, then exit back to the "a" prompt.
10l. Now your boot disk is completed. Just reboot your system with the disk in the drive.
10m. If you have a sound card, follow the same steps as above but copy down the sound blaster lines instead of the mouse line(s). Your sound board should have anywhere from one line to four lines to copy down and transfer to the boot disk.

We are happy to announce the launch of the "official" Avalon Hill BBS (Bulletin Board Service). Tentatively called "Avalon Hill's THE OLD GUARD BBS", our new BBS will provide a forum for discussions on great AH board game discussions, rules errata, software patches and updates, online gaming, etc. The service can be accessed via computer modem, with support for up to 28.8k transfer rate.

Another great feature will be an online area for opponents wanted, both board games and Play By Email games such as the World AT War Series. Getting in touch with gamers in your area will be as easy as a phone call away!

Use the following information to connect to the BBS. If you should have any technical difficulty, please contact our tech support hotline.

Set your terminal software settings to 8 N 1 and call the following number: 410-254-8874

Hope to see you online soon!

Jim Rose
Executive Producer
The Avalon Hill Game Company
GUERILLA

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The article rankings for Volume 29, #2 were spectacular! The overall rating for the issue was 2 and the number of responses we received were staggering. Keep them coming; we want to know what you like...and what you don't like.

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Game “situation” contests are usually harder to create and much harder to win. However, situation contests are much more challenging and many of you prefer them over the generic pick-the-counter puzzles. The solutions sent in for Contest #167 (Vol. 29, #2) were lengthy. People sent in page after page of solutions. I tell you true, it was terribly hard to pick a winner. Theoretically, many of the solutions sent could “conceivably” work. But there was only one person who came close to the actual moves alluded to by Mr. Greenwood. Congratulations Mr. Jeff Souder of Pekin, Indiana. You saved the British from a terrible embarrassment.

The solution for Contest #168 (printed in the last issue) is as follows:

The Allied player should not accept the result and end of day, since doing so leaves Omaha Beach in German control for another day. The consequence of that is that the Allies will waste 18 unused supply on Omaha which they can neither save nor spend without control of the beach. In addition, the American reinforcements will be unable to land in the Regroup Phase and the Germans will have a +5 drm with which to attempt to blow the Omaha Beach bridge in the next Impulse on June 8. This is too much to sacrifice at this point in the game.

However, neither should be spend the Advantage for a reroll since the odds of prolonging the day with a dice roll (greater than or equal to) 8 are only 28% and the chance of creating Overcast to aid German counterattacks and supply situations are nearly 14%. Moreover, the chances of failing to clear Gold Beach on a reroll are 16%.

Therefore, the best move is to allow the result to stand and spend the Advantage to declare a Double Impulse. Since a player can see the results of an impulse before deciding to declare a Double Impulse, the Allies can now clear Omaha Beach in safety knowing full well that the day will end immediately thereafter and before the German 352nd Artillery can bombard his spent units on Omaha.

Furthermore, the Americans should avoid the temptation to exploit out of Omaha following the likely Overrun there. Although he could easily bag the disrupted Coastal Artillery in Grandcamp and Port-en-Bessin also, doing so would embarrass him very little since he cannot regain the Advantage in the same impulse he spent it and Sunset drms are meaningless with the day already over. Best to “bank” these disrupted sitting ducks for tomorrow’s action when they can be used to regain the Advantage with three easy kills if the German defense for Trevieres can be eliminated in the same impulse when the Americans explode out of Omaha Beach.

Occasionally we get a letter that is so unique, it requires special attention. Well, such a letter graced my desk in early August. I’ll summarize the main points here to show you how invaluable Avalon Hill games are and how dangerous it is to trust them with anyone:

In 1986, a gentleman by the name of Yasar Sensoy left Canada and returned to his country of Turkey to serve in the military. Thinking with his head, he took his Avalon Hill games with him (THIRD REICH, PANZERBLITZ, PANZER LEADER, PANZERGRUPPE GUDERIAN, ASL, ARAB-ISRAELI WARS, and B-17) to leave at his parent’s house. Being one of the only English-speaking natives on base, the base commander assigned him to translate US military equipment manuals. The room given to him for this work had a lot of tables—more tables than he needed. One day, he decided to bring the games in to show his company commander. His CO was fascinated by the notion that, in America and Canada, games of this type were allowed to be played and purchased by the general public. So, they set up PANZERBLITZ and had one hell of a good time. News of this experience reached the base commander who called Yasar to his office. The base commander asked him to set up the games on his empty tables so other commanders and privates on base could be shown and taught all the military symbolism. The games were displayed for months until Yasar’s time in the service was up. A month before leaving the base, another soldier who had just finished his service offered to take the games back to Yasar’s parent’s house. Yasar agreed and they both loaded the games into the back of the man’s truck. That was the last time Yasar ever saw those games. They never reached his parents, and he never saw the soldier again. The only game he managed to keep was B-17.

The Marine Corps Association has just published a new book titled Mastering Tactics: A Tactical Decision Game Workbook, written by Maj. John F. Schmit. The book contains fifteen ground combat problems and corresponding discussion about possible tactical solutions. Mastering Tactics is designed to teach an approach to tactical decision-making and to illustrate how Marine Corps maneuver warfare concepts are applied at the squad, platoon, company, and battalion levels.

The specifics of the book include:

- A forward by Maj. Gen. Paul K. Van Riper, USMC
- Introductory articles on maneuver warfare and tactical decision-making
- Fifteen tactical decision games
- Appendices on military terminology, map symbols, combat orders, and the organization and equipment of Marine Corps units
- Index of tactical terms and concepts

This book is a must for any wargamer interested in tactical decision making. It’s like having 15 little games rolled into a 108 page manual. The situations aren’t simple and require thought and skill.

To order Mastering Tactics, call the Marine Corps Association Bookservice at 1-800-336-0291. All major credit cards are accepted. The cost is $11.95 for Members, $14.95 for nonmembers, plus $2.00 for shipping.
In 5TH FLEET, Avalon Hill's new computer game of modern naval operations, you're in command in the Persian Gulf and Indian Ocean.

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