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The AVALON HILL

GENERAL

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Dunkirk Starts it - You Finish it

FULL YEAR \$4.98

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The AVALON HILL **GENERAL**

... a losing venture published bi-monthly prètty close to the middle of January, March, May, July, September, and November. The General is published by The Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It helps sell our merchandise, too.

Articles from subscribers are considered for publication at the whim and fancy of members of our erudite editorial staff and company baseball team. To merit consideration, articles must be typewritten double-spaced and not exceed 1,000 words. Accompanying examples and diagrams must be drawn in black or red ink. Payment for accepted articles is made according to the dictates of the voting subscribers.

A full-year subscription costs \$4.98 (overseas subscribers add \$6.00 to cover airmail.) Back issues cost \$1.00 each: out-of-stock issues are Vol. 1, No's. 1, 2, 3, 4, 6; Vol. 3, No. 1; Vol. 4, No. 4.

To facilitate correspondence, we suggest that all envelopes to Avalon Hill be marked in the lower left-hand corner as follows:

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Avalon Hill Philosophy - Part 32

Where Does The General Go Wrong?

To paraphrase oft-used jargon, we are taking time out here to appraise where *The General* has gone wrong (if at all) and what can be done about it. After all, this issue ends its eighth year of publication.

Perhaps the negative side was best summed up in the letter we received from John Van Devender, which we are reproducing as representative of the major complaints and criticisms received regarding the editorial makeup of this magazine. Sir:

I have been a subscriber to your magazine for the past three years and have purchased virtually every Avalon Hill game to come down the pike since there was an Avalon Hill Company. These credentials established, I should like to discuss at some length your magazine, and hope you will take this discussion in the objective way it is intended. As a member of the "Old Guard," so to speak, I think there is considerable room for improvement. Unfortunately, I don't see this coming in the short or long haul. I am not renewing my subscription, but I thought you might be interested in my reasons. I don't know that you are, and halfway suspect you are not, as feedback of any sort has never been an AH strongpoint. I think this hurts you. Anyway, I hope you will read on awhile.

The General hasn't improved substantially since I first subscribed, although the number of "typos" and missing lines has been decreased. There's too much about AH and its philosophy in too small a publication.

I'm making this a separate paragraph because it's the most important of all: You have destroyed your biggest drawing card with the "standardizing" (if that's the word) of the "Opponents Wanted" section. These in the past were quite original, oftentimes useful and always highly entertaining, even if they were printed in flyspeck modern type.

Other things: The magazine isn't improved substantially by running articles from S&T, etc. You'll never be able to match S&T in quality because the prose takes up far more space than you have available. Additionally, the new Panzerfaust has five times the variety and number of articles you can carry. If you're going to hang in there with something bordering on relevancy, hype up the originality and kill the stuff your staffers are doing. You can put in circulars (mimeo) to announce new games, etc. It works good for S&T, and all you guys should learn from each other. It's beginning to look as if The

General is a house organ for selling new games from AH. If that's your sole purpose in life, fine. But don't expect much growth.

Lastly, the questionnaire: As usual, it pains me to have to mention the obvious: Anyone who tears out and mails the questionnaire loses the discount coupon on the reverse side. Poor planning, I'd say. Especially as most of your subscribers are on the young side, and use the coupons to purchase new games without fail. Should have been an announcement about allowing xerox copies, if that's the case. Finally, although the survey was a long time overdue, you left out an obvious (from your point of view) question: How many other wargaming magazines do your readers subscribe to, and which ones are they? If a majority are getting S&T, for example, you should not be printing articles from that mag.

Well, enough haranguing and making with the brickbats. Maybe something good will come of this all. I hope you'll get around to making a few changes on the basis of this letter or someone else's. Maybe I'll change my mind about re-upping for another year.

John Van Devender
44 Warren Street,
Crafton, Pa., 15205

Naturally we are not in agreement with all he says. For example, Mr. Van Devender criticizes us for not employing much in the way of feedback. We disagree. We do not find it necessary to print feedback forms, or inundate every issue with surveys and questionnaires. In our early years we found such methodology repetitious. In short, we know a lot more about our clientele than Mr. Van Devender would be led to believe. We feel that the best, and least distorted, type of feedback comes at random. Such as unsolicited letters from subscribers like Mr. Van Devender's. By supporting this with an average of once-a-year surveys, such as that which appeared in the Jan-Feb issue, tells us all we need to know. We've known for many years what our shortcomings are. Seldom, if ever, does anyone in the feedback system ever come up with constructive ideas that haven't already been obvious to our staffers. In fact, Mr. Van Devender doesn't even come up with any answers... unless you consider his comment that we, *hype up the originality and kill the stuff your staffers are doing*, as the panacea. Our question is, "what stuff are our staffers doing"? Only the Philosophy column is the work of "our staffers," and the requests to expand on that has far overshadowed those who wish it eliminated.

But our correspondent is not without some validity on the point of originality. While he does not offer any solutions to how this area can be improved, we have already taken such steps. In brief, you improve on the originality by cultivating a source of contributors whose expertise is known far and wide among the wargaming fraternity. Panzerfaust Magazine has built its solid reputation on this very premise. As you so correctly put it, John, *all you guys should learn from one another.*

4,400 combat aircraft, and 33,000 pieces of field artillery in the first major campaign in history where all combined as the decisive factor on the battlefield. Needless to say we've rated France 40 *Tournament level.*

It's another \$9.00 game (U.S. residents add \$1.00, Canadian and overseas purchasers add \$2.00 for postage).

Dunkirk Starts it - You Finish it

FRANCE 1940...

... is our brand new Spring introduction. While it comes as no surprise to most of you, we are now at liberty to state that FRANCE 1940 will be available in local retail outlets by April 1, 1972. Mail orders will be processed April 10.

If You Liked World War II...

... you'll love FRANCE 40 (short for France 1940). It's a lot like Panzerblitz in that there are a variety of "What If?" scenarios that balance play between the Allies and the Germans. Of course, you will want to play the Historical scenario first just to prove how stupid the allies really were. Then move on to the scenarios borrowing from 11 different O/B's provided. Don't plan anything else for the Summer — you'll be spending a lot of time just playing France 40. In fact, you'll be spending a lot of time just sorting out counters representing 300 infantry and motorized divisions, 7,000 tanks, over

But we are in violent disagreement that *The General* is a house organ for selling new games from AH. John hasn't been reading too many other wargame magazines lately. For example, every major club magazine now available devotes 10 to 20% of its page content to advertising. *The General* devotes no space to advertising, either its own or outside products. Mr. Van Devender confuses house organ with service. *The General* is selling a service.

The General is published expressly for helping AH game owners improve their game-playing techniques. We are not interested in building circulation for its sake alone nor are we going to expand into non-AH literature . . . that's what the other magazines are around for.

Obviously, then, when the editorial policy is such that you are limited in content, members of the old guard will eventually find *The General* passe, and move on to other literary pastures. This philosophy would spell doom for any other magazine simply because of the subscriber attrition rate. But there are always new people just getting introduced to wargaming—these are the ones that find *The General* so beneficial. Thousands of "newbies" fall into the fold yearly, greatly benefiting from the services *The General* has provided them. In this respect, it has been a most gratifying scene.

The Opponents Wanted column went a long way in fostering wargaming relationships and coordinating the expansion of the hobby itself. While it is true that the earlier prose of these ads were original and not without entertaining charisma, their translation to the more mature approach has not reduced their effectiveness as our correspondent infers. Again, the positive comments have outweighed the negative ones in this regard. So we did something right in this respect.

It is not without regret that *The General* does lose many of its original subscribers. We would prefer to keep them in the fold if we can do so without sacrificing the premise on which *The General* has been built. We think we took a step in this direction with the Reader's Digest approach.

Reprinting outstanding articles from other magazines, especially ones that have not appeared recently, built the Reader's Digest into a classic periodical. That's why our recent issues include a Golden Pen Award which honors the best articles appearing in early editions of other wargame magazines. And without exception, these golden-goodies have been voted among the top five best among our subscribers . . . thus contributing toward improving the quality of *The General* plus generating interest in what other wargame magazines have to offer. This is what we mean by "service."

Supporting our contention that this has been a positive step is the success Donald Greenwood has experienced with his recent reprint series. To date he has published booklets on all the "best" articles relative to Stalingrad and Afrika Korps. Soon to be available will be one on Battle of the Bulge. (Write 124 Warren Street, Sayre, Penna. for info.)

Other "positive steps" are in the planning stage. The next issue of *The General* will highlight our 9th year of publication. To those of you who have stuck with us throughout, and suffered accordingly, we can promise you additional services through the pages of *The General*. Your wait will not have been in vain.

Operation Morgenstern

There have been numerous meritorious plans for prosecuting the German attack in Bulge. All of them involve, however, tying up almost the whole of the German forces in the initial attack. This, it seems to me, cannot be best tactics. Manteuffel's army achieved its successes because it infiltrated the weak points. Other's plans aim to assault the strong points overwhelmingly. Is it not possible that Manteuffel's infiltration techniques can be transposed into the game at regimental level? The essence of the conduct of the attack is to employ B.H. Liddell Hart's "expanding torrent" approach to assault. Hart had been preceded in his views by the immortal American strategist, Ty Cobb, who urged "Hit 'em where they ain't."

Let us proceed to that boring business of a deployment for the initial shock action of the 16th (Abbreviations: A = armor, SS = the morally degraded in tanks, 26 = 26th Volksgrenadier division). 1SS-SS8, 26-SS9, 560-TT9, 62-TT11, 18-UU11, 340-UU13, 12-TT15, 79-SS15, 9SS-QQ17, Lehr/1-0023, Lehr (-)/150-PP19, 3-0022, 326-0024, 277-0025, 2A-0026, 116A-PP27, 5-0026, 352/704-SS27, 352/703-SS29, 276-TT30, 167-UU30.

This is an eight attack system. 1SS hits 99/361 at 3-1 so as to block the road from Monschau to St. Vith under any circumstances and 2/3's of the time also to screen the U.S. 2nd from participation in the defense of St. Vith. The /14 at TT10 is not attacked. The advanced units of the 106th are assaulted at 2-1 from SW to NE. About half of the time Clervaux cannot be reinforced, which means a lively possibility of two more surrounded regiments. Even if it is reinforced, the defense of Clervaux requires weakening some other area of advance. The VV31-Diekirch road is blocked in 8 of 9 games.

The essence of the attack, however, is the 73 combat factors (CF) not engaged. It is evident at a glance that they threaten to break into the clear right after lunch. Therefore, the Americans must stop them, but who do they use? To block in force simplified the challenge of reducing St. Vith and Clervaux, the two key points on the German lines of supply and advance. To fail to plug this hold in the line allows the rapid encirclement of one or the other town's garrisons.

Marjorie Morgenstern anticipates that its threats will draw American forces northward from the southern flank. There should be several U.S. units, not on the line, but midway through a dash to cover weaknesses in the line, and the German has the advantage that his forces can threaten in two directions at once almost all along the line.

This is the essence of good offensive procedure, to *threaten* to attack two important areas from a central position. Large forces should always be kept clear of engaging the enemy *so long* as they can threaten advantageous engagements of two distinctly separated enemy formations on the subsequent move. Such a device pursued religiously may not win big dividends in the beginning but will surely win the game by inducing mental exhaustion of the enemy commander. The best illustration of this theme comes about the 17 A.M. turn when armored and infantry units can be sitting astride the south branch of the Ourthe R. on or in the vicinity of

KK21. From there they can continue the drive to Houffalize or close down on Vielsalm, depending on the response. The very threat of such a move forces one regiment of the 7thA to deploy at HH20 for digging purposes.

Ideally this offensive aims for the quick conquest of Houffalize and, more importantly, DD24. From this central position the Germans threaten to obliterate any American forces holding on to the Bastogne or Stoumont-Spa regions. Presumably the opponent will prevent such a development and so ease the road to Bastogne and Spa.

What one hopes for is an uneven pace of advance in which some U.S. troops are tied down by a firefight while in a neighboring sector the line gets penetrated. This allows the engaged units to be surrounded — if consistent with undiminished offensive power, at 2-1 — while the main body of the panzer armies maintain the pressure on the front. The offensive benefits from stubborn American resistance, since it simplifies the task of destroying regiments. Subsequently the large losses entailed in holding large chunks of real estate will reduce the ability of survivors to hold a broad front to the Meuse. A penetration in depth in one sector ought to induce an intelligent commander to back up all along the line.

By 21 A.M. the Germans would like to have cleared Rochefort, Marche, Hottot, Aywaille, Spa, and Bastogne. From that point one conducts two tentative offensives toward Dinant and Andenne. Once the 22 and 23 A.M. reinforcements have committed themselves one decides which is the stronger line of advance and clears lines of resistance there with powerful forces. Troops not in the spearhead devote their energies to clobbering threats to vital supply lines. While waiting for Patton's hordes, the 15thA can disperse to Wilts, Vianden, and TT26, while a VG division can go to DD 37 to serve as trip wire forces. If possible, Neufchateau and Sedan ought to be occupied by 22 A.M. if it can be done without imperiling the main advance.

The critical phase of the attack comes when the forests have been breached and fighting debouches into the open country before Andenne, Namur, and Dinant. Here the Americans will employ their ability to counterattack on the flanks of the advance so as to surround units and strike with those devastating air raids. To improve one's ability at Bulge it is recommended that one set up hypothetical combat situations in this open area and fight them out so as to gain experience in mobile battles. General experience predicts that the initial impression will be of a vast, chaotic melee. Attacks and covering defensive positions should be determined by coordinating the priorities revolving around road junctions, supply lines, and weakly held enemy sectors. Balancing these considerations against the probabilities inherent in the CRT indicates the most profitable attacks. It is rather complex but susceptible to analysis. The good wargamer strives constantly to control impulsiveness and minimize risk. The ability to do that and not some initial deployment ought always to determine the outcome of any well designed war game.

R.E. FAUBER

Urals Before 1942

by William B. Searight TMC (SS)

Operational Directive No. 21, later codenamed Operation Barbarossa, had as its objective, the region of Archangel and the Volga which would eliminate Russia's industrial capacity west of the Urals. Hitler believed his armored spear heads driving deep into Russia, followed up by infantry, would cause the defeat of Russia before Christmas.

In order to create a more realistic game play, certain combinations of historical and play balance factions could be introduced to expand and revise the strategy on both sides, as well as add more realism.

Presently, the Germans are lucky if they can get across the Nemunas River by August and the Finns are knocked out of the war before Dec. '41.

By applying the following revisions, one can create whole new tactics for both sides. After experimenting a few times with these rules, one can see that initially the Axis makes a rapid advance across the border, but is later slowed down by a lack of logistics and then weather. Lack of forethought will bring the German General shivering to his knees when caught unprepared by the Russian winter. Time is the critical factor.

The Finns are in a better position to defend and attack within their own country, if the Russians decide to invade. The play here could go either way or remain static.

As play progresses one can generally see that the German panzer and Motorized infantry are in the forefront with the infantry bringing up the rear; much the same as in the actual campaign. The German must be careful of avoiding early panzer losses, for they could not be easily replaced. The earliest panzers could be brought back into combat play would be by the last week in August.

Avalon Hill Rules apply, except for the following revisions —

Prepare for Play

A combination of history and play balance is used to create the initial set-up for both sides. Three fronts are designated below within the following areas. North: row V to Baltic Sea. South: row CC to Black Sea. Central: row W to and including row BB.

Russian infantry units were designated as armies, although they were comparable in size to German army corps. Russian mechanized forces were organized into Corps, (include cavalry).

North: 8, 11, 27 armies plus any 3 mech. corps.
Central: 3, 4, 10, 13 armies plus any 2 mech. corps.

South: 5, (6), 9, 12, (26) armies plus any 5 mech. corps. () Denotes actual units not available; use 4-6-4 units instead. Remaining Russian units are brought into play as indicated on the R and R Time Play Table.

Various sources of information disagree on the exact number of Axis forces available on the opening of Barbarossa. A historical play balance

has been incorporated by the below dispositions.

North: 41, 56 pz. corps, (1) 4-4-6, (6) 4-4-4

Central: 24, 39, 44, 46, 47, 6R pz. corps, (2) 4-4-6, (1) 3-3-6, (2) 5-5-4, (6) 4-4-4

South: 14, 57 pz. corps, (1) 4-4-6, (2) 5-5-4, (8) 4-4-4, all Rumanian corps, 1 Italian (3-3-4), 1 Hungarian motorized corp, (a 1-1-6 made from a blank). The Hungarian unit is started in Hungary and may be moved on the first turn.

Reserves: 26 divisions consisting of remaining German units and two Hungarian units, (counted as German). The remaining Italian and Hungarian units are not utilized.

On the first turn, Axis units are restricted to attacking within their own assigned fronts. Units may be moved anywhere, second turn thereon.

Axis Rules on Stacking Units

Pure infantry cannot be combined together with panzer, but motorized infantry can be stacked with either panzer or infantry.

Finland

Russian forces on the Finnish border are in addition to the normal units and must be initially within one square of the border. They cannot be moved south of row L until the 7th week and then only at the rate of one unit per week. These Russian units can be made from blank counters or taken from German units in D-Day. The following are for play balance: (4) 4-4-3, (2) 3-4-3, (2) 3-3-4.

Finnish units attack and defense factors are doubled only while within Finland. Although two German mountain corps (III, XXVI) were in Finland, they operated far to the north and are not counted into the Finnish defense forces. No other Axis forces can be started in Finland as replacements except Finnish units previously eliminated.

How to Win

German player must occupy Leningrad, Moscow, Stalingrad and keep Grozny, Astrakhan, Kuibyshev and Archangel out of Russian control by the last week in December.

Special Terrain Movement

Railroads: Units cannot use the railroad bonus outside their own border until they have been under control from the previous turn. Control does not mean physically moving along the railroads, but rather being under undisputed control (behind the lines). Bypassed enemy units on or adjacent to a rail line, prevents its use past that unit until its elimination.

Initial Assault

If a unit is attacked at odds of 7-1 or greater, units not engaged in combat may move by or over, but they cannot occupy the overrun units square. The initial assault rule applies only during the first turn.

Rivers

On the first turn only, rivers Nemunas and Bug do not double the defense of units behind them. Prut River remains doubled as do the defenders in Brest Litovsk.

Re-inforcement/Replacement (R and R), Time Play

Time play is broken down into weekly moves, beginning with the last week in June. Reinforcements and Replacements are a combination of play balance and historical appearance. All German Reserves must be brought onto the board before replacements can be utilized from the dead pile. Russian reinforcements can be made from blank counters if no units are available from existing reserves or the dead pile.

| | Russian | German (factors) | Finns (basic factors) |
|----------|------------|------------------|-----------------------|
| June | | | |
| 4 | — | — | — |
| July | | | |
| 1 | 4-6-4 | 8 | |
| 2 | 4-6-4 | 8 | 2 |
| 3 | (2) 4-6-4, | | |
| | 7-10-4 | 6 | |
| 4 | 5-7-4 | 6 | |
| (a) Aug. | | | |
| 1 | | 4 | 2 |
| 2 | 5-7-4 | 4 | |
| 3 | (2) 5-7-4 | 4 | |
| (b) 4 | | 4 | 2 |
| Sept. | | | |
| 1 | | 4 | |
| 2 | (2) 5-7-4 | 4 | |
| 3 | | 4 | |
| 4 | (4) 4-6-4 | 4 | |
| * Oct. | | | |
| 1 | 4-6-4 | 2 | 2 |
| 2 | (2) 4-6-4 | 2 | |
| 3 | | 2 | |
| 4 | | 2 | |
| Nov. | | | |
| 1 | 5-7-4 | 2 | 2 |
| 2 | | 2 | |
| 3 | | 2 | |
| 4 | 5-7-4 | 2 | |
| (c) Dec. | | | |
| 1 | 5-7-4 | - | |
| 2 | | | |
| 3 | | | |
| 4 | | | |

(a) Axis (except Finns) movement reduced 1/2 due to logistics.

(b) Leningrad defense triples, but has no zone of control, for remainder of play.

* Weather factor — roll each week for Oct.-Nov.

(c) Axis (except Finns) attack-defense factors reduced 1/2.

Reinforcement Centers

Russian — Leningrad, Moscow, Stalingrad, Grozny, Astrakhan, or Kuibyshev. Finnish — Helsinki

Weather

Axis units: (play balance) Panzer and motorized inf. reduced to 2 movement factors and inf. is reduced to 1 movement factor during snow or mud weeks. Russian units movement as per A.H. weather table.

Supply

Finnish units are supplied only from Helsinki.

Isolation

Units encircled for two consecutive weeks are eliminated except in Leningrad (for 6 weeks) and Moscow (for 3 weeks). New units cannot be started from an isolated city.

Questions and Answers

Ques: Can Axis units advance after combat across the Nemunas and Bug Rivers on the first turn?

Ans: No, since the defense is not doubled.

Ques: What is the rule on stacking pertaining to the Rumanian cav?

Ans: Treat it as a mot. inf. unit.

Ques: Does the stacking rule apply to the Russians?

Ans: No.

Ques: If a Russian delaying unit is surrounded in Minsk, can the Axis use the Minsk-Smolenski rail line?

Ans: No, also the Axis cannot use the rail line starting from the above rail running towards Leningrad.

Leningrad

On the fourth week in August, Leningrad's defense triples, but has no zones of control. Axis units adjacent need not attack. Units inside Leningrad may be attacked individually without a soak-off. Defenders ignore a combat results of D-back 2. Leningrad defenders may attack any other adjacent single unit without having to engage in combat remaining Axis units, nor does the Russian have to use more than one unit in the attack.

After experimenting a few times with these rules, one can see that initially the Axis makes a rapid advance across the border, but is later slowed down by a lack of logistics and then by weather. Lack of forethought will bring the German General shivering to his knees when caught unprepared by the Russian winter. Time is the critical factor.

The Finns are in a better position to defend or attack within their own country. If the Russian decides to invade, the battle here could go either way or remain static.

As play progresses the German must be careful of avoiding early panzer losses, for they cannot be easily replaced. The earliest panzers could be brought back into combat play would be by the last week in August.

The Russian player in turn cannot hold his ground nor retreat slowly as before. If he does, he will find himself cut to ribbons. Remember that the German has a lot more territory to control in order to win. Initial large territorial losses should be given in order to conserve the Russian armies from being destroyed.

William B. Searight TMC (SS)
U.S.S. Robert E. Lee SSBN 601
F.P.O. San Francisco, Calif.

Pincers . . . another Panzerblitz Situation

by MATHEW S. BUYNOSKI

Pincers is a symbolic representation of an armored envelopment closing in on a fleeing enemy.

The attackers (Germans) have a large superiority in the number and quality of units, but they also have a difficult objective. The Russians have few units and must make full use of them and the terrain to trade space for time to escape.

The tight time factor and strength disparity make for a fast-moving game throughout. The number of units is relatively small (35 G, 22 R) and the use of each is critical.

Hints on Tactics:

1. The German armored car is valuable, especially if it can block the north-south road on board No. 2. The Russians have to keep it out of the gullies behind Opustochenyia on turn No. 1 or it will get behind them. A mortar on hilltop or slope is the best way to do this.

2. The Germans on the No. 1 board must use the full width of the board. Channelization works to the advantage of the Russians. Some Panthers and Maultier (if no Russ mortar around) should be on slopes on the first turn to sweep the nose of the big central hill with fire and keep the Russians from putting units on the slopes between the green hex sides.

3. The Germans have the option of a gambit of offering the Russians a few units easily destroyed in order to tie down Russian units and get others behind them.

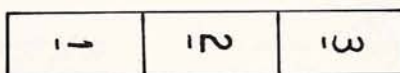
4. The Russians should make a stand only if they can prevent Germans from getting around them, or if they have run out of retreating room.

5. The Germans should not leave all their infantry behind.

6. The Russians should not overestimate the terrain on the No. 1 board. The German force is small and very mobile.

7. One or two units should be in Russian reserve on the No. 2 board as an "emergency roadblock." If the Germans slip a number of units by, one roadblock can delay him enough so that you can recover. One recon infantry in a halftrack is sufficient.

BOARD LAYOUT:



FORCES: GERMANS:

Force A: 6 Panther, 1 234/4, 1 Hummel, 5 Rifle, 5 Halftracks

Force B: 6 Panther, 1 Maultier, 1 Engineer, 4 Rifle, 5 Halftrack

RUSSIANS:

Delay Force: 8 T34c, 2 SU-76, 4 Recon, 6 Halftrack, 2 120mm mortars

Escaping Force: 25 wagons (use trucks as wagons)

START: Russians set up first. Germans move first. Force A sets up east of line E, board No. 3. Force B sets up west of line Y, board No. 1. Delay force sets up east of line Z, board No. 1, and west of line D, board No. 3.

ESCAPE FORCE: A maximum of six wagons per turn may be brought on, starting on turn No. 3. They are put on the hexes O, P, Q, R, and/or S on the north edge of the No. 2 board at start of the Russian player's turn. Placement does not count against movement.

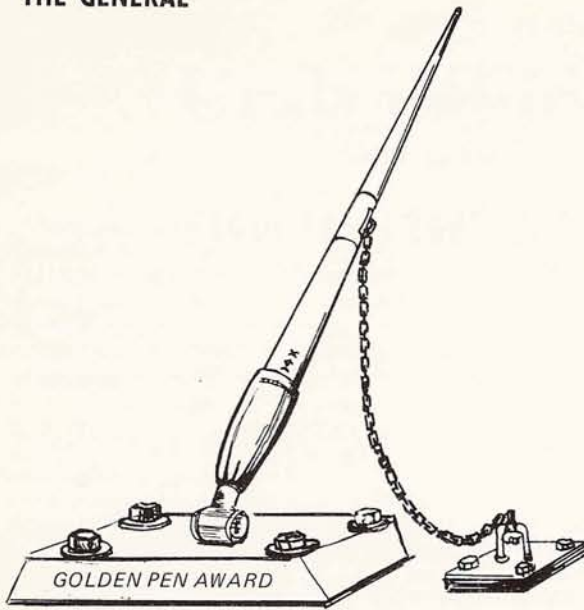
SPECIAL RULES: Germans may not place units on the wagons' entry hexes, although they may surround and fire into them. Wagons not off the south edge of the No. 2 board by the end of Russian player's 12th turn are considered destroyed. Wagons are brought on at the Russian's option; he may elect to delay their entry if he wishes, but no more than six may arrive on any turn and those not brought on by the end of the game are considered destroyed.

TIME LIMIT: 12 turns.

VICTORY CONDITIONS: There are 25 points, one for each wagon. The German receives a point for each wagon destroyed by fire, not off the south edge by the end of the 12th turn, or not brought into play by the Russian. The Russian gets a point for each wagon that gets off the south edge of the No. 2 board by the end of his twelfth turn.

Since there are 25 wagons, there can be no ties. These conditions are designed for good players of equal ability. To allow for unequal ability, shift the number of wagons required for victory, or "spot" the weaker player a number of units by removing some of the stronger player's tanks.

M.S. Buynoski
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Stalingrad the Middle Game

Part I

Now it is Panzerfaust Magazine's time to head the Golden Pen Award. From all accounts, the magazine itself deserves Golden Pens because it continually receives the highest kudos from wargamers everywhere. And Mr. Phillis' article is the best of a great literary group, reproduced here with permission from Panzerfaust Publications, 124 Warren Street, Sayre, Pa. 18840.

by George Phillis

Stalingrad is not a game which is won or lost in the first few turns of play. Barring spectacular incompetence on the part of one or the other of the players, or an unusual run of good luck, the first few turns of the game will set a trend for play, but will not decide the outcome. Rather, the game will be decided later, during the prolonged German advance on Moscow, Leningrad, and Stalingrad. If the German succeeds in his advances, he will probably win; if he is repelled, he will almost certainly lose.

The middle game is the time-period which decides most games. It runs from the fourth turn or so to around the fifteenth or seventeenth turn. At its start, the German will have just crossed the Nemunas, or be in the process of doing so. He will have linked up his Rumanian and Lvov fronts into a single line. On the other hand, his Finnish forces will be more or less wiped out. All of these are subject to some extent to the vagaries of the game, but under normal circumstances, when facing normal opponents, this will be the approximate position.

The end of the middle game is much more difficult to fix temporally. The 17th turn is probably reasonable, although if the German is at that time very close to capturing the three Russian replacement cities, it may last longer. However, the end of the middle game is characterized less by a time than by a situation. If German attack has been met by Russian counter-attack, and the Germans have so hurt the Russian

army that it is reduced to delaying for the rest of the game, the middle game is in the process of ending. Similarly, if the Russian Army has assumed the strategic offensive, the middle game has ended. This can happen very early in a game: I have seen games whose notes for their 12th turns went: "Germans counterattacks to prevent Russians from entering Poland fail." Similarly games will occur where the Russian counterattack is mounted as late as the 21st or 22nd turn, over the last Russian city on the board. This latter is really an end-game position, but one with elements more typical of the middle game.

Discussions of the middle game, often disguised as discussions of general German and Russian strategy, have appeared before. Many of them have been rather poor: I will discuss a few of these below. Some of them have contained serious logical errors, notably when allusions are made to game balance.

The general problem facing the German player is well known. He must, within a sharply limited period of time, advance over fairly good defensive terrain to capture the three cities of Moscow, Leningrad and Stalingrad. Failing this he must destroy the Russian Army—the latter action being much more difficult and rather rare. While his army is considerably stronger than that of his opponent, the Russian army has a much greater ability to replace its losses. This last observation has led to the incorrect conclusion that the German army cannot afford a battle of attrition. While it is true that the Russian army has a much higher replacement potential, it starts from a much smaller base. Thus, if losses are significantly higher than replacement rates, it is still possible for the Russian army to run out of pieces before the German does, or at least for the Russian army to be so weakened that it must break off battle or be completely destroyed. This is a relatively frequent event.

A great deal of consideration, or at least talk, has gone into the question of whether the German ought to strike first at Leningrad, Mos-

cow, or Stalingrad. Based on seven years of experience with the game, I believe that the actual choice is dictated by the general progression of events, and that attempts to follow fixed plans will be very frustrating, and in most cases unsuccessful.

Stalingrad is the city farthest from the German starting positions. It also has the most doubled positions in front of it. As a result, it is easiest to take from the northwest or north. Since it is very hard to get at frontally, and since an approach from due north tends to imply that the Germans are due north of the city (hence that they have Moscow greatly outflanked), I have not seen any German players take Stalingrad first as a result of a deliberate policy to do so. References in the literature to the Russians as "reverting to a zone defense" when the Dnepr is crossed suggest how this might occur in a real game, at least if Stalingrad is relatively weakly defended, but I haven't seen this happen with any frequency.

Leningrad appears to be a favorite target for German planners, several of whom have thought it perfectly reasonable to use a force of 30-50 factors of German infantry for the attack. Unfortunately, Leningrad is fronted by two rivers (three if you count the Nemunas) which can be made 3-1 proof. While the Luga does freeze over in winter, the German must be quite lucky to reach that river during the first winter; reaching it during the second winter will usually be too late if Moscow and Stalingrad still remain in Russian hands. The narrowness of the front, and the impassable gulfs and lakes in the area, make Leningrad an excellent defensive position, so it becomes a decidedly hard target.

The last city, and the usual first target for the Germans, is Moscow. This city has several advantages as a target, besides being the easiest to take. As a glance at the map reveals, the Russian railroad system is centered on Moscow. The possessor of this city is thus on interior lines with respect to a player trying to hold Leningrad and Stalingrad, and is able to concentrate on either of them. Also the length of Russian lines created by a German capture of Moscow is much greater than that created by the capture of either Leningrad or Stalingrad, which will put a greater strain on the reduced Russian replacement capacity.

Having suggested a goal, I ought also suggest a means of getting there. This is not a trivial problem. Many authors have made idiotic suggestions, or at least ones more likely to destroy the German than the Russian army, or have given up in despair (as in "German Victory? Impossible!" in the February issue of PNZFS). However, the problem is not insoluble, as many Russian player's I know have discovered, often to their dismay. The basic principle of the German army has been characterized as "March and munch." The German must do a great deal of damage to the Russian army if he is to win, although this doesn't have to be accomplished in a few turns. Furthermore, the German must keep advancing, not necessarily just at the point of least resistance.

Fundamentally, the German should try to advance on as broad a front as possible. This advance will generally be characterized by the utmost in economy of force, which in this game has a real meaning. The German player will rarely

have any significant number of pieces to play around with — he must use them correctly if he is to win. Usually, the Russian will meet this plan by throwing out a string of 4-6-4s and 2-3-6s, most of which will be instantly destroyed. If the Russian is permitted to do this, and the German makes his advance only half-heartedly, this may be enough to get the Russian into a winning position. If the German takes advantage of the other opportunities which will be available, in terms of making 3-1s on doubled positions, etc., he has a good chance of winning. He must still be cautious enough not to throw away his army in useless attacks, but a good German player is by no means in a hopeless position.

Such an advance will be accompanied by a certain amount of maneuver. By adroit positioning of his pieces, the German will be able to threaten moves which force a Russian response, without actually having to make attacks. A unit or two at the Straits of Azov forces a Russian response, even if the German does nothing but sit there for the rest of the game. Similarly, armor appropriately placed may force the Russian to put more force into covering river lines than would otherwise be the case, thus weakening the Russians elsewhere. This sort of threat is most effective if the deployed German forces are able to attack in several ways, as the Russians may feel impelled to meet all of them.

Maneuver also refers to the axis of the German advance. In a typical game, the German will flank the Nemunas at the southern end and then advance north and south of Minsk, forcing the Russians to evacuate it or leave a sacrifice unit in it. In the south, the Germans will advance straight on Kiev, possibly with auxiliary attacks over the Dnestr or Southern Bug rivers. The Dnepr will generally be broken more-or-less simultaneously on both sides of the Pripyat marshes.

The German must then do a certain amount of thinking. If the Russian army is reasonably intact, he may well have to concentrate his force a bit, although he will likely be able to advance slowly wherever the Russian position is not doubled. Many players will be tempted to concentrate directly on Smolensk and Moscow; I personally feel that this is a mistake. The key to the Russian defenses here is the city of Kursk — if that city falls the Russian lines become so long that it is very hard for them to counterattack. Once Kursk falls, Moscow will go, if it is to do so, before a wide-front German attack. Because of the limited size of the Russian army, it is harder for them to counterattack against a broad front attack than against a narrow front attack (another advantage over a first attack on Leningrad, incidentally).

Once the attack and counterattack are over the middle game has generally ended and with it this article. While the German may face considerable problems in trying to take Leningrad and Stalingrad — problems which may prove insuperable in a real game, the German objectives and means become very difficult and different. If the Germans lose and are driven back, we will also have a new situation. I suspect that there will be exceedingly little interest in an article entitled "German and Russian Tactics during a Russian Advance to Warsaw."

Next time we'll take an in-depth view of the Russian defense and cut up a few of the less inspired ones. In the meantime comments are welcomed at 305 Memorial, Cambridge, Mass.

German 1914 Assault Tactics

by 1st Lt. Charles L. Crow

In setting up the German Armies for the onslaught across Belgium in August 1914, the German High Command strategy was very simple — sweep across the Belgian plain, knock aside the small Belgian army, and sweep into France. Very simple indeed.

However, to make this simple strategy work, the German tactics must be very detailed. I learned the hard way in a play-by-mail game. What I plan to do is give you some considerations on what to look for on the German assault on Liege. This initial assault is very critical, because if it is not well planned it will cost the Germans dearly in time — time the Germans can ill afford.

First we will look at the area around Liege. The Germans must first cross the border in mountainous terrain, attack the forts defending Liege, cross the Meuse River, and also deal with any reinforcements the Belgians bring up. All four of these factors present totally different problems.

The rough terrain restricts mobility from the start, plus it limits the amount of troops that can be brought to bear on the fortress itself. The forts around Liege demand you bring siege artillery forward in the first wave, plus additional infantry for the follow-up assault. Crossing the Meuse River will take time, plus it must be crossed in force. The problem here is getting a formidable force across the river in a short period of time. Lastly, any reinforcements the Belgian army brings up will add to the confusion of moving in rough terrain, crossing the Meuse River, and it will take time to push any reinforcements back to clear the river crossing.

At the outset, there is a 3-4-2 and a 1-1-2 at Liege. This in itself is not a very formidable fighting force when compared to the German war machine, however, when used properly it can be a great nuisance to the Germans.

The following is an initial German mobilization

set up around Liege, designed to attack and destroy that fortress in the least amount of time. First we examine the terrain again, because this just about dictates the type of artillery the Germans must use. There are only two squares where artillery may be placed and still be able to attack Liege on the first turn — MS 6 and 7. Also, due to the fortress artillery, 305, the Germans must attack with 305 to insure victory. I would recommend using MS 7 because that would leave the northern area free for the infantry assault. To support the artillery, I would use a reserve corps (5-8-3), because when attacking 5 to 14, or, 1 to 3, there is a good chance of not sustaining any casualties at all.

To assault the Belgian corps inside Liege, I suggest attacking with two reserve corps (5-8-3) from MS 6, which would give you 2 to 1 odds (the best odds you can receive with 4 defending with PBM).

For the assault itself we have one reserve corps and 305 artillery at GG-16 attacking the fortress, and two reserve corps attacking the Belgian infantry from GG-15.

Now to complete the assault and make the initial crossing of the Meuse River, we have two active corps (starting from II-15) moving to FF-14. These two corps force the Belgians to retreat in more of a western rather than a northern manner. In addition, two cavalry divisions, starting at MS 8, move to squares EE-16 and FF-16, this almost totally surrounds the fortress of Liege.

Should the Belgian army be foolish enough to counterattack, they would be doomed from the outset. About the only recourse the Belgian army has is retreat as slowly as possible with as few casualties as possible. The initial assault by the Germans has the possibility of spreading the Belgian army exceedingly thin, therefore making (it is hoped) a strong defensive line impossible to hold.

As can be seen, all of this is accomplished within just two days, the shortest time possible. All four major problems have been dealt with accordingly.

Throughout this article, I have tried to express the importance of tactics as opposed to strategy, because without good tactics even the greatest of strategies will fail. In 1914, tactics is of grave importance due to the magnitude of the game. With so many units to deal with, close investigation is mandatory in each assault or defense.

I hope I have given some food for thought to anybody playing 1914. Another reason I wrote this article is I am an infantry platoon leader, and I have come to realize it is the small unit leader who wins or loses battles and wars, not generals.

1st Lt. Charles L. Crow
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GUESS WHO

by MARK WELLS



JUST ROLLED HIS FOURTH SIX AT 2-1 ODDS!

by Riley R. Geary

Panzerblitz, as most of you who have it know, is a good game – certainly one of Avalon Hill's best; however, one cannot help feeling that it could be a so much better game than it is now. The main problem seems to be with the fact that it suffers from the same faults inherent in nearly all over-the-board wargames to date: the system of alternating turns and perfect intelligence. Aside from being admittedly unrealistic, such a system destroys one of the most interesting principles of war (at least from a gaming standpoint) – the element of surprise, and tends to turn the "simulation" into an exercise in mathematical probabilities. But what to do? All previous attempts to incorporate simultaneous and/or hidden movement into wargaming inevitably produced unplayable games (just witness the coordination factor of inverted counters or the sanity factor of written or drawn simultaneous movement). The solution is really quite simple: use the Kriegspiel System. The principal difference between the Traditional and Kriegspiel systems is that 3 boards and 4 people are employed in Kriegspiel play. Each player plays the game on his own board, completely independent from the other, with the third board operated by 2 moderators to serve as the control. Only the moderators on the control board know the actual situation at any given time so it is up to them to coordinate the actions of the 2 players and determine the correct consequences. The advantages of this system are Legion. The use of a control board at last allows truly realistic hidden movement without the clumsiness and confusion of inverted counters (each player sees only those enemy units he is entitled to by the rules of the game), while the coordinated reproduction of both players' movement produces the first practical simultaneous movement system. At little cost to playability, the ultimate in realism may be had.

Before presenting a complete list of revised rules and methods of play for Kriegspiel *Panzerblitz*, of

Before presenting a complete list of revised rules and methods of play for *Kriegspiel Panzerblitz*, I would like to acknowledge a special debt of gratitude to Tom Oleson, whose "Situation 13" allows strategic as well as tactical surprise through open ended OOB's, and Dennis Mehaffey, whose "Panzerblitz MSM" started me thinking in the first place.

Except as herein modified, all AH *Panzerblitz* rules (not counting experimental ones; Indirect Fire and Intensive Fire are still optional – see below), Oleson's "Situation 13" rules and corrections (May-June and July-Aug., 1971), and Mehaffey's "Panzerblitz MSM" rules (July-Aug., 1971) are still in effect.

1. EQUIPMENT NEEDED

1.1 Three complete sets of *Panzerblitz* (including two compartmentalized plastic boxes or trays per game to keep the playing pieces in).

1.2 A hundred or so nickel-sized tokens which can be marked with an erasable marker. These tokens should be permanently marked with a number on one side and segregated accordingly (a good ratio would be 20 "½", 15 "1", 15 "1½", 10 "2", 10 "2½", 5 each of "3" to "4½", and 2 each of "5" to "8½").

1.3 Four people, two players and two modera-

tors – each armed with a yardstick and an easily erasable marking pen.

2. THE UNITS

2.1 All infantry and Engineer units (but not towed guns) now have a movement factor of two (2) so add one to their respective point costs.

2.2 Russian cavalry units now have a MF of six (6) and cost 25 points each. Russian "I" class MG units are only worth 2 points each.

2.3 All "A", "M", and "H" class towed guns have their cost figured with FULL attack factor, not half; and all "M" class towed guns and German SPA units use FULL range factor, not half, in determining point cost when using the Indirect Fire option.

3. TERRAIN EFFECTS CHART

3.1 *General*: For the sake of simplicity, assume that whenever a hex has *any* amount of a terrain feature, even the tiniest sliver, the entire hex reflects that feature – even gullies. Roads are the only exception.

3.2 *Slopes*: It costs all units one less MF than otherwise when entering a slope hex from a hilltop hex. It costs cavalry and wagon units 2 MF to enter a slope hex, 1 MF if entered from a hilltop.

3.3 *Streambeds*: It costs cavalry and wagon units 2 MF to leave a gully; it costs all units, including cavalry and wagons, 1 less MF than normal to leave a gully at its end. There is no movement penalty for moving from a gully hex to a ford hex. Note that whenever a unit moves onto a gully hex, it is considered to be *in* the gully and suffers the full movement penalty when moving from a gully hex to a non-gully hex (except as above) even if it has not crossed over to the other side of the gully.

3.4 *Swamps*: It costs cavalry units 3 MF to enter a swamp hex off the road; wagons may enter swamps only along roads. It costs all units with a MF of 1 or 2 two MF to move into a swamp hex off the road.

3.5 *Woods*: It costs cavalry and wagons only 1 MF to enter a woods hex, but it costs 2 MF for armoured vehicles and 3 MF for trucks. Only cavalry units of the above may cross green hex-sides off the road but it costs them 2 MF to do so.

3.6 *Nonvehicular units*: Remember, all units with a MF of 1 or 2 *never* suffer movement penalties from terrain (except as noted under Swamps) and may move through any type of hex-side. Note however that all terrain restrictions still apply to all other mobile units (e.g. it would cost 4 MF for a wagon unit to move from a gully hex to a slope hex).

4. MOVEMENT/ATTACK TABLE

4.1 Englosed is a revised MAT, designed for a more scientific accumulation of movement and/or attack factors. The upper corner of each box gives the MF/AF for the individual mod while the lower corner gives the accumulated total – the halves represent the lowest usable fractions (though smaller fractions may still be accumulated). Regardless of the actual mod/turn, all units beginning an attack, or movement from a stationary position, *must* begin with mod 1 on the MAT and continue from there.

4.2 In order to move from one hex to another, a unit must have accumulated enough

... a kriegspiel

MF on the MAT to complete the move. Until that time (mod), it remains in the hex it started from. To keep track of accumulated MF for individual units, place the appropriately numbered token over each unit involved.

4.3 If a unit accumulates MF in order to move to a certain hex but then decides to move to a different hex instead, additional MF must be spent "deaccumulating" the previous accumulation before it may begin moving to the other hex. However, the *most* a unit need ever spend in deaccumulation is the MF that would have been required if the unit had actually moved to its original destination and were trying to return to the starting hex.

4.4 *Loading*: It takes 6 consecutive mods for a carrier unit to load a nonvehicular unit. Loading may begin on the mod *after* the carrier moves into the hex of the unit to be transported or any time thereafter. Units may not begin loading if either they or their carrier units are already under attack, but may *continue* loading if attacked during or after the initial mod of loading (in which case units are always treated as if they were already loaded for purposes of defense). The numbered tokens should be used to keep track of the number of mods a unit has been loading.

4.5 *Unloading*: It takes only 1 mod for units to unload. Units may unload at any time – even if they had been in the process of loading – whether under attack or not. On the mod of unloading, units are always treated as if they were still loaded for defense purposes.

4.6 The MAT has nothing to do with range or defense factors – they remain as printed on the units throughout the entire game. Units need not use their full modular MF each mod, but they may not transfer unused portions to later mods (except through normal accumulation: 4.2). Units may not accumulate MF when not moving nor AF when not attacking. Units may not accumulate MF over and above that required to move into the desired hex.

5. COMBAT

5.1 Defense:

a) When units are stacked together in a single hex (including town hexes), they must employ one of the two possible defense modes: Integrated or Nonintegrated. The status of each unit in a stack must be determined *before* it comes under attack, otherwise all of the units are automatically treated as nonintegrated. Both integrated and nonintegrated units may be in the same hex; however, once units come under attack, their individual defense modes are "frozen" and may not be changed until all attacks against them have been halted. It only takes one mod free from attack to change individual defense modes within a stack.

b) Units that are part of an *integrated* defense must be treated as a *single* target by all attacking units. The combined DF of the integrated units is used for defense purposes (use their individual DF to determine whether Armoured or Non-armoured units predominate for the Weapons Effectiveness Chart – a tie means the stack is Non-armoured; units in a town are always treated as Armoured). To designate units employing an

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integrated defense: write their combined DF on the blank side of a token along with an "A" or an "N" — depending on type predominance, circle it and place the token upon the units involved. A unit may not become part of an integrated defense if either it or the unit(s) it would like to join are already under attack, nor may it on the mod it first joins the other unit(s). Integrated units must stay together so long as they remain integrated. If an integrated stack moves, it travels at the rate of its slowest member and may not use road movement. Units may integrate, within the above restrictions, while on the move and may continue moving when changing defense modes.

c) *Nonintegrated* units must be treated as *separate* targets by attacking units and use only their own individual DF for defense. Nonintegrated units may move apart from each other at any time, whether under attack or not.

5.2 Attacking, General:

a) In order to attack, a unit must first either Lock onto Target (distant attacking) or Engage (proximity attacking) — see below; and may then attack for up to 6 consecutive mods, using the MAT to build up its cumulative AF. After the 6th attack mod, all attacking units must spend the 7th mod "reloading," regardless of the type of attack, and may then resume their attack on the 8th mod — but starting back with the mod 1 on the MAT.

b) Any time an attacking unit breaks off any type of attack for any reason whatsoever (e.g. reloading, dispersal or destruction of attacking unit, target moves out of sight and/or range, or attacking player's option), its previous AF accumulation is gone for good and may not be continued or carried over by any other attacking units or itself.

c) Whenever a target moves to a new WEC and/or TEC rating vis-a-vis an attacking unit, that unit simply starts accumulating AF at the new rate, adding them to its previous accumulation which is not affected.

d) If a target under attack moves *more* than one hex during a single mod in such a manner that it is subject to attack for only a part of the mod, the attacking units' AF for that mod must be further modulated to reflect the fraction of the mod they could actually attack in. This can be calculated by comparing the MF spent by the target in moving into or through attackable hexes (not counting the hex it starts from) with the total MF spent in that mod. Attacks against targets are always resolved on the last attackable hex the target moves into or through for that mod.

e) Sections "c" and "d" above may be combined as needed.

f) No unit may ever attack more than one target at a time (see 5.1b). However, several units may attack the same target at the same time by combining their individual cumulative AF into an overall AF and resolving combat against the target as a single attack. Except when using minefields, defending units may *never* be attacked more than once in a single mod.

g) Once an attacking unit LOTs or Engages an enemy target, it stays Locked onto that target

regardless of where it subsequently moves (unless it moves out of sight and/or range), attacking it to the exclusion of all other targets. Units may break off an attack and either LOT or Engage a different target whenever desired (except as per tripwire method of LOTing and Engaging — see 5.2a and 5.4a).

5.3 *Distant Attacking* (2 or more hexes away from target):

a) All units employing distant attacking methods must first Lock onto Target which may be accomplished in one of two possible ways:

(i) Scanning — attacking unit may LOT any target within range at the end of the mod the desired target moves into sight and/or is spotted. To signify that a unit is LOTing, write the PICS number(s) of the enemy unit(s) involved on the blank side of a token which is then placed over the attacking unit. The same token is used to record the buildup of that unit's AF by simply erasing the previous mod's total and writing in the new cumulative total. The attacking unit may then begin attacking on any mod following the mod of observation.

(ii) Tripwire — attacking unit may Lock onto any hex within sight and/or range, writing in the grid coordinate of the hex on the token instead of a target's PICS number. On the mod following such a Lock-on or any mod thereafter, the *first* enemy target to move into that hex is automatically Locked onto and attacked (for at least one mod). The advantage of this method is that the attack may start the instant said target moves into the Locked-on hex, using 5.2c and 5.2d as needed. Units using tripwire may still Lock onto a target in another hex by reverting to the scanning method, provided that no enemy targets have triggered the tripwire by the end of the mod of initial observation. If the target which triggered a tripwire was composed of one or more Armoured Fighting Vehicles carrying passengers, the attacking unit has the choice of attacking either the AFV's or their passengers, but not both.

b) If a unit decides to break off an attack against one target in order to attack a different target, at least one full mod must elapse between attacks (reLOTing). Except when using the tripwire technique, no unit is ever forced to Lock onto or attack any particular target, nor does the selected target have to fulfill any criteria, such as being the "weakest" member of a stack, etc.

c) There are two different attack methods that can be classified as distant:

(i) NORMAL — in which the attacking procedure is, as the name implies, normal (i.e. units LOT and attack from a stationary position using the above restrictions and guidelines).

(ii) ARMoured ASSAULT — available only to those units which can use the OVERRUN attack method. AA allows such units to LOT and attack enemy targets within half-range ($\frac{1}{2}$ RF) while moving. Units using AA use their normal AF (taking into account WEC and TEC) for attacking but may only attack targets towards which they are advancing. Also, they may not move at the road movement rate while attacking, though they may move at the clear terrain rate along roads through slopes, woods, towns, etc.

d) Both types of distant attacking may be combined with each other. Armoured Assault may also be combined with Point-blank attacking and as a preliminary to Overrun, but may not be combined with Close Assaulting. Normal attack-

ing may be combined with Point-blank attacking but never with Close Assaults or Overruns. See 5.4.

5.4 *Proximity Attacking* (less than 2 hexes from target):

a) All units employing proximity attack methods must first Engage the desired target. The process of Engagement is exactly the same as that for LOT, including the Scan and Tripwire techniques (see 5.3a), except for the following difference: whereas LOTing has no effect as such upon enemy targets, an Engagement prevents the engaged target from leaving the hex it was engaged in for at least one mod. As part of an overall attack against a target, engagement may be used a maximum of 2 times to prevent target movement (and then only when using different units to engage on the 2 mods). After that, all additional engagements in that attack have no further effect on the target's movement. Units employing only the Point-blank proximity method may engage with effect only once in a given attack. Under no circumstances may a unit ever engage with effect against the same target more than once in 7 mods.

b) When changing targets, units engaged in proximity attacks must also spend one full mod between the end of one attack and the start of another. If a target undergoing a proximity attack succeeds in moving to a hex 2 or more hexes away from the attacking unit(s), those attacking units are still considered to be Locked-on and may continue their attack using a distant attack method, providing there is no attack type conflict and the target is still within sight and range.

c) There are three different attack methods that can be classified as proximate:

(i) POINT-BLANK — which is simply a normal attack against an adjacent target, regardless of terrain or intervening hex-sides.

(ii) CLOSE ASSAULT TACTICS — in which the infantry and cavalry units involved attack at 3x their normal AF (4x if infantry and engineer units are stacked together and attack the same target), but *never* subtract 2 from the die roll or increase the odds of the attack by one column. Only those infantry and engineer units which are stacked together in the same hex may use 4x their AF with CAT. Units using CAT must still Engage their target before attacking, and engage *only* one target at any given time (except under integrated defense — 5.1b — stacked units are *never* treated as a single target). Units may use their maximum MF rate, including road movement, when moving into the hex they expect to close assault from; however they may travel a maximum of 1 hex per turn (including cavalry units) when pursuing targets they are close assaulting. Units may use CAT even when being overrun by armoured vehicles.

(iii) OVERRUN — in which the armoured units involved ignore the WEC and attack at 3x their normal AF (but do *not* subtract 2 from the die roll, etc.). Units using overrun may not move at the road movement rate and may only overrun targets on clear terrain (including non-orange hilltop hexes and fords). Units will usually (but not always) begin an overrun by first LOT and AA the desired target (see 5.3c-ii), in which case the engagement and overrun bonus begins with the mod said armoured unit succeeds in moving into or through the target's hex. Units using overrun are the only exception to the rule that states units may not move into or through hexes containing enemy units, and may in fact actually

end the mod in such a hex with no penalty. On an overrun, units must leave the target hex through one of the 3 hexes opposite the entry hex. Units may continue their overrun attack *only* by continuing to move into and through the target's hex. As with CAT, a unit may conduct an overrun against only 1 target at a time, regardless of how many targets may be stacked together in a single hex. Units overrunning mobile units should circle the PICS number of their target on the token to signify that they will continue to try and overrun the target, regardless of where it moves to (unless of course the target moves onto non-clear terrain or succeeds in outrunning the overrunning units). Armoured units may overrun each other by simply moving into each other's hex (providing they are both clear terrain). A maximum of 3 German or 2 Russian units may conduct an overrun through a single hex during the course of one mod. Mobile armoured units to not count against the stacking of enemy overrunning units, but stationary armoured units or wrecks *do* count against enemy stacking limitations (see 6.1).

d) Point-blank attacking may be combined with any other attacking method; CAT may only be combined with point-blank and overrun, and overrun may only be combined with point-blank, CAT or AA. When overrun is combined with other methods, the overrunning units may not exit into a hex containing friendly units that are using either CAT or point-blank against targets in the same hex. Also, while AA may be continued with overrun, AA and overrun may *not* be used against targets in the same hex at the same time.

e) Infantry units riding on Armoured vehicles may "jump off" (unload) in the hex immediately in front of targets about to be overrun by those Armoured vehicles, and may begin a Close Assault against those targets on the following mod. (Panzerblitz Assault).

5.5 Combat Results Table:

a) Attacks may be initiated at any odds whatsoever, however at least a 1-3 is necessary before any casualties can be inflicted (the only effect of attacks at less than 1-3 odds is to alert the other player that he is being fired upon). Under no circumstances does any form of attack force the attacked units to break off their own attacks, though they are certainly free to do so if desired.

b) On the CRT, a "D" now means the target is dispersed for 2 consecutive mods; a "DD" means it is dispersed for 3 consecutive mods. Use the numbered tokens to keep track of the dispersals. Once a target has accumulated a total of 6 mods of dispersal, that target is considered eliminated. Once a target has been dispersed, it may subtract 1 from the dispersal total for every mod that nothing further happens to it; however, if the target suffers another dispersal in a later mod, it adds the appropriate number of additional dispersal mods to the total and does *not* subtract anything. Subsequent attacks made on dispersed targets do *not* have their effectiveness increased by subtracting 1 from the die roll.

c) When units employ an integrated defense, the CRT result applies equally to all of the members of such an integrated defense.

6. STACKING

6.1 The following combinations represent the maximum number of units and/or wrecks that may be in the same hex at the same time (see

5.4c-iii -overrun - for only exception): 3 German, 2 German and 1 German and 2 Russian (but only if German unit is already in the hex, otherwise the limit would be 2 Russian). Units may temporarily exceed the stacking limitations while loading and unloading (see 4.4 and 4.5) but must return to normal limitations as soon after the operation as possible.

7. OPTIONS

7.1 *Mines*: When mines are used, the other player (i.e. the one who did not place the mines) does not know the location of a minefield until at least one of his units enters it and is "attacked." Units entering a minefield and their mod (not turn) on the mine and may continue moving on the next mod if nothing happened as a result of the minefield attack. However, if units are dispersed by the attack, they continue to be attacked by the mine at 2-1 odds every mod they remain until they are either destroyed or become undispersed and are able to move off. Do not subtract 1 from the die roll if the minefield is in a town, wood, or swamp hex. Normal, AA, and point-blank attacks may be conducted against targets on minefields, but overruns and CAT may not be used. Engineers remove mines by moving adjacent to them and rolling die every mod thereafter that they remain adjacent. The die must be rolled twice each mod and only a roll of "1" on both passes removes the mine (1/36 of a chance each mod). Two engineer units "attacking" the same mine are entitled to 2 such attempts each mod, and so on.

7.2 *Forts and Blocks*: When using blocks, all units must spend 6 full mods on the block counter before moving off on the 7th.

7.3 *Indirect Fire*: Units using Indirect Fire attack at 1/2 normal AF, over and above the effects of the WEC and TEC. CP units may only be used when employing the Indirect Fire option and are the only units which may perform the fire-direction function.

7.4 *Intensive Fire*: Units may use Intensive Fire by tripling their AF for 6 consecutive mods. Units using Intensive Fire are removed from play 6 mods after they begin, even if they have not attacked in each of those 6 mods.

7.5 *Time Control*: Once players have become fairly familiar with the Kriegspiel method of play, it is suggested that they use the following time control system to increase reality and decrease playing time: Allow each player only 5 minutes in which to complete his movement for that mod, any units that have not been moved in that time limit do not get to move in that mod. Likewise, allow each player a maximum of 5 minutes to complete his attacks for that mod. Also, use the "touch-move" rule of chess that prevents the retraction of a move after it has been made (i.e. once a player has moved one of his own units on his board and removed his hand, he is not allowed to retract or change that move).

7.6 *Victory Conditions*: While virtually any mutually agreeable victory conditions may be used with *Kriegspiel Panzerblitz*, you might give the following point-count method a try. A player receives 1 point for each friendly unit he has on the board he started from, 2 points for each unit he has on the center board, and 3 points for each unit he has on the far board. Half-squares are counted as being on the lower (nearer) value board and units worth less than 10 points (trucks wagons, CP's, and Russian MG units) are only

counted as half-units. The player with the higher point total at the end of the game is declared the winner.

8. THE MODERATORS' ROLE

8.1 *Preparation*: Once a playing area has been set aside and the players have selected their respective "armies," the moderators should duplicate the forces chosen from all three sets (keeping them hidden from the players of course), using *exactly* the same units, by PICS number, and have them on hand as needed to reduce confusion.

8.2 *Movement*: Since there are (or should be) 2 moderators in *Kriegspiel Panzerblitz*, each moderator should be able to duplicate a player's exact actions on the control board immediately (another reason for touch-move rules), cutting playing time by over 50%.

8.3 *Spotting*: The biggest problem the moderators will have is in determining exactly what can be seen by each player at any given time, which is why the control board exists in the first place. At the end of the movement portion of each mod but before any attacks are actually resolved, the moderators - using yardsticks to determine real-space line of sight between units - show each player what he can see in the way of enemy units according to direct line of sight and spotting rules by placing the appropriate units on his board. Players get to see what AFV's may be carrying in the way of passengers but do not get to look inside wagons, halftracks, trucks or forts. When enemy units disappear from a player's Line of Sight, the moderators should so inform him, pointing out the hexes those units were moving to when he lost visual contact. Players need not be kept informed of enemy units which are no longer visible at the end of the mod, *unless* they passed through the LOS of a *stationary* friendly unit in which case the player should be kept informed.

8.4 *Combat*: When a unit comes under enemy fire, that player should be shown the *hex* the attack is coming from, even if it comes from a town or woods hex, but not the actual unit that is firing at it unless it is unstacked and clearly visible. If a unit comes under Indirect Fire, the attacker's hex is not revealed to the defender. Only the attacking player and the moderators know the actual odds of a particular attack, the defending player only knows that he *is* being attacked but not at what odds. Both sides are informed whenever a unit is dispersed or destroyed through combat.

Well, there you have it - *Kriegspiel Panzerblitz*. While it will probably take several games to get used to the Kriegspiel method of play, and may seem hopelessly confusing to many of you at first; most of the problems should be solved with a little practice. If there is sufficient interest, I would be more than willing to demonstrate how other games can be similarly adapted to Kriegspiel Play. Also, to those of you who would be interested in trying out *Kriegspiel Panzerblitz* but have a little trouble rounding up enough other players and boards, I will gladly offer my services as a PBM moderator (free of charge) for all interested parties.

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Midway and the British Home Fleet

by Richard D. Thurston

The time is 1700 hours, June 4, 1942 and Admiral Yamamoto is worried. His flagship is now just arriving in the combat area and his confidence has been shaken already by the unexpected American resistance to his thrust at Midway. Intelligence has estimated only one US carrier and four cruisers in the area, but he has identified *three* carriers and *eight* cruisers and the air/sea battle has been ferocious. Already, *Akagi* and *Soryu* have sunk and *Hiryu*, badly damaged, is fleeing to the west with virtually all her aircraft lost. Three Jap cruisers have sunk and battleship *Haruna* is limping back with *Hiryu*, her decks nearly awash.

All is not lost, however, in fact the Japanese fleet is still in good shape to take Midway and destroy the remnants of the Yankee fleet. *Yorktown*, *Hornet* and four US cruisers are already on the bottom and *Enterprise* has fled to the southeast with slight damage. *Kaga*, having recovered the surviving aircraft from the two sunken Jap carriers, is now almost at full strength and is a match for *Enterprise*. All he has to do now is press on to Midway and let his battleships chase down and sink the elusive US ships.

As night falls, however, he receives disquieting news. A scout plane has reported a battleship, three cruisers and an undamaged carrier steaming toward his transport fleet. Yamamoto smiles. As a former aviator, he knows how easily cruisers can become battleships and destroyers can become cruisers, especially in the twilight. This is undoubtedly the *Enterprise* and her escort, making one last sortie to try and disable the Jap fleet before their inevitable destruction. True, the pilot says there is something odd in the appearance of these ships, but warships take on strange shapes under combat conditions, especially in poor light. Supremely confident, Yamamoto orders *Kongo* and *Hiei*, with three heavy cruisers, to intercept these survivors at dawn. He knows that *Enterprise* has very few aircraft left aboard as the survivors from *Hornet* and *Yorktown* have landed at Midway. *Kaga* and the rest of the fleet will deal with them.

At dawn, the situation is radically changed. First, the *Enterprise*, with three cruisers, is discovered again near Midway, recovering aircraft from the island. Then a group of torpedo bombers strike at the crippled *Hiryu* and *Haruna*, sinking both in minutes. *Kongo* and *Hiei* are attacked by another group of torpedo bombers, *Kongo* taking one hit and *Hiei*, three. Still pressing their attack, the two Jap battlewagons are suddenly straddled by heavy-calibre shellfire at extreme range by an unseen enemy. Despite the accurate and concentrated shellfire, the two Jap ships press on and are soon in sight of their assailant, a large battleship with *three* turrets forward. Taking four more hits in rapid succession, *Hiei* blows up. *Kongo*, now alone, continues the unequal fight until she is hammered to oblivion, scoring three hits on her attacker in the process. Finally, Cruiser *Nagara*, scouting ahead of the transport group, reports sighting three

enemy battleships with quadruple turrets approaching from the southeast.

Yamamoto is stunned. He needs no recognition manuals to account for these mysterious ships now. The oddly-configured battleship that has destroyed *Hiei* and *Kongo* can only be *HMS Rodney*, killer of *Bismarck* and "sharp-shooter" of the Royal Navy. The other three can only be *King George V*, *Anson* and *Duke of York*, the newest and deadliest in the British Navy. Worse yet, there are probably two British carriers out there somewhere. Grimly, he recalls his scattered fleet. Rally around the flagship! Only the powerful 18-inch guns of *Yamato* and the 16-inchers of *Nagato* and *Mutsu* can save the day, now! Outnumbered in the air and only slightly superior on the surface, Yamamoto must now fight, not for Midway and easy victory, but for the survival of his navy.

How did this all come about? The details are not really important. In broad outline, the German surface Navy was virtually destroyed in an all-out attack on an Arctic Convoy. Cut off from their base by the British Home Fleet, assisted by the US battleships *Washington* and *South Carolina*, both of whom were seriously damaged in the battle, every German battleship and battlecruiser was sunk or damaged so severely as to be out of action for at least a year.

Similarly, a German-Italian invasion of Malta was annihilated by Anglo-American sea and air power. The Italian fleet was almost totally destroyed at the cost of the *USS Wasp* and *HMS Ark Royal*, *Nelson* and *Warspite*. Since British battleships and carriers were no longer needed in European waters, and in compensation for the loss of *Wasp* and the temporary disability of *Washington* and *South Carolina*; Churchill has offered the British Home Fleet to Admiral King

to hold back the Japanese in the Pacific until US strength can be restored. Ostensibly bound for the Indian Ocean, the British ships have sneaked around Cape Horn and have now arrived at Midway just barely in time to bring the US Fleet to a rough parity with the Japanese.

So much for history, (unusual and far-fetched as this chronology appears, it *could* have happened this way, given a few disastrous decisions by the Axis and some really good luck for the Allies in battle.) In the situation described in the first five paragraphs, of course, poor, old Yamamoto has just about had it. This makes for exciting reading, but not very good wargaming. So, let's just turn back the clock a couple of days. It is now 0500 hours, June 3d. Yamamoto has just lost his appetite upon receiving the following dispatch from IJN Intelligence:

"Reconnaissance submarines have just reported the majority of the British Home Fleet has been sent to the Pacific instead of the Indian Ocean as previously reported. This powerful force is divided into three groups. Group 1, which includes the battleship *Rodney*, carrier *Victorio* and three cruisers will arrive on your Search Board at about 1500 hours today. Group 2, which includes battleships *King George V*, *Duke of York* and *Anson*, with two cruisers will arrive about 0500 hours, June 4th. Group 3, which includes battleship *Ramillies*, battlecruiser *Renown*, carrier *Illustrious* and two cruisers will arrive at 1100 hours, June 4th. Also, confirming earlier reports. US carrier *Yorktown* has been repaired and will be with *Enterprise* and *Hornet*. Good luck!"

Searchboard counters for these ships will be found in your *Bismarck* game set, except for those for *Anson*, *Duke of York*, *Illustrious* and *Cairo*. You'll have to make Battleboard counters for the carriers and cruisers and the two new BB's. Ship characteristics are covered in the following table:

| Ship (s) | Surface Factor | AA Factor | Hit Boxes | Victory Points |
|--|----------------|-----------|-----------|----------------|
| <i>King George V</i> , <i>Anson</i> , | | | | |
| <i>Duke of York</i> (BB) | 12 | 8 | 8 | 8 |
| <i>Rodney</i> (BB) | 15 | 7 | 7 | 8 |
| <i>Ramillies</i> (BB) | 10 | 5 | 6 | 7 |
| <i>Renown</i> (CB) | 9 | 5 | 5 | 6 |
| <i>Victorious</i> , <i>Illustrious</i> (CV) | 3 | 3 | 5 | 10 |
| <i>Kenya</i> , <i>Norfolk</i> , <i>Suffolk</i> , | | | | |
| <i>Sheffield</i> , <i>Dorsetshire</i> (CA) | 6 | 3 | 4 | 4 |
| <i>Cairo</i> , <i>Hermeine</i> (CLAA) | 2 | 6 | 3 | 3 |

Aircraft Carrier Capacities:

| | |
|--------------------|---------------|
| <i>Victorious</i> | T-8, D-4, F-6 |
| <i>Illustrious</i> | T-6, D-4, F-8 |

All British Ships enter from the Southeast edge of the Searchboard. *Rodney*, *Victorious*, *Cairo*, *Norfolk* and *Suffolk* enter at 1500 hours, June 3. *KGV*, *Anson*, *Duke of York*, *Kenya* and *Dorsetshire* enter at 0500 hours, June 4. *Ramillies*, *Renown*, *Illustrious*, *Hermeine* and *Sheffield* enter at 1100 hours, June 4.

Because of the additional units now at the Allied commander's disposal, some of the rules imposed by AH to give the US side a reasonable chance are no longer needed. All rules not

specifically mentioned below remain in effect.

1. Search procedures are unchanged except that US player loses his extra search square and full-board capability on any turn in which Midway is bombarded by Jap ships.

2. B-17 rules are completely discarded. (B-17's now can only be used against transports, for those who play with transports.)

3. For those who use destroyers, each British group is accompanied by one DD division consisting of four DD's.

4. US player no longer receives any credit for delaying Jap capture of Midway. Jap receives 25 bonus points if he actually captures Midway, 10 extra points if he reduces Midway defenses to 0-0, but does not capture it. Midway reduction rules are unchanged, except that Midway defenses are reduced by 1 point per turn for each 10 surface factors (BB and cruiser only) used in shore bombardment. Shore bombardment is accomplished only by BB and cruisers in the Midway square and only if there are no US or British ships in the square during the turn.

5. British planes may not be readied on US carriers or on Midway. They may land and fly off from US carriers or Midway, but cannot conduct offensive or defensive missions. Same rules apply to US planes and British carriers.

6. To avoid the common "Tower of Pisa" tactical formation, no more than six major ships, (not counting destroyers & transports, if used), may be placed on any single square. *Exception:* no stacking limit on the Midway square or during the later stages of surface combat.

7. No more than one carrier's load of planes may attack a single square in one wave. Wave attacks are authorized, anvil attacks are not. *Exception:* no limit is placed on planes attacking Midway or defending it.

8. Battleboard procedures:

a. Players roll the die to determine who sets up first. Roll of 1, 3 or 5 means Allies set up first; 2, 4 or 6 means Jap sets up first. Movement order same as setup.

b. *British* Battleships have a range of 5 squares on Battleboard during the daytime, 4 squares at night. *British* Cruisers have a range of 4 in daytime, 3 at night. Jap Battleships have a range of 4 during day, 3 at night. All other ships have a range of 3 during day, 2 at night. (Difference is due to the overwhelming superiority of British radar at this stage of the war. US radar was not nearly as good until the 1944-45 period, Jap radar was never as good.)

c. Escape from the battleboard can only be accomplished by rolling a "6" on the die. Then only the ships on the last row of the board may escape.

d. An air strike may precede surface combat, but once surface combat has begun, no air strikes may be conducted against ships involved. (Too hard to tell friend from foe.)

9. Battle damage results: A ship is considered "crippled" if it has received more than 1/2 the number of hits required to sink it. (Examples: *Hornet* would be crippled by 3 hits, *Yamato* by 6 hits, *Hiryu* by 2 hits.) Once a ship has been crippled the following limitations apply:

a. It is restricted to 1 square per turn movement.

b. Its surface and AA firepower is reduced to 1/2 normal. (round this figure up for defense, down for offense.)

c. Its aircraft handling capability is reduced to 1/2 normal. (Excess planes on carriers at the time of crippling need not be removed, but only 1/2 the normal number may be launched or landed during a single turn.)

d. It cannot bombard Midway.

10. Recovery squares for aircraft participating in an aerial attack are given *only* if enemy ships or fighters are encountered on that airstrike.

The Hundred Days

by L.L. Baggett, Sr.

"Damn the fellow, he is a mere pounder after all." It was these words which the Duke of Wellington used to describe Napoleon's direct frontal attack at Waterloo; a mistake which cost Napoleon his empire.

Since earliest times it has been evident to all great military commanders that to launch an assault upon a prepared enemy in a fortified position is folly. From the French at Agincourt to the British at New Orleans to the Confederates at Gettysburg, history has shown that a direct attack, except upon a much inferior enemy force, has little chance of success. As the French general, Bosquet, said of history's most famous direct attack, the charge of the Light Brigade at Balaclava during the Crimean War, "It is magnificent, but it is not war!" Even the bravest of men cannot avail when the deck is stacked in the enemy's favor.

It therefore follows that if the direct approach is unwise, all indirect approach is the best solution. By indirect approach is meant an advance into enemy-held territory in such a way as to (1) upset the disposition of the opposing army, (2) separate the enemy force, and (3) endanger supplies and/or lines of retreat. This will result in the enemy commander being suddenly forced to change the placement of his troops to meet the menace, thereby (1) forcing him to fight on terrain of own choosing and (2) weakening his original positions so that successful attacks can now be launched on them. We have, in fact, deprived the enemy of his freedom of action and forced him into a course which enhances our own chances of victory.

Napoleon's victory at Ulm, the first von Schleiffen plan, and the Korean War landing at Inchon are all examples of the indirect approach. The basic principles of this technique can be applied to AH games with the same brilliant results they have gained in actual warfare.

Since we used Napoleon's disaster at Waterloo to exemplify our point, let's use this game to demonstrate the application of our battle plan.

The initial placement of French units is designed to facilitate our somewhat unusual maneuvers. Place fifteen (15) factors of cavalry on 0015 and PP15. Put fifteen (15) infantry factors each on RR15, SS15, and TT15, and twelve (12) factors on 0016. The remaining units should be placed at Fleurus.

It must be remembered that even though the French are inferior to the PAA in total numbers, at start they have a superiority of 193 to 116. It was at this stage of the actual campaign that the French failure to exploit their temporary numerical superiority cost them their best chance for a decisive victory. If confused orders hadn't sent D'Erlon's corps marching — like "the noble Duke of York" — back and forth between the battles of Quatre Bras and Ligny on the 16th without firing a shot in either, there would never have been a battle of Waterloo. The French Army would have won hands down and been in Brussels the next day. It is therefore important that all of our units be brought into play rather than be forced into inactivity by the restrictive terrain around Quatre Bras. For this reason and to avoid a direct attack upon the prepared PAA, the main thrust will be to the west of QB. The key to an advance

through the woods is that it must be made upon a wide enough front and with enough troops to prevent successful PAA counter-attacks.

Our first move sends 1st Corps', Ney's, and the cavalry at 0015 toward Nivelles. D'Erlon's infantry crosses the Pieton River and toward QB. Half of the II Corps infantry goes toward QB and half to the Tilly area. The units at Fleurus move to the Tilly area via II15. All remaining units move toward QB. It must be presumed the PAA is a reasonably competent player who places a 1-6 on EE-23. Otherwise the QB ridges can be seized on the first turn and our plans changed accordingly.

By the end of our 11 AM turn the cavalry units detailed for that purpose reach the Nivelles area. Most of them act as a pinning force while Ney maneuvers to the west to outflank the PAA secondary defense line around W-44. Fifty-four (54) factors (15 cavalry and 39 infantry) move to the west of QB and into the Bois de Bossu at AA29, AA30, AA31, and Z32 with their flank protected by 1st Corps infantry which is now in reach of QB. The remaining units concentrate in the Tilly area and may launch an attack in that direction depending on the size and location of the PAA blocking force. We now have twenty-six (26) factors at Nivelles, thirty (30) in front of QB, fifty-four (54) in Bossu Wood, and eighty-three (83) in a position to either advance down the Tilly road and/or take QB in flank.

There are several points about our advance which should be stressed. We have surprised our opponent by taking the course which he least expects, which is also naturally the most lightly defended. Our two areas of greatest concentration, Tilly and Bossu Wood, are poised on interior lines, able to strike out in several directions. Our push in the center has put the enemy, as General Sherman put it, "On the horns of a dilemma." He simply does not have sufficient strength to oppose all our thrusts. And none of the PAA reinforcements can reach the area in time to be of help. If he weakens his original positions to oppose the breakthrough in the center, we have sufficient strength poised to take QB and Nivelles frontally. If he fails to halt the central attack, he risks having the units in QB cut off and surrounded. In either case, QB is lost and the PAA primary defense line broken.

The advance from here to the Waterloo position is the easiest part of the campaign, for us. The PAA must be continually pushed and harassed, never given a chance to form a defensive line. Take every opportunity to cut off and destroy his rear guard. It is now, while he is in the open and disorganized that the greatest casualties can be inflicted on the PAA.

If he attempts to form along the Genappe, a strong push around T-34 coupled with the turning of his flank by Ney to the west of Nivelles will compel another retreat. The advance down the Tilly road must be pressed with equal vigor. Fifteen (15) cavalry and at least an equal number of infantry factors should be detailed for this purpose. This route must be cleared rapidly and the forces there should then, as Grouchy was advised to do, "march to the sound of the guns."

By 11 AM on the 17th we should be in

(Continued bottom next page)

Letters — Yes, We Get Letters

Gentlemen:

My wife bought this game at Christmas, thinking it would be good for us to play or our teenage son. As yet, in spite of several hours of frustration, we have been unable to make even the first move in a game. Your instructions are so complex and jumbled up that it utterly blows my mind.

I am a consulting electrical engineer and spend a lot of time working out process control logic circuits; therefore I feel that your game should be within my intellectual grasp, given several hours to study it. But we haven't even been able to figure out how to place the counters on the board to start the game, except for those in the Order of Appearance Tables. Are the other ones all stacked on one square?

Beyond the problem of not knowing how to start the game, the rest of the subject is so unclear that I am unable to even formulate an intelligent question for you. If we can ever get a game started, the subject matter may unfold to

the point where we can write you a more specific query. In the meantime, I would not buy any more of your games or recommend them to anyone else unless the other person were some kind of a "nut."

Donald E. Scheer
177 Winged Foot Place
San Ramon, CA, 94583

PS: Have any of your customers ever been able to play this game successfully?

Dear Sir:

I would like to thank Mr. Merriam for his interesting letter on the derivation of German Armored Vehicle names. It was fairly thorough and generally accurate. However, Mr. Merriam should heed his own warning on background material.

As for my background material, my father designed heavy equipment (including tracked vehicles) in Germany during the war. He has

spoken German since he was a boy and maintains his fluency to this day. The first deficiency is the word "Entwicklungstypen." Anyone with a good knowledge of the German should recognize this as meaning "Development Types." That's just what these tanks were, prototypes in the development stage. The classification numbers are the desired weight (in tons) of the prototype models. In the design stage, without exception, weight problems are bound to occur. It is a rare machine, indeed, that actually weighs close to the envisaged figure, when it finally comes off the assembly line. Thus the E.10 was originally supposed to weigh around ten tons, but the finished product weighed quite a bit more. Thus each of the "E" classification numbers was the approximate weight tank desired by the German General Staff. It's no mystery that they didn't turn out quite that way.

There's one other mistake. Avalon Hill was correct the first time when they translated "volkettentraktfahrzeug" as full-tracked vehicle (actually: fully-tracked motorized vehicle). While it is true that the Germans originally designated experimental tanks with this word, nowhere in the word itself is the concept "experimental" expressed.

In fact, this seems to be the reason why the "E" designation was adopted late in the war. When a German saw the word "volkettentraktfahrzeug," he translated it literally as fully-tracked motorized vehicle, not understanding that these tanks were experimental models. Thus, late in the war, to clear up this misunderstanding, the German General Staff adopted the new classification, "Entwicklungstypen," in its place, which plainly means "Development Types."

A little deeper research, or a look into the German language, would have corrected these deficiencies. As it was, Mr. Merriam, your letter was still one of the most enlightening and interesting works in the January issue. I commend you on the fine job.

John W. Muije
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of the most recent issue of the General, I was surprised to find C&O/B&O on your list of games to be phased out. It is my favorite non-battle AH game and it is a shame to see it leave your line. I've saved all of the mail you've sent me and it would seem if you would send out some of the literature on the games, you might be able to get sales back up. It is disappointing to see such fine games taken off the market.

Robert Olinsk
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El Paso, Texas, 79904

Dear Sir,

Regarding Mr. Fauber's article in the Nov-Dec General:

(1) Mr. Fauber must be nearly alone in supposing that the bayonet was not an important weapon of Napoleonic tactics; and the fact that they had other uses at the Pyramids is hardly important. Every contemporary account of Napoleon's successful battles — and he did, after all, have a few successes — describe the decisive action as a charge of bayonets. So do modern professional military historians.

(2) Marshal Bugeaud's account of Busaco, which Fauber takes from Montgomer's *History of Warfare*, is an example of Peninsular War in which Wellington defeated Napoleon's generals. As I said in my own article, Napoleon's imitators including his own marshals often made the mistake of throwing men against an unshaken enemy with disastrous results. So what?

(3) My stacking rules allow enormous numbers of men to attack from the same square, but not defend from it. The reason should be obvious, and I have no quarrel with Fauber's statistics, although I question their relevance.

(4) I have never claimed Ney to be much of a strategist; but as a leader of men he was something else. His presence at the forefront of his men was often the key to successfully pressing home the attack. The exact manner in which the higher hq. units aid their troops can be disputed, but I would have thought some way of using them was desirable.

(5) Mr. Fauber is a master at knocking down straw men. I can't recall ever saying that pursued men were killed; the word casualties in general refers to men removed from action, whether killed, wounded, captured, or deserted. In AH games, such units are removed from the board... Of course the major purpose of cavalry pursuit was to disperse enemy units, although Fauber makes no distinction between immediate tactical pursuit and strategic pursuit. Or is it his purpose to argue that pursuit has no place in the principles of war?

(6) I permit cavalry to charge unsupported guns because at Waterloo they did so; and the charge of the Blues accomplished quite a bit...

(7) I can't find any supply rule in my article. If what Fauber attacks as a "supply" rule is the isolation rule, I've discussed the effect of having communications cut before. So has every other military analyst. The rule may be too stringent, but it is hardly illogical. What the number of cartridges and fouled muskets among troops who shouldn't have carried bayonets either — according to Fauber — has to do with anything I am afraid I don't know.

(8) I'm inclined to agree that the flanking rule may give a bit too much advantage to the attacker, but certainly having flanked the defender should be worth something.

(9) As to the balance of Mr. Fauber's article, I declare incomprehension. Presumably he is arguing that Nieuchess is a better game than Waterloo since it has fewer rules. I would have thought that Wei-Chi, or Go, had more than one rule, but then I've only been playing it for twenty years. I've argued elsewhere against needless complexity in wargames.

I do apologize to anyone who was offended by my Waterloo suggestions. The article was intended to stimulate some thought on how Waterloo could be made more realistic. I confess that my efforts were too complex, as I said in the article itself. They were intended to get some discussion going, and to my delight they did stimulate some letters from wargamers who tried them out and worked out their own modifications.

Let me also take this opportunity to congratulate Steve Ambler on his Blitzkrieg rules. Opening up Blitz into a mobile armored warfare game is an objective that all game improvers should seek, and anything aimed at improving the "feel" of armored warfare is laudable.

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12051 Laurel Terr.
Studio City, Calif. 91604

Gentlemen:

I have been playing Origins now for several months with people from all walks of society. I have played with novices, as well as experienced players. In this spree of playing I have virtually failed to find one person who disliked the game.

I have never come out in public and endorsed a game manufactured by anyone prior to this letter. I do so now, solely because this is the first game I have ever seen, that successfully blended simplicity, strategy, complexity, playability, and pure simple fun in one package.

This game is in my opinion far superior to any game that has come out (to my knowledge) in the last 10 years. I highly recommend this game to the consumer. It's the best buy in a game today — bar any.

Russell Powell
President
Spartan International, Inc.

Dear Sirs:

Why must wargame designers, and wargamers themselves, for the most part, insist on wargames which are balanced? I myself prefer a wargame which places one side at a disadvantage. But why in God's name would I prefer a wargame that is not balanced one might ask? Because I believe that a game is much more challenging, and interesting if your forces are pitted against a numerically superior enemy. There is more of a thrill when you outmaneuver and administer the Coup de grace to an enemy who started out as a larger force. Besides winning with a disadvantaged force takes more skill and a little more luck. Anyway, who ever heard of a real battle situation being perfectly balanced? Balance in a wargame can be a blessing or a curse, depending on if you have an equal chance to destroy your opponent or to prove your skill in wargaming. Playing with a disadvantaged force tends to bring out the better wargaming qualities in a player. He must (1) use economy of force, (2) play a more cautious game thus he cannot afford any mistake on his part. Examples of these games are Stalingrad and several Panzerblitz situations. In conclusion I feel that an "imbalanced" wargame is an important aspect of serious wargaming.

Douglas Myers
1409 Arbor View Rd.
Wheaton, Md. 20902

Dear Editor,

After reading the AH note on the letter page

25¢

MAR-APRIL 1972

25¢

Discount
Coupon

Each coupon is worth 25 cents. However, no less than 4 coupons can be used in any one purchase. Orders received accompanied by three coupons or less will be returned unfulfilled. Any number above 4 may be used in any single purchase. No photostats please...

25¢

GOOD TOWARD THE PURCHASE OF ALL PRODUCTS

25¢

Opponents Wanted

A

CITY

STATE

We're experiencing growing pains. More subscribers means more Want Ads. We just don't have the space for every subscriber to wax rhetorical as in the past. To make it easier, and more meaningful for all concerned, we introduce the Mini-ad. All you do is strike out the words provided below that do not apply.

- 1) Print your city and state in Box A above.
 - 2) Cross out words and phrases below not applicable.
 - 3) Insert copy where required on lines provided.
 - 4) Print your name and address where indicated.
- We cannot list specific items for sale or trade. Interested parties must write you direct for complete details.

I am: novice, average, expert player of: high school, college,

adult age desiring: FTF and/or PBM opponents for

(LIST GAMES)

Also seek

members for

(LIST CLUBS)

Will trade or sell games. Please reply to:

NAME (in all caps)

STREET

PHONE

CITY

STATE

ZIP

All Ads must be on a special printed form; those received that are not will not be accepted.

IF YOU ARE PLANNING a gaming convention or Open House this summer and wish to announce the event in the *General*, it would be wise to mail this information to us *post haste* to be included in the May-June issue. That issue is the last opportunity before the summer convention season.

WE HAVE RECEIVED a tentative schedule, for upcoming spring-summer conventions, courtesy of *Operation Contact*:

| | | |
|--------|----------|---|
| May: | 27-28 | IFW West Coast Con (Rough and Ready, Cal.) |
| June: | 17-18 | 2nd Annual Cincinnati Con |
| | 23,24,25 | SICL East Con II (Fall River, Mass.) |
| July: | 8-9 | SICL South Con (Birmingham, Ala.) |
| | 14-15 | 4th Annual Columbus Con (Tentative) |
| | 22-23 | IFW Prospect II, Diplo Con V (near Chicago) |
| | 28-29 | IFW East Coast I (Winsted, Conn.) |
| August | 5-6 | SICL Cap Con I (Washington, D.C.) |
| | 12-13 | SICL L.A. Con V (USC, Los Angeles) |
| | 19-20 | |
| | OR | |
| | 26-27 | IFW Gen Con V (Lake Geneva, Wisc.) |

For more accurate and detailed information on these events write to the sponsoring groups or *Operation Contact*, c/o Alister Macintyre, 2729 Stratford Ave. Cinn., Ohio, 45220.

SPEAKING OF OPERATION CONTACT: If you desire FTF opponents in your area, need info on retail game outlets, want to open your house to transient gamers or myriad other services write to *Operation Contact*. Even if you don't need anything, drop them a card. Alister Macintyre is putting forth a herculean effort in organizing lists of gamers by geographic areas and gaming interests. His results to date have been impressive to say the least. If you have a gaming group that wants to see some fresh faces, send a list of your members' addresses to *O.C.* and they will attempt to inform other gamers in your area of your existence.

SHORT SUBJECTS: Interest Group Baltimore, The *Catch-22* held their first two-day Open House Jan. 29-30. As usual, their low-budget, minimal-organization affair was a huge success. But now they lay claim to the fact that IGB has organized and executed history's first *Origins* face-to-face tournament. If you want to know the secrets of their success, you can write to these mavericks at IGB, 605 'D' Cranbrook Road, Cockeysville, Md., 21030.

FIRSTS: This has not been officially documented yet, but the forty members of the Central Ohio Wargamers' Association must make quite a powerful voting bloc in Columbus, Ohio. It seems that the Mayor was so impressed by the group's activities that he publicly declared a certain auspicious calendar day as Wargaming Day in honor of their many accomplishments. If you would like to become a ward-heeler in this machine contact: Terry Hollern, 3291 Dresden St., Columbus, Ohio, 43221.

Infiltrators Report

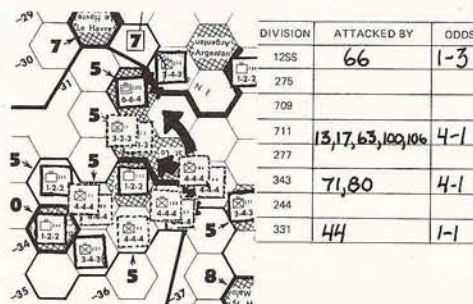
MISCELLANEOUS LITERATURE submitted for review: the first two installments of a new series of 8" x 12" softcover photo-books on German AFV's and aircraft. Entitled *SIGNAL*, they are published by the same people behind Squadron Shops. *SIGNAL-Armor 1: Pz - III in Action* is devoted exclusively to the PZ-III and its variants. While the outside artwork leads one to believe that it is a profile-data book, it is in fact a collection of action photographs. The creator, Uwe Feist, has gone to great pains to assemble this unusual and distinctive collection of black and white photographs. Those boardgamers who are also miniaturists and modelers will find these photographs invaluable for their wealth of close-up, detailed views of PZ.-III's. *SIGNAL* books are available from Military Model Distributors, Inc. 33454 John R. Street, Hazel Park, Michigan 48030 for \$3.50 each.

Swabbers, a 22 page magazine for the naval nut is available from Herb Barents, 157 State St., Zeeland, Michigan for \$1.50/8 issues a year. While the mimeo quality is poor, there is a wealth of histories, profiles, variants, and amateur games in each subscription. If you are interested in naval warfare it may be worth your while to invest in the sample copy for 60 cents.

For those gamers interested in medieval history and games, the *Doomsday Book* crams lots of quality material into 17 stenciled pages. Sample copies are available for 50 cents from publisher Chris Schleicter, 5122 W. Carmen Ave. Chicago, Ill. 60630.

IN THIS AGE OF TECHNOCRACY and super-sophisticated communications it is of little surprise to learn that many gamers are now conducting their PBM games using cassette tape recordings. Our mail also indicates that Play-by-Phone, using a modified PBM system, has gained favor with a great many gamers who like to ponder their moves and at the same time conclude a game in two or three weeks. Seems as though one phone call a night is all it takes...

IN CONTEST 46 it was necessary to attack in such a way as to obtain the highest probability for capturing at least two beach squares and at the same time maintain losses at a minimum. The diagram and chart list below is the most correct answer submitted to our judges. Note that it was not necessary to gain control on the Amis' half of the Turn, but only at the end of Turn Three.



On the Germans' half of the Turn they will be forced to counterattack at poor odds or retreat. In the case of the 12ss Division; this unit's retreat will give the Amis the required two beach squares. Also note that it is more advisable to attack at 1-3 than 1-2 because the 1-2 attack does not have that high a probability for achieving the objective while it risks six factors.

THE TEN WINNERS matching our answer exactly were: Gary Bafus, Kansas City, Missouri; Dennis Graven, Milwaukee, Wisconsin; Donald Hov, Weston, Connecticut; William Groover, Cypress, California; Lovell Hunter, III, Louisville, Kentucky; Oleg Kis, Livingston, New Jersey; Louis Meglio, Cranston, Rhode Island; Brad Moore, Fremont, California; Paul Pawlak, Addison, Illinois; and David Rupp, Decatur, Georgia. Congrats and a tip of the old warbonnet to these gentlemen.

CONTEST NO. 47 WINNERS earn a tip of the old Marketing Bonnet for predicting 1971's best selling Avalon Hill game, LUFTWAFFE. Curiously enough, not too many contestants had considered Luftwaffe; it was 10 to 1 for Panzerblitz. That's the second best seller. The following winners came closest to guessing the yearly sales figure for Luftwaffe. Those earning the Gift Certificate are: Robert H. McArthur, Seattle, Washington; Robert Sledge, Antioch, California; Thomas Hilton, Brooklyn, N.Y.; George Paulik, Manistee, Michigan; Brad Schaffer, No. St. Paul, Minn.; Joe Holland, Encino, California; James Silsby, Jr., Ellsworth, Maine; Michael K. Paul, Madison Hgts., Michigan; Joel S. Davis, Boulder, Colorado; and Carl C. Courtney, Shiremanstown, Penna.

OUR APPOLOGIES for printing part of the survey on the reverse side of the Discount coupon. Thankfully, most of you had the wisdom to write in elsewhere on the form your answers for the first few questions. Your response was gratifying, indicating how integral a part you wish to play in the company's marketing policy. In fact, there were many more replies than anticipated - hopefully we'll have them available for publishing in the May-June issue.

LITERARY CONGRATULATIONS to Al Nofi whose "The Renaissance of Infantry" ran away with first place by 3 to 1, justifying our selection of this S&T reprint for the Golden Pen Award. Other winners were: Peter R. Bradie for "Panzerblitz Concealment"; Richard Thurston for "The Bonaparte Squint"; Lewis Blivins for "Available Units in Blitzkrieg;" and Anthony Fabrizio for "In Defense of Strategic Bombing."

AT LAST; someone has gathered all the best "How To" literature previously available on Stalingrad and Afrika Korps. They now appear in two separate booklets. The Wargamer's Guide to Afrika Korps contains the eleven "all time greats." Similar treatment is given the guide for Stalingrad. The "greats" were selected from a variety of periodicals with proper credits given. Both booklets were prepared by Panzerfaust Editor, Donald Greenwood, and available from him for \$2.00 each: 124 Warren Street, Sayre, Pennsylvania 18840... an investment well spent for those wishing to improve their playing skills for both games.

OPPONENTS WANTED

Novice expert player of adult age desiring fit opponents for all AH war games. Robert Handway OCSA, Adak, Alaska 99791. Will sell United States Navy for \$1.50. Mark Montvaks, 1013 East 27, Anchorage, Alaska 99504.

OPPONENTS WANTED

Novice player of adult age desiring fit opponents for B-Krieg, Midway. Also seek members for Colorado High School Games. Will trade or sell games Larry E. Yeargan, 135-4th St., Ft. Lupton, Colo. 80621.

OPPONENTS WANTED

Novice player of adult age desiring fit opponents for G-canal, D-day, Bulge, B-Krieg, Kspiel, Lwaffe, Pblitz, Lb, Ls, etc. Mutual Club, Glen Ellyn, Ill. 60137.

OPPONENTS WANTED

Franklin Street, Pittsfield, Mass 01201, 442-7474. Novice player of college age desiring fit opponents for Pblitz, Lwaffe, Kspiel, D-Day, John J. Tamm, Jr., 1000 W. 12th St., Thononville, Mass 01079, 283-2718.

OPPONENTS WANTED

Send orders to John Holder, 1 Windung Court, Mohagan Lake, New York 10547. Novice player of high school age desiring fit and/or pbm opponents for D-day, B-Krieg, Lwaffe, Kspiel, D-Day, John J. Tamm, Jr., 1000 W. 12th St., Thononville, Mass 01079, 283-2718.

OPPONENTS WANTED

Maggio Maj, 32 Bartlett Ave. Cranston, R.I. 02905, 241-8072. Novice player of high school age desiring fit and/or pbm opponents for D-day, A.K., Jutland, Ches. Bulge, Randy Harter, Sherman Road, Wakefield, RI 02879, 401/783-5914.