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The AVALON HILL

# GENERAL

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## Richthofen's War ...A Fun Game



PREVIEW



## Avalon Hill Philosophy Part 49

# The AVALON HILL GENERAL The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill games of strategy. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. THE GENERAL is published by the Avalon Hill Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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The Jan.-Feb. issue laid a rather large egg. It was not only our worst response (3.38) since we began rating issues, but it formed a sharp contrast to the 2.64 of the preceding issue which represented our best effort. Although it was still applauded by some who felt it was our best ever, Vol. 11, No. 5 will have to go down as a very mediocre effort. The scattergun, twelve article format just didn't make it with the majority of the readership so we'll be returning to more in-depth features. On an individual article basis, the lead feature failed to top the 1200 point ratings for the first time ever.

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Inquiries as to the nature of new titles to be offered this fall have been coming in with increased regularity. We hesitate to announce new titles prematurely to avoid disappointing people in the fall if something happens in the interim. Recently, we gave up on one title after considerable research and playtesting because it just didn't play right. A new game system was required . . . time for which was not available. This brings up the matter of where we stand on the playability/realism scale. The Avalon Hill philosophy has always been one of approaching wargames as games first and simulations second. Other companies tend to take the other course, emphasizing the historical replay or puzzle over the game aspects. While we attempt to make our games as realistic as possible we attempt to do so without sacrificing the fun of a game environment. This is not a knock against those who take the other tack, but a statement of our own design philosophy.

Even the rejection mentioned above left us with 9 different games in varying stages of development. While it is highly unlikely that more than 5 of these will see print in the fall we do hope to add at least 1 retail and 3 mail order games to the line at that time. We are relatively sure of a few of the new titles however. Randall Reed's annual contribution will be a Sci Fi tactical game tentatively titled *STARSHIP TROOPER* based on the popular works of Robert Heinlein. This will represent a first in tying a novel into a simulation (itself, a literary form of sorts). We are in negotiations with Mr. Heinlein for the rights for such a tie-in, but should these not pan out the game will have to be altered to a "fictional" world with no base in popular fiction. In either case, you should pick up a copy of his works if you're at all interested in this sort of thing.

Getting back to earth, the perennial WWII release will be an extremely tactical tank game based on Rommel's campaigns in Africa. Harold Hock is the designer and his system has each counter representing a single AFV or crew served weapon. Infantry counters represent 10 man squads which are reduced in

a roster system. The game amounts to a highly detailed and complex miniatures treatment of a boardgame. We hope to have this one ready for a limited pre-publication release in time for ORIGINS I. By next issue, we may have narrowed the selection process a bit further and be able to describe one or more additional titles you can look for in the fall.

Giving away the remaining obsolete parts from 1st edition games of *JUTLAND*, *CHANCELLORSVILLE*, and *ANZIO* with the purchase of a 2nd edition copy of the game has proven to be rather popular. We regret that many of you who bought the games when they first became available missed out on this opportunity but we cannot afford to mail them to you for free. However, we will send you the remaining 1st edition parts to any one of these games free upon request when accompanied by any game order with which we can ship the parts. Note that this offer stands only as long as the supply of these parts lasts and we can make no guarantees of which parts you'll actually get other than that you'll receive one of everything that we still have in stock at that time.

The order dept. has also asked us to inform you that orders of *GENERAL* back issues must be accompanied by sufficient funds to cover postage and handling. Postage is free on subscription but a handling charge must be paid for back issues. They also urge those of you with P.O. Box or Rural Route addresses to give alternate mailing addresses if possible. UPS is by far the safer and quicker parcel delivery service and is unavailable to these types of addresses. You might be well advised to have packages sent c/o a neighbor or relative so your order can be handled by UPS. We also regret to announce that we must discontinue the postage coupons for Canadians and overseas customers. The expense of foreign shipments forced us to take this step, much to our displeasure.

We are continually forced to reject "For Sale" or "Wanted to Buy" ads because the required token 25¢ fee is not present or games other than collector's items are involved. To eliminate any possibility of a mistake on our part we recommend you tape the quarter to the top of the form so it isn't lost in the mail sorting process.

### A.R.E.A.

Response to the Avalon Reliability, Experience and Ability Rating service has been mixed and the jury is still out on the question of whether it will be implemented or not. In either case, don't expect any action on it before June. By then we'll either have it in operation or issue refunds to those involved.

### ORIGINS I

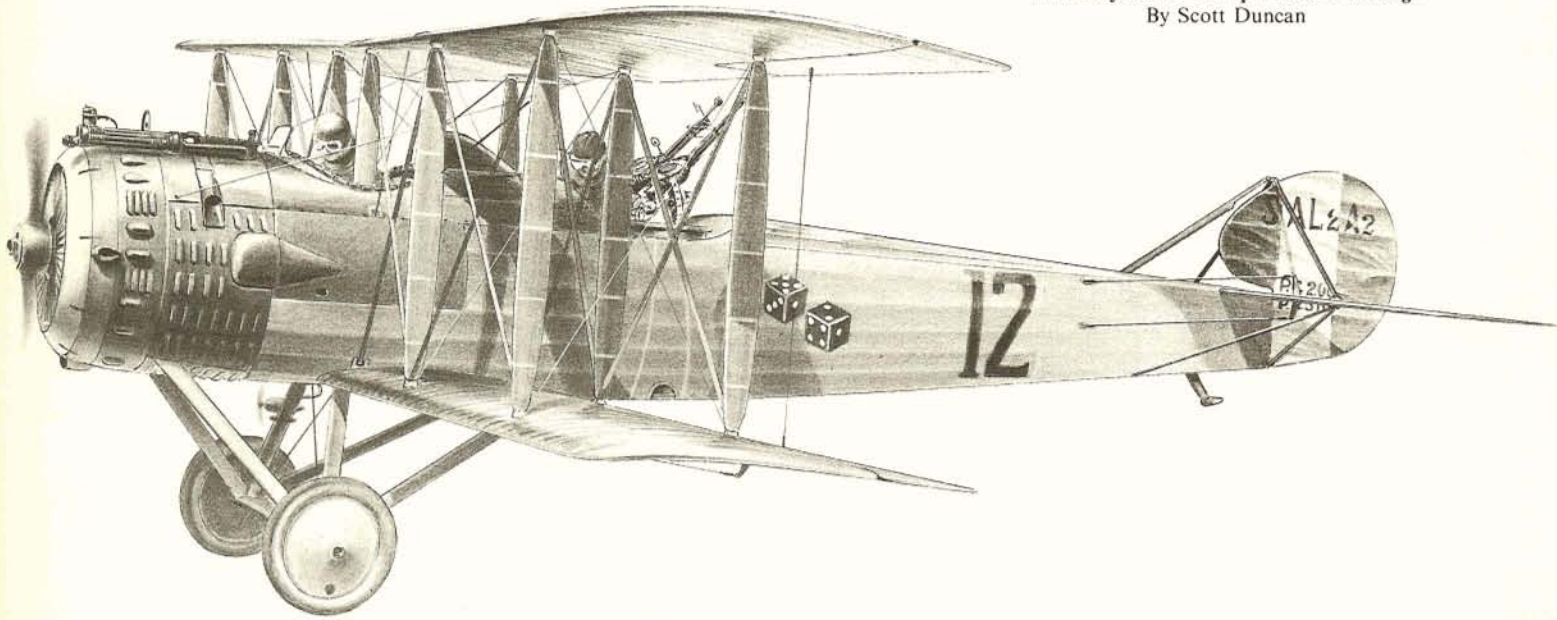
The lion's share of the Philosophy this time around shall be devoted to the time table for ORIGINS I. Perhaps the first order of business is to explain that this convention is a very special project. At this time, we have no plans to repeat it again next year as it is just too much of a drain on our limited staff time; time we need to design and playtest games. We've

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# Richthofen's War... A Fun Game

An Analysis and Critique in One Package  
By Scott Duncan



Because it can be played with so very few playing pieces and brought to a definite conclusion in perhaps as short a span of time as 5-10 minutes, *RICHTHOFEN'S WAR* must indeed rank as the most elemental struggle currently in the Avalon Hill line. Despite attractive graphics, several scenarios with basic and advanced options, tournament and optional rules plus a campaign game—all indicative of a more complex game—the basic wargaming objective of positioning oneself such that you can inflict more damage upon your opponent than he can upon you is nowhere more vividly portrayed than in this game. The initial appearance of complexity and involvement on levels of play deeper than one ultimately learns exist is not due to any commercial 'padding' of the components to make it more marketable but to the associations which we bring to the product based on elements we see in it that suggest other games with 'simulation' properties. *RICHTHOFEN'S WAR* does not stand up to much in-depth analysis; it will not adequately reward the kind of study we are used to applying to other wargames. If the game is approached expecting too much more than a few planes trying to shoot down or drive off a few other planes, it will inevitably find its way to collecting dust on a shelf or at the bottom of some closet. It is a good game to be played and not an engrossing contest to be studied; it will offer some genuine enjoyment but will fail to provide long-term strategic/tactical satisfaction; it exhibits numerous qualities which a desirable wargame must possess but on a scale far smaller than is normally enough for most wargame buffs over extended periods of play.

Yet it seems to me to be this very simplicity and straight-forwardness which holds the real attraction since wargames seem to increase in complexity and sophistication without always correspondingly increasing in enjoyment. The game's basic problem is that it is strictly an air conflict simulation with land units merely as targets—not a particularly popular setting for wargames up to this time. Air wargames have several strikes against them: no real terrain over which to

struggle so it is often hard to tell who is 'winning' except by damage done to planes or targets as expressed in a point system (also not always popular because of the drawn decisions it engenders); the limits of strategic and tactical machination cannot be extended too far without striking increasingly cumbersome records-keeping requirements due to the factors which make up such warfare; the 'historical flavor' so necessary for a successful game can only occasionally be claimed by air simulations as the incidence of uniquely air struggles is low as they are more commonly adjuncts to more well-known land/sea operations. The situations of *LUFTWAFFE* and *BATTLE OF BRITAIN* seem to me to be the unique exceptions and both are grand campaigns requiring several hours of playing time for even basic level play. WWI is possibly the only period where a truly tactical air battle could be simulated with the necessary historical identification to real-life situations plus the playing simplicity of many of the 'older' games in the Avalon Hill line: a desirable combination which has helped to lift games such as *WATERLOO*, *AFRIKA KORPS* and *STALINGRAD* to long-standing popularity despite consistent criticisms of the inaccuracies and lapses in sophistication present in each of them.

I can in no way agree, however, that *RICHTHOFEN'S WAR* is in any way destined to attain the 'cult' status of which some seem to feel it can honestly hope to achieve and deserves. This places far too great a burden and value upon a game which cannot hope to carry the load. There are too many fine points in *RICHTHOFEN'S WAR* which work against it becoming a massively popular game such as *DIPLOMACY* or even *STALINGRAD* have attained. And while it is true that the object and procedures of play are basically very elementary in all three games, *RICHTHOFEN'S WAR* suffers from the fact that there is no readily identifiable 'game' situation since the numerous scenarios are almost 'experiments' rather than true games—they are more moments of involvement. The game truly begs for

manipulation of scenarios and aircraft through testing of various combinations of both (not to mention the auxiliary listing of aircraft for further experimentation). *DIPLOMACY'S* success rests upon the utter simplicity of the simultaneous play and the 'political' maneuvering going on behind the scenes, making actual moves and combat abstract, even symbolic, in nature. *STALINGRAD* offers a singleness of objective and clarity of situation without hordes of optional rules and scenarios to complicate matters—it is a classic struggle of position and maneuver formulated around a consistent playing situation offering a range of strategic tactical decisions to both sides plus an historical identification which gives one the sense of 'realism' if only in the abstract.

I might have been a bit facetious and called this article "*RICHTHOFEN'S WAR: A Game You Can Count On*" since it would have appropriately conveyed the significance which can be attributed to the many numerical factors during the course of play; however, more than in some other game, *RICHTHOFEN'S WAR* yields up a good deal of playing enjoyment without that too familiar gnawing sense of necessity to premeditate one's each and every movement. Naturally there are important considerations which study will reveal and which judicious application will reward with greater success in playing the game, but the mechanical use of statistical information and analysis tends to retard the motion and reduce the simulation quality of the game to mere counting and computing. Yet it can be viewed as curiously contradictory to say this when one realizes that this game above many others would probably reward a very detailed hex-by-hex analysis due to the very few pieces and relatively few options during play. It might almost seem feasible to attempt to uncover the mathematical formula which would result in the 'best' move in a given situation in the same way that a Tic-Tac-Toe game can be shown to be a draw every time if played properly. I do not doubt that there is some chance to discover such a formula; however, I am certainly highly uninterested in such analysis as it



would assuredly reduce *RICHTHOFEN'S WAR* to such a mechanically elementary level as to weaken it and mar its enjoyment factor quite distinctly. Statistical analysis, if it does not reveal any true flaws in the design and play of a game, can only assist materially by indicating trends of play and chances for certain die rolls.

I say all this because moving and firing are about all you have to work with in *RICHTHOFEN'S WAR*—should either become too routine, too predictable, the game will drag unbelievably. To exemplify my position, I find it most important that a time limit be placed upon the making of individual moves as rapidly as possible once the system of play is familiar enough such that constant referral to the rules is no longer necessary. Without imposing some sort of time limit, play can degenerate into plotting and planning and numerical figuring in a fashion wholly uncharacteristic of and unsuited to a WWI air combat simulation. The kinds of decision-making found during this period of combat cannot be simulated when there is too much time for tinkering with counting of hexes, etc.—there never was such a generous allotment of time made to the pilots of the era and it seems very reasonable to attempt to hang on to this bit of the feel of the period. Of course, it also drives home very clearly the message that warfare and wargaming are not the same, that the former is not conducted in a series of sequential 'turns.' And while some of the feel of air combat might be achieved even more successfully using simultaneous play of some kind, it would probably only do so at the cost of slowing down the rate of play, detracting from another element of the simulation—six of one and half-a-dozen of another.

Given my opinion of the game and how I view it in light of other games on the market, it is my intention in this article to reduce analysis of *RICHTHOFEN'S WAR* to as elemental a level as the game itself deserves while keeping it intelligent and, hopefully, well-informed. Aerial combat of the WWI era seems to me to break down into three major areas of importance: the individual pilot's skills, the characteristics of the specific aircraft in question and the combat factors of weaponry and susceptibility to damage. These three once understood can be applied to the specific combat situation under question and suggest appropriate action to be taken to either complete or prevent completion of the mission. Analysis of the game divides quite nicely into these three areas although the first demands very little commentary since it is a function of the players themselves.

#### Pilot Skills & Player Knowledge—

What makes a good pilot? He must obviously know how to fly and if we are talking about a combat mission, how to coordinate this flying with accuracy in hitting the target. How do these translate into game-playing factors? Basically they refer to the player's knowledge of the movement and combat rules of the game and how well he uses them—experience in recognizing certain playing situations will show particularly if the time limit is applied. Developing these abilities is the objective of the scenarios which will lead up to playing the campaign game. However, the scenarios are not totally sufficient in themselves and this is where a bit of analysis of the Target Damage Table, critical hit situation, Maneuver Schedules, etc. will become useful. It will probably show which side in the conflict has a basic material edge—I have come to believe that it is the German player but that does not mean I think the Allied player is working on a losing cause from the outset; it's just an uphill fight sometimes. In any event, the

question of pilot skills is not something we can really learn from the game itself: it is something developed by each player through his study of the rules and understanding of aircraft capabilities. Perhaps if there were more pieces or the game was not as tactically oriented, the question of pilot skills would not come up; however, as the pilot was an important factor in WWI air combat, some mention should be made of just what this entails in the play of the game. Perhaps the awarding of Ace status is the only real game element that involves evaluating the pilot and this can be earned according to the rules; however, it requires play extending past the range of a single game unless it is a given factor in a particular scenario.

The Ace status seems to deserve a bit more comment since it carries a weight during play that cannot be underestimated as it not only affects the attack value of a plane but its defensive value in that it lessens attacks against it as much as it enhances its own attacks against other aircraft. As an element of play it ranks with the Critical Hit Table—which will be covered later—both are not common occurrences but their presence can be an important element in any game played since one will take its toll slowly but surely and the other will deliver sudden blows and perhaps alter the entire course of play. Ace status can equalize the firing deficit between an A and a C aircraft since it carries with it the bonus for the attack and the bonus for the defense of the plane, making the C aircraft a match for the A opponent.

#### The "Target Damage Table"—

The issue of weaponry and combat inevitably lead us to an investigation of the combat tables as they are the components over which the most intensive statistical concern is expended, virtually begging mathematical analysis. Dice and the probability laws which accompany the use of dice make it logical and beneficial to analyze the chances for each type of combat unit under the basic combat situations present. *RICHTHOFEN'S WAR* is no exception and has already been the subject for just such an analysis. While the figures have been accurately presented (See Vol. 11, No. 5) and I do not wish to criticize the effort expended in the study, I think such a presentation is too literal a statistical effort and that a more useful display of the same information needs to be made given the real-life situation of rolling dice and using the TDT. The problem with using exact statistical figures is basically that a fraction of a hit is just not present on the TDT: the figures are too precise for the actual playing situation especially when one considers the few rolls of the dice which actually occur during the course of a *RICHTHOFEN'S WAR* scenario. Probability has a very hard time even approaching the kind of exactness of numerical results that a pure statistical survey presents, but when the range of tries in rolling the dice amounts to perhaps as few as 20-30 in a game, I do not think that basing one's decisions upon purely mathematical results will be helpful. Statistics, in this way, can be misleading since the end product is all you receive and not a picture of how the results were achieved—the 'Law of Averages' seems pushed very far if we expect to understand the play of a game like *RICHTHOFEN'S WAR* by referring to tables of figures.

For example, take the situation used where we have a Nieuport 17 at a three hex range with no die roll adjustment: exact statistical figures will reveal a 1.25 hit average using the 36 possible die rolls with a 45 hit total taking the sum of all possible results occurring once and then dividing this sum of 45 by the 36 rolls. Of course, there is no such result on the Target Damage Table for the

statistical result really means an approximate gain of 5 hits every 4 rolls rather than a value for a single roll of the dice. However, breaking down the possible values on the table and trying to derive the percentages for their occurrence rather than trying to boil down a roll to the average value, slightly different results occur which can make a big difference in how one looks at the situation. Using the Nieuport 17 example, the results are as follows: No Hits will occur approximately 27.8% of the time; 1 Hit, 30.6% of the time; 2 Hits, 33.3%; 3 Hits, 5.6%; and 4 Hits, 2.8%. Thus you can see that the extreme results of 3 or 4 hits will, together, occur less than 10% of the time while you may expect to miss entirely perhaps 1/3 of the time. The major results are a miss, 1 hit or 2 hits which can be interpreted in one of two ways: either that you will really average only 1 hit per roll or that if you get a hit you can hope to average 1.5 hits per roll. Thus depending upon how you care to view wargaming combat and the odds of die rolls, you might say there are at least three different 'averages' at work: 1.25, 1.5 and 1.00. Choosing the proper one really does have to be a matter of what you want out of the analysis you plan to do. I find it more valuable to think of the situation, using the Nieuport 17 example, as the mixture of the three major results such that, over the course of 10 rolls, you can reasonably expect to have scored from 9 to 11 hits; however, I temper that with the knowledge that some ill luck with the dice can result in substantially less than that. And this is an important feature of the Target Damage Table: its randomness which simulates the often questionable reliability of WWI armaments as reflected both in specific columns for various kinds of aircraft and the general random results for all aircraft in actually scoring hits at various ranges as caused by the rolling of the dice. This is the intention of the designer if I read the game properly and understand what the results of analyzing the TDT truly mean: deliberate planning as opposed to random design.

However, graphic presentations are often more striking than purely numerical ones, and for this reason, the numerical analysis of the four columns (A, B, C & D) at various ranges using the unadjusted die rolls appears here to suggest patterns of combat for each type of aircraft at various distances from its target. The figures were derived in the same way as those for the Nieuport 17 example above: I determined what results were on the chart for each column at each range and then decided what the percentages of occurrence for each amount of hits (including missing entirely). The resultant graphs reveal some interesting and perhaps unexpected situations. For example, taking Graph A (corresponding to the same column on the TDT), we see three very distinct patterns: even distribution at 1-2 hexes, a sharp dropping off of higher results at 3-4 hexes with much higher chances for a roll of 2 Hits, and finally very distinct dropping off of results other than just 1 Hit at ranges of 5 or more hexes. Hence the graphs will reveal trends and will provide very useful comparisons between aircraft—both of which will be more easily remembered during play than statistical summaries of just numbers.

The patterns formed are largely what one would expect in that they do not reveal any gross flaws which allow a weaker rated aircraft to enjoy undue superiority over a supposedly stronger aircraft under particular circumstances which are merely a result of the TDT's design and not of some positional advantages, etc. That is the graphs do not provide any gimmick for winning and attest to the even randomness of the TDT as a general condition. But there are several things



which show up visually that might not have been as obvious were we to deal only in numerical factors. A comparison between the individual planes is much harder with only numbers and percentages than with a graphic display of these mathematical elements. One such example is possible by overlaying the graphs of the particular aircraft and comparing their relative strengths and weaknesses. Taking the case of an A versus a C aircraft—the common situation as we shall see a bit later when we compare Allied and German rosters—the A has the expected advantage at all ranges but its advantage drops off considerably as the range increases since the number of hits which will be scored is less and less even if, in the long run, an A will score more hits. This fact is important as the time element results in many victories since scenarios are not merely based on shooting down aircraft but in reaching certain missions for recon, spotting and strafing of trenches and the defending aircraft are there to prevent too much damage to their trenches and too much information from being taken back to enemy lines. The graphs indicate that the 3-4 hex range is the best one for the C aircraft to both achieve a mission while inflicting some damage upon the A aircraft as well—longer ranges will prevent much damage from being caused under average rolling of the dice. One further trend noted in this comparison which holds up throughout the analysis is that as the ranges increase, the relative advantages between planes drops very sharply and the issue becomes one of time: will there be enough to roll up the number of hits for a win given the chance that only a hit or two will be possible and not even on each roll. (One may wonder why there is the emphasis on the time element and the longer ranges since anyone can see that the better aircraft will close and try to maul the weaker planes; however, matters of sighting and altitude differences bear heavily upon the ability to do this and will make consideration of these longer distances more important.)

Another interesting comparison is between the A and B aircraft since even though there is but one plane in the B column, adjustments may bring the equivalent situation between an A and a C aircraft. Note the peaking at 5 hits for the B aircraft at 1 hex and the peaking at 2 hits at 2 hexes: this suggests an advantage but *only if the*

*die rolls go well* since the A aircraft, while it hasn't the chance to score as many 5 hit results, has a very even distribution for all results at 1-2 hexes when compared to any of the other graphs. So an A column roll is about as likely to score a 4-6 hit result as a 1-3 result: he must not be too careless facing the B aircraft since a full 1/3 of the time he can expect to get hit more than he will hit his B opponent. In turn, the B pilot must realize that it is true he may inflict a 5 hit result occasionally while his opponent scores fewer hits, but he will also be the victim of more hits *steadily* than will his

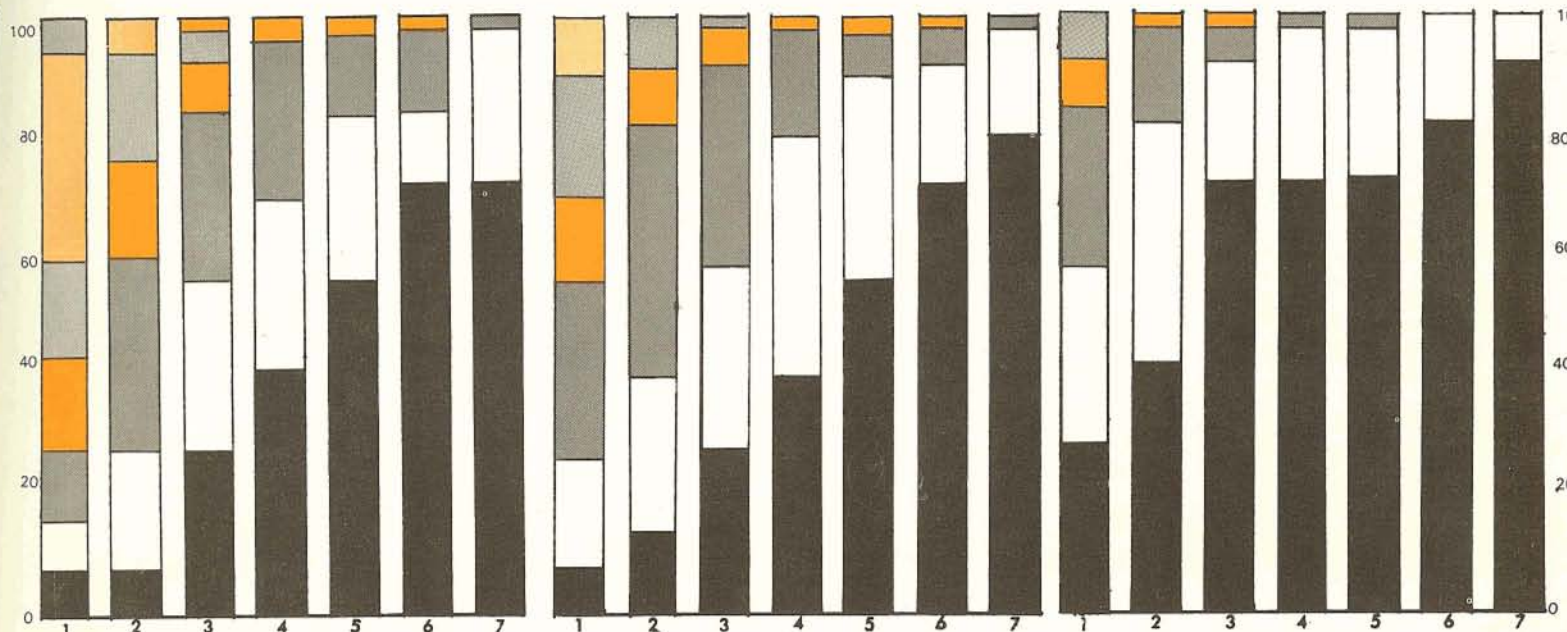
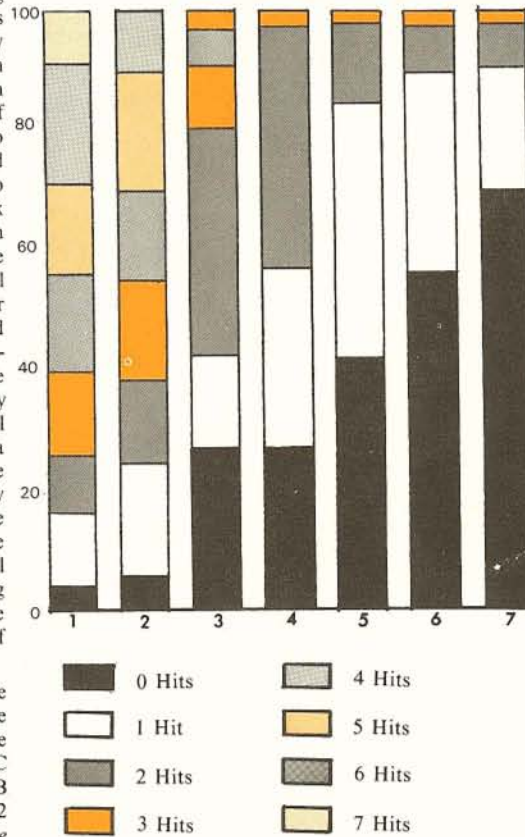
opponent since the B chances drop sharply around the peaking. As the range increases, both pilots will score fewer hits though the A pilot does enjoy the slight advantage; however, at the extreme ranges, the same thing occurs as in the A to C match-up; time is the factor since both players are sure to miss a great deal of the time and cannot hope to score more than a couple hits when they do find the mark (at least the chances for each to score 3 hits are the same or very, very nearly the same at 5-7 hexes).

Basically except for the D column which is very weak indeed past 2 hexes, there is a pattern that suggests that at 3-4 and then higher, the A-B-C aircraft are not so drastically different that there is a sure thing for any of them *and* that time is often the issue as range increases. Luck *will* have a good deal to do with certain victories and certainly this is an element of the era of combat the game simulates—one cannot find fault with the matter of luck in this situation and still purport to being 'realistic' himself if he does so accuse the luck factor to be 'unrealistic.' This is simply part of the game and a part with which I can have no personal quarrel since it gives the game some of the excitement which the uncertainty of WWI aerial combat surely engendered in the men who participated in it.

**Firepower: Allied vs German—**

The object now becomes to relate some of this graphical information to specific instances and this is most usefully done by comparing the aircraft specifications for each side as to combat elements: the TDT column to be used, the accumulated damage and the ammo supply. Dave Bottger has noted the advantage on the TDT when he correctly gives the German player an edge. Out of 12 planes, 8 use the A column and they are all fighters while, in comparison, the Allied situation reveals only 5 out of 22 planes in the A column (all fighters but that's still 5 out of 16) with most Allied strength in the C column. Thus the Allied player has to count on other elements of play to bring down the edge the German has here. And the edge is not limited merely to the TDT as the German has the generally higher number of bursts to be fired and can take a bit more damage than his Allied opponents.

*Continued on Page 9*





# A Solitaire Version

## THE KETTERLING AERIAL TORPEDO

By Mark Saha

The Ketterling aerial torpedo was developed and built for the U.S. Army Signal Corps by the Dayton Wright Company in 1917-1918 and was the world's first guided missile—though science fiction terminology of the day would probably have labeled it a "robot bomb." But to the Signal Corps it was known simply and affectionately as the "bug." It had a speed of 55 mph and a range of 40 miles, and weighed 560 pounds—including 180 pounds of explosives.

The following *Richthofen's War* game variant assumes that the "bug" was in mass production in late 1917 or early 1918, and generous quantities were sent to Europe even before American doughboys had set foot on French soil. And any German gamer foolhardy enough to fly against them will find the pesky little varmints can dazzle the senses, bamboozle the unwary, send the mere mortal mind reeling—and leave you swatting and ranting in a cold sweat in your sleep tonight muttering, "Bugs, bugs, bugs!"

The Situation: It's a blustery cold day between winter and spring somewhere in France, early 1918. Russia collapsed the previous year, and as a result the Germans have transferred over a million men to the Western front. The Kaiser would have been well advised to use the threat of this manpower to open peace negotiations and end a bloody and much too long and bitter war. Germany is starving and on the brink of internal collapse. But no, after so bitter a struggle, there is no mood for compromise on either side. Hindenburg and Ludendorff are to use these million men in one last massive offensive to knock either France or England out of the war before American manpower can make itself felt. Total German victory is at hand. Thus, even now, mighty German hordes of men and material are assembling only a few miles behind the German line of your *RW* gameboard in preparation for the big push.

The Allies are also in desperate straits after four years of war, and so—knowing full well what's up—are unwrapping every new weapon they have. Including the Ketterling flying torpedo—the "bug." Because it requires no elaborate launching facility, they have dispersed sites at random behind their lines and are sending the little beasts in increasing numbers and at random altitudes across the front into German rearward assembly areas.

Admittedly, used in this manner, the "bugs" can do little or no practical damage. Nonetheless, like the buzz bombs over London in 1944, this is a new and frightening weapon to German troops who have never seen them before. Also like the buzz bombs, their random and erratic nature makes them all the more frightening. A devastating blow is being dealt to German morale and coming on the eve of a major offensive this could prove fatal.

Therefore, YOU, lucky fellow, have been sent up on patrol to shoot down as many of the little rascals as you can. Your commanding officer tells you it ought to be quite easy, really. A sport. A quail shoot. After all, the little beasts only travel 55 mph—and in a straight line at that—except as shifted by the wind. So go on—pull on your gloves and set your goggles comfortably in place, and count your lucky stars that you've drawn this dream of a solo assignment rather than out dogfighting and intercepting missions with the

boys.

But be careful. You are likely to come back the laughing stock of the squadron—having been made a complete fool of by the "bugs"—and you may not even come back at all!

### I. INTRODUCTION:

*Ketterling Aerial Torpedo* is a solitaire game variant for *Richthofen's War*. All Advanced Game *RW* rules are in effect except as qualified here because of special problems posed by shooting down the aerial torpedo. The optional Prevailing Wind rule is also in effect, and the chart for this rule has been reproduced on the aerial torpedo's ASP for convenience of the player.

The game assumes the player to be a lone German pilot, not an ace, on patrol. He has been assigned to intercept and shoot down as many as possible of the new aerial torpedoes or "bugs" launched from dispersed sites behind Allied lines, entering the gameboard from random directions at random altitudes. While such use of torpedoes by the Allies does little practical damage, their appearance behind German lines in the final weeks of preparation for Hindenburg's big 1918 offensive is wrecking havoc with morale of German troops who have never seen this frightening new weapon before. Thus, the player has been pulled from regular combat duty and assigned to patrol this sector to let through as few "bugs" as possible.

He may choose any German plane he wishes for this assignment, though in the course of the Campaign Game (a series of twelve "bugs" in one day) he may never change planes and accumulated damage may thus eventually affect his aircraft's performance.

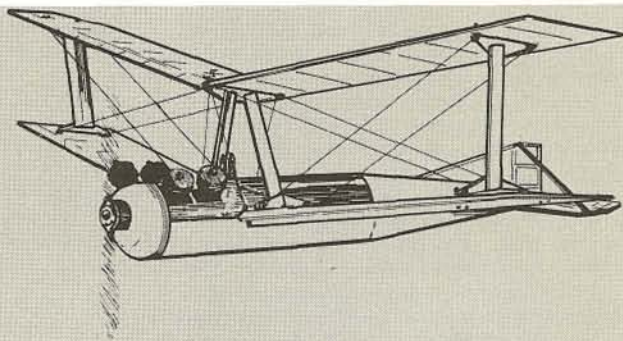
### II. HOW TO START:

(1) Select any German aircraft you wish, including the Fokker DRI, but do NOT designate yourself an ace. Set the aircraft anywhere on the south edge of the gameboard and face it as you desire. Then choose your current altitude and speed and set them on your ASP sheet. You are now on patrol and ready to intercept a "bug."

(2) Roll a single die and consult the "bug" Starting Hex chart on the aerial torpedo ASP sheet. The numbers and letters on this chart refer to six possible entry hexes behind Allied lines. Thus, hex "34" is the specific hex bearing that number on the west edge of the gameboard, and "kk" refers to the specific hex bearing that notation on the eastern edge of the board. Notice that while both "5" and "21" are north edge hexes, "bugs" entering on these two hexes have different facings—Southwest and Southeast, respectively.

Place the "bug" on the gameboard on the hex indicated by the die roll, and face it either Southeast or Southwest as indicated by the brackets on the Starting Hex chart. These are the only two facings a "bug" may ever have.

(3) Roll a single die to determine the entering altitude of the "bug." Consult the Starting



Altitude chart on the torpedo ASP sheet and set the altitude accordingly.

(4) The average speed of the "bug" is "4," so roll the die to determine whether it is entering at average speed. If the die cast is even, it is—set the Speed Track on its ASP at "4." If the number is odd, it is traveling at either faster or slower than average, so you must roll the die again to determine which; if the number is odd, it enters at "3," if even at "5." Set the ASP Speed track with the correct reading.

This is the only time you have to roll the die twice to determine the torpedo's speed. Hereafter, a single die roll moves the Speed indicator one way or the other as indicated, though it may never read faster than "5" or slower than "3" on the Track.

(5) You do not roll the wind chart on the first game turn. Both aircraft and torpedo are assumed to have been already "shifted" to these start positions by the wind.

(6) You are now ready to play. The "bug" moves first, in strict accordance with rules which are given below. You may move your aircraft at will, in compliance with usual Advanced Game rules.

### III. GAME TURN SEQUENCE:

(1) Roll die for wind and consult the Wind Chart on the aerial torpedo ASP sheet. "Shift" both torpedo and aircraft as applicable according to wind rules. (Notice you do NOT roll Wind Chart on the First Game Turn ONLY!!!)

(2) Roll die to see whether the "bug" will increase, decrease, or maintain speed this turn. (Again, only one die roll is required on each turn AFTER the First Game Turn.)

(3) Move the "bug" its full movement allowance according to current ASP Speed Track reading. This is in addition to any forward or backward "shifting" due to a headwind or tailwind. Also, remember to add or subtract one movement point from the Speed Track reading if the bug has climbed or dived this turn (Climbing and Diving rules are given below.)

(4) The German aircraft may now move according to usual Advanced Game rules. However, special combat rules for attacking the "bug" must be observed.

That is a Complete Game Turn; this sequence is followed until the "bug" successfully crosses the gameboard or is shot down by the aircraft.

### IV. AERIAL TORPEDO MOVEMENT RULES:

(1) **FACING:** The aerial torpedo is always placed on the board on one of the six starting hexes given on the Starting Hex Chart. It is then faced either Southeast or Southwest, according to the Starting Hex Chart designation for that specific hex. Thus, a torpedo placed on hex "21" on the north edge MUST face southeast.

Once placed on the gameboard, a torpedo may NEVER change its facing. It proceeds directly across the board along the hex grainline upon which it has been placed. Thus, a torpedo placed



on hex 21 would travel Southeast and theoretically exit the south (German) edge at hex A-21.

However, during the course of the game, the torpedo will be constantly "shifted" by the wind from one grain line to another. Nonetheless, it will simply continue Southeast along the new grain-line, always at its full current movement capacity, until it either exits the board or is shot down.

(2) **WIND EFFECTS:** All aircraft in this game are affected by wind according to the Optional RW Prevailing Wind rule. However, the "bug," being much lighter, is always shifted ONE HEX FARTHER than an aircraft within the same altitude bracket. Thus, aircraft above 2,000 meters are shifted TWO hexes and the bug THREE hexes; aircraft between 2,000 and 850 meters inclusive shift ONE hex and the bug TWO hexes; aircraft below 850 meters are shifted NOT AT ALL and the bug ONE hex.

(3) **CLIMBING AND DIVING:** Whenever the bug encounters a direct headwind (i.e., it is heading Southeast and encounters a Northwest wind) it CLIMBS 50 meters and LOSES one movement point on that turn. This is in addition to being "shifted" backwards by the wind according to its altitude bracket. When this happens, change the altitude reading on the ASP but DO NOT change the Speed Track reading; simply remember to subtract one movement point from whatever that reading is when the bug executes movement.

Whenever the bug encounters a direct tailwind (i.e., it is heading Southeast and encounters a Southeast wind) it DIVES 50 meters and GAINS one movement point that turn. Again, adjust the altitude reading on the ASP but NOT the Speed Track; simply add one movement point to the Speed Track reading at time of execution of movement.

Thus, it may be seen from this that a "bug" could theoretically spurt forward an incredible 9 hexes in one turn. This would happen if it were hit by a tailwind while traveling at 2,050 meters at a speed of "5." It would be "shifted" forward three hexes by the wind, dive 50 meters and gain one movement point, to move six hexes in its movement phase.

Finally, notice that "bugs" usually enter the board very near Prevailing Winds altitude brackets. Thus, diving or climbing may easily put them in a new bracket and increase or decrease the degree to which they are "shifted" by wind. The example just given is a case in point: having dived 50 meters from 2,050 to 2,000, the bug will now be shifted only two hexes rather than three by the wind on subsequent turns. Unless it's hit by a headwind and climbs again to 2,050 meters.

If, due to a constant tailwind, a torpedo at low altitude should descend to zero altitude—i.e., crashes not due to combat—the consequence is determined by the hex of impact. A crash in German territory is an Allied success. A crash in Allied territory or in "no man's land" is an Allied failure, and may count as a German success. Notice that torpedoes which exit the board over "no man's land" still count as Allied successes.

(4) **LOCAL WINDS & GROUND SPEED:** The above rules are complete Prevailing Wind rules as regards the wind chart on the ASP. However, remember, we have said that the game takes place on an unusually blustery day with very unstable and choppy atmospheric conditions. These more immediate "local conditions" have no effect on aircraft on this game scale. However, they do affect the much lighter aerial torpedo, as its smaller engine must attempt to pull its payload through this turbulent air in what amounts to a series of random sputters and sudden forward

jolts.

This is simulated by Step 2 of the Game Turn Sequence and is quite simple. During this step you roll a single die: if the number is ODD, you decrease the bug's ASP Speed Track by one movement point; if EVEN, increase the reading by one movement point. Notice that the Speed Track can NEVER read lower than "3" or greater than "5." If the Track is at three and an odd number is rolled, the Track reading simply remains at three. Moreover, notice, it would take two consecutive even rolls to increase the speed from "3" to "5"—where it would again remain, no matter how many more even rolls, until decreased again by an odd numbered roll.

#### V. HOW TO ATTACK THE AERIAL TORPEDO:

All the RW Advanced Game rules of combat, especially those of range and "sighting," apply except as further modified here by special problems presented by stalking this unique target on a blustery spring day. At first glance, it might seem that the aerial torpedo is "a piece of cake"; it's traveling at a fairly low rate of speed—55 mph—and on a fixed course. However, it also happens to be a tiny little devil and is bouncing around a lot in the wind. Moreover, even its slow speed can catch experienced combat pilots by surprise—because the more quickly you overtake it, the less time you have to properly "line a shot." So you have problems, and they are incorporated in the following combat restrictions:

(a) No deflection shots are allowed. You must either strike a tail shot or head-on for a forward shot. You must expend the usual last 2 movement points to "sight" in either case.

(b) You must be at the EXACT same altitude as the "bug" to "sight" and "fire" on it. Not 50 meters higher or lower.

(c) You must be within 50 meters range (one hex) of your target to fire at it without penalty. A head-on shot may not be attempted at all from greater than 50 meters. A tail shot may be attempted from 100 meters but a penalty subtraction is made from the roll of the dice.

(d) The faster you are traveling relative to speed of the bug, the more difficult it is to line your shot—and the greater the subtraction penalty to the dice.

#### VI. FACTORING AN ATTACK:

While rules for attacking an aerial torpedo may seem a little complex at first, in fact they are simpler than Advanced Game dogfights. Remember, you may only make head or tail shots, and at the exact same altitude as your target. If you have properly sighted your target and are entitled to fire according to range and altitude, here is how to factor any penalties:

(a) **RANGE:** No head-on attacks are allowed at greater than 50 meters.

(b) Tail shots are allowed at 50 or 100 meters; but if at 100 meters you must subtract three (-3) from the dice.

(c) **SPEED:** If your Speed Track reading at the time of firing exceeds the Speed Track of the "bug" by two movement points, subtract one (-1) from the dice. If you exceed the Speed Track of the bug by TWICE its current reading (i.e., he's going "4" and you're going "8"), subtract two (-2) from the dice. If you are traveling at TRIPLE the bug's Speed Track (he's at "3" and you're at "9"), subtract three (-3) from the dice.

If you have DIVED the turn of your attack, you must add any dive bonus hexes to your Speed Track reading before comparing it to that of the bug.

A head-on attack is also a special case; in this event, you must ADD your Speed Track Reading (including any dive hexes) to the Bug's Track reading—and compare this TOTAL (since you are approaching the bug at this velocity) to the bug's Track reading to assess your speed penalty. While this is not quite accurate, it's a reasonably close approximation to what you're doing and what penalty you should incur.

#### VII. SHOOTING DOWN THE AERIAL TORPEDO:

We warned you that the aerial torpedo was hard to hit, both because of its size and being bounced around by the wind. Nonetheless, if you do hit it, you're likely to knock such a small object right out of the sky—there is no such thing as "accumulated damage" to the torpedo. Thus:

(a) Only a CRITICAL HIT destroys the aerial torpedo—anything else, no matter how many hits, are counted as misses and have no effect.

(b) However, a critical hit destroys the torpedo instantly. It is not necessary to roll the Critical Hit Table.

(c) However, the torpedo carries 180 pounds of explosives, which may detonate if your critical hit has penetrated the payload. Thus, when you destroy a torpedo it "attacks" you as follows:

If you are at 100 meters distance, it has no effect on your aircraft.

If you are 50 meters distant on a tail shot, destruction of the torpedo results in an "attack" on your aircraft on the B-6 CRT table with no modification of the dice.

If you have destroyed the torpedo with a head-on shot, you are "attacked" on the A-1 CRT chart with no modification of dice.

If you receive a critical hit in either case, you must immediately roll the Critical Hit Table against yourself.

#### VIII. REPAIRING DAMAGE:

During the Campaign Game of twelve bugs, a certain amount of emergency repair may be made between interceptions. "Fuel Line Severed, Aileron Cables Fouled, Controls Jammed, and Gas Tank Punctured" results may all be repaired at the cost of letting one "bug" pass free overhead. Elevator cables severed may be repaired by letting two "bugs" pass overhead. Struts shattered are permanent and affect performance for the remainder of the day, as does engine damage. Pilot killed or wounded and you lose everything.

Also, "accumulated damage" is permanent and when it exceeds 50% begins to effect aircraft performance as per standard Accumulated Damage rules.

#### IX. CAMPAIGN GAME RULES:

The Campaign Game is simply a series of twelve individual encounters with a "bug" by your aircraft, which is assigned to patrol this particular sector for the entire day.

After each encounter, you are assumed to have landed and may reload your machine guns to ammunition capacity without penalty. You may also make any emergency repairs by paying the penalty in "bugs" passed overhead as indicated. Accumulated damage, as you have noted, is permanent for the day.

At the start of each new encounter, you may place your plane on a different start hex with different altitude and speed in accordance with set-up rules. Then, of course, you roll for random entry hex, altitude, and speed of "bug" intruder.

#### X. WINNING THE GAME:

The odds of shooting down any one "bug" are given on the odds breakdown chart, although they



are based on somewhat ideal range and sighting figures and disregard problems you may have with wind. Nonetheless, depending on the aircraft you have selected, you may judge from that the expectations of your commanding officer and whether you have pleased him or not.

Incidentally, he will certainly not be pleased if you've done damage to his fine, beautiful new aircraft he's "loaned" you for the day. So a critical hit not subject to emergency repair or accumulated damage greater than 50% will each "trade off" (i.e., delete) one "bug" killing, and 75% damage deletes two "bug" killings. So be nice to your aircraft!

A "bug" must exit the gameboard over No Man's Land or German territory to be considered an Allied success. If the wind blows it off course so that it exits over Allied territory, you may credit yourself a "win" even though you don't deserve it. But don't place your hopes too high as I've never seen it happen yet. (Please notice that, as in standard Prevailing Winds rules, an aircraft or "bug" can never be "shifted" off the mapboard; such results are ignored.)

**XI. DE-BUGGING THE "BUG":**

There is a minor exception to standard RW Advanced Game rules which should be noted here. The "bug"—but not the aircraft—is exempt from the rule that you may not end your movement on a hex occupied by another aircraft.

Thus, it is not uncommon in the course of a game that the "bug" will encounter a headwind with an aircraft 50 meters (one hex) on its tail. Since the "bug" is "shifted" back one hex further than the aircraft, they will both end up on the same hex. This is allowed, and no collision occurs.

Moreover, the "bug" always expends its full forward movement allowance, even if this would place it on a hex occupied by the aircraft.

The aircraft is NOT exempt in this fashion. It may never end its movement on the same hex as the "bug."

**Wind Chart\***

Between 50 and 800 meters alt wind shifts bug one hex; between 850 to 2,000 inclusive shifts bug two hexes; above 2,000 shifts bug 3 hexes. Aircraft use standard wind rules.

**Kettering Aerial Torpedo**

\*Also see HEADWIND AND TAILWIND special rules.

	Starting Hex	Starting Altitude
SE	1) 21	1) 1,000
	2) 28	2) 950
	3) 34	3) 850
SW	4) KK	4) 2,050
	5) 00	5) 2,000
	6) 5	6) 2,100



**The Odds Against You**

by: Richard J. Plock

This variant presents a very interesting version of the Random Walk problem, worth a deep and detailed analysis (which I have *not* given it). I present here a rough approach (hopefully sufficient for readers to apply for themselves), and its application to two of the German planes. I realize that most will only be interested in the final answer, but some may wish to see how well they are doing with planes other than those I have selected.

My basic assumptions are that you, being the hotshot flier you are, will make no errors in maneuvering and will enter at a reasonably optimum altitude and position, likewise you have been able to convince your commander that you want one of his better planes. (If you think a clunker will do, wait until you see what happens with a good plane.) This, then, represents the best average you can hope for with the two planes I have chosen. If you are lucky, you may do better; but you cannot expect to average much better.

The first thing we need to know is the behavior of the torpedo. I will not give the methods by which I arrived at these numbers, but the table below gives the average speed after the first turn:

	Heading Southeast	Southwest
Altitude:		
Low:	4.90	4.66
High:	5.15	4.89

Speed is perhaps a poor term in this case; what I am referring to is the mean displacement per turn towards the southern edge of the board. There is in addition an Eastward displacement that I had to use, but it is not necessary for your purposes. There is also an average drop of 17 meters per turn for torpedoes headed southeast. Using this, we can arrive at the following for the average number of turns the bug remains on the board:

Entry Hex:	5	00	KK	21	28	34
Altitude:						
Low:	9.16	8.94	8.08	7.90	8.80	7.92
High:	8.77	8.57	7.75	7.20	8.40	7.60

For the remainder, it is necessary to handle each aircraft in an individual fashion. I have chosen to examine the Fokker D-7 and the Albatros D-3. The Fokker is the best in the German arsenal; it has a maximum speed of 10, a dive speed of 8, a dive limit of 500 meters/turn, and a maneuver chart D. For the Albatros (the workhorse of "Bloody April") these are respectively 9, 6, 350, and C; this is still pretty good. I assume the Fokker to enter at about 2200 meters; the Albatros at about 1900 meters. Both fly at maximum speed until they reach the torpedo.

Going by the averages, the Fokker may expect to reach the torpedo on turn #3 no matter where it has entered. Approximately 67% of the time it will have a tail shot, 33% a head shot. By taking the maneuver chart D and considering every possible combination of wind directions and torpedo velocities, it is possible to conclude that the

Fokker can maintain a position on the torpedo's tail (distance of one hex) and continue to shoot for all cases of a SE directed torpedo, and 95% of the turns for a SW directed one. Thus we get the following mean number of shots using the Fokker:

Entry Hex:	5	00	KK	21	28	34
Altitude:						
Low:	6.9	6.7	5.8	5.9	6.8	5.9
High:	6.5	6.3	5.5	5.2	6.4	5.6

This gives an overall average of 6.1 shots. The mean probability of a shot being successful is about 0.125. Our expectation of destroying the torpedo therefore comes out to be 56%.

The Albatros does not do as well. It may get a head shot on the torpedo on turn #3 if it enters low, but expects a tail shot on turn #4 for high entries. Furthermore, using chart C (and once again looking at all possible combinations), the probability of an immediate follow-up shot is only 67% if the current shot is head-on, and 75%-80% if the current shot is a tail shot. Our overall average number of shots in this case is only 4.5; and the expectation of destroying the torpedo 45%.

Keep in mind that all of the above assumes there has been no loss in the airworthiness of the plane from damage by a previous torpedo. Should that occur, you can expect much poorer results. If you undergo no significant damage, you may expect to get 6-7 bugs with the Fokker out of a sequence of 12, and about 5 with the Albatros. Still think you want to use a Halberstadt?

For those of you that want to extend this to the other planes, I obtained the figure of 12.5% probability of a successful shot by estimating that 15% of the shots have no subtraction, 50% subtract 1, 20% subtract 2, and 15% subtract 3. Remember also that you do not add the probability of hits, but multiply the probability of misses. Hence, for the Albatros and Fokker, I used the following:

Number of Shots:	3	4	5	6	7	8
Probability of Success:	0.33	0.41	0.49	0.55	0.61	0.66

In trying to do you own calculations, keep in mind the fact that you must not "guess I'll get 4 shots in 5 turns," but set up every combination of wind directions and bug speeds, find its final location, and see what restrictions exist for the plane to get a shot this next turn. If it is possible, then take the new speed required for the shot and see whether all possibilities are still covered (or, rather which ones are not. You will find few cases of 100% coverage.) You will find that maneuver charts A and B start to impose severe limits on the probability of successive shots, hence seriously reduce the total number of shots you can take. Here is a sample part of my tables:

Current Bug Speed	Bug heading SW—		Albatros New Speed	Probability	Current Shot	
	Wind	Altitude Change			Tail	Head
4	SW	-50	3	1/12	6	NO
	SW	-50	5	1/12	8	NO
	SE	0	5	1/6	6	7
	E	0	5	1/6	5	6
	SE	0	3	1/6	ANY	5
	E	0	3	1/6	6	5
	NE	50	3	1/12	NO	NO
	NE	50	5	1/12	6	7

The last two columns give the restrictions on the current speed of the plane to get a shot this coming turn (keeping in mind the speed limits). (NO

means no shot possible; ANY means shot always possible.)





There truly seems to be nothing the Allied player can do about such a situation within the realm of the combat situation itself: the columns to be used, the ammo supply and the damage are all things regulated by the capability of the plane and cannot be altered by pilot action. In fact, I think you will ultimately find that there is nothing much that can be done by the Allied player to alleviate this situation save through judicious maneuvering (something we will come to see later) and even that can at times do nothing more than gain time and prepare for a calculated attack at a close range which the German cannot return immediately and which might result in damage severe enough to prevent serious retaliation. Again I seem to give the edge to the German player and I think it is very true that he does not have to work as hard to succeed; however, there is a great challenge in this situation which is the element which makes *RICHTHOFEN'S WAR* a truly interesting game to play. The quick, sudden turns of play coupled with the challenge to the individual to make good decisions *every* turn are not always evident in more sweeping campaigns where a few misplaced units will not necessarily spell defeat (though they of course can). Previous to this, *AFRIKA KORPS* was the game which held this same situation up to scrutiny. I think *RICHTHOFEN'S WAR* goes it one better in this particular category and offers a short game with a good deal of fun—hence my title for the article.

In the Allied player's favor is the design of most of the scenarios which matches planes fairly equally or gives the 'underdog' the mission requirement. The mission does not always depend on shots scored on enemy planes and it is often aided immensely by the time factor since every turn a mission goes on can mean points for the Allied player toward victory. If a mission can be run successfully and the aircraft can escape with damage but not shot down, then there is a good chance the Allied player will be a winner. Undoubtedly, the outcome of the game will depend heavily upon the decisions made to either go after the particular aircraft carrying out the mission or its supporting fighter(s)—the German decision generally. And it is generally the case that going after the aircraft carrying out the mission is the best decision because it is this aircraft which must count on having time on its side and cannot afford to be distracted to fight enemy fighters. Accordingly, any defending fighters will have to draw closer to the mission area to take on the attacking aircraft—there can be no drawing away of the attacker if he has decided upon the mission aircraft as his target. In this way, should it be the German who is attempting to stop the mission from being successfully completed, he will have a chance to stop the mission or shoot down an Allied fighter and divert attention to the bomber or recon plane. Again it is emphasized that the Allied player has the edge in the scenario *per se* if he is the mission player since he must be stopped from accumulating too many points for successfully bombed or reconed or strafed target hexes.

#### Critical Hits—

The odds of getting a critical hit are, to be sure, not very high but I don't think that it is so important to condition our concern for the critical hits based on consideration of how often they occur. Their importance is that *if they do occur* they can reverse the course of the contest or drive it rapidly to a conclusion. Getting a critical hit can mean so much more than just scoring a few regular hits as it can lead to advantages to score hits that would not otherwise have been available. The 'thrill' of getting a critical hit adds to the

psychological flavor of the game and it can be a demoralizing factor upon your opponent should you score one. The utterly fortuitous occurrence of a critical hit when you really might not have a good chance otherwise is an attractive feature of play which is entirely in keeping with the combat situation and, as such, is also 'realistic' in its own way.

Checking the Critical Hit Table to see what will happen if one occurs we find that 83% of the time the effect will be to hamper speed/maneuver in some way while only 22% of the time will it affect (directly) combat strength and of this 22%, 14% has to do with rear-firing guns. So the effects are very heavily in favor of damage to one's movement (more than 100% is indicative of results with damage to firing and movement). This can be translated then into damage to one's combat effectiveness (if not his combat strength) since the ability to move is the ability to bring combat weapons to bear upon the opponent: if you have 10 bursts to 6 but can't move well enough to use those bursts, what good are they? In this regard it has been said that the results hurt the Allied player *more* than the German as it has been said that the Allied player has the maneuvering advantage. I am not sure that this is true as one might think simply because of the fact that maneuver ultimately affects firepower and that's the element of play the German has going for him for sure. As to the issue of the Allied maneuver superiority, I don't think it quite matches the German combat advantage in the TDT; however, that issue can be taken up later as it is not really under consideration here.

#### General Combat Conditions—

I have been assuming the use of Tournament rules thus far as the use of Basic rules leaves much to be desired and does seem to me to give a very large advantage to the German player as the 'pure' state of no divisions between aircraft save on the TDT makes combat a sure thing to turn against the Allied player sooner or later. You may as well be playing a game on the order of *U-BOAT* for all the challenge there is without the Tournament rules. Now I'm sure someone will rush to the defense of the Basic game, but I have not found it very satisfying as *RICHTHOFEN'S WAR* itself depends on these little differences and turns of play to make it a worthwhile game—the strategy and tactical satisfaction, as previously noted, doesn't carry as far in this game as in others.

The rules covering combat which seem to make particular difference in play are the requirement to expend your last two movement points within the field-of-fire *and* the target altitude differences. These both have roots in maneuvering since they involve position and movement points, but they are directly a function of combat values and illustrate how maneuver translates into combat situations very smoothly. The former is a function of the you-move-then-I-move system of sequential play where you have a stationary target which allows such a thing. Dave Bottger quite rightly notes the fact that this regulation emphasizes speed and not maneuver when in the real combat situation it seems to have been the other way around. But perhaps without simultaneous play, this is the most accurate representation of the situation that could be managed. The point is that it attempts to simulate the need to have a good fix on the enemy aircraft before you can hope to get off a good shot. In this respect one might argue that this should have been represented by deductions from the die roll rather than the inability to fire at all. Maybe so, but what does this rule really demand? Not very much as you must expend your last movement point in the

field-of-fire or you won't have the field-of-fire since the movement stops with that point being expended! All you are being asked to do is expend ONE extra movement point to get the field-of-fire and sighting properly coordinated and that does not seem to me to be an unreasonable requirement—in fact it strikes me as a very logical one since swinging into range and sighting for the firing of the guns should be done before you depress the trigger else you'll end up with a velocity in a perpendicular direction sideways from the one you want to shoot in. Try it with a rubber band on your finger by turning and firing without coming to a full stop and you'll probably discover that the rubber band tends to fly off a bit in the direction of the turn as well as straight forward, curving a bit away from the intended target. Remember the machine guns were generally fixed in their mountings and did NOT swivel from side to side (they had the propellers to synchronize with, remember) and had to fire in the direction of the nose (for forward firing weapons).

As to the altitude differences, the ruling suggests the rationale and importance of this: geometry. The use of this factor is actually more a matter of maneuver but it does suggest that combat discrepancies between planes can be reduced during combat by utilizing the relative positions of the aircraft, i.e., flying the plane effectively will obviously help the combat situation. What this ruling allows is the use of time once again as it will permit a player to remain close in technical hex distance but separated from his opponent by altitude, giving a lengthier result as to range on the TDT. In this way it is possible to maneuver close to an opponent without suffering great damage in preparation to ascend or descend to meet the opponent on more direct terms for a more heated battle on your own terms. As the example in the rules indicates, you can be within 2 hexes but actually at a combat range of 5 hexes by having a 250 meter difference in altitude. Perhaps the advantage of this is best left to discussions of changes in altitude, but as it affects combat it belongs here if only to be mentioned—I find it an important consideration.

#### Aircraft Maneuver—

Speed, Maneuver Schedules, climb/dive rates and maximums of altitude are the aircraft capabilities which have been felt to be the ones wherein the Allied player has the advantage. Before we discuss the relative effects of these upon the individual player, let's evaluate the relative differences between the German and Allied aircraft. First we compare the maximum speeds of the aircraft and discover that the Allied planes, even though more numerous, get the edge in speed with three planes rated at 11 hexes, 5 rated at 10 hexes (German have 2) and then a fairly even break of 5 to 4, 6 to 5 and 3 to 1 at 9-8-7 hexes respectively. When we limit this to fighter aircraft we discover that, as expected, there is little change for the German as most of his aircraft can function as fighters; however, we see that the Allied edge increases somewhat since the fighters are the faster (all deductions being from the 8 hex rate, except one from 7 hexes). Minimum speed does not provide any truly unusual results—more Allied planes have a minimum of 3 but then there are more Allied planes—no real pattern is evident. Turning to maximum altitude we find the German craft breaking into three distinct levels: bombers stay at under 4200'; about half of the fighters are between the levels of 5100'/5500'; and remaining fighters are from 6100'/6300'. Allied aircraft generally rate at higher altitudes overall but this is, again, because there are more of them; however, most Allied bombers are below all German



fighters. Thus in the second category, there is not a truly significant edge revealed for either side—again taking it on a very gross scale of evaluating all aircraft in a group.

But perhaps it is a maximum dive/climb where one would expect to find the figures that would be important as it is the rate of change of altitude that can be considered to make the real difference in combat and not necessarily the maximum altitude to which one may operate. When we check the climb rates for both sides we discover that truly here do the Allied aircraft have an advantage as a group with most aircraft and most fighters outclimbing the German aircraft by at least 50 meters per turn. In fact the Germans have but three aircraft over 150 meters per turn while the Allied player has a total of 10 (all fighters for both sides). A level of 200 meters seems to be the breaking point for the Allied advantage as below this level the comparisons are even—here the Allied numerical superiority shows by giving more aircraft to choose from at these levels of climbing. The dive rates indicate a spread similar to that in maximum altitude: the German player has three distinct groups (bombers at 200-250, most fighters at 350 and a set of 3 planes at the 500 level) while the Allied player is spread along a fairly even pattern (everything, 12 planes, above or at 350 being fighters with a few fighters and the bombers at 200-250 meters per turn). It can be said that the Allied player has a slight advantage here—more so than in maximum altitude—and so it would seem that there is a definite trend for Allied aircraft to be able to change altitude at a much faster rate than the German player can hope for.

But wait, let's check out maximum dive speed as that bears upon the usefulness of being able to dive quickly. Here we find that the Allied player does, indeed, enjoy the edge, being able to dive at a maximum speed higher than his German opponent. And a quick look at the maximum overdiving abilities of the aircraft reveals that the relationship of German to Allied planes remains the same as the overdiver maximum is no more than an addition of 1 to the normal maximum dive speed. Hence the Allied player can both dive further and faster (and climb faster) than his German counterpart—given many other factors being equal such as the speeds being about the same at the moment of comparative movement since one cannot climb as far as one's opponent if the current speed is considerably lower given the requirement for deducting from speed to climb.

This brings us to an analysis of the Maneuver Schedules. And here we find that in adding up the number of aircraft falling into various schedules, we find an approximately equal ration since the Allied superiority in numbers of aircraft is not a very crucial fact at this point. As the Allied player has more planes listed, he also has more at various schedules making it look like he has some superiority. If selection of aircraft can be a superiority in all cases, then the Allied player has this superior chance to select a plane combination with better turning ability. More than most comparisons, this one would really benefit from application to a particular scenario (which will be done for the sake of example later when the scenarios are evaluated).

Given this preliminary look at the comparative figures for the two sides which serves to put perspective into a mass of numerical values, the application of each of these values is the next object of consideration. And as we have just mentioned the Maneuver Schedules, why not start with them? The D schedule would seem to be the most desirable because it offers a free hexside turn for either direction; however, I would not too

strenuously argue that the Sopwith Camel and Fokker Dr-1 have the best of it with the E schedule—the ONLY ones with it, by the way. Given the willingness to maneuver to advantage in a right-turning direction, there is no question that this is the best schedule as to turn left is not a 'bad' situation by any means. The only problem is that the schedule is limited to two aircraft types and does not concern us in a general review of the schedules though it will be more important for specific analysis of individual scenarios. After this there is also good reason to find the C schedule a good one as compared to the D since any turn more than one hexside is the same in either schedule. This is important since there are many situations where it is desirable to turn completely and end up in the same hex going exactly in the opposite direction rather than head in the opposite direction but shifted a couple hexes left or right. This is the result of a turn with schedule D if only one hexside at a time is desired. But then the E is the best in this situation as a complete 180° turn is but 3 movement points in E while it is 5 in C or D. Again we are talking about the schedule for fighters as bombers on both sides use A or B schedules while the fighters use B and C—Allied numbers, as mentioned, put more fighters in C and then in D (3 to the German's 1). Generally it is the fighters which one would expect to have better maneuvering characteristics and it is the fighters which carry out most combat as the mission aircraft are not expected to be concerned with having to wage dogfights plus do the recon, strafing or bombing. Bombers are generally defensive firing aircraft and as such there is not the need to have them engage in many turning maneuvers—if they do then the mission is probably in jeopardy and the question is whether to merely press on with it and take your chances or get out of there and not push your luck. This is important: living to fight again another day. It is a basic maxim of the campaign game (scenarios don't always drive this home as the scenarios end and there isn't a 'next time' to contend with).

The achieving of altitude and the rate of change of altitude are truly key issues because they help make it possible to equalize situations and develop a 'ground' upon which to base your strategy. Fighting the opponent on your own terms (on your own 'ground') amounts to fighting him such that you can control the situation and this generally resolves itself into whether you can maneuver away from or into battle more easily than he does. Thus a plane with superior dive ability wants to fight at a higher altitude so he can get away by diving or use this diving ability to go after an opponent trying to escape. The reverse is true for superior climbing ability: the fight is most desirable at lower altitudes where one can use the climb rate to either get away or pursue an escaping opponent. Maximum altitude is an important issue in achieving the edge by being above your opponent if you can outdive him or in being able to climb out of reach (even if your rate of climb is not superior). In conjunction with these is the maximum dive speed as it is very beneficial to be able to maintain a speed superior to your opponent even if he can dive further since it may mean he cannot always use his superior dive rate as effectively as he might wish.

Examples may seem to be wanting at this point but that is because I wish to use the actual scenarios rather than invent ones and, when I do begin the scenario commentary, I'd like to use all of the factors so that the commentary is truly focused on the play of the scenario and not just its use as a narrow example of some numerical value—this, I feel, would make the scenarios too greatly a series of practice exercises and not fully

deserving of being played often. They are useful examples of the kinds of situations found in the Campaign Game but they have merits of play all their own that should not be dismissed just because we want to *get on with it* in the more involved thinking and planning of optional rules, etc.

It would seem, as a final comment at this point, that the Allied player does have the general advantage in maneuver. This helps equalize the combat situation as it allows the firepower of the Allied planes to be brought to bear somewhat easier as well as make it slightly harder for the German aircraft to bring their own superior strength to full effectiveness.

#### A Word About Optional Rules—

Before going any further, there are a few Optional Rules which seem to deserve some individual mention because of the effect that their implementation can have upon the play of the game (no matter what scenario or version you use). I have in mind three in particular: Reaction Rule; Ace Status; Angle of Attack; Deflection. The first of these has already been briefly touched upon and I do not wish to extend the mention of it too much further; however, I would like to suggest that if the 10-second limit seems a bit too much to handle, i.e., it seems too short, or your experience with the game does not suffice, do not hesitate to institute a limit of your own (certainly 30 seconds should be plenty of time if you are at all comfortable with the rules and the pace of play). Delaying the use of this rule until you are more experienced will probably delay the rate at which you gain experience—nothing gives you experience like mistakes (or those of an opponent which you notice as he moves within the time limit).

The second Optional Rule has an effect that merely going to the TDT may not reveal immediately. Of course, the point is that the rule makes this an 'earned' benefit which means success will tend to bring about more success. But the effect which it has is very much a matter of the TDT and the most important element of it is NOT the bonus when attacking but the bonus when being attacked! I say this because it allows you to be just a bit more daring in carrying out your own attacks because your defensive 'value' is increased. An example would probably be helpful here and as we have discovered that the Allied fighter is most often a C aircraft on the TDT while the German is most often an A, let's take this match-up at a distance of say 4 hexes. If the Allied player is doing the attacking, we find that his chances are about 42% for missing entirely, 42% for 1 hit and 14% for 2 hits (there is the slim chance of about 3% for a possible 3 hits). Were he an Ace, this would change to be about 28% for missing, 44% for 1 hit, 19% for 2 hits, 6% for 3 hits and a fairly remote 3% for 4 hits. We can immediately see that there is 1/3 less chance of missing—a notable change; but more than this there is an increase in the higher numbers as opposed to a large increase in the chance for a lone hit. Now if we assume that the Allied aircraft is being attacked we find that, without Ace status, the German player will likely find these percentages operating: 28% for a miss, 31% for a lone hit, 39% for 2 hits and a scant 3% for 3 hits. If the Allied player is an Ace, these change to 42% for a miss, 31% for 1 hit and 28% for 2 hits. Note that in either case, the odds of a lone hit are the same (and they were nearly the same when the Allied player attacked) and the changes are largely between the chance of a miss and the larger hits with 1/3 more chance of a miss by the German player and a bit less than 1/3 less chance for 2 hits. Should similar tests be carried



out upon the TDT, other equally interesting little figures would be discovered; however, to avoid any further forays into mathematical fields which just might not interest anyone at this point, I suggest you try this with a few other TDT columns at other ranges. You might also try the effects of a double-Ace (in the above example where the Allied player defends, the German player would be reduced to only a 1-in-4 chance for a single hit and 17% for 2 hits with the odds at 58% for a miss while the Allied player would be working with odds of 16% (miss), 42% (1 hit), 25% (2 hits) and 8% (3 and 4 hits each).

The final Optional Rule is the Angle of Deflection and there is not a great deal to say about it as it is very straight-forward; however, it is of importance because of the effect it has in altering the die roll. My understanding of the rule's logic suggests that it was easier to maintain a good shot on a moving target from directly ahead or behind since there is no lateral displacement to deal with as is the case in firing from the side where the target is moving *across* your field-of-fire. It is this rule which will probably provide the most interesting results when introduced since it will make the question of maneuvering more significant. I do not feel that the Allied player can hope to achieve any serious advantage when such deflection play is adopted—perhaps some small boost since there is a maneuver advantage of small proportions which we did note—however, the maneuvering of greatest advantage is vertical rather than horizontal and the deflection rule is a function of horizontal maneuvering (the Maneuver Schedules) which we've seen is not vastly in the Allied player's advantage. I do recommend adoption of this rule since it makes maneuvering important by itself irrespective of which player may benefit slightly.

Other optional rulings will alter the play of the game but do not seem to me to be as important in play as these three. One may question leaving any of the others out ("Isn't wind direction important?" you might ask) but these all seem to be less sweeping changes to play which can be added or subtracted without really changing things too greatly. For example, the variable defense for balloons would not seem to make sense in any but the scenarios involving balloons and this makes the adoption of the ruling simply a matter of varying one of the scenarios rather than varying the play of the game itself. The same can be said for the special characteristics listed for various aircraft: important when using them but not an element of importance in all scenarios. The issue of wind direction is one which I even consider unimportant sometimes—often it is just a thing to do at the end of the turn rather than an important part of play since the randomness of the event is fairly predictable: it'll be westerly most of the time as noted. One may argue that the Critical Hit chances are less important because they are more rare—true if that's your standard for judging the importance but I prefer to consider the effect it has, even if potentially, on play and the Critical Hit Table can shake up play a lot more seriously than the prevailing winds.

#### Scenarios—

Inevitably, one must discuss the situations given. They can hardly be ignored or by-passed in favor of rushing into the Campaign Game since one of the game's attractions is the faster, shorter play that it offers in the scenarios. I find the scenarios more than just practice sessions for the Campaign Game and more than just contrived situations to justify the game's existence (and price tag). In fact, I find some of the scenarios much more interesting than the Campaign Game

because they offer the chance for a quick, indisputable conclusion where there are few distractions and time-wasting excuses to drag the game out.

**Scenario #1**—Obviously, this scenario is an ideal one to use as a practice situation when you're learning to play because there are just the two to six planes to account for, but it seems to me to last beyond mere 'training' sessions and offers the purest level of play where the combatants have identical situations as to relative abilities of aircraft—there are very few differences between a Sopwith Camel and a Fokker Dr1 though it does seem to me that the climb/dive statistics would favor the Camel over the long haul between otherwise equal opponents. In any event, there appear to be a couple strategies one can employ: try it on a one-for-one basis as the planes are equal; or attempt to isolate one enemy plane against two of yours while fending off the other two enemy planes with your remaining aircraft and occasional support from either of the other two. The latter strategy is one which makes for interesting results but it can hardly be considered a particularly 'safe' one. What makes it hard to say a great deal about this scenario in and of itself is that it is so very even that the results will very much depend on the individual play. Position is very important in this situation and thus the scenario is very interesting even after you have learned more about the play of the game—going back to the scenario should reveal more interest rather than less as basic skills will be very significantly emphasized.

**Scenario #2**—This is nothing more than a non-historical version of the first scenario with a varied plane line-up and, as such, there is not much to say about it. One could go into every plane match-up and make comments, but a comparison of the characteristics of the planes involved should be fairly simple. For example, taking the very first match-up of the Nieuport 17 and Halberstadt D3, we find that the German plane is largely superior as it has a better fire-power and accumulated damage rating as well as a higher maximum altitude. The Nieuport can only hope to outclimb the Halberstadt for a while as it can climb faster but not as high—then the Halberstadt can dive further each turn though the Nieuport can dive at a slightly faster speed. The Nieuport's slightly superior Maneuver Schedule can be of some help but it looks to be a very mobile battle with perhaps the attempt by the German player to 'corner' the Allied player vertically if the Allied plane tries to run. The Allied player might be hard-pressed to hang on in this situation—perhaps trying to waste enemy fire, hoping he misses, is a possible strategy if things look bad, getting in your own shots when possible, but the 4 burst/2 damage factor edge of the German is not pleasant.

**Scenario #3**—The basic and advanced level are pretty nearly even as to be the problem facing the player who must carry out the mission: how to stay alive and get the job done since the photo-recon plane is generally, as pointed out in the rules and notes, inferior. For example, the first situation gives the Allied player an even poorer shot at winning than in the dogfight scenarios (#2) since the Nieuport 12 is even more inferior to the Halberstadt than the Nieuport 17 was! The lower accumulated damage factor does not help any but the very low climb rate and inferior dive rates and speed to the Halberstadt cannot be said to be balanced by a higher maximum altitude UNLESS the Allied player gets up there *fast* (which is hard with the climb rate being what it is). The German player should try to get on top and stay there because, if the Allied player does get above him, he can photograph all day long and not be touched.

Admittedly, starting at 3500 meters with the German player above him from the beginning doesn't make the situation look good for the Allied player, especially when the planes start at the same minimum speed and the Allied player does not get a big maximum speed as compared to the German player—the one hex difference cannot be expected to be felt for a while. In any event, you can see the difficulty of the situation and I find that adding a defending fighter with the opponent getting a second plane is perhaps a worse situation than the one-on-one case.

**Scenario #4**—This situation seems to put dive and climb rates at a real premium since the strafing must be done at 350 meters or less yet the planes start at some of the highest levels in any scenario. Thus getting down fast, strafing a bit and getting out are the primary requirements for the Allied player. The first situation pits an Allied plane with equal dive speed but a slightly better climb rate. Couple this with the very superior firepower of the German Albatross and the Allied player is very hard-pressed once again. The Allied player's chance is that he gets in a few hexes for points and then gets off OR manages to collect more points than the German will get for shooting down one plane then sacrificing one if need be—not a particularly pleasant alternative but one which would serve to fulfill the victory conditions.

**Scenario #5**—The tactical bombing mission is even worse than the previous missions as far as the Allied player is concerned since the requirement to make the pass over the target once and then immediately return to actually bomb the target sets up the bombing aircraft for attack; however, it is in the points for victory that the Allied player has a chance though he may have to opt for sacrificing a plane as in the last scenario. Getting a hex successfully bombed will give you 9 points and the enemy can only salvage 6 points for the destruction of the bombing aircraft. Thus if the Allied player can get the target and sacrifice the plane for the mission, he stands a very good chance of winning. At this point you may begin to wonder about the logic of sacrificing planes, but my own slim knowledge of the period does seem to support the 'suicide-mission' atmosphere of many of these situations.

**Scenario #6**—This scenario looks better for the spotting player as he gets two aircraft; however, the point situation reveals the fact that shooting down an aircraft is worth quite a bit as compared to merely being in the air. If you aren't the spotting player, the best idea seems to be to meet the enemy as soon as possible to keep him from getting any edge in being beyond the limit listed for spotting. Getting in some damage to him before he even gets to the designated area will help since the 1 point per turn can build up slowly but surely as he tries to avoid being shot down once he is behind the lines. The advanced situation seems to throw it back in the lap of the defending player once more as he gets another plane and an Ace, at that.

**Scenario #7**—The balloon-busting situation struck me as pretty interesting for a while as it was very different from the others with the Basic game version of a static target (more or less since it can only lower itself by 50 meters per turn) and static defenses. I find that the plane usually ends up with the best of it as the MG and AA chances for a hit are quite slim when compared to the plane's combat chances and the number of hits it can inflict. The version in the advanced situation then turns to make it very hard for the attacking plane to hang on for a victory unless it really does go



# Three More Campaign Games

By Al Bisasky

## THE CAMPAIGNS OF JASTA 11

Of all the units that took part in the first war in the air, no other British or American Squadron, French Escadrille, or German Jasta had quite the mystique or charisma of the German Air Service's Jasta 11. The pilots of Jasta 11, and the air battles they fought were, without a doubt, legendary. There were few Allied airmen who did not both respect and fear the wildly painted airplanes of von Richthofen's "Big Red Circus."

Most of the high scoring German aces flew with Jasta 11 at one time or another during their careers. Many of these men have become legends in the same right as von Richthofen himself:

*Karl Allmenröder* (30 victories), Richthofen's deputy Jastaführer during the first half of 1917 and the man who led Jasta 11 in their first encounters with the Sopwith Triplanes of RFC No. 8 (Naval) Squadron.

*Ernst Udet*, Germany's second highest scoring ace with 62 victories. Richthofen was so impressed by Udet's abilities that he had him transferred from Jasta 37, where he was commander, to take command of Jasta 11 in March of 1918 (The Rittmeister at that time was leader of Jagdgeschwader Nr. 1).

*Erich Lowenhardt* (56 victories) who would later become commander of J. G. 1.

*Werner Voss* (perhaps the most famous of Richthofen's protégés) who, at the ripe old age of twenty was transferred from Jasta 11, on Richthofen's recommendation, to become leader of Jasta 10 and rolled up a score of 48 victories before he was finally brought down by six pilots of the RFC's No. 56 Squadron in an airbattle that is considered an epic in aviation history. Voss was considered to be a pilot whose aerobatic flying abilities were superior to Richthofen. He may have only been Germany's fourth highest scoring Ace, but he was without a doubt her best dogfighter. So much so, that the first two Fokker Dr. 1's delivered to the front were sent to Richthofen and Werner Voss.

Between March, 1917 and April, 1918, Jasta 11 was involved in two major offensive campaigns and numerous other airbattles. Of those, "Bloody April," the campaign against the RFC No. 10 (Naval) Squadron, and the second Arras offensive proved to be the most influential. The first saw Jasta 11 arise as a force to be reckoned with, the second almost proved their demise, and the third saw the death of their beloved Richthofen.

## BLOODY APRIL

*Take the cylinder out of my kidneys,*

*The connecting rod out of my brain, my brain,*

*From the small of my back take the camshaft  
And assemble the engine again.*

RFC Mess Song

During April, 1917, Jasta 11 saw action against many of the British squadrons operating in the Arras area of the Western front. One of these squadrons, No. 48, was equipped with the new

Bristol BR/f2a. The squadron leader was a man named Leeef-Robinson who had the good fortune to shoot down a zeppelin and the bad luck to be awarded the Victoria Cross for it. The British High Command, therefore, thought that he would make the perfect man to lead the new "Brisfit" squadron. But Leeef-Robinson knew nothing of the air war and he and his men were totally unfamiliar with the new aircraft. On April 5, 1917, while on their first offensive patrol, six Brisfits of No. 48 were jumped by von Richthofen and Jasta 11. Leeef-Robinson was the first to go along with three of the others. Two fell to the guns of Richthofen himself. In less than 10 minutes, No. 48 lost eight men and four aircraft, a quarter of their squadron!

But it was later realized that the Brisfit was no ordinary two-seater, and in the hands of an experienced pilot was, to say the least, a highly lethal airplane. For when attacked, the Brisfit's best defense was to break formation and be used as a fighter with the observer's gun to cover the tail. Captain A. E. McKeever of No. 11 Squadron scored most of his 30 victories flying the Brisfit as a fighter. Jasta 11's later encounters with the Bristol fighters would not be quite as easy as the first.

## THE BATTLE WITH THE BLACK FLIGHT

*One must first overcome the inner  
"schweinehund"*

Manfred von Richthofen

Later that year, Jasta 11 would encounter a squadron of the Royal Naval Air Service that would almost cost them their reputation, and did cost them the life of their deputy commander. In June, 1917, No. 10 (Naval) Squadron was sent from the relatively quiet Flanders sector to the Ypres sector to aid the disconcerted RFC units in that area. There the Sopwith Triplanes of No. 10 wreaked havoc across the Ypres salient. Its core was Lt. Raymond Collishaw and the four other Canadian pilots who comprised the "Black Flight" of Naval Ten. Their reputation developed so rapidly that a price was put on their heads by the German high command and Jasta 11 was sent to the Ypres sector to deal with ravaging Tripehounds of Naval Ten. This little gun battle went on for two months with the end result of three pilots, including Allmenröder, lost and von Richthofen himself being shot down and wounded by the observer in an obsolete two-seater that was being escorted by the Black Flight.

Late July saw three of the Black Flight killed and Collishaw sent back to England. Thus came to an end the brief, but fiery career of Naval Ten and the gallant company of Black Flight were disbanded. The end of the service life of the Sopwith Triplane came about soon afterwards with the introduction of the Camel. The Sopwith Triplane, although fragile, difficult to maintain, and underarmed was to be one of the best Allied fighter planes of the First World War. Anthony Fokker copied the Triplane design for his Dr. 1, and, again a very good aircraft design gave birth to yet another very good aircraft design.

## THE SECOND ARRAS OFFENSIVE

*Despite the victory, and even if it is a hard-wrested victory, there is always that sad regret, that human sympathy for the victim, who was, after all, another pilot like oneself...*

Hermann Becker

In March, 1918, German Chief-of-Staff Erich Von Ludendorff launched his offensive against the British forces in the Arras sector. The purpose of the offensive was to drive the British back across the Somme River. His plan was to defeat the Allies on the battlefield before the American entry into the war could have any effect. Unfortunately, the plan didn't work. After two separate offensives through two different parts of the Front (Michael and Georgette), the end of April saw an end to the fighting and the German Army was pushed back to where it started.

Despite the fact that the British were equipped with a much improved generation of aircraft, their losses, as usual, were heavy. This was due to the fact that the RFC's high command ordered its squadrons to bomb and shoot up anything and everything that wasn't on their side of No-Man's-Land—no matter what the cost. But quantity once again saved the British and quality kept it from being the German turkey-shoot it was the year before.

During this period, the German Jastas were beginning to suffer from a shortage of quality replacement aircraft and pilots. Even the crack Richthofen circuses had become a potpourri of different aircraft types and models. The highly maneuverable Fokker Dr. 1 was in short supply and went only to the more experienced pilots (who were also in short supply). The Albatross D-V and D-Va had reached their obsolescence and the new Pfalz III, while able to sustain a lot of punishment and dive like a brick, was, at best, only a mediocre fighter.

The great strain was beginning to show on Jasta 11 in March of 1918. But the greatest blow was yet to come; on April 21st, von Richthofen was shot down and killed, and the effects were felt throughout the Jastas. For the German air service, after the second Arras offensive, the handwriting was on the wall...

## THE CAMPAIGN AGAINST THE BLACK FLIGHT

**TIME:** June 25th and 27th, 1917.

**PLACE:** The Ypres sector of the Western Front.  
**UNITS INVOLVED:** RFC No. 10 (Naval) Sqd. and Jasta 11.

**THE SITUATION:** Jasta 11, under the temporary leadership of Karl Allmenröder has been ordered to the Ypres sector to seek out and destroy the Triplanes of No. 10 Squadron.

**HISTORICAL NOTES:** This campaign against Naval Ten actually lasted over a period of two months. This time span, however, is too great to condense into campaign-scenario form, so only the first two days in which the units engaged are covered. During these two days Jasta 11 engaged only the planes from Naval Ten's Black Flight.

**SPECIAL GAME NOTES:** This Campaign Game is recommended only for multi-player games due to the number of aircraft allowable on the board simultaneously. The limit of 3 planes per side on board at one time is suspended. Players may put two boards into play.

**GAME RULES:** Tournament level Campaign Game rules No. 10, 11 and 12 and Forced-Landing rules.

## ORDERS OF BATTLE

No. 10 (Naval) Sqd.: 5 SOP/Tri, 5 pilots (designate one ace), one replacement aircraft and pilot available for the second day.



Jasta 11: 6 ALB/d3, 6 pilots (designate 2 aces), two replacement aircraft and pilots available for the second day.

MISSION SCHEDULE

April 25th: 5 SOP/Tri at 2500 meters vs 6 Alb/d3 at 3000 meters. British player moves first.  
 April 27th: all available Allied aircraft at 3000 meters vs all available German aircraft; half of which enter at 2500 meters, the other half at 3500 meters. British player moves first. German player enters low squadron on turn 1, high squadron on turn 3. Victory Points system as per Dogfight scenario card.



THE FIRST ARRAS CAMPAIGN

TIME: April, 1917—Prelude to the Arras Offensive.

PLACE: The Douai-Oisy sector of the Arras area. UNITS INVOLVED: RFC No. 6 (Naval) Sqd., RFC No. 48 Sqd., and Jasta 11.

THE SITUATION: While most of the British squadrons involved in the Arras Offensive were assigned to line and close offensive patrols, the 6th and 48th were assigned to conduct distant offensive patrols as far east as Douai and south to Oisy.

HISTORICAL NOTES: The greatest disadvantage the British had was the fact that the Douai-Oisy sector lay well behind the German lines. They had, however, the advantage of the use of the new Bristol BR/f2a instead of the slow and fragile FE/2's and BE/2's. They also had the great misfortune of working the sector patrolled by von Richthofen's Jasta 11.

SPECIAL RULES:

1. Because this area was so far behind the German lines ignore all trenchlines and apply the Forced-Landing Table only to German aircraft.
2. The German player may enter and exit anywhere on the east mapboard edge only.
3. The British player may enter and exit on the west though hexes AA39 to A52 only.
4. Because of the critical shortage of pilots and observers during this period, the British would often send replacements to the front with only the minimum of training and little or no experience with the aircraft type they would fly in combat. To portray this deficiency, subtract 1 from the die roll for all attacks made by British replacement pilots and observers during their first day in combat.
5. Photo-recon targets (11 road hexes each): E31 to E21; W20 to O25; W20 to GG14; KK16 to NN10; Q29 to X21; S38 to P31; F34 to P31; Q29 to X24; HH17 to FF10.
6. Bombing targets: W20; X19; Z18; KK16; HH17; II13; JJ12; LL11; FF10; F32; Q29; V19.
7. Use BR/f2b counters for No. 48 Sqd. The capabilities of the BR/f2a can be found on the Auxiliary Aircraft Capabilities Chart in the Battle Manual.
8. Use the Victory Point system on the Campaign Game scenario card.

MISSION SCHEDULE

DATE	PHOTO-RECON	BOMBING
4/5/17	2	2
4/6/17	1	3
4/7/17	2	1
4/8/17	2	0
4/9/17	2	1
4/10/17	3	1
4/11/17	2	1

ORDERS OF BATTLE

	GERMAN JASTA 11	ALLIED No. 6 (Naval)	No. 48
AIRCRAFT	12(8 ALB/d3, 4 ALB/d2)	10 (all NIEU/17)	12 (all BR/f2a)
PILOTS	12 (designate 3 ACES)	10 (designate 1 ACE)	12 (no ACES)
OBSERVERS	0	0	12
RESERVE AIRCRAFT	3 (ALB/d2)	4 (NIEU/17)	4 (BR/f2a)
REPLACEMENT PILOTS	3* (4/9/17)	4* (4/8/17)	4* (4/8/17)
REPLACEMENT OBSERVERS	0	0	4* (4/8/17)

\*Earliest date of arrival for replacements

GAME RULES: Utilize all Tournament level and Campaign Game rules including photo-recon, tactical bombing, and Ace rules. Game lasts one week.



THE SECOND ARRAS OFFENSIVE

TIME: March and April, 1918—The Ludendorff Offensives on Arras

PLACE: The Lys Battlefield

UNITS INVOLVED: RFC SQD. Nos. 54 & 84 and Jasta 11

THE SITUATION: During this period air-to-air combat took a back seat to air-to-ground tactics as both sides concentrated on the close support of infantry troops. The British were ordered to bomb and strafe advancing German infantry no matter what the cost. The Jagdstaffeln assigned to the sector were ordered to achieve local air superiority.

HISTORICAL NOTES: During the offensive, each side came to regard the poor weather conditions as much an enemy as the other's aircraft. Fog became the German ground force's most effective "air cover". For although it meant their own air force could not support them, it kept the British on the ground as well.

SPECIAL GAME NOTES:

1. British may assign joint squadron flights (to the three-plane-per-side maximum). Either squadron may bomb or strafe.
2. British player must attempt to fly four missions per day—two missions per each 'AM' and 'PM' portion of the day.
3. To depict the poor weather conditions the British player must roll the die and consult the Weather Effects Table prior to each day's AM and PM missions to determine if flying is possible.

Mission scheduling must be done prior to determining weather conditions. Missions that must be "scrubbed" in the AM portion of a day may be flown in the place of those scheduled in the PM portion of those AM missions, if successful, would give the British player more victory points.

4. Ground fire was responsible for many losses on both sides. To depict this allow both sides the use of six machine gun units to be placed within two hexes of each side's trenchlines. Once placed these units may not be moved. However, they may be redeployed prior to each day's flying.

5. Target hexes for British bombing missions may be selected from those appearing on the Tactical Bombing scenario card.

GAMES RULES: Tournament, Campaign Game, Anti-aircraft fire, Tactical Bombing, Trench strafing, Ace and Double-Ace rules.

VICTORY POINT SCHEDULE

BRITISH:

- 10 points for each successful bombing mission.
- 1 point for every three trench hexes strafed. Retain fractions.
- 3 points for each enemy aircraft destroyed.

GERMANS:

- 8 points for each scheduled bombing mission NOT successfully completed by a British player.
- 6 points for each enemy aircraft destroyed.

ORDERS OF BATTLE

	GERMAN JASTA 11	BRITISH No. 54 Sqd.	No. 84 Sqd.
AIRCRAFT	12 (4 FOK/dr1, 5 ALB/d5a 3 PFAL/d3)	10 (all SOP/Cam)	10 (all SE/5a)
PILOTS	12 (designate 1 Double-Ace, and 2 Aces)	10 (no Aces)	10 (designate 1 Ace)
RESERVE AIRCRAFT	4 (One FOK/dr1, 3 PFAL/d3)	4 (SOP/Cam)	4 (SE/5a)
REPLACEMENT PILOTS	4* (3/27/18)	4* (3/25/18)	4* (3/25/18)

\*Earliest date of arrival for replacements

MISSION SCHEDULE

DATE	TRENCH STRAFING	BOMBING
3/24/18	3	1
3/25/18	2	1
3/26/18	3	0
3/27/18	3	1
4/ 6/18	2	2
4/ 7/18	2	1



WEATHER EFFECTS TABLE

DIE ROLL	March 24 to 27		April 6 and 7	
	AM	PM	AM	PM
1	F	F	F	F
2	F	F	F	C
3	F	C	C	C
4	F	C	C	C
5	C	C	C	C
6	C	C	C	C

F - Fog (No flying possible)  
 C - Clear (Flying possible)





# Professional Russian

PanzerBlitz Notes of a Professional Russian:  
The Combined Arms Offensive

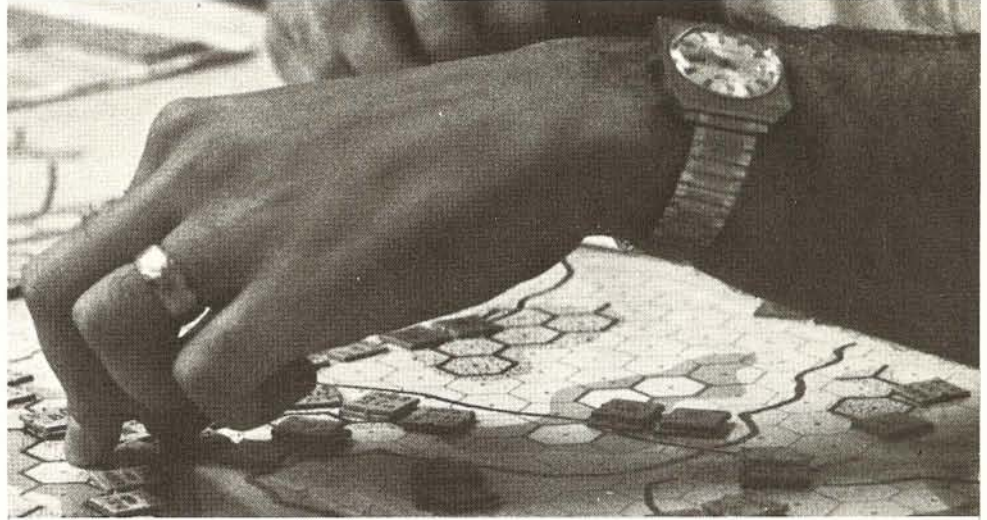
by Carl Hoffman

Why, the reader will ask, why that ridiculous title? No self-respecting *PanzerBlitz* player will soon forget Dean Miller's admirable analysis of Situation 10, in which he lambasted the "professional Russian" from Kursk to Prochorovka and back again. The truth of the matter is that Mr. Miller's article set the wheels turning in the mind of at least one perennial Soviet player, trying to determine if it's *really* that easy to be the Russians.

Mind you, I didn't become a "professional Russian" by choice. To this day the superiority of some of the German AFV counters makes my mouth water, especially those with names instead of numbers: Panther, Hummel, Nashorn, Wespe. The thought of maneuvering them across the gameboard, even in limited numbers, sends me into temporary nirvana. My naturally cooperative disposition, however, combined with the psychological propensities of my opponents, have condemned me to "professional Russian-hood" for the simple reason that nobody I play *ever* wants to be anything but the hideous Hun, and I'm not the person to stand in their way. By force of circumstances I've played the Slavic fall guy for a half-dozen or so pbm and ftf opponents bent on following Mr. Miller's lead as attackers "moving aggressively against overwhelming odds." My years on the steppes, however, have not been spent in vain.

One thing I've learned, for instance, is that by and large it's easier to be the Russian than the German in *PanzerBlitz* — the way it's easier for a novice to fly a Sturmovik than a Messerschmitt 262. The Russian is often able to make up in mass what he lacks in finesse, a luxury the German cannot afford, and in early games this may be the margin between, if not victory and defeat, at least defeat and ignominious defeat. As a matter of fact, I think it advisable that even the most stalwart "professional German" serve a middling-long apprenticeship where he commands only Russians against more experienced opponents. That way he'll learn the basics without gaining too many painful memories, and will afterwards be able to go on to better things—either command of the more sophisticated German forces, or more sophisticated command of the Soviets. For, despite what its detractors may say, the Red Army of *PanzerBlitz* is more than just mass. Superior Russian play is nearly as intricate and challenging as superior German play, hinging on a proper combination of the three basic combat arms — infantry, armor, and artillery. As always, this fact comes most clearly into focus in those scenarios where each side commands a mobile force.

Tank freaks who play *PanzerBlitz* (and let's face it, how many of its players *aren't* tank freaks?) know that only four of the twelve scenarios that come with the game are satisfactory duels of armor: Situations 4, 6, 7, and 10. Of these, 7 and 10 are more or less hopelessly one-sided in favor of the Russians simply because of the way the rules are written. Situation 4's victory conditions are flawed so as to make for another easy Soviet triumph; however, these can always be changed for a more even game. Situation 6 is also lopsided, this time towards the Germans, but it is in nowhere



near the shape of 7 or 10. Of the quartet of "armor" (i.e. mobile) scenarios then, only 4 and 6 are salvageable without completely overhauling the original rules (which, by the way, AH has to large extent done with *Panzer Leader*). It is with these two scenarios that the remainder of this article will be concerned, for it is in them that the Russian's skill as an offensive fighter is most decisively tested, and most especially his prowess at orchestrating a mobile "combined arms" offensive.

At first glance there is a fair resemblance between the two situations. In both of them a large Russian force is pitted against a much weaker German battlegroup, the two doing battle the length of the three boards with the Germans trying to delay the Soviets and the latter attempting to destroy units and attain the farther end of the board. In each case the composition of the German forces is approximately the same, single Wespe and Hummel SPA units accompanied by two or three tank or TD platoons and various supporting infantry and anti-tank artillery. The Russian forces vary somewhat more, as does the terrain, matters which will be taken up briefly when we examine the individual situations. The most important similarity between the two scenarios, however, is that they each are exercises in *movement*. The Russian player is faced with the necessity of outmaneuvering (that is, getting behind) his opponent and at the same time seeking to maintain the mobility which will enable him to pursue the German to his ultimate destruction. This mobility must never be allowed to slip away by unloading too much infantry or artillery unless a large advantage can be obtained. By the same token, the German is under the heavy burden of not staying too long in one place; if he dawdles he may find himself up to his eyebrows in T-34's.

Speaking of T-34's: these are the Russian's main weapon in this mechanized duel, and despite the range and firepower deficiencies of the "C" model, they are admirably suited for the job, combining a moderate protection factor with one of the best movement factors in the game. There have been a multitude of occasions when that "11" in the lower right-hand corner of the counter has enabled my T-34's to move the extra hex necessary to complete an encirclement. Given the constant necessity for exposure, however, the T-34, and especially the T-34c, cannot function alone. The Russian will soon find himself in a treadless waste if he doesn't provide the second major ingredient of this brand of warfare, counterfire. For this he must roll up "big guns" in the form of SU-85's and SU-152's. These are my favorite Russian units,

both with good attack, defense, and range factors. Where the T-34's provide the immediate threat to German positions, the SU's provide the punch to remove them. In effect they say: "Go ahead, you lousy kraut, go ahead and wipe out those T-34's. See what you'll get."

Of course this outline is a little too stratified: both SU-85's and SU-152's can and should take the place of T-34's in up-front spotting work, but the SU's are the heart of any Soviet mobile offensive, and the Russian player will do well to follow where they lead. With this general plan in mind, let us move on to consider the scenarios individually, and see where the other two branches, infantry and artillery, fit into the "combined arms" overview.

Situation 4 has always been one of the easiest *PanzerBlitz* scenarios for me to visualize. Being originally from the Midwest and knowing what it's like in the summertime, I don't find it hard to imagine the sunblasted plains near Minsk in July, 1944, the clouds of dust raised by mechanized columns, the sweating individual soldiers (this may not be the way the battle actually was, but it's the way I picture it). In this scenario the opposing sides meet mainly on boards 2 and 3, decidedly level terrain, and the Russian finds himself in command of a force rich in infantry as well as armor and guns. There are a good many problems with the victory conditions in Situation 4 because the Russian must reach only board 3 (the central of the three boards laid end-to-end) to prevent his opponent from winning, and he gets to advance more than half the distance to it on Turn 1 before the German is even on the map. It seems to me the easiest way to improve the victory conditions would be to let the German set up on the map before the Russian enters, or perhaps make board 1, the mapboard most distant, the necessary goal, adding two or three game turns. Other players of my acquaintance have proposed reinforcing the German battlegroup and making the west side of the north-south gully on board 3 "paydirt." In any of these variants, however, along with the usual tactics of movement and counterfire, the Russian should keep in mind the possibility of what I like to call a "tidal wave" attack. This tactic is particularly suited to the open country, victory conditions, and infantry-heavy Russian force of Situation 4, and is as subtle and potentially devastating as a Stalin tank. This is how it works:

The chances are that the German will be employing the time-honored tactic of deploying his SPA and other long-range units to the rear, at the same time positioning a screen of transport



and infantry (perhaps buttressed by a tank platoon or two) well forward to impede the Russian's progress and expose him to bombardment from the big guns. In Situation 4, as a matter of fact, the almost-predictable first move by the German is advancing light units to hill 129, the gully and road hexes around 2-G-9, and the woods near 2-I-4, with Wespe and Hummel in Golod in anticipation of falling back to the slopes of hill 107 on Turn 2. However, unless the German is very precise about the deployment of the forward units there is a strong possibility he will leave some hole open, through which the Russian can advance one or more tank companies to threaten the SPA's. With Wespe and Hummel and the other big guns faced with the choice of firing at the forward Russian tanks or retreating, the Soviets can then surround the German screening units with masses of infantry and artillery. This is the "tidal wave;" the Russian should rank his units two or three deep around the forward Germans, leaving the unhappy Hun with the choice of using his heavy guns to blow a hole in the Slavic multitude for the surrounded units (and in all probability finding himself Hummel-less on the following turn), or retreating with the heavies and leaving the screen to whatever mercy is in the Russian's heart. It should be noted here that though the crest of the tidal wave is necessarily the infantry (everytime I gaze upon one of those Rifle companies with its defense factor of 16 *soft* points my eyes cloud with tears of gratitude), the anti-tank guns also play their role. At close range a 76.2mm AT battery is as effective as a company of T-34c's, and even though their defense factor isn't spectacular, they make one more target the German must disperse or destroy to ensure the safety of his forward units. And against halftracks, the kind of target they are likely to sight in on, they can be devastating.

This, then, is the routine for Situation 4, a relentless tango of movement and counterfire, tank probes and tidal waves. The Russian should pursue, pursue, pursue his opponent, keeping his eyes open for a tidal wave attack by which he can surround and destroy carelessly placed enemy units.

It's rather a different story in Situation 6. Here the Russian gets a few more tanks, in the shape of T-34c's, but he's not as well supplied with infantry, the terrain is against him, and the victory conditions are stiff, requiring ten Russian units on board 3, the one farthest away, by the end of the game for a marginal victory. This is no small order given the slightly larger German battlegroup and horrendous terrain over which the fighting takes place. Additionally, the tidal wave is invalidated because the number of German units destroyed is largely irrelevant according to the victory conditions, and the many Russians required to execute it would only slow down the offensive. To put it succinctly, in Situation 6 the Russian is up the Dnieper. The solution for these problems is simple indeed; given the same basic setup, the Russian should be allowed to move first. This will enable him to reach the "C" row of board 1 on the initial turn, but he won't have enough movement points to occupy either hills 104 or 129, the latter being the German's favorite nest for SPA's. From there, given the "channeling" terrain of board 2, it should still be an exciting race (perhaps limited to 8 or 9 turns) to board 3.

At this point the reader can be heard snorting almost audibly: all right, smart aleck, what's the surefire method of winning Situation 6? Unleashing the Cossacks? Turning loose the Mongol horde? The answer, of course, is obvious: there is no surefire method. The Russian can only play his

*Continued on Page 20, Column 3*

# DESIGN ANALYSIS



## STRATEGIC SIMULATION AND GAME DESIGN

By John Prados  
With a Game Development Addenda  
By Donald Greenwood

Strategic simulations are still a recent innovation of gaming but they seem to be catching on rapidly. There was a time, only a couple of years back, when people at game companies were saying that strategic games ought to be avoided like the plague. The few that had been done were largely regarded as failures. Today I can think of several strategic games already out and as many more that are still in various stages of development.

It may be that what makes a grand strategic game is its great scope. But it is precisely this scope that makes the strategic game the most difficult to handle in terms of design and development. In this article I want to address some of the problems of designing the strategic simulation, framing the discussion in terms of the *Third Reich* game. *Third Reich* is, I think, a groundbreaker in bringing certain types of activity within a game framework.

### Strategic Simulation and Realism

Fundamentally, a game tries to be realistic in two ways; for war games the ways are simulating the battlefield environment and duplicating the forces involved in an actual situation. The historical evolution of game design, however, has made realism more difficult to secure in the design of a strategic simulation. *Tactics II*, the first of the widely distributed designs, was an operational-level game, using division-sized units. The early *Gettysburg* amounted to a tactical game which was only slightly different than the operational design of *Tactics II*. Since then, considerable progress has been made in the direction of refining tactical and operational designs, but strategic design has lagged.

Why has it been easier to improve tactical designs, having started from the operational game? Much of the answer lies in the fact that designers had a natural advantage working from the operational level to the tactical one. The divisional-equivalent units used in the operational simulation contained a mix of units within its own structure. As designers moved down the TOE ladder from the division to the platoon and squad game they found that at each point improving a design was a case of distinguishing the functions of different types of units for weapons. By the time of *Panzerblitz* one could see a countermix with a number of different types of infantry, armor, or artillery units, each with specific rules governing its employment. The tactical simulation may lay the claim to being closest to reality because once the different patterns of using weapons were distinguished from each other and worked into a design, the game as a whole was able to give an excellent impression of the development of a battle.

The strategic simulation offers a different problem. With the strategic simulation the difficulty lies in the fact that the tactical uses of formations must be aggregated and brought together rather than separated and distinguished. The strategic game enthusiast will agree that it is

impossible to learn much about World War II as a whole from playing *Panzerblitz*. In fact the strategic simulation seeks a different aim altogether than the tactical one. This has been the dilemma of strategic game design. With the tactical design one can make design decisions with a reasonable confidence of their accuracy. For example, the ability of an anti-tank unit to destroy an approaching tank unit is a function of a few variables that can be controlled with fair ease. The number of variables involved in a strategic simulation is much greater, and the variables themselves tend to be more difficult to deal with.

### STRATEGIC VERSUS OPERATIONAL

Designers have tried two approaches to simulations that might be of strategic scope. The first of these is the simple expansion of the operational-level simulation to a massive set of thousands of pieces and many boards. This has been the operational freaks' dream by and large, with Eastern Front games leading the pack. The trouble with this approach is that a player has to make so many individual decisions, regarding attacking and so forth, on his turn that a game takes forever to play. At the same time, the game itself is frozen within a certain defined context that ignores events of even more global importance that could affect the operational situation being portrayed in the game. Consequently, massive expansion of an operational simulation is not the answer to the strategic simulation dilemma.

A second approach has been to design games that are explicitly strategic in their orientation. Here a start has been made with *Third Reich*. Here again, however, major differences in approach are apparent, basically because of the difficulties confronted by the strategic designer. The strategic designer must figure out exactly which factors are important enough to simulate.

A good example of the problem for a strategic designer is the selection of a unit size for the countermix. A division-level unit is clearly too small for his purposes, but an army-level unit may well be too large. In the case of a simulation of World War II in Europe, army-size units would mean that some armies like the Norwegian and Dutch would be overrated. These countries' forces would then be more powerful than warranted by history. It was with this in mind that the *Third Reich* counters range between a corps and an army in size, depending upon the nation a piece belongs to and that nation's military system.

Another difficulty of the strategic simulation is the selection of a mapboard. As the simulation increases in scope the rationale for a hexagon system disappears. Hexes are supposed to allow representation of terrain with minimal distortion so that terrain can serve as a playing area. The importance of terrain is that it channels maneuver. But in the strategic simulation one reaches a certain stage at which terrain tends to lose all



importance. Consider the case of a global mapboard, in which all of Western Europe might cover only three to five hexes. What maneuver can there be on such a scale? Strategic designers have made the error of not giving thought to the usefulness of an area game system in cases like this.

In *Third Reich*, the track taken was somewhat different. Here it was felt that the players' strongest identification with the game would come through such opportunities for maneuver. The idea was to make sure there was board space to move around a little, in every country. It was necessary therefore, to provide a map with the largest play area possible, and to divide that area into hexagons. The relatively smaller size of the units that counters represent in the game fitted quite easily into this pattern along with the breakthrough rule and air rules that create the operational fine points of *Third Reich*.

### SELECTING VARIABLES FOR STRATEGIC SIMULATION

*Third Reich* used three key variables: war effort, airpower, and armored capability, to recreate the atmosphere of World War II in Europe. The game works off a Basic Resource Point (BRP) base because World War II was a technology war. Offensive capability, in fact any capability, had to be purchased with labor and raw materials and then maintained. Trained manpower was the same. In the real war, German resistance continued to be coherent until February, 1945. Then the Germans suddenly collapsed, not just their army, but everything. In game terms, this is exactly what happens to the German player who spends himself out of BRPs. But in game terms, the BRP system might have been managed in other ways as well; take, for example, a BRP-Force Pool set-up where the player had to wait a certain number of turns to receive a new unit after he has paid for it. This of course is a more realistic system than that actually in *Third Reich*, but to make it work requires paperwork and extends play. Waiting for the new unit makes for tension and frustration in the player. And to make a system like this really interesting requires the use of many distinct types of units, thus making play more complicated. A good strategic game has so intricate and varied a pattern of possible strategies to follow, that every effort must be bent to make the mechanics of play as straightforward as possible. And the course we decided upon; i.e., to give the player his newly created units after combat does indeed represent a 3 month delay.

Airpower and armor were injected into *Third Reich* in order to give a feel for the style of operations in the war. In a simulation of this scope the pressure is on the designer to knock all the intermediate steps out between the start of a campaign and its results. One might instead call combat results tables in these games "campaign results tables." Combat under such a system was too cerebral, perhaps a fine quality in a diplomacy game, but not in a simulation that was expected to be a good war game at the same time. (I might say parenthetically that *Third Reich* is best as a wargame using the 1942 Scenario in a coalition version with two players.) In World War II, it was the correct application of a sequence of techniques (tactical air, concentration, breakthrough, and armored exploitation), that won all the great battles. Armor and airpower were deliberately made the most important offensive forces and the playing area of the board was made as large as possible to permit maneuver.

In a given historical situation there are a few elements, maybe even one, which exercised a determining influence. Game design has sought to capture the historical situation, recreating the feeling for the player. But if the historical result of the real world were the outcome of the game each time, then it would not be a game. The point has been made that "quirky" things happen in *Third Reich*. There is no quirkiness here, there are only players unwilling to adhere to sound strategies. Here we are speaking of turns that represent three months' time. Can you think of a minor country in the war which was not overrun in less time? Greece is the lone exception, but even then only against the Italians. In the game they can. The point is that in *Third Reich* practically everything is left up to the players. The rules are no more than an agreed method of procedure and resolution. I would argue that this is the only way it can be. The alternative amounts to no more than an operational game system illegitimately expanded to strategic scope. This has been precisely the problem in most of the strategic games I have seen.

Different historical situations have different determinate elements. World War II, because it was technological, was a war that depended on industrial base and raw material. The Punic Wars, on the other hand, were decided far more upon manpower mobilization and population. The game has to represent that element to recapture the past, like the great photo it conveys a feeling of a time when things were happening. The fascination of the strategic game is its glimpse at the possible worlds there might have been.

### PLAYABILITY AND THE GLOBAL SCALE

Ideally, the strategic game approaches chess in its number of plausibly winning strategies. A good player will analyze several different lines of play. For this reason alone turns take some time. Ever wonder why it takes so long to play a good four-man *Risk* game? This characteristic of strategic games means the designer should make the mechanics as simple as possible. This is the old "playability versus realism" argument at a new level. Realism must distinguish every function, but is not that approach impossible at the strategic level? You could turn phases *ad infinitum*. The truth is that strategic games will never be realistic enough. Strategic realism is impossible to achieve in tactical terms.

Granting the impossibility of such realism, what can a game design do? This game design chose to emphasize free choice and player identification elements. For this purpose armor and airpower-use were made "tactics" and units were given identifications. The system teaches much about the dynamics of World War II, but the game has to be played before it can be appreciated. Playability is a valid alternative to realism. It was for playability that navies were de-emphasized and strategic attrition substituted for unit combat. Playability also means no bookkeeping and that precluded a time-creation BRP system for activating units in the Force Pool. The cost, in game time, from such a system outweighs the gains in realism.

Before rejecting realism completely, there is one important point which I must make. Realism of a sort is possible in strategic simulation. It is possible for players in the course of the game to make the same maneuvers as actually occurred in 1939-45 for their own purposes. This amounts to saying that realism in design consists of establishing a logic in the game which leads players inexorably to decisions similar to those of history. Realism cannot be imposed by rules for such a game would simulate nothing. This is the measure

of the strategic simulation. The wheel, however, comes full circle for this realism must be the result of playability.

### CONCLUSION

Recently some figures were shown to me that indicated a third of gamers are mostly interested in strategic simulations. This was quite an encouraging figure because it showed substantial interest in a gaming field that has been little touched in the past. We can expect to see a great number of new strategic designs. This is important for two reasons. First, designers must be much more conscious of "infrastructure" elements within which events occur (things like BRPs). Second, and of greater importance, now is the time to begin to articulate and refine concepts of strategic design in the literature of the hobby.

### GAME DEVELOPMENT ADDENDA

*Third Reich*, perhaps more than any other game we've ever done, underwent much playtesting to eliminate possible "perfect plan" solutions which might stagnate play possibilities. A game of this scope and with such bizarre mechanics is especially prone to such problems. Such was our concern with weeding out these "solutions" that it preoccupied the greater part of our development time—time that could have been used for a restructuring of the rules in a more concise format. Given time limitations however we decided to spend our "game design BRPs" on further witch hunts for perfect plans and merely amended or added to the original Prados rules rather than completely reorganizing them. The result was a bulky, albeit largely complete, set of rules which bears several readings for full comprehension.

Many questions have arisen as to why certain aspects of the design are handled the way they appear in the game. This article will attempt to answer those queries as well as list the most frequently asked questions on the rules. I hesitate to refer to this as an errata list (although many of you will claim it so) because most of the questions asked are answered in the rules. However, for the sake of listing the most common questions conveniently in one place they are presented below for the edification of all involved. What follows is not undertaken in any precise order but rather is a frank, behind-the-scenes rational answer for the many decisions which went into making *Third Reich*. And lest it appear otherwise, let me hasten to add that the game has been widely acclaimed as a stunning success.

The gameboard has drawn its share of criticism for being simplistic and not encompassing the super realistic 4 color printing of a 1914 or 1776. Our defense can be readily anticipated from the Prados design prologue above. High piece density is so paramount a feature of *Third Reich* that it was considered imperative to do whatever was possible to make the terrain readily recognizable at a glance without lifting stacks of counters. Thus, the mountain symbols fill each hex rather than following a more picturesque natural curve. Similarly, the usual tan press varnish is not present for fear of obscuring the beach hexes. And for those who dislike the "cuts" in the board created by the different board sections we can only offer you your choice; a mounted board or a paper one. The latter would certainly save us a lot of money, but the vast majority of gamers still favor mounted boards. This remains true even in the case of *Third Reich* where the board is so large that the panels can't be taped together due to excessive pressure on the tape during assembly.



# GAME DESIGN EQUIPMENT



The complete, printed mapsheet for all games is available—unmounted—sent to you in a tube to avoid creasing.

Specify game \_\_\_\_\_  
\_\_\_\_\_ ea. 6.00

Unmounted, complete uncut PanzerLeader mapsheet with slight imperfection on section c . . . 3.00

Set of 6 Dice . . . . . 1.00  
Set of 4 Mapboard Clips . . . . . 1.00

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White, Unmtd. Hex Sheets:

Specify  3/8" (D-Day type)  
 13/16" (Panzer type)  
 ea 1.00  4 for 3.00  
 12 for 7.00

White, Diecut Blank Counters:

Specify  1/2" (D-Day type)  
 3/8" (Panzer type)  
 each 1.00  6 for 3.50  
 12 for 6.50

Blank, folding Mapboards:

Specify  8" x 16" (Kriegspiel type)  
 8" x 22" (Panzer type)  
 14" x 22" (D-Day type)  
 each 1.50  6 for 7.00  
 12 for 12.00

## A.R.E.A. RATING SERVICE

As outlined in The General, Vol. 11, No.5, Avalon Hill offers a lifetime service whereby players are rated in relationship to other game players. Return coupon NOW, along with the \$2.00 lifetime service fee, for complete details on the Avalon Hill Reliability, Experience, & Ability Rating.

I don't object to having my name and address printed in The General with the rating lists. I rate myself:

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- E—a beginner

I realize that my rating may change according to how well I fare against others. For now, please send me complete details and membership card—here's my \$2.00.

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CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

## COLLECTORS MARKET

**IMPORTANT!** Need Vol. 10 No. 3 of General with Leyte Gulf pieces. Will pay whatever price you want. Steve Carey, 1323 Blossom, Glendale, CA 91201, 242-5268.

Wanted copy of "original" square grid rules to Gett. Will pay \$2. Gilbert Collins, 2548 Yarmouth Cir., Ottawa, Ontario, Canada, 733-1336.

Wanted Vol. 10, No. 3 of the General with Leyte Gulf counters. In good condition. Will pay good price and postage. Original only. No xerox please. Michael Smart, 60 Harriet Ave., No. Quincy, MA 02171 (617) 328-9677.

Average adult player needs opponent for pbm in campaign game of RW. Will trade brand new BB St. for Bismarck. Write first and state condition. Thomas Agnello, 20 Aitken Pl., Apt. BC, Brooklyn, NY 11201 (212) 624-8139.

WANTED: 3-D Pan and PanLdr set ups. Does anyone make and sell such sets? M. Boyce, 3 Consulate Dr., Tuckahoe, NY 10707.

WANTED: Guad. Good to excellent condition, complete. Will take best offer. All letters will be answered. Ken R. Martin, 107 Wickham Dr., Williamsville, NY 14221.

Wanted original Anzio, name cost. Si Coley, 905 Kenmore Rd., Chapel Hill, NC 27514, 942-5821. Want C&O/B&O in excellent condition. Willing to pay top price. E. W. Leggett, Jr., 4636 Northtowne Blvd., Columbus, OH 43229 (614) 475-9658.

WANTED: Out of print AH games in good condition. Lowest offers considered. Please send description and price. Philip A. Guentert, 4585 West 225, Fairview Park, OH 44126 (216) 734-3105.

Will trade AH games for good Guad, 1914. Pbm opponent wanted for Krieg. Fred Kohr, 2041 Garnet Rd., York, PA, 854-4125.

WANTED: B-marck, Guad, lowest offer accepted. All letters answered. Also ftf Mid, FR'40, Grad, pbm or pbp Mid. Send response to: Steve MacKenzie, 60 Beach Crest Dr., Burlington, VT 05401 (802) 864-5397.

SALE: Guad, 1914, 2 copies each. They'll go to first 4 bidders over \$19.00. So hurry! Games in absolute mint condition. Jim Edgar, 10 Buckeye Way, Kentfield, CA, 461-5107.

FOR SALE: 1958-1959 games of U-B, Gett., TAC, FT St. Fair to good condition. No pieces missing. \$8 each. I pay postage. Steve Bartholomew, 1065 Ithaca, Boulder CO 80303, 494-5023.

Opponents for pbm Alliance 3R. Any AH games ftf western IL area. For sale Original C'ville. \$15.00. Bob Frugoli, 121 S. 7th St., Monmouth, IL 61462.

FOR SALE: C'ville, Gett (hex), Guad, Nieuchess, U-Boat, \$20 each. Dispatcher, \$15. I pay postage. Brian Libby, 816 Graduate House, East, West Lafayette, IN 47906.

Weekend ftf games wanted. All ages. We play all AH and many other games. Also have Combat Calculators for sale. New gaming aid. \$2.50 postpaid. Tom Cleaver, 6805 Carolyn Rd., Louisville, KY, 366-6380.

FOR SALE: 1914, Guad, U-Boat. Bidding starts at \$15.00. Opponents wanted in Owensboro area. Joe Harrison, RR 3, Philpot, KY 42366 (502) 729-4911.

Pbm or ftf Alex., am selling 1914. Mint condition \$15 or trade for any two AH games (1 pay postage). Steven Wolfe, 154 Woodchester Dr., Chestnut Hill, MA 02167 (617) 332-0630.

One mint condition 1914 to trade for Jut or sell for \$12.00. All letters answered. Brett Hunt, 1703 Sherwood Rd., Silver Spring, MD 681-7453.

For Sale: Absolutely mint condition U-Boat, \$25; also 1st old BB St., \$12, excellent condition. Jeff Ogger, 1183 Woodnoll Dr., Flint, MI 48507 (313) 738-2752.

Pbm Alexander the Great, either side advanced rules. Will trade new unused Guad. for comparable Bismarck. William Niebling, 707 Whittier, Saline MI 48176, 429-4545.

SELLING: Anzio, Guad, Civil War, best offer accepted. Craig Handley, 2840 Poe, Overland MO 63114, 428-0909.

FOR SALE: Excellent condition JUT for \$15. Send offers to: Keith Vine, 523 Austin Ave., Barrington, NJ 08007, 547-2979.

Average gamer (14) wishes to start pbm career with RW, BB, Blitz, 1776 and 1914. All letters answered. Also 1914 for sale, \$14.00. First come, first serve. Joey Studholme, 41 Hartshorne Rd., Locust, NJ (201) 291-3318.

Will sell Gett hex-style fair condition, Dispatcher good cond. each to highest bidder. Need ftf for most AH games. Capital District NY. Larry Kolota, 12 Wood Dale Dr., Ballston Lake, NY 877-5373.

Any gamers in Coop City area? I will play all comers no matter how good. Ftf only in AK, Guad, RW, Mid. For Sale, JUT, Vulus Anthony Thompson, 120-27 Benchly Pl., Bronx, NY 10475, 379-0083.

Willing to sell original Jut and Anzio to highest bidder, or may trade for new AH games. Kevin Donohue, 7 Harrington Ave., Cortland, NY 13045, 753-1871.

For Sale: 1914 excellent condition, box shabby. Best offer. Will answer all letters sent before 5/1/75. Will pay postage. Send no money. Greg Brunson, Washington Sp. Rd., Palisades, NY 10964 (914) 359-5598.

FOR SALE: Jut (good condition), \$15.00, 1914 (never used, units unpunched), \$20.00. Also need ftf in OKC-MWC area, pbm possible. Am college aged novice. Ken Wilson, 4312 SE 9th No. 6, Del City, OK 73115, 672-6476.

Selling 1914 only \$13.00. Excellent condition, first offer received gets game. Wayne Foote, 6100 SW Alfred St., Portland, OR 97216, 246-6895.

For Sale: 3 recent store-bought copies of U-B at \$15 per game. Egon Hatfield, 108 N. Walnut St., Boyertown, PA 19512 (215) 367-7037.

For Sale: Original '59 Gett., good condition, 1 counter missing, \$75.00. Will trade original TAC for Guad. or Bismarck. Craig A. Gross, 331 S. Royal St., York, PA 17402, 757-2049.

First edition Anzio, \$12. Excellent 1914, \$12. First offer for each game accepted. Kevin Hendryx, 5205 River Oaks Dr., Corpus Christi, TX 78413, 991-6926.

FOR SALE: Brand new 1914, \$15; Brand new Original JUT, \$16; Original TAC II, \$8; Original Anzio, \$12. All games complete, Tim Christensen, 611 Lazy River Dr., Duncanville, TX 75116.



READER BUYER'S GUIDE

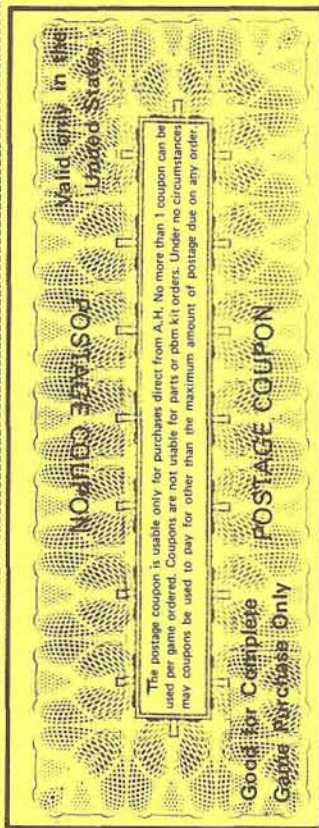
TITLE: **THIRD REICH** **\$10**  
 Army Level Game of the  
 European Theatre of WWII

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15."  
 Participate in these reviews only if you are familiar with the game in question.

- 1. Physical Quality \_\_\_\_\_
- 2. Mapboard \_\_\_\_\_
- 3. Components \_\_\_\_\_
- 4. Ease of Understanding \_\_\_\_\_
- 5. Completeness of Rules \_\_\_\_\_
- 6. Play Balance \_\_\_\_\_
- 7. Realism \_\_\_\_\_
- 8. Excitement Level \_\_\_\_\_
- 9. Overall Value \_\_\_\_\_
- 10. Game Length \_\_\_\_\_

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

Game to be reviewed next: \_\_\_\_\_



Directions for use of the Reader's Response Page:

1. Cut out all sections separately. Do not leave two separate sections on the same piece of paper.

LODGING

LODGING REQUEST: Pre-registration must be completed by June 15th. Make check payable to Johns Hopkins University and mail to:  
 Office of Residential Life  
 Alumni Residences  
 Johns Hopkins University  
 3400 Charles St.  
 Baltimore, MD 21218  
 ATTN: ORIGINS I Lodging Request

Please reserve a room for me at the following rates for July 25th-26th:

- Double room: \$20—2 occupants for 2 days
- Single room: \$13—1 occupant for 2 days

Name: \_\_\_\_\_  
 Address: \_\_\_\_\_ City: \_\_\_\_\_  
 State: \_\_\_\_\_ Zip: \_\_\_\_\_



There will be a \$3.00 deposit on room keys. Keys should be picked up between 4 and 8 PM Friday evening at the registration desk. Those arriving later may not be able to gain entrance to their rooms until the following day. The deposit will be refunded when room keys are returned to the registration area. Convention attendees should be sure to park only in designated available parking areas. Those who park on the streets indiscriminately may be towed away. Check in at Levering Hall for convention program, badges, and room assignments. It is hoped that convention attendees will behave themselves in a fashion which speaks well of wargaming so that the authorities at JHU will not regret the opportunity they have so graciously extended us. Have a good convention.

Opponent Wanted

- Want-ads will be accepted only when printed on this form.
- For Sale, Trade, or Wanted-to-Buy ads will be accepted only when they are dealing with collector's items (games no longer available from AH) and are accompanied by a token 25c fee.
- Insert copy where required on lines provided and print name, address, and phone number where provided.
- Neatness counts; if illegible your ad will not be accepted.
- Ads will be accepted only on forms from the preceding issue except in those cases where no Opponents-Wanted form appeared in the preceding issue.
- So that as many ads can be printed as possible within our limited space, we request you use the following abbreviations in wording your ad. Likewise with State abbreviations.  
 Afrika Korps = AK; Alexander the Great = Alex; Anzio; Baseball Strategy = BB St; Battle of the Bulge = BB; Basketball Strategy = BK St; Blitz; D-Day = DD; Football Strategy = FT St; France, 1940 = FR'40; Face-to-Face = FTF; Gettysburg = Gett; Guadalcanal = Guad; Jutland = JUT; Kriegspiel = Krieg; Luftwaffe = Luft; Midway = Mid; 1914; Origins of WWII = ORIG; Outdoor Survival = Out; Panzerblitz = PAN; Panzer Leader = Pan Ld; Play-by-Mail = PBM; Play-by-Phone = PBP; Richthofen's War = RW; 1776; Stalingrad = 'Grad; Tactics II = TAC; Third Reich = 3R; Waterloo = Wat.

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Name \_\_\_\_\_  
 Address \_\_\_\_\_ City \_\_\_\_\_  
 State \_\_\_\_\_ Zip \_\_\_\_\_ Phone \_\_\_\_\_



It is the beginning of a **THIRD REICH** game. The Italian player has set up for a probable invasion of Yugoslavia. The French defenses are as shown above. This defense is extremely vulnerable to a German first turn attack capable of taking Paris. Correct it to the French

player's best advantage by moving some or all of the units shown to new positions. Show this by drawing an arrow from a unit's present position to the new location. In the event of ties, drawings will be held to determine ten winners.

ISSUE AS A WHOLE:.....(Rate from 1 to 10; with 1 equating excellent, 10= terrible)

Best 3 Articles  
 1 \_\_\_\_\_ NAME \_\_\_\_\_  
 2 \_\_\_\_\_ ADDRESS \_\_\_\_\_  
 3 \_\_\_\_\_ CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_



**ORIGINS I PRE-REGISTRATION FORMS**

**ADMISSION & EVENTS**

Payment for all pre-registrations on this form must be made payable to INTEREST GROUP BALTIMORE regardless of the sponsors involved. Mail your check to I.G.B. c/o Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214.

Admission—\$3.00 for entire weekend

**PWA—Avalon Hill 500**

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  - 1st round—Friday at 7 PM
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**PANZER LEADER MACRO GAME**

- \$1.00—1 Front     \$2.00—2 Fronts     \$3.00—3 Fronts
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**DUNGEONS & DRAGONS**

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Write CONVENTION • c/o TAHGC • 4517 Harford Rd. • Balto., Md. 21214 •

**ORIGINS I**

**TENTATIVE SCHEDULE FOR ORIGINS I**

**FRIDAY**

- 4 PM Doors Open and Registration Begins
- 6 PM 1st Front Panzer Leader Macro Game
- 6 PM 1st Trip into Dungeons & Dragons
- 6 PM 1st round Football Strategy
- 7 PM War in the East Begins
- 7 PM Split 1st round of PWA—AH 500
- 7 PM 2nd round Football Strategy
- 8 PM 3rd round Football Strategy
- 9 PM 4th round Football Strategy
- 2 AM Doors Close

**SATURDAY**

- 9 AM Doors Open
- 10 AM 2nd Front Panzer Leader Macro Game
- 10 AM Split 1st round of PWA—AH 500
- 10 AM 20th Century Tactical Shootout
- 10 AM Blue & Gray Tournament Begins
- 10 AM 2nd Trip into Dungeons
- 10 AM Semi-Finals Football Strategy
- 12 PM Finals—Football Strategy
- 1 PM 2nd Round PWA—AH 500
- 1 PM Diplomacy Tournament Begins
- 1 PM SPI Napoleonic Begins
- 1 PM Wooden Ships & Iron Men Begins
- 1 PM Split 1st round armor miniatures
- 4 PM Imperialism Tournament Begins
- 4 PM 3rd round PWA—AH 500
- 5 PM Statis-Pro Indianapolis 500 Race
- 5 PM Split 1st round armor miniatures
- 7 PM 4th round PWA—AH 500
- 6 PM 3rd Front Panzer Leader Macro Game
- 6 PM 3rd Trip into Dungeons
- 9 PM 2nd round armor miniatures
- 10 PM 5th round PWA—AH 500
- 2 AM Doors Close

**SUNDAY**

- 9 AM Doors Open
- 10 AM 4th Front Panzer Leader Macro Game
- 10 AM Semi-Finals PWA—AH 500
- 10 AM 4th Trip into Dungeons
- 10 AM Richthofen's War Demolition Derby
- 10 AM Origins of WWII Tournament
- 1 PM Judging of dioramas
- 1 PM Auction
- 2 PM Presentation of Awards
- 6 PM Doors Close



**The AVALON HILL Game Company**

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NAME \_\_\_\_\_ ADDRESS \_\_\_\_\_  
 CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

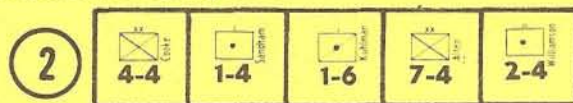


Take the time to print on the back of each counter the number 1 to 9 corresponding to its arrival in the PAA Order of Appearance. The counter can then easily be placed on the card in its proper position with a minimum of time. The remaining AA units should be designated on the reverse side with either an N or QB to facilitate initial set-up of units in Nivelles and Quatre Bras. Similarly, the French units starting at Gosselies and Marchienne au Pont should be designated with a G or M. Units with no marking on the back are then free for initial set-up within the Prussian and French starting areas.



9 am, June 16

Road to Brussels



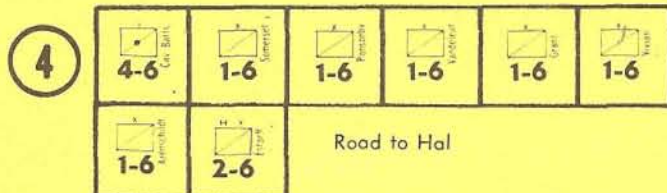
11 am, June 16

Road to Braine le Comte



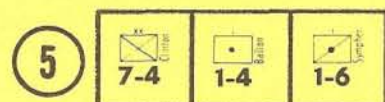
1 pm, June 16

Road to Brussels



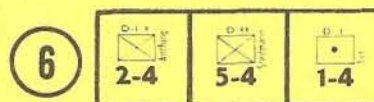
5 pm, June 16

Road to Hal



7 am, June 17

Road to Braine le Comte



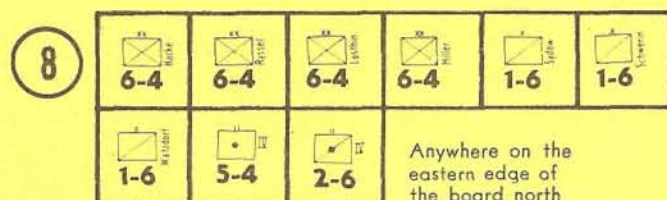
1 pm, June 17

Road to Hal



5 pm, June 17

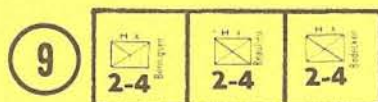
Road to Hal



7 am, June 18

Anywhere on the eastern edge of the board north of Ligne River at the Prussian Commander's option

# WATERLOO Playing Aid



7 am, June 18

Either the road to Hal or Brussels at the Anglo-Allied Commander's option

## WATERLOO

The new *WATERLOO* rules are now available from the Parts Dept. for \$1.25. While the game remains essentially the same, changes to river and forest rules affecting movement will probably alter play balance considerably in favor of the French player. The old battle manual is incorporated into the new rules as are directions for printing grid coordinates on the board. Numerous small changes were made which are too lengthy to go into here but consist primarily of removing ambiguities from the old rules. Do not expect to find the new rules in a recently purchased *WATERLOO* game as it will probably take a year to exhaust current stocks of already assembled games. The new rules will be available only from the Parts Dept. for the time being. This price will probably increase after June 30th to cover the expense of our redesign effort.

## PBM EQUIPMENT

Tired of playing solitaire or humiliating the same opponent day after day? You may be good in *your* game room but what can you do against a good player from another part of the country? There's only one way to find out — play them by mail! PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers across the nation. A special CRT and combat resolution system makes it impossible to cheat! PBM is an entirely different experience from face-to-face play. It has made better gamers of many who have tried it, and all those who have mastered it. PBM is the only way to participate in the many national tournaments held regularly for Avalon Hill games.

Each kit sells for \$4.50 postpaid and includes enough materials to play virtually dozens of games, including addendum sheets which list official grid-coordinates for those games not already possessing them and special charts and CRT's for postal play.

Kits are available for the following games:

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- \* BLITZKRIEG
- \* BULGE
- \* D-DAY
- \* GETTYSBURG
- \* KRIEGSPIEL
- \* LUFTWAFFE
- \* 1914
- \* PANZERBLITZ
- \* STALINGRAD

\* WATERLOO



It is ironic that a game as complicated as *Third Reich* draws most of its criticism for being too simple. The realism advocates desire explanations of why battalion sized actions can't be recreated in the game, increased technology isn't present, and so on. The most recurring complaint involved the simple exchange of air and naval factors with only token differentiations made in losses for superior forces. Such critics would have been even further distraught had we not amended the rules as they now exist. Prados originally called for straight exchanges of naval and air forces with automatic naval interception capability and unlimited freedom to choose the level of casualties. It took considerable effort to get him to compromise to the present system. All of which is to say that there are almost infinite additions that can be made to the game to increase realism, but each one will detract from playability to some degree. The playability/realism line had to be drawn someplace, and having drawn it we'll leave it to others to overstep it in their own variants of the game.

Others attack certain historical aspects such as the Allies being free to attack Minor Neutrals. They point out, quite correctly, that Britain would not have invaded Belgium having just fought the Great War to guarantee Belgian neutrality. Yet, other areas are not nearly so clear cut. Britain did plan to invade Norway and was saved the label of "aggressor" only by the fact that the Germans beat them to the draw. However, rather than create artificial rules which limit the strategic options available, we chose to let common sense be our restricting rule. An Allied invasion of the Low Countries is an extremely foolish move which will be rewarded in the game by granting the German what amounts to free declarations of war against buffer states which she must take to get at France anyway—plus the bonus of Allied—neutral casualties that would otherwise oppose the German. Generally speaking, the game reinforces sound strategic decisions without imposing additional limiting rules and time tables for the players to adhere to. In the *Questions & Answers* segment which follows rulings which constitute changes or especially frequent questions will be designated by a ●

**Q.** Why are air units flying Defensive Air Support (DAS) eliminated if the battle is lost? Similarly, why can't fleets fire shore bombardment defensively?

**A.** Keep in mind that these are 3 month turns. Flying DAS implies an overall commitment to battle which if unsuccessful carries with it elimination as an effective fighting force. Even if the opposing player hasn't used air units—his attack is considered to have normal token air support from local accompanying air units not represented on the board. And in game terms it is necessary to keep the game from bogging down into a defensive slugfest. The defender must be willing to pay the price for DAS—lest he use it freely without fear of loss and rob the game of its movement. Fleets can't fire Defensive Shore Bombardment because they can't move in their opponent's turn except to intercept and no fleet stays anchored in port to provide artillery support while a hostile army approaches. In short, the initiative is a prime requirement for effective use of shore bombardment and thus it is allowed only as an offensive option.

● **Q.** How do you redeploy to an island without a port?

**A.** This is a legitimate foul-up in the rules. You may Strategically Redeploy (SR) to and from islands without ports only if they are friendly to you. Otherwise, they must be amphibiously assaulted.

**Q.** Why isn't Helsinki a port?

**A.** Making Helsinki a port makes it too easy for the German to reinforce Finland. A strong German commitment of force in Finland makes it extremely difficult for the Russian to defend his entire front and subsequently to stay in the game. Note that the German can deploy up to 20 factors in Finland at the start of the game—see 3.582.

**Q.** Why are so many obvious historical ports inactive in this game?

**A.** Again, simplicity . . . rather than rate each port differently (and virtually every hex would have had a port) we gave all ports a set capacity. If every actual port were given that capability, any one coastline would have far exceeded its total advisable capacity. Resorting to variable port capacity would have in turn broken down the basic 9 factor fleet simplification. So ports were selected to give a reasonable spread along any one coast. The same reasoning applies to beaches—for example—Anzio. On this scale, practically every hex could have been invaded at some point which would have made any attempt at shore defense impossible. Thus, token landing areas were chosen that represented the % advisability of amphibious operations along that particular coastline.

**Q.** The two hexes south of Oslo are obstructed by the red boundary line. Can fleets move up the water area of these hexes to bombard Oslo?

**A.** No—this is why the red boundary line was drawn in such a way as to obstruct the water hexes. Although possible to pass large forces up the Oslo Fjord in peacetime, such action was suicide against the strong Norwegian coastal defenses. The Germans tried it during their invasion and lost the heavy cruiser Blucher for their trouble. The force was turned away with heavy losses and was not able to enter Oslo until two days later after the city had been already taken by land forces. In no case are fleets allowed to penetrate rivers such as the Nile regardless of the width of the opening.

● **Q.** Is a unit in the Maginot Line assumed to have the advantage of fortification if attacked from the rear? Do other fortresses extend their defensive benefits to an invader after he has captured them?

**A.** French forces in the Maginot Line are still quadrupled on defense when attacked from the rear or flank and similarly unaffected by ZOC of German armor units to their rear. The same applies to German units in the West Wall of the '44 scenario. Permanent fortress hexes bestow fortress benefits to whoever controls them.

● **Q.** Does a ZOC extend out of a fortress? across red arrowhead crossing areas? across the Suez? across rivers?

**A.** Yes, no, yes, yes.

**Q.** May an intercepting fleet in turn be intercepted by uncommitted naval forces of the moving player?

**A.** Yes but note this applies to naval interception—not air.

**Q.** May both the American & British player allocate 40 BRPs to Murmansk in one turn or is the total Allied limit 40?

**A.** The latter

**Q.** Can Italy declare war on Poland and thus obtain a state of war with England & France for only 10 BRPs?

**A.** No. 3.6 of the rules states that 10 BRPs are assessed for a declaration against a minor neutral. Since Poland starts the game at war in an active

alliance with England and France it is no longer neutral and thus a declaration against it is considered the same as an attack on a colony and costs 35 BRPs.

● **Q.** The rulebook and situation cards contradict each other as to when Russia can declare war on Germany. Which is correct?

**A.** The former. The Soviet Union cannot declare war on Germany until the Fall, 1941 turn.

**Q.** May Germany refuse to conquer Poland just to keep the Russians from taking their half?

**A.** Not really. If the Germans don't occupy Warsaw on the first turn—the Russians are free to attack from the east—overrun the boundary line and take it themselves. Regardless of who takes Warsaw—the spoils are divided as usual along the dotted border and neither side gets any benefits until Warsaw is taken by one side or the other. However, Germany must continue to attack with either offensive or attrition options until Poland falls. Note that Germany must have 25 factors on the Eastern Front at all times—not just at the end of his turn and that combat of some type is mandatory. If Germany does not place sufficient forces there to meet these criterion she is in default of the rules and thus forfeits the game.

● **Q.** Suppose the Germans isolate the bulk of the French army in France. Can the British supply them through a friendly port?

**A.** No. As long as Paris is controlled by the French, French mainland forces must trace their supply from Paris. If Paris falls, a supply line from Britain can be traced for one turn to attempt a counterattack.

● **Q.** Suppose the Germans take Marseilles—are the French fleets stationed there eliminated?

**A.** No—they would go to a French overseas possession awaiting Strategic Redeployment to a French port in the Atlantic. When Paris falls they return to mainland France and suffer reduction in the normal manner when determining Vichy forces. If all 3 fleets survive intact, two become Vichy and one is scuttled. The rule is necessary to keep the French from turning their fleet over to the British by gambling on it becoming Free French.

**Q.** Reference: 3.583—is "through" the same as "into"; i.e., if Russia declares war on Rumania but doesn't actually attack it, can Germany then garrison it?

**A.** Yes—in which case the Russians could not proceed with their attack on Rumania prior to Fall, 1941.

**Q.** Reference: 6.2—what constitutes occupation of the Nazi-Soviet Pact area and how long does the Russian have to accomplish it?

**A.** Occupation of all cities in the "ceded" area must be accomplished within 2 turns or the Russian must declare war on the areas separately, if at all. Such occupation, of necessity, requires an offensive option so it is to the Russian's advantage to complete the occupation in one turn.

**Q.** Can air units lend DAS to other air units being subjected to Counterair?

**A.** No

**Q.** I know the Soviet Union cannot be taken by capture of Moscow but in this event where does the Russian draw his supply from?

**A.** Off the east edge of the board.

**Q.** Can you move freely overland from the mainland to an island in the same hex? If so, can



Athens be attacked overland from two hexes?  
A. No to both.

Q. Can supply be traced at any point in a turn or only at the beginning?  
A. Only at the beginning.

Q. Does the Anglo-French cooperation rule prevent the British and French from combining naval and air attacks and using British armor in exploitation after French breakthrough? Does it prevent British ships from carrying French troops and vice versa?  
A. Yes

Q. Are Italy's BRPs added to the Axis total to determine who moves first even before the Italians declare war on the Allies?  
A. Yes... unlike the Russians who are not counted until they are at war with the Axis.

Q. Can defending survivors of Counterair missions engage in offensive options in their half of the turn?  
A. No

Q. If forced to counterattack at odds worse than 1-4 is the defender eliminated?  
A. Yes

Q. Can neutrals attack forces across their border?  
A. Yes—as long as they do not leave their country and are at war with the country in question.

Q. In the 1942 Scenario it is impossible to stop Germany after adding everything she gets at start for conquest of captured territories.  
A. Read the 2nd paragraph on Pg. 6 and try playing again. Nothing is added to her BRP totals except 45 for her German Minor Allies and whatever she is able to conquer from that point on.

Q. The Germans have taken Paris and the French counterattack results in an exchange which destroys all units involved. Neither side occupies Paris. Who controls it?  
A. The Germans who were last to occupy it. France falls.

Q. France conquers Spain and then falls to Germany. What happens to Spain, the French forces there and on Corsica?  
A. Spain and Corsica are now German possessions. All French units are divided between Vichy status and elimination. Only the French African possessions are rolled for to determine Free French status. German units can SR into Spain at will.

Q. Must Minor German Allies in the Mediterranean exercise the same option used by Italy on that front?  
A. Yes—or take a pass option.

Q. At least 1 minor neutral ground unit must be placed on its capital when first invaded. Must it remain there?  
A. No

Q. Can you amphibiously assault any port—only those on beach hexes?  
A. Only those on beach squares. Gibraltar is a special case and like all ports—if garrisoned by a fleet, is immune to amphibious assault.

**Error:** The list of objective hexes on Pg 13 lists Kharkov twice. One of them should be replaced by Krakow.

Q. If more than 4 units occupy a breakthrough hex and proceed to attack an adjacent hex, can the exploiting player move more than 2 units into that hex?  
A. No—unless one is an airborne unit whose elite status allows it to ignore stacking limits. The only time pieces can be stacked in excess of the stacking limits is when the situation has been caused by an attrition option—and the defender must correct this situation in his very next move.

Q. Are the hexes containing Antwerp and the Hague and the hex northwest of it, considered adjacent for purposes of ground combat?  
A. Yes

Q. Do the Allowable Builds limit what you can replace each turn such that France cannot replace any air units?  
A. No—losses are always replaceable subject to BRP limits. Allowable Builds merely show the maximum number of new forces it is possible to build beyond those given At Start.

Q. In the '42 Scenario can Italians be set up in Greece despite German possession or Axis units in Vichy French possessions?  
A. No—they can be deployed there during play however. Forces must start in the areas they control as listed on their Scenario cards.

Q. Can more than two armored units attack out of a bridgehead as the result of a breakthrough?  
A. Yes—but only in Exploitation—unless one is an airborne unit.

Q. If France is conquered do the Free French colonies or conquered Vichy colonies add to British BRP totals?  
A. Yes and if Free French or conquered Vichy colonies are taken by the Germans the BRPs are added to Germany. But while Vichy, no one gets their BRPs.

Q. Apparently, the Turkish navy cannot be used in the Black Sea to stop a Russian invasion.  
A. Correct, unless Turkey is allied with Rumania in which case they can base their fleet in Constanta.

Q. Does the Suez Canal require naval assistance to cross?  
A. No—treat it exactly the same as a river. The only difference is that fleets can traverse the Canal whereas they cannot enter a river. Suez itself cannot be used as a port if enemy forces occupy either bank of the canal.

Q. If a fleet sails from Kiel through the Baltic and launches an invasion in southern Norway do the Germans have to pay for an offensive option on both fronts or just one?  
A. Just one—the western. The front which receives the action must be paid for. See 3.2

Q. If Russia invades Turkey, can Italy intervene without involving Germany?  
A. Yes—if Italy and Germany are not yet actively allied. However, doing so would be a very foolish move because it would prohibit Italy from ever activating its alliance with Germany for fear of bringing the Russians down on the German rear too soon.

Q. If Russia declares war on Germany, does Germany have to declare war on Russia (pay BRPs)?  
A. No—only the initiator of war pays.

Q. Why didn't you underline the 6 and 9 on the variant counters? It is impossible to distinguish them otherwise.  
A. Oops! Suggest you do so.

Q. If naval losses are taken in Shore Bombardment to satisfy an exchange are they taken at 1 fleet = 9 factors or the shore bombardment rate of 1 fleet = 3 factors?  
A. The latter.

Q. If a bridgehead is attacked and a CA is the result do 2 or 5 units CA?  
A. All 5. This is a different situation than an attack from a beachhead. Since all 5 units defended the beachhead all 5 must CA.

Q. Can you put replacements adjacent to enemy armor units at your border if not yet at war?  
A. Yes

Q. Is reduction of BRPs due to strategic warfare permanent?  
A. Yes, if reduced below the base BRP level there is a new base until further strategic warfare or economic growth changes it.

Q. Can the intervening power in Belligerent Intervention use SR to move directly into the country in question and stack with their fleet, air and ground units?  
A. Yes

Q. Assuming the Germans retake the Baltic states does the Russian subtract the 25 BRPs immediately or is this a special situation where you don't lose BRPs for losing an area?  
A. Immediately... however all cities of eastern Poland and Bessarabia must be taken as well. Incidentally, Bessarabia was not part of the Nazi-Soviet Pact. Russia grabbed the province when war in the west and a Hungarian-Rumanian incident distracted attention. It was only later that Hitler, concerned for his Rumanian oil supplies, cemented relations with the Rumanians and enlisted them in an anti-Soviet crusade.

Q. Can the U.S. make Strategic Warfare builds in the 1942 Year Start sequence even though it doesn't come into the game until Spring?  
A. Yes

Q. Suppose the Russians take Turkey and wish to sail their fleet into the Mediterranean and hence to the Baltic. Are they allowed to use British ports on the way?  
A. Yes—in this case the restriction against basing in English ports is lifted—but only for fleets from the Black Sea.

Q. Once fallen, can the Axis take a German Minor Ally and resurrect its forces for the German force pool?  
A. No

Q. Are air units eliminated without loss to the attacker in a counterair mission if attacked in the turn of construction since they can't be used?  
A. No

Q. What do you do with captured Russian airbase counters after Moscow falls?  
A. Place them to the east of the Urals from where they must be strategically redeployed to be constructed again closer to the front.

Q. Can Italy & France build forces in their possessions such as Sicily or Corsica?  
A. No



Q. If a land unit uses all of its movement factor to get to a port is it allowed to make an amphibious assault that turn? And if a land unit uses only part of its movement factor to get to a port, may it use the rest after landing on a Naval Transport Mission?

A. No, Yes

Q. If Russia refuses to take the Baltic States can Germany do so at the same cost and rewards as the Russian?

A. Yes—but Germany need not occupy Kishinev or Cernauti as these would remain under Rumanian control.

Q. Can out-of-supply units take part in Attrition Options?

A. Yes—but they cannot move and thus cannot force a defender to vacate his hex. A unit must be supplied to move into the defender's hex.

Q. Are there any exceptions to the Russian winter rule?

A. Yes—it doesn't affect Finnish forces and is in effect only through 1941.

Q. Can units be attritioned out of Luxemburg?

A. Yes—because it has no capital.

Q. When can Option 10 on the Axis Minor Variation Chart be played? A. During the 1943 Strategic Warfare sequence.

Q. Can German units pass the Nazi-Soviet partition line as long as they withdraw after the fall of Poland?

A. Yes

Q. If Turkey is a German Minor Ally do German units there count towards the East Front garrison?

A. No

Q. The British 1939 air allotment is confusing.

A. The British get two 5-4 air units and four 1-4 air units to meet deployment requirements. They may build another 5-4 air unit and if all the 1-4's are eliminated or combined they may build 1 additional factor for a maximum strength of four 5-4 air units.

Q. The supply rules allow Egypt and Libya to be used as supply sources but if it isn't defined further units can never be surrounded in these countries.

A. Supplies must be traced to any port in these colonies.

Q. Are partisans subject to normal supply requirements?

A. No—partisans are never isolated.

Q. May a fleet be Strategically Redeployed and provide Sea Escort in the same turn?

A. No

Q. What is the maximum number of air factors which can be based in 1 hex?

A. 15 in hexes such as Portsmouth or Essen which already contain two bases.

Q. Can naval units be taken as losses under the Attrition Option?

A. No

Q. When the German Minor Allies are activated in the Summer '41 turn are they considered automatically at war with Germany's enemies or must they pay Declaration of War costs?

A. They are automatically at war.

Q. An invasion fleet forces a sub-9 factor defending fleet from a beach/port hex. Can it choose to remove none of its own force and if so what happens to the defending fleet?

A. Yes. The defending fleet merely moves to another port although it could choose to intercept and force an exchange.

Q. 5.7 states partisans cannot be created two turns in a row. Does this mean all partisan units or just those in a particular country?

A. The latter.

Q. Does rule 8.3 apply prior to 1944 in the Campaign Game?

A. Yes

Q. Under Axis Minor Variation Chart Option #2 how does the British player divert his 10 factors to Ireland?

A. Either by Naval Transport or Strategic Redeployment.

Q. Can units exploit off an undefended beach?

A. Only armor and the beach is considered the breakthrough hex and must be occupied by at least one armored unit.

Q. Can the British amphibiously assault Copenhagen without a port on the Baltic?

A. No

Q. When the German gains control of either Suez or Gibraltar does he have to hold it against any counterattack before deducting the BRPs?

A. No

Q. Explain the U.S. BRP situation.

A. The U.S. cannot loan BRPs until the SR phase of the Spring, 1942 turn when they enter the game. U.S. BRPs can be used in the 1942 Year Start sequence for Strategic Warfare builds but otherwise the U.S. is not considered in the game at that point and must pay Declaration of War costs in the Spring turn. As such, her BRPs are not totalled for determination of who moves first. The 1942 Scenario is an exception in that the U.S. is considered already at war and need not pay for a Declaration of War.

Q. In a Second Conquest situation does control of all unoccupied (and hence "freed") hexes of the country revert to the new conqueror immediately upon taking the capital or must you wait until the original conqueror has had his chance to retake it?

A. The latter. In addition, since in a Second Conquest situation there is no minor country army to disappear, all hexes of the country do not automatically become friendly to the new conqueror—only those hexes behind the lines of the new conqueror are friendly to him. Those behind the retreating original conqueror are still his until he gives them up. The same principle applies to Belligerent Intervention forces also.

Q. If the "1 chance to retake a capital" should come in a following year after the next Year Start Sequence does the conqueror get gypped out of his points for a year?

A. No—in this case the BRPs can be added/subtracted after the Spring turn of the new year.

Q. The "initiative" rule wherein players are constantly checking their BRP totals and that of their opponent to secure or guard against two moves in a row is a drag on the action. Can the game be played without it?

A. Yes, if both players agree beforehand. We were in favor of making this an optional rule but gave

way to Prados' objections. The initiative rule does strange things to the game—some good and some bad. You should play both ways before making up your mind.

Q. Russia can get around not attacking Germany until Fall, 1941 by declaring war on Italy and thus being at war with Germany.

A. Come on now—a little common sense should prevail! If Russia isn't allowed to attack Germany why should she be allowed to attack Italy when it automatically results in a Declaration of War against Germany also?

Q. If the Italian has lent 10 factors to the German for use in Africa—are they considered to be supplied by the German; i.e., if the Malta rule is utilized are these forces considered part of the 18 maximum German factors in Africa and can they be moved given maximum British strength on Malta?

A. No—Italian lent forces are not counted against the 18 factor limit, although the Italians were not supplied any better than the Germans, (in fact, usually when petrol was in short supply it was the Italians who were left behind). The purpose of the rule is to limit overall strength capabilities in Africa rather than limit individual units. Nationality just happens to be the most convenient way of doing that. Also note that German units unable to "move" because of Malta can still be strategically redeployed.

Q. Is the hex NE of the port in East Prussia obscured by the board edge traversible?

A. No

Q. Can German units be SR through or into Italy while it is neutral?

A. Yes . . . providing the Italian player allows it.

Q. Can Italy lend SR to Germany while the former is neutral?

A. No

Q. Can naval units change bases during a Pass Option?

A. No . . . unless there are no enemy fleets presently based on that front. Fleets can always change bases through SR.

Q. If Spain or Turkey are to become Axis Minor Allies can the Axis move forces into or through them before they become active?

A. No—unlike German Minor Allies—they are not inactive—they are neutral until activated. Were the Axis to move through them before they were activated it would be tantamount to a Declaration of War despite the chit drawn.

Q. It is becoming a "perfect strategy" for the Axis to mass his airpower in the channel ports and attempt a 1-1 air assault on London which cannot be prevented—at least on the first turn of the '42 Scenario. The Italian air force then provides DAS during the British turn making it impossible to get better than a 1-1 counterattack.

A. This is a genuine problem which was not brought out during the playtest and does lend itself to the "optimum solution" school of thought which can ruin a game—although it is primarily true only of the opening turn of the 1942 Scenario. Most problems the British experience in defending Britain are rooted in too much trust in the Navy and the Channel to protect them such that they send the army and airforce in too large quantities to the Mediterranean and thus are inviting disaster. Britain must stabilize the situation—which takes time—before she can go on the



counteroffensive. The British player who forces his recovery of the initiative too soon is merely leaving himself open for the "unrealistic" fall of England. He must wait until the German has been committed to other fronts and other battles. Yet, we will grant that England would probably have continued to fight on after the fall of London—especially if the only opposition was a German airborne corps. Yet, rather than obstruct the game system we will make official two slight changes which do not take away the possibility of the airborne landing but merely make it more expensive. To wit:

- 4.71 The elimination-every-time aspect of the CRT does not mean that every man in the units involved has been killed. Rather, the force has suffered enough casualties and disorganization that it is no longer effective and must be withdrawn for rest and refitting at the expense of the game's BRP system. There would always be some remnant of a unit upon which to rebuild. However, any airborne force unsuccessfully dropped in Britain would be subject to complete annihilation. Therefore, if an Axis airborne unit is lost in Britain it cannot be replaced until Britain actually falls.

- 5.31 Reflect the nature of the more determined resistance of the English people by allowing the British to stack their replacement (1-0) units 6 high in London—in addition to the normal stacking limit of 2 units per hex. The British player may also opt to start the '42 Scenario with all 6 replacement counters on board in lieu of two 3-4 infantry counters which would be Allowable Builds instead. If attacked by conventional ground forces the British player may defend London via the normal stacking limits and any excess defense factors caused by overstacking are ignored.

These rules make the maximum attack on a well defended London in Spring '42 a 36-33, chancy 1-1. The British player in his turn could muster a guaranteed 10-6 counter-attack which would give them an 83% chance of retaking London. Failure by the German may well cost him the game just as it certainly would for the Allies. It is now a much less palatable risk for the German, yet a possibility for a coup still exists if Britain does not defend realistically.

Q. Why didn't you include a PBM system?

A. Between the different phases and defensive intercept capabilities, PBM didn't look very likely for this game. In addition, the charts printed on the mapboard would make a comprehensive grid system difficult to print without adding another feature of the mapboard to be explained and confuse the novice. However, for those of you attempting to play the game by mail we offer the following grid system courtesy of Tom Oleson.

The horizontal rows are lettered A-NN from North to South. The diagonal columns are numbered 1-66 starting in the Southwest corner and running to the Northeast. Reference points would be: Marrakech—EE2, Lisbon—V8, Dublin—H22, Rome—Y22, Berlin—L31, Helsinki—D41, Moscow—H47, Stalingrad—N49, and Perma D61.

Q. Can fleets exercise shore bombardment in support of an exploitation battle?

A. No

Q. If a capital is captured what good does it do to have a turn to counterattack? With all your forces out of supply, you could only attack with those

forces directly adjacent to the capital.

A. Not necessarily. You still can trace a line of supply from a colony or ally.

Q. Can airborne units take a port and then use Naval Transport to bring in forces that same turn?

A. Yes, but only if the port is ungarrisoned. If combat is necessary to take the port you could not utilize Naval Transport into it that turn. You could Strategically-Redeploy into it if it is not adjacent to an enemy however.

Q. Can British units set up in France at the beginning of the game?

A. No—initial set up is limited to areas controlled by each country in question.

Q. Suppose a beach hex is being amphibiously assaulted in conjunction with a normal ground attack from an adjacent hex. Is the defender doubled or tripled?

A. Tripled.

Q. Assuming partisans are able to regain control of their capital and hold it against attack for one turn, and the Germans are unable to forfeit the BRPs derived from that country, what happens?

A. The German BRP track is reduced to 0 and the balance due plus an additional 10 BRPs is subtracted from the amount due the German in the next Year Start Sequence. This does not affect his BRP base—only the sum total of BRPs he can expect in the coming year. Note also that the German cannot lose BRPs in this manner in the 1942 or 1944 Scenarios because the German already controlled the territories at the start of the game.

Q. Are units which start their turn in supply but end it out of supply eliminated at the end of the turn?

A. No—See 4.3 which states that units which are not in supply and *remain so* at the end of their turn, are eliminated.

Q. If a capitol falls, how can you counterattack it if your units are out of supply?

A. See 4.3 which states that units are in supply whenever they can trace a line of hexes free of enemy ZOC overland through controlled hexes to "a conquered nation, or an allied country" at the *beginning* of their turn.

- Q. Does the "at least 1 hex away from enemy units" criteria apply across sea hex sides also?

A. No—for example, the Germans could SR into Calais despite British units in Dover.

Q. Suppose an airborne unit drops on an enemy unit and both are lost in the exchange. Who controls the hex?

A. The defender.

Q. When sending BRP's from the U.S. to Russia, must the required Sea Escort fleets be based in the U.S.?

A. Not at the start of the turn. Remember, fleets can change bases within a front during the movement portion of a turn. So fleets in Britain could move to the U.S. and still perform the required Sea Escort that turn. Their homebase would then be the United States and they would have to return there at the conclusion of SR. This means that these fleets are at the maximum interception range for any interception attempt on the Western Front during the opponent's next move.

## Professional Russian *Continued from Page 15*

best and hope for an opening. As always, movement and counterfire are the keys, and the T-34 with its fine mobility stands ready to blow through any gaps which appear in the German line. It's a good idea to unload as little infantry as possible because there are only six SMG companies and it takes a minimum of two turns to get one loaded and moving again. On the other hand, the Russian can feel free about dismounting his auxiliary mortars and AT guns; as mentioned, these are sometimes as effective as tanks up close and may help overburden the German line. Besides, in a mobile game they can do little else. Another thing the Russian must never hesitate to do is *advance*. It's a long way to board 3 and the threatened German will oftentimes fall back rather than risk a fight in which he may lose some units. The player who dismounts more than is necessary is lost.

This, then, is combined arms. It should be obvious by now that it is the proper coordination of the three combat arms, infantry, armor, and artillery, that is essential to a successful Russian offensive in *PanzerBlitz* situations 4 and 6. In these scenarios, where the Russian is faced with mounting a mobile attack at once balanced and devastating, the situation is truly one in which, paraphrasing Washington, "Without combined arms, nothing can be done; with them, everything can."

★★★★★



## Series Replay

*Continued from Page 25*

move. Therefore, simultaneous invasions of Turkey and the Baltic are not possible unless the Russian takes an Attrition Option against the Turks. This rules out any landing at Samsoun and probably will result in Turkey lasting 3 turns (and into 1941—making its capture far less than a breakeven proposition). In any case, Turkey will never fall in one turn given a competent defense. Therefore, I would seriously doubt the wisdom of taking Turkey at the expense of having the Baltic States in hand for the 1940 Year/Start Sequence. Only if the German unduly prolongs the fighting in Poland, should the Russian have even the slightest provocation to expand in Turkey. The best Russian course is simply to play a waiting game—building forces and BRPs for as long as possible before the onslaught begins.

The French and British players do not favor us with a commentary so we can be less critical of them. The fact that the French player was put out should not be held against him—such is the fate of France in the game, barring a disastrous course of events for the German. Indeed, the Prados-Isby team should be congratulated for holding onto the country that long. For the German to win he usually must have France by the Fall, 1940 turn. If it goes in the Summer, 1940 turn he is in relatively good shape. If he waits until winter he is usually fighting an uphill battle the rest of the way. Barbarossa should be launched as early as possible in the 1941 Campaign season and it usually takes two turns to fully redeploy to the new front and set up the western defenses. We can assume then, that Mr. Prados handled his forces in fine fashion. Mr. Isby must also be given part of the credit as French defense is inexorably tied to British cooperation. And we cannot overlook the British manner of bringing the game to a close. Although one is tempted to cast more blame on the German than praise on the British, an error not taken advantage

*Continued on Page 28*







# SERIES REPLAY

## Third Reich Demonstration

The Series Replay was originated to demonstrate turn by turn moves of expert players in a normal game format and expose these moves to critical analysis. Frequently our judges have been harsh in their criticism and such is again the case in this issue. This would, at first glance, be surprising in that our players are all "names" of considerable repute in the wargaming field having profession-

ally published or assisted in the publication of a considerable number of wargames. Yet, your critique should be tempered by the fact that it was a first attempt, and few of the players professed being well versed in the play of the game. Indeed, some extremely foolish moves were made by both sides, but getting burned is often the only way to learn not to play with fire. Regardless of what you

may think about the quality of play, this demonstration game offers an excellent chance to show first impression strategies and just how valid or invalid they may be. Combined with the *Design Analysis* column in this issue one is left with a very valuable lesson on the play of this complex and intriguing game.

### PRECARIOUS POWER: ITALY

By Albert A. Nofi

Playing Italy in *Third Reich* presents an interesting set of problems. Italy is considerably weaker than any of the four other players in the game. Indeed, several of the neutral countries—namely Spain and Turkey—actually have larger ground combat forces available to them than does Italy at the beginning of the game. Even when the Italian force pool has been exploited to its fullest, and assuming no irreplaceable losses, Italy still is inferior in ground combat strength to what France has on the first turn of the game. But, of course, by that point it is assumed that France will have been thrown out of the game by Italy's Axis partner, Germany.

Germany is not merely an ally of Italy's in *Third Reich*, it is a necessary fact of life. And, while the situation is not completely one-sided, it can be readily demonstrated that Italy needs German assistance far more often than Germany needs Italian assistance. But this is where an interesting situation seems to develop. Germany needs whole-hearted and complete Italian cooperation to strike in Southern France, thereby forming a left wing to the massive German forces which will smash into Northern and Eastern France on the first turns of the game. If Italy does this, Germany can knock France out of the war quickly. Failure in this means that when the Allies begin to collect together enough strength to enable them to start looking for places to pick up, the Germans will be unable to spare resources to go to Italy's aid in the Mediterranean. So cooperation with Germany must be a cornerstone of Italian strategy, even in a game with separate victory conditions.

The next important consideration in Italian strategy is the defense of Italy. Italy is the most vulnerable of the players, with several practicable landing beaches within easy reach of Rome. These must be held at all costs, necessitating a rather considerable garrison in Italy itself. Obviously, the necessity will severely hamper Italian offensive and defensive operations on virtually all fronts. But there is a way in which the Italians can assume a moderately aggressive posture, while still conserving sufficient strength for the defense of Italy. This is the evacuation of Libya.

Usually, games of *Third Reich* result in a massive Axis commitment of forces to North Africa, with the conquest of Egypt and its two

### OPERATION STALL- BARBAROSSA

By Lenny Glynn

For the Soviet Player, the 1939 scenario is a situation characterized by a few basic facts: A) He cannot attack Germany until the Fall, 1941 turn; B) If the German player garrisons his minor allies: Rumania, Hungary, Finland, and Bulgaria, they are also invulnerable to Soviet attack until Fall, 1941; C) Germany will invariably be deeply involved in a Western Front campaign for at least three or four turns. Even an anti-communist alliance with the Western Powers to conduct a "Phony War" while the Germans invade Russia can't work. The Allies are not allowed to make a true, formal peace with Germany, so their armies in France represent a major threat that must be watched, and until the Allied position in France is eroded, the German cannot afford to invade the Soviet Union. The combination of these factors dictates Soviet strategy.

Assuming that the German garrisons his minor allies, the Soviet player's search for Basic Resource Points to meet the inevitable German invasion is canalized southward, toward Turkey. In Turkey, the Soviet player finds thirty BRPs available to help him replace units that the German invasion will destroy. But the conquest of Turkey consumes between two and three turns, since the Turkish armed forces are the most powerful of the minor nations in the game, next to Spain, and their capital, Ankara, is not easy to get at. Because the campaign takes time and requires the deployment of most Soviet forces, it should begin as soon as possible. In our test game, my plan was to invade Turkey by Spring 1940 at the latest, but even that would have involved substantial and unreasonable delays. The proper move is to head into Turkey on the first turn of the game, using all but four or five of the weakest Soviet infantry units. A half dozen Soviet 2-3's should be used to screen the Soviet border with the Reich, in case an hysterical, megalomaniacal German player decides to open a two front war. These six units are more than enough to establish Soviet presence in the zone of Eastern Europe reserved to the Russian player under the provisions of the Nazi-Soviet Pact.

For the Turkish invasion; two of the Soviet fleets should be deployed in the Black Sea to facilitate amphibious landings and the first Soviet turn should see builds of all possible forces to aid in the invasion. The declaration of war plus

### THE GERMAN DILEMMA

#### ECONOMIC CAUSES, MILITARY CONSEQUENCES

By Lee Euler

One can analyze the German position in *Third Reich* in terms of its advantages (central position, enormous force pool) and its disadvantages (inferior resources, weak Italian ally). However, in so doing, we soon come up against the fact that nothing *inherent* in the German position is decisive to the outcome of the game. This is because *Third Reich*, to an extraordinary degree, leaves everything up to the initiative of the individual player. The game gives the player a mere handful of limiting factors—his force pool and his economy are *données*—and lets him carry the ball from there. This is appropriate to a game of grand strategy: Hitler, after all, didn't have a big rulebook in the sky telling him he couldn't have a new air force until the fourth turn. As grand strategist, he dictated his own moves, and planned his own rate of reinforcement. This is precisely what *Third Reich* asks the German player to do.

Thus, the German should realize that management of the economy is not just a kinky novelty grafted onto a conventional military game. It is central to his strategy. Decisions in one turn affect his ability to wage war for many turns in the future. For example, a brilliant but costly campaign early in the year can turn to bitter defeat later if the player's BRPs have evaporated in the process.

One must also bear in mind that the German, as the player with the initiative, must pay for offensive options which the Allied player can stop with no-cost attrition turns. Moreover, the forces needed to generate offensive momentum—aircraft and tanks—are both expensive and likely to suffer heavy losses. The Allied player can meet offensives with comparatively cheap infantry forces.

The BRP system is an elaborate feedback mechanism governing policy over a period of months and years. It is the player's strategic reserve. As a result, BRPs must be rationed out carefully, for maximum effect. To overcome the great odds against him, the German player must maximize his own economic position while forcing his enemies to spend themselves into oblivion. To an astonishing degree, campaigns are decided by who has the BRPs on the fourth turn of the year.



attractive objectives in mind. The key issue, as to whether the Italian player should stage a relatively early withdrawal from Libya, is whether or not the German player is willing to commit himself to a massive redeployment of forces to Africa. The Italians cannot go it alone in Africa. They can in the Balkans, where the Allies are somewhat restricted in their ability to intervene effectively. Yugoslavia, which almost always falls in one turn, is worth 20 BRPs, four times what Libya is worth and it also possesses an objective. Greece is worth 10 BRPs and has yet another objective. The forces evacuated from Libya can be more effectively deployed to the Balkans where several objectives and considerable resources are available for relatively little effort. To be sure, the Allies are also able to utilize some of the forces they might otherwise have employed in North Africa. In fact, they usually send a portion of their North African contingent into Greece. But the Allies must still maintain credible garrisons in North Africa, for the Italians will still retain the capacity to make an amphibious swoop on Egypt. Thus, evacuation from North Africa, which could be timed so that the Allies are already committed there in a massive way, helps the Axis cause in two ways. First, the Allies are still required to devote resources to secure the area and, second, the Italians are able to relieve the Germans in covering the Balkans.

So, we come to an understanding that Italian strategy in *Third Reich* should revolve around three principal points:

1. The defense of Italy
2. Cooperation with Germany in France
3. Confinement of offensive operations to the Balkans.

(Incidentally, in a game in which each player is pursuing separate victory conditions these principles need not change. Italy begins the game with four objectives in hand. Giving up Libya, but overrunning Yugoslavia and Greece results in a net gain of one. This is five, which is one short of an Italian marginal victory and only three short of an Italian decisive victory. And, assuming the Italian has been careful in his deployment, his forces will be within two hexes of an additional five objectives once he has completed these operations—Marseilles, Lyons, Budapest, Ploesti and Istanbul. Needless to say in the face of a collapsing Germany, or of a Germany triumphant in Russia, the Italian should be able to acquire at least some of those five, whether through seizure or adroit diplomacy.)

So, now that we have established an optimum Italian strategy let us examine what happens in a real case, when much of the above was as yet unclear. The case referred to, of course, is that to which the bulk of this article is devoted.

#### ITALY IN THE WAR OF 1939-1942

At the onset of this game I assumed, as the Italian Player, that any operations I would undertake would be aimed towards a cooperative axis victory. In negotiations with the German Player, it was agreed that the Italians should devote themselves to a massive involvement in Southern France, while marginally strengthening their positions in other theaters. This was how things stood at the start. But then the Allies undertook some Machiavellian diplomacy.

The Allied players offered to assist Italy in its objectives in the Balkans if Italy would stay out of the war in France. This offer was too tempting to be true and was turned down. But the Allies were persistent and kept trying to make a deal. Eventually one was worked out. This was for the

offensive option against Turkey costs the Soviet player 25 BRP and the occupation of the Soviet zones of East Europe costs an additional 10 BRP. The remaining ten BRP that the Soviets may expend on the first game turn must be used to build infantry units close to Turkey, and a combination of 3-5 armor and 3-3 infantry units to support the Russian invasion should be added the very next turn. Two Soviet air units should be based on Sevastopol to support an invasion at Samsoun if the Turk hasn't overwhelmingly garrisoned the beach there. If Samsoun can be seized and held by the Soviets, Ankara, and with it Turkey, will fall swiftly. If not, Turkish resistance may drag out two or three turns. The Soviet player should carefully calculate the odds of an air-supported sea invasion at Samsoun, to take account of the possibility of losing expensive and difficult-to-replace naval and air units in exchanges.

The Soviet Black Sea Strategy outlined here was the one I adopted going into our test game. But the failure of the German player to garrison his minor allies forced me to adopt a more aggressive Balkans game. The ripe fruit—Rumania, Bulgaria, and Hungary—was there for the harvest. This colossal blunder cost him his Balkan allies in the first six turns of the game, sharply cut into his Force Pool (and BRP capabilities for the years following). Russian players should not anticipate such German errors. Once burned, twice wise. Few Germans will fail to make the investment of half a dozen combat factors to bar the Russian from the Balkans and Finland.

The Soviet problem then is how seriously to take the German threat at various stages of the action, how to prepare for the expected invasion, and how to stymie it when it comes. On the first point, the Soviet player need not worry. A German invasion of the Motherland before the Fall of France is almost impossible. In many respects, however, such an invasion is strongly in the Soviet interest since as long as France and England are actively fighting on the Western Front the German cannot afford to throw the full weight of his resources into Russia. Thus, the goal of Soviet-Allied Diplomacy should be to trigger a premature *Barbarossa*, playing on the gullibility of the German player. The Soviet player has nothing to gain from placating the German, and whenever possible should seek to irritate him and draw him into an attack against Russia before France falls. Of course, if the German garrisons his minor allies, the Soviet will be hard pressed to find ways to irritate Germany, but if the German fails to hold any of his allies, the Soviets should attack it immediately, both to seize the turf, and its BRPs, and to provoke the German to intervene. One possible Russian move would be to agree with the Allies to lure the Germans into Russia in exchange for a free Allied hand against Italy. This is a safe strategy. If the German buys it and invades Russia, while the Allies attack Italy and its colonies, the Allies will have the option of switching immediately to the attack on the Western Front, forcing Germany to pull forces out of Russia. Yet Russia and Germany will be engaged—in the second front of a two-front war. In any case, even if the Western Allies would like to betray the Russians, they simply cannot afford to, since a German victory in the East inevitably implies their defeat: the sheer number of objective hexes in Russia overrun by the German would preclude an Allied win.

If the German is shrewd and sets out systematically to destroy the West, the Russian is in most respects helpless. Barred by German garrisons from invading the Balkans or Finland,

#### COUNTER-FRENCH STRATEGY

The problem of conquering France will serve as an example of how important the economic factor is. There is no purely military solution to this problem because, with the help of a few British units, the French player can deploy to a depth of two, or even three hexes, along the front. This renders breakthroughs toward Paris impossible. As a consequence, the Western front tends to degenerate into a 1918-style slugging match with the Allied player using attrition turns to throw back the Germans.

The German player cannot sustain this war of attrition because the Anglo-French alliance has almost as many BRP's as the Axis. But consider a BRP-maximization strategy in which the German player spends the two 1939 turns in conquering minor neutrals. He should take Belgium and Luxembourg on the first turn in order to put as few hexes as possible between himself and Paris. Poland should also fall on this turn. (Note that the German does not have to pay for either a declaration of war or an offensive option against Poland.) On the second turn, having spent about 40 BRP's on new units, the German should take Holland, Denmark, and Yugoslavia. The Italians will be strong enough to capture Greece. The outcome of all this will be 90 additional BRP's on the 1940 year-start sequence.

The point of this strategy will now become apparent as the attack turns to France. In the games I have witnessed, the Allied player is usually able to stop the German by allocating defensive air support to lower the attacker's odds. (The arithmetic of the process is obvious since the attacker needs to allocate 2 precious air units for every one the defender has, and the Axis simply does not enjoy that sort of numerical superiority.) However, with his high BRP level, the German can pursue a counterair strategy. This is costly—both sides lose an air unit. But the point now is that Germany can afford it, the Anglo-French can't. Supposing the German player knocks off all six Allied air units at the beginning of each turn—in two turns the enemy will be broke. Meanwhile, he has to meet Germany's overwhelming superiority on the ground.

This does not even take into account the Italian role in an attack on the French. Ideally, Italy should open a second front in the south. The two Italian air units will give the Axis a decisive edge over the Anglo-French (8 units to 6). What's more, it is wise for the German to have a couple of panzer units in range of the French-Italian border. The resulting breakthrough and exploitation can be devastating. Once again, the Axis BRP level makes it feasible for Italy to join the war at a cost of 35 BRP's only if she starts with an attrition option.

As the reader can see, a successful Axis plan requires high risks. For example, France is capable of taking the offensive against Germany while the Nazis grab off minor neutrals, so Germany must allocate units to the French border. In order to keep Russia out of the war, Germany must post a unit to Rumania (under rule 3.582) to prevent Soviet incursions into the Balkans. All of this leaves the Axis with just enough strength to grab off the six neutrals I mentioned. Even at that, the Axis must go broke by the end of '39.

#### ENGLAND OR RUSSIA?

I estimate that France will fall on the fourth or fifth turn, after the Axis has expended about 200 BRP's (almost as much as the total Anglo-French BRP pool). This will leave the Axis with about 100



British to turn Malta over to the Italians, in exchange for Italian non-involvement to the fighting in France for one game-turn. Now, of course, this sort of deal was attractive. However, on the other hand it did have the disadvantage of tending to harm mutual Axis interests. Without Italian support Germany would not be able to overrun France as quickly as necessary for a rapid redeployment into other theaters. Yet, the deal was not binding beyond one game-turn; there would be no way for the Allies to retrieve Malta should the Italian player later renege. So I accepted the offer. Needless to say, my Axis partner was extremely unappreciative. On this note, the game began.

**Game Turn 1: (Fall 1939)** While Germany overran Poland, Belgium and Luxembourg, the Italians stood down from offensive positions on the French frontier and transferred naval forces to Malta. By not involving myself in the fighting, I was also able to conserve BRP and thereby managed to build up my entire Force Pool, save for the additional naval unit. Meanwhile, the British evacuated Malta, leaving the Italian Fleet in possession, and began beefing up their forces in France: the French, by stripping their Alpine frontier, were able to form a fairly solid line against the Germans; and the Russians, having agreed to partition the Balkans with Germany and Italy, began an invasion of Rumania. At this point, two things were still not clear. Although the Germans were tied down in France, the Italians had available considerable forces, and were not yet involved in any fighting. This left considerable flexibility to the Axis. But much would hinge on what the Allies did. I had no illusions about their friendship, but I did calculate that events in France, plus their current rate of BRP expenditure would prevent them acting in concert against me for at least two more turns (i.e., until Spring, 1940), during which time I would try to rip off a piece of territory or two, reinforce my people in Africa and begin to transfer troops to the support of Germany. Things did not work out quite so neatly however. (Turn 1 BRP = 75-18 expended on Force Pool development, leaving 57.)

**Game Turn 2 (Winter 1939)** This turn found the Germans still grinding away in France, knocking back the Allies but suffering a steady loss of units. Meanwhile, I used the Italian Fleet, plus forces previously deployed to Albania to launch a combined land-sea invasion of Greece and overran the entire country save for one unit in Athens. At the end of this move, after replacing some minor losses suffered in Greece and developing my final naval unit, (thus achieving a full Force Pool) I began to re-deploy to reinforce the Germans, shifting some air units to the North and also beefing up my people in Africa. I reasoned that due to Allied commitments in France, plus the current state of their BRPs, I would have one more turn before they were able to jump me. I was wrong. While the Allies maintained their positions in France, they managed to scrape together sufficient naval and ground strength to land behind my lines in Italy itself, which was but poorly garrisoned. A quick advance up the peninsula and a hard fight before Rome gave them the capital and me a tremendous headache. Meanwhile, the Russians completed their occupation of Rumania and began to set-up for further conquests.

**Game Turn 3 (Spring 1940):** The Italian situation was pretty grim at the beginning of this turn. With Italian forces scattered throughout Greece, Malta, Albania and Libya and the British and French in

the only way he can gain more BRPs is in Turkey. Once the Turkish conquest is finished though, there is little he can do but wait for the German initiative. Finishing Turkey by Summer, 1940 gives the Russian an additional 55 BRPs plus thirty per cent of any BRPs left unexpended to maximize growth in the 1941 Year Start Sequence, a year in which German invasion is virtually certain.

Conservatively, the Soviet player should enter 1941 with almost 160 BRPs. These should be used to bring Soviet strength to the maximum allowed in the scenario Force Pool. When the invasion comes, in Spring or Summer, Soviet strength should be deployed in depth in front of the German main thrust, with strong armor reserves to snap at any breakthrough units and to pose the threat of possible Soviet counter offensives. Tactically, the Soviets should attempt to stay in touch with units threatened with being surrounded; they should try to find a weak link in any German encirclements and punch through to surrounded units. Recontacted and resupplied units should be withdrawn by strategic redeployment, whenever possible. Always take a proffered chance to surround substantial German forces. The threat of losing armored units and the time consumed in extricating them wears down German morale and exhausts BRPs. If the Soviet has planned his first year and a half of moves well, he will have ample BRPs to spend replacing units lost to the Germans in such aggressive and risky action so Turkey, the Soviet zone in Eastern Europe, and any German minor allies he may have seized become money in the bank for the Soviet player to expend stopping the German. No major commitment of main armor and air reserves should be made, however, unless the German extends an armored column too far and presents the Soviet with a fifty-fifty chance of inflicting heavy casualties. One or two such defeats in Russia and the German is through. The Soviet armor should be used behind the main sector of fighting to keep the German on guard against such a possibility.

Weaker Soviet units should be used in the forefront: 1-3's and 2-3's with 3-3's and 2-3's in a second line of defense. Such a deployment faces the German with trouble in executing exploitation attacks and enables the Soviet player to yield only a hex or two per turn. Since German invasions before Spring 1941 are unlikely, and since the game ends in Summer 1942, the Germans' chances of putting Russia out of the war are slim. However, their chances of seizing five of the Soviets objective hexes: Riga, Lvov, Dnepropetrovsk, Kharkov, and Smolensk are very good unless the Soviet defends well. Riga and Smolensk will probably be seized whatever the Russian does, but timely offensives against German spearheads directed at the other objective hexes will help to stop the Nazi. Finally, if they have conquered it, the Russians should hold European Turkey as strongly as they can afford to without endangering the Motherland. That will force the German to fight to get the Istanbul objective hex, or screen the Russian forces strongly to protect Athens and Ploesti. The Soviet fleet, based in Tzmir, should be made available for cooperative action against the Italians in the Med as soon as Germany invades Russia. British action in the Balkans should be a *quid pro quo* in any such Soviet naval adventure. The Finnish front should simply be screened and ignored unless the German foolishly starts strong forces there. Riga should be fought for, and the Russian should attempt to draw the German in a salient toward Smolensk which can be threatened

BRP's, meaning that the rest of 1940 will probably not see any more major conquests.

What, then, should the German do after France falls? In the unlikely event that Britain has bankrupted herself defending France, the German might try a *Sealion*. I consider it more probable that Britain will conserve the resources to withstand invasion. If there are two turns left in 1940, the German can back an Italian attempt to cut Suez, thus reducing England's BRPs. If there is only one turn left, I recommend redeployment to the Eastern front. If possible, peripheral operations should be run against Norway, Sweden, Spain, or Turkey, again with the aim of expanding the Axis BRP pool. With my bias toward economic expansion, I favor this last strategy. If, say, Turkey's 30 BRP's are added to the German pool, the Axis will start 1941 with 385 BRP's.

To say the least, this is a formidable strategic reserve. The Russian player will very likely have only half as many BRP's. What's more, the Soviets have only three air forces, while the Axis should be able to spare at least five to the Eastern front.

As with France, the German player should compel Russia to spend as heavily as possible, even at great cost to Germany itself. Germany's great economic strength will see her through. Again, Counterair should be used wherever possible, because of its great cost to the enemy.

Starting as he does with a high BRP level, the German player will be able to build to the limit of his force pool, and will be able to maintain himself at, or near, the limit for the whole of 1941. Much of this must go to defending invasion hexes all over Europe. Alas, one drawback to the BRP-maximization strategy is that all those little countries must be defended against the Western allies.

It is also true that Italy becomes rather a liability than a help at this stage of the game. With her weak force pool, and her territorial ambitions in the Balkans and North Africa, she becomes very vulnerable to British invasion. In fact, in almost every game I have played, Italy has fallen to the West. The result of all this is that still more German units must be allotted to the Mediterranean. The Axis should not be deceived by Britain's small ground forces because all of those forces, after the fall of France, are available for offensive operations.

#### COMBAT IN RUSSIA

Despite the difficulties, I am in favor of a German attack on Russia in Spring, 1941. The advantage to this is that it forces Russia to ration her relatively meager BRP pile over four game turns. The Axis player must understand that if Russia can somehow gasp through to the end of 1941, she gets all her BRP's back, and the German strategy of outspending Russia may be defeated. Basically the Russian player must be drawn into combat wherever possible for each of those four game turns.

Russia cannot pursue the French strategy of deploying two hexes deep along the whole front. All the same, the Russians can effectively backstop their line with armored units and excess infantry, thus preventing exploitations. They can also station their air beyond the range of German counterair missions. And the Russian can generally extricate himself from German encirclements. The upshot is that the German must expect the going to be rough in the cradle of Bolshevism.

It is hard to predict whether Germany can actually conquer Russia in the 1939 Scenario because the conflict depends on the tactical finesse of the two players over a long haul of some six turns. There is a note of encouragement: the Axis



occupation of Rome itself, things looked dim for Italian survival. But it was not all that bad. While the German player continued his operations in France, he managed to make available five ground combat units to cover Northern Italy. And then the Italian Fleet began pulling in troops from Libya, Albania and Greece, accumulating a dozen points of ground combat strength in that fashion. This, added to the few troops still in Italy, the Italian air units, and the newly raised naval unit, were able to destroy a major British army and liberate Rome. Of course, this left minimal forces to contain the Greeks and hold Libya and Malta. Since losses had been heavy, I attended to rebuilding as much as possible, while redeploying to isolate two additional groups of Allied units in Italy. The Allies, seeing the way the situation was developing, wisely abandoned one contingent to its fate, while evacuating the other. Then they attacked, throwing two groups of units into Greece; landing on Malta; and overrunning Libya. The Russians, meanwhile, leisurely acquired Bulgaria. In general this turn had not gone badly for the Axis. Although Malta and Libya had been lost, and although the situation in Greece was highly unsatisfactory, the Allies had been badly handled in their Italian adventure. Moreover, the Allies had stretched themselves to the limit and had reached the end of their resources. The situation, if not overwhelmingly favorable, might still turn out well for the Axis.

**Game Turn 4 (Summer 1940):** Having cleared the Allies from Italy itself, the Italians proceeded on two fronts. Air units were transferred to Germany to support the German drive on Paris, which succeeded in taking the city at great loss to the defenders, while Italo-German ground forces were transferred to Greece in hopes of improving the situation there. Meanwhile, the rebuilding of forces went on. The Allies, although unable to act in the Mediterranean, were able to scrape together sufficient strength to drive the Germans out of Paris, although incurring great losses themselves. And the Russians paused, apparently watching developments in the West.

**Game Turn 5 (Fall 1940)** This turn, and the three immediately following it, were more or less 'flat' periods in the game, corresponding historically to the periods of equilibrium which prevailed in Europe in 1940-1941, early 1942, early 1943 and early 1944. The Italians and Allies passed in the Mediterranean, and in the East, Russia took Hungary. But all sides paused to rebuild and reorganize.

**Game Turn 6 (Winter 1940)** The fall of Paris meant the establishment of a Vichy regime. The Germans moved to occupy most of France and set up defenses against an Allied invasion. Meanwhile they began to redeploy to face the Russians. The Italians, assisted by the return of their air units from France, were able to capture Athens, in spite of a major British effort to relieve the city by sea, which resulted in a considerable naval battle with attendant heavy losses on both sides. This left only a British army at Salonika on European soil. And while the Italians and Germans rebuilt and redeployed, the British and Russians passed.

**Game Turn 7 (Spring 1941)** This was the quietest turn of the game, as everyone strove to rebuild his losses and reorganize his forces. The British position in Greece being too strong to cope with adequately, the Italian player joined the Germans, Russians and British in passing.

**Game Turn 8 (Summer 1941)** The Italians were the only people active in this turn. While everyone else remained passive or actually retreated, the Italians

by attacks out of the Riga bridgehead and the Pripet marshes.

No resources should be yielded to the German without making him pay in BRPs. Empty hexes may be abandoned to rationalize lines, but no cities that will become air bases, no objective hexes to contribute to his victory. Not one heavy machine tool comrade! Not one ear of corn! One last note: If by some chance, the German has failed to knock out the French by Fall 1941, the Soviet player must strike—for Krakow, Ploesti, Warsaw and, yes, Breslau, using the Carpathian mountains as a shield for the left flank of a thrust into Germany: dropping an invasion fleet against Rumania only two hexes from Ploesti. This possibility assumes massive German losses in the west, and offers the prospect of Berlin's fall by scenario's end. So, my principal advice to Soviet strategists is this: Either invade Turkey soon, or consider yourself one.

## Overall Commentary

By Donald Greenwood

Even one playing of *Third Reich* is a great learning experience. Apparently, this statement holds true in this game because the commentaries on strategy included in this 'trial run replay' are, by and large, much more erudite than the play demonstrated in the game. Were these same players to attempt another game I'm sure the game would be quite different as a result of the experiences derived the first time around. However, even though we are talking in terms of strategic misconceptions rather than tactical errors, their after-game comments are still open to considerable debate.

The German player seems to have lost in remarkable fashion not so much because he made mistakes, but because he made *more* costly errors than did his opponents. Nevertheless, he lost the game in a quite unsuitable manner so he is a logical place to start. His sudden downfall in early 1942 was not due to any colossal undertaking by the British but merely a logical and expected consequence of his own completely unrealistic defenses. Had he merely placed a fleet in Wilhelmshaven with a token ground force the beach would have been impregnable. Although air raids could gradually reduce this fleet it couldn't be done in the same turn as an invasion and additional naval forces could be strategically redeployed to the threatened area to maintain the shore defenses. It is possible to make a landing in the North Sea but only against either a very foolish German player or a very hassled one who has suffered severe naval losses. A conservative German player should be able to protect both the North Sea and Norway for an entire Campaign Game with a minimum of force. The other major German error which has already been pointed out by his co-players is the completely inexcusable failure to garrison Finland and Rumania. For an investment of 6 factors of infantry, a yearly allotment of 45 BRPs plus an addition to the German Force Pool of 32 infantry and 4 air factors could have been saved. And only 3 factors must come from the German initial forces, as an infantry or even a replacement unit can be built and redeployed to Rumania after the combat phase of the Fall turn. While perhaps the initial oversight is excusable, standing by while the Russian captured an additional ally with each succeeding turn is not! Not when an investment of a single BRP and SR would have saved them! Although Germany's dependence on her Minor Allies is not as important in the '39 Scenario as in the Campaign Game or later scenarios they are

only needs 3 or 4 Russian objectives to win the war, and he should be able to bludgeon his way through to these. Optimum strategy is to head for the objectives in southern Russia, rather than toward Moscow. Pick up Riga early in the invasion, but don't press for Leningrad because it's invincible.

## SUMMARY

Germany does not have an easy go of it in this game. In the strategy I have outlined, France is the only Great Power Germany can expect to knock out, and even that victory cannot be taken for granted. Generally, the Axis has the strength to take the offensive in one sector at a time, and must hold quiet sectors with the least possible forces.

Britain plays the role of a spoiler. Beyond conquest herself, she can indefinitely delay the fall of France. What's more, Britain is always capable of knocking Italy out of the war, and even Germany itself, through lightning-like amphibious invasions. This ever-present threat requires a costly German defensive disposition.

The backbone of German strategy is the conquest of minor neutrals. This alone gives her the economic power to defeat the array of forces against her.

still a major factor in any German win. The German player is forced to walk such an incredibly taut tightrope to win in *Third Reich* that a mistake of this magnitude can not be compensated for without an equally costly mistake on the part of the Allies. Indeed, I would go so far as to say that given competent play the Germans can not win the Campaign Game if they lose Rumania. Her cheap and readily accessible forces are necessary to supply bulk for the German efforts in the East when their lines are stretched incredibly thin.

If we forget these two colossal blunders, the German theories are primarily sound. A policy of economic expansion and BRP attrition is viable but hard to achieve. Care must be taken to provide maximum *DAS* and garrison forces in the low countries to prevent them from being retaken by the Allies just prior to the 1940 Year Start Sequence. This can be quite embarrassing when you not only come up empty-handed after your declarations of war and offensive investments but you've handed those same BRPs to the Allies for the price of an offensive option. It is especially important to take Norway as soon as possible lest the British beat you to it. The British do not have the armor to attempt a one turn takeover in Fall, 1939 and will probably be too busy ferrying units to France to attempt such an invasion on the Winter turn. However, as soon as you see two armor units sitting in Britain you had best make sure Norway is yours on the next turn. Once taken, it is extremely difficult to retake from a well handled garrison force. As for Sweden, it is definitely not worth the BRPs Mr. Euler would have you spending on a Declaration of War plus several offensive options. It best serves Germany as a neutral—only to be defended if the British attack it from Norway in hopes of gaining a Baltic port. If the Russians want it—let them have it. They won't be able to get back their BRP investment from it in time to help them stop a determined German offensive and every Russian unit tied down on garrison duty is one less to fight before the gates of Moscow. In short, a theory of economic expansion must be approached realistically—taking only those countries which can be used economically and which must be occupied to improve the German's strategic position.



overran Yugoslavia completely, bringing their front up to the Russians in Rumania. In the face of this, the British evacuated their enclave at Salonika and the Russians virtually abandoned Hungary. And everyone began redeploying and rebuilding with greater fervor. Although no one was aware of it at the time, Italy had, practically speaking, shot its bolt in the game. With a fully developed Force Pool (less only one naval unit), the Italians were now at the end of their resources and were just able to cover Italy itself, Greece, Albania and Yugoslavia while holding a small mobile force in a central location to counter any Allied or Russian threats. The game would now be up to the true 'Great Powers'.

**Game Turn 9 (Fall 1941)** This was the turn everyone had been waiting for, the Russo-German War. The Germans, moving rapidly, were able to hit and isolate an entire Russian army group in the Balkans, thereby destroying it, while pinning the Russians all along their front in Poland. Meanwhile, the Italians began to redeploy to cover their territories and the Allies passed, preferring to wait out their time and rebuild their forces further.

**Game Turn 10 (Winter 1941)** The Italians again passed, although preparing to assume occupation duties in Bulgaria and Rumania. Meanwhile, the Germans drove the Russians out of most of Rumania and Southern Poland. Then the Allies moved, springing a surprise invasion of Germany itself through the North Sea Coast, which was but thinly defended. The Allies had managed to accumulate the forces necessary for this operation by carefully pulling naval units out of the Mediterranean and bringing them to Britain, where they combined with newly formed ground forces. In a massive battle around Berlin involving seven separate die-rolls, the German defense was crushed. Meanwhile, the Russians helped pin down large German forces in the East.

**Game Turn 11 (Spring 1942)** The Italians attempted to send forces northwards into Germany in an effort to assist in the relief of Berlin but were unable to intervene decisively. The Germans, unable to scrape up more than a handful of troops to retrieve their capital, collapsed. With the fall of Berlin, the players, by mutual agreement, decided to end the game.

The end of the game was purely by agreement and based on the logical and obvious fact that Italy could not stand against the Allies alone. Technically, however, Italy might actually have emerged the winner. We were, after all, playing the 1939 scenario, which ends in Summer, 1942. According to the individual victory conditions for that scenario, Italy needs eight objectives to win the game decisively. On the turn in which the game ended, Italy already possessed five objectives (Rome, Milan, Genoa, Athens and Belgrade). A further five were within two hexes of Italian-held territory (Lyon, Marseilles, Budapest, Ploesti and Istanbul), all but one of which were completely undefended. Now, given the existing Allied and Russian dispositions at the end of the game it is not impossible that Italy might have grabbed at least four of these on the last turn, and just possibly held at least two against all comers. (In point of fact there would have been few comers, particularly in the case of Lyon and Marseilles). This would have given Italy seven objectives, enough for an unrealistic, though legal tactical victory. But the key point of the game is that it is a game. In World War II Italy was incapable of surviving the collapse of Germany. In *Third Reich* it is, but only to the extent of the game's artificial time limits.

The Italian player has handled himself in a much less questionable manner but still could have improved on his game to a great degree. The British raid which took Rome in one turn could and should have been prevented. While the Italian really can't stop such raids it is fully within his power to limit their effectiveness. He should build all 6 replacement counters on the initial turn in and NW of Naples as well as in a line directly south of the Adriatic beach. The beaches themselves do not have to be defended. This cheap deployment guarantees that Rome cannot be taken in one turn as happened to Mr. Nofi and insures that the British must invest in two offensive options if they are to attempt to take the city. It buys time for the Italian to transfer or build forces for his home defense and forewarns the German that his services may be required to the south in the next turn. The net result is a much more expensive raid for the British and one which the Axis can depend on defeating with regularity without leaving to chance a 1-1 desperation counter-attack. Frequently, the best course to follow against such a raid is purely defensive—letting the British player use his BRPs while you take advantage of the terrain. Offensive options should be restricted to necessary counter-attacks should Rome fall or the Allies have sufficient force and position to both take Rome and exploit around it. Otherwise, making sure you can always get a 2-1 on Rome should it fall is satisfactory and often means that the British player is wasting more BRPs in his attack than you are in defense of your homeland.

I would also take exception to the statement that Yugoslavia will always fall in one turn. I have yet to see the Italians take Yugoslavia against a competent defense in one turn without considerable German assistance. Were it not the case, I would always take Yugoslavia on the first turn and declare war on France in the second. However, usually I have to settle for an attrition option on the first turn against the Yugoslavs, giving them the coup de grace one turn later just in time for the 1940 Year Start Sequence. Greece is not worth attacking at this stage of the game as its conquest will take several turns and is best left until France has fallen. I would also caution against a premature withdrawal from Libya. Although I agree that the Italian stands little chance of making significant gains in Egypt, his presence in Africa causes problems for the British. If Libya is simply abandoned the British can take it with combined naval landings in one offensive option. If garrisoned properly, the British player can be forced to expend many more BRPs on additional Offensive Options if he is to secure Libya. The few forces this requires are not needed all that much elsewhere to merit their withdrawal. One must give a certain amount of credence to the matter of keeping open all your options. If Libya is abandoned, any later Axis moves to Africa will have to be amphibious assaults at the risk of the Italian fleet. If Libya is maintained, strategic redeployments will always make troop transports both safe and available.

The matter of the Italian trade of a turn's peace for Malta is an extremely interesting proposition and, on the surface at least, a highly enticing one. The major drawback to diplomacy in *Third Reich* however is that the game naturally follows historic alliance lines and deals are not enforced. There is nothing to prevent the British from reneging on their offer and holding on to Malta after the Italian turn has passed. In fact, I would be highly suspicious of any such offer unless the British player wanted still more from me on later turns. I wonder why Isby actually withdrew from Malta. He had no reason to honor his bargain other than to get something more later on—probably a

continued pledge not to attack France. The Italian player must be extremely wary of such offers because he does not have the punch to punish those who would stab him. His forces are just large enough to make the all important difference at certain crucial points in the game. Once those points have passed and Axis strength is on the wane the Italian's feelings can be cast aside with impunity. Italy is nothing without a strong Germany as Mr. Nofi so correctly relates. So if Germany is denied a fast kill in France no amount of double talk will win the game for the Italians. A snubbed German certainly won't help you when it's too late for him to win the game, and without a strong German threat Italy can easily be dismembered. Therefore, any such diplomatic deals entered into should only be done after consultation with the German. If nothing will be lost anyway, i.e. the Germans have no plans to attack France proper in 1939, then feel free to make the trade and maybe if you look gullible enough while you're doing it the Allies will think you dumb enough to play for more and will actually give you what they've promised. But in general, beware Englishmen bearing gifts.

The Russian player who benefited from the German mistakes in the Balkans is, nevertheless, subject to criticism. I contest quite enthusiastically his premise that invasion of Turkey is a good idea. His rationale for the move is to gain BRPs, yet considering the time he will probably be able to hold it he is actually detracting from his BRP possibilities by such a move. Assuming his conquest takes two moves it will cost him 40 BRPs plus losses taken against the Turks. Turkey is worth only 30—so unless the invasion is successful by the 1940 Year/Start Sequence the Russian can expect a net loss of 10 BRPs by the time of Barbarossa plus whatever losses he has incurred in his attacks. In Spring, 1941 those 40 would be worth 52+ BRPs. These BRPs should be spent building forces in 1939 so 1940 will see a surplus and resulting gain in the BRP base for 1941. Turkey is a source of BRPs only so long as Russia can hold it. It is a prime target for Axis advances and often if the campaign in the west is a short one, the German will precede Barbarossa with an attack on Turkey—motivated less by the BRPs than by the flanking position it affords against Russia. By knocking off the Turks early, the Russians are doing the Germans a favor by eliminating one of their own buffer zones. Furthermore, I doubt the wisdom of lengthening the Russian front by taking Turkey. A conservative Russian player who prepares his forces well will have just enough forces to defend in sufficient depth along the western border to prevent massive German breakthroughs. By stretching his resources to defend too much, he defends nothing. Although lengthening the front is usually considered disadvantageous to the German, this is far less true this close to the Axis Minor Neutrals which can quickly supply fodder to fill holes. Only when the lines retract deep into Russia such that the German must tax his SR limits to bring up replacements does a longer front favor the Russians. Otherwise, it is to the advantage of he who holds the initiative and at this point in time that should be the German.

So much for errors of theory—now for those of fact. The Soviet occupation of Eastern Europe costs not 10 BRPs but 25—as an Offensive Option must be paid for to enter the Baltic States. A Pass Option is not possible because you can't move across uncontrolled hexes in a Pass Option. Similarly, an Attrition Option is out because there are no enemy units to attrite at the end of the

*Continued on page 20*



# 1776 OPERATIONS

"We fight, get beat, rise, and fight again"  
... Nathanael Greene

One of the best features of 1776 are the mini-games whereby one can play an interesting and exciting game in a short period of time. This is a feature that certainly does not appear in enough games on the market today, as not everyone can devote an entire afternoon to a game all the time.

Greene's Southern Campaign Scenario (#3) is one that I constantly play and enjoy. There are several thoughts and strategies that I would like to present concerning it. There are four main sections that should be presented. They are, a general overview of the scenario, the basic strategy of the British player, the basic strategy of the American player, and, finally, a modified victory condition. It would be best for the reader to set up the scenario before reading further.

Greene's campaign is the prelude to Yorktown which would take place a year later. The entire idea of his campaign was to keep the rebellion alive in the Deep South. The essence of the campaign and presence of the British troops was to establish the iron rule of England in the south and then move upon Virginia and Maryland. General Greene's campaign prevented this from being accomplished.

Statistically I feel that with the present victory conditions the British player will usually, at best, draw. I have witnessed one American victory in which there were approximately 5 American combat factors present on the entire board on the April turn with the British army largely intact! I would suggest a statistical average of victories as follows: American win 50%, British 20%, with 30% draw.

This is particularly interesting in light of the fact that at the start of the game the British have the interior lines. Further, the British have 19 combat factors versus 15 American combat factors, of which 3 of the latter must be released by a Continental unit going to Virginia. Overall, the American strength never rises more than 17 combat factors, and if the British convert their magazine in Camden to a supply unit, the Americans are out-supplied 3 to 2. The Americans have a slight edge in mobility with their movement factors of 8, but Tory mounted militia numbers 2 factors to the American 1 giving a slight but important edge here too.

Turning to the basic British strategy Cornwallis has a twofold goal. He must protect his conquered territories plus move North and take Hillsboro. To do this, the best strategy is to destroy the enemy armies. Cornwallis has but five turns to do this in and the Americans have the last move. If a city is left uncovered to the American player all is lost.

Cornwallis can usually expect the American player to split his force between the main army covering Hillsboro and threatening Camden and Morgan's force(s) in the mountains to the west. Cornwallis should first convert the magazine in Camden and move it to Fort 96. Cornwallis then should concentrate his main striking force at 0-18 with 1 supply unit, the Tory unit in Georgetown, the main army, the Camden force, plus the mounted Tory unit from Fort 96. This gives one a total striking force of two mounted units, two regular Tory units, and nine British regulars. Tarleton's force will concentrate at Fort 96 and will consist of everything else. Strip the interior garrisons for they are needed during the opening turns. However, Fort 96 should *always* be

Strategy Notes for Greene's Campaign in 1776

by

Jack Greene Jr., Simulations Director for  
Conflict



garrisoned by one factor. Tarleton's force will not receive all of its strength until the January turn, but should follow as nearly as possible Cornwallis' original orders of, "If Morgan is still . . . anywhere within your reach, I should wish you to push him to the utmost . . . No time is to be lost . . ."

There are three exceptions to the above. One, if the American deploys a force or forces too close to your armies than attack immediately. If Marion's force down near Georgetown remains there in the January turn, then it must be destroyed. Thirdly, if the American player deploys units in the Georgia swamp area, than these must be watched and dealt with.

Returning to Cornwallis' main army, one has two options. One could attempt a force march over the river, without supply and engage the American main army. This is a potentially hazardous operation. It could blow the game wide open on the December turn. The second option is to pursue and develop the campaign in North Carolina. Make excellent use of your Tory force. Smash any small groups you can, especially the American cavalry unit. Another upsetting move is to attack (and destroy) the American Continental unit heading North to release the Virginia militia. If possible, slip the Wilmington garrison into your main force or use it as bait to bring an American force within striking range. If the American player offers battle, accept it and fight him. Though supply cannot force march, if you can catch an American force at a disadvantage, force march and attack. The British player has the strength to fight battles, but not the mobility to pursue. Therefore destroy those who venture too close, push the American's into the mountains or up North.

What should happen is, assuming no important errors by the American player, Tarleton should be able to chase Morgan into the mountains. Do not pursue too far, just keep him away from the lowlands. Cornwallis should be nearing the Virginia border. If you have been unable to catch and destroy the American army than concentrate at Hillsboro, possibly with the supply unit coming up from Wilmington, and fight. Tactically, if you are present in a town needed for victory on the 5th turn with an American unit, one has no choice but to frontal assault every time, unless one can totally "Psyche out" one's opponent.

Decoy units can totally destroy the British game if Greene handles them well. Whenever possible send scouts to uncover odd forces of Americans wandering about before attacking them. The Tory cavalry is excellent for this.

In sum, speed is the key. Push the Americans back and away, than cover your cities within enemy striking range so he must at least fight a battle to take them. Always be willing to engage the enemy.

The American strategy is one of a Fabian nature. It starts on the first turn when Greene sets up and can place, even then, Cornwallis on the horns of dilemma. The main force of Greene's must be placed on the northern side of the Yedkin (P-18). Marion's force should be placed on M-21, Morgan's at L-9, the other militia unit at K-8. Here comes a decisive placement. One can either place the 2 militia factors somewhere up in the mountains or with Greene's force on the Yedkin. No matter what, a decoy should be placed with Greene's force. Combine units so that the enemy

cannot figure out easily if a 3-8 militia is with Morgan or a 1-8 (or even a 2-8)! Usually I prefer to keep the two rebel militia units together but it can surprise the British if two decoys and one actual unit are placed in the swamps of Georgia. There is a definite element of poker or a giant shell game here that must be totally exploited. Finally, one may want to give Greene's main force the capability, on occasion, to split up and let the British guess which one is a sham and which one is real.

Morgan's orders should be the same ones that Greene gave. They were, "This force (Morgan's) and such others as may join you from Georgia you will employ against the enemy . . . either offensively or defensively as your own prudence and discretion may direct, acting with caution and avoiding surprises by every possible precaution." Remember, survive and than force march to the enemy's towns. If you can defeat a British force, by all means do so. But do not be baited into a trap.

Greene's main force should retreat before Cornwallis if he should advance. Either retreat upon, or release a force to raise the Virginia militia so that it may join your main army. Make sure detached forces can fend against a surprise by the Tory's cavalry. Bring in Marion's horse on the December turn. Possibly, you may wish to slip it to Morgan later in the game. Always stay a safe distance from the British, either ahead of them or on their western flank. As General Greene wrote to Henry Knox, "There are few generals that have run oftener, or more lustily than I have done. But I have taken not to run too far, and commonly have run as fast forward as backward, to convince the enemy that we were like a crab, that could run either way." The only force that may have trouble joining Greene's main army is Marion's infantry. Keep it alive and on the coast in that case as it becomes something else for Cornwallis to worry about.

One American strategy that I fault is where Morgan retreats northward, in the mountains, sometimes joining Greene. I feel that this strategy narrows the front that the British must cover unduly. Further it takes one away from the heartland of the South.

To summarize, the American player must not be too headstrong and should bide his time. But he must also be ready to seize opportunities and keep the British player guessing. A general without discipline will throw his chance for victory away.

One of the weaknesses of this scenario is in its victory conditions. It sometimes causes the American player to spread all his forces out and run for a town. To repair this situation I'd like to suggest the following victory conditions. All eliminated combat factors are worth one Victory point. The only exception to this are the mounted units which are worth two points each. Hillsboro is worth four points for either side having it. If both have units in it at the end, than the side with a 2 to 1 margin of strength points gets the victory points for it. If none of these conditions are met than neither side receives points. If the Americans control or have units in any of the Deep South towns than they receive four points for each town. They only need to equal or outnumber the enemy troops present to receive the points. This victory point schedule tends to make an American victory much harder than in the past. Further, it makes the tactical battles much more important.



A.H. Philosophy *Continued from Page 2*

gotten into this first attempt in a big way to help promote simulation gaming with a showplace for all of its following. It is our goal to stimulate the hobby as a whole as well as promote greater mutual co-operation within the industry itself. Over 200 military minded manufacturers and groups were invited to participate in ORIGINS I. Most of the true wargame oriented concerns have responded with widespread support. We hope that in future years other companies will step forward to shoulder the burden of a national show in their geographic region on a rotating basis so gamers from all parts of the country will have a chance to attend a national con and the hobby can be promoted in the fashion it deserves. If others receive the co-operation we've had in organizing ORIGINS I it should not be difficult. Failing this, I.G.B. may attempt to repeat in Baltimore in 1976 but this is uncertain. Avalon Hill, for its part, will not be in a position to co-sponsor an extravaganza of this sort again for at least several years. All of which goes to say you should make every possible effort to attend ORIGINS I as it may never be done again on this scale.

Included in this issue are pre-registration forms for entrance, lodging, and the various competitions to be held at ORIGINS I. You are urged to carefully read all details contained herein and then mail the respective forms with check(s) for full payment ASAP. We have on-campus lodging for only the first 550 pre-registrants. In addition, many of the activities are limited solely to pre-registration and will be closed to those not so pre-registered. Still others will be limited to a set number of entrants and once that number is obtained the events will be closed. Competition will be the focal point of ORIGINS I so don't be left on the outside looking in. Make plans to pre-register in at least one event. And while trying not to sound overly optimistic we should mention that local fire regulations preclude occupancy by more than 2,000 people at any one time on various parts of the campus. So one would be well advised to be sure of gaining entrance before traveling any great distance. Lastly, (but not least from our point of view) we need the pre-registration data to plan accordingly.

**PRE-REGISTRATION**

Admission to ORIGINS I will cost \$2.00 per day or \$5.00 for the weekend when paying at the door. Pre-registration will be limited to a \$3.00 charge for the entire convention. Pre-registration fees must be made payable to INTEREST GROUP BALTIMORE (as must all fees with the exception of the JHU dormitory fee). All attendees will be given a free 24 page convention program and badges which they must wear at all times while at the show.

Through the auspices of Johns Hopkins University there will be on-campus lodging available for the first 550 pre-registrants. These will be college dorms with communal facilities. Linen will be provided and an acknowledgment of your reservation will be sent to you. Rooms must be reserved for both nights. One day reservations can not be accepted. Make your checks payable to JHU. Send no cash. Pre-registration must be completed by June 15th. Those wishing more private facilities may inquire at any of the following local hotels. A request for same will probably bring maps showing proximity to JHU.

Treadway Mohawk Inn 1701 Russell St. 21230	S: \$12.84; D: \$14.98
Sheraton Inn Broadway & Orleans	S: \$22.00; D: \$29.00
Statler Hilton 101 W. Fayette 21201	S: \$29.00; D: \$34.00
North Avenue Motel 110 W. North Ave. 21201	S: \$17.00
Holiday Inn 301 W. Lombard 21201	S: \$24.00; D: \$28.00
Lord Baltimore Hotel Hanover & Baltimore	S: \$24.00; D: \$28.00
New Howard Hotel 8 N. Howard 21201	S: \$15.98; D: \$20.80

All these hotels are located in Baltimore within a 10 minute bus trip of JHU.

Snacks will be available for purchase in the Student Union and Cafeteria meals may be served at the dorms for an extra charge.

**THINGS TO SEE & DO**

Those of you traveling to Baltimore for the show may well want to make a week of it and plan a vacation around ORIGINS I. There are a wealth of places of interest within easy driving distance of Baltimore. The nation's capitol is less than an hour away and offers such attractions as the Library of Congress, Smithsonian Institute, National Archives, the Pentagon, and even Watergate. Just a bit further in the opposite direction is Philadelphia; the Bi-Centennial city with the Liberty Bell and Independence Hall. Historic battlefields abound within easy driving distance including Valley Forge, Gettysburg, Antietam, Appomattox, Harper's Ferry, Fredericksburg, Spottsylvania and Chancellorsville. The U.S. Naval Academy at Annapolis is a convenient stop on the way to seaside vacations in Atlantic City and Ocean City just 3 hours away. *Richthofen's War* fans might even want to visit Flying Circus Aerodrome in Bealeton, VA.

One need not go that far afield to be entertained however. Baltimore offers tours through the US Frigate Constellation and US Submarine Torsk, Fort McHenry and famous Pimlico Racetrack (home of the Preakness). Other local points of interest include the Shot Tower, Edger Allan Poe's home, Washington Monument, Babe Ruth's birthplace, Walters Art Gallery, Peale Museum, Baltimore City Zoo, and Port Welcome cruises. Railroad buffs would enjoy touring the Camden Railroad station and the Streetcar Museum. And for the sports minded, major league baseball is available with our own Baltimore Orioles at home vs. the World Champion Oakland A's on July 19, 20 and 21st, vs. California on the 22nd and 23rd, and the Cleveland Indians on the 28th, 29th and 30th.

**COMPETITIONS**

The starting times for the various tournaments have been staggered to allow for their varying lengths and to allow losers in early rounds to enter later starting events. Involvement is the only way to enjoy a convention of this type so we hope you'll get into as many events as time will allow. A uniform hexagonal wall plaque has been designed for 1st place winners of all 16 events at ORIGINS I. Valued at \$35.00, these plaques will serve as first place prizes for all events in addition to whatever else the sponsoring company donates to the prize pool. In addition, we hope to have medals for finalists in all events, courtesy of TAURUS, LTD. All events will be single elimination except those specified otherwise.

**P.W.A.—AVALON HILL 500 TOUR-NAMENT:** The biggest prize money event at ORIGINS I will be the A.H. tournament co-sponsored by the Professional Wargamer's Association. Although the fees are the highest of any at ORIGINS I, discounts are available for PWA members. Those wishing to join P.W.A. may do so by sending Treasurer Allan Edsell a check for \$4.00 (yearly dues) to his 2630 Forest View Dr., Antioch, TN address. Despite the entrance fee the ratio of average yield to fee expenditure is better for this tournament than any other at ORIGINS I. Over \$500 in cash and games constitutes the prize pool of this event. Besides the first place plaque, the winner will receive \$100.00 cash. The runner-up will walk away with \$50 while the 3rd and 4th place finishers will manage \$35 and \$25 respectively. 5th through 8th place will be good for \$10 plus an AH game of their choice. 9th through 32nd place holders will win free Avalon Hill games.

Entrance will be both by pre-registration and open until 10 AM, July 26th up to a maximum of 128 entrants. Entrants may play any AH game they can agree on but the judges may adjudicate the game for a winner any time after two hours of each round. Players must come prepared with a list of games they'll play in order of preference. Players then exchange lists and play the first game mentioned on both lists. All lists must include *AFRIKA KORPS*. Sides are to be determined by die roll and scenarios by judges. Play is single elimination and may start either Friday night or Saturday morning in a divided first round. When you enter this tournament be sure to check a Friday or Saturday starting time. There are many advantages to starting Friday so if you can be in attendance that early we advise you to do so. A Friday start will leave you much fresher Saturday morning for the 4 rounds scheduled that day, and should you lose your first round it will enable you to start something fresh Saturday morning.

**RICHTHOFEN'S WAR DEMOLITION DERBY:** Sponsored by IGB and judged by Randall Reed—designer of the game. Entrants will be divided into teams of 3 and loosed on a board from which there is no escape against a similarly matched team. Only 1 team may survive and only those members of the team not shot down may move into the next round. Pilots will be given credit for kills gained along the way and may gain ace status as they progress. Survivors will be put into a force pool from which new teams will be selected; those with the most credited kills being put on the same team. Thus, a player who flies only to survive rather than attack will be stacking the odds against himself. When the field has been reduced to 6 pilots a true demolition derby will commence with the last man flying proclaimed the winner. All those in the final heat will be awarded prizes. \$1.00 entry fee. Open and Pre-Registration.

**INDIANAPOLIS 500 RACE:** Statis-Pro sponsors this realistic racing tournament using their Indianapolis 500 game with the new 1975 driver ratings. This is a replay type game where you assume the actual rated capabilities of a driver and car at Indianapolis. This game is easy to learn so you could probably attend a pre-race briefing and be ready to go in minutes with a good chance to win depending on the car you draw.



**PANZER LEADER MACRO GAME:**

Sponsored by IGB, the *Panzer Leader* tournament is something everyone can participate in without monopolizing all his time. Play will be broken into 4 'fronts' which will begin at different times during the convention. Each front will be composed of a maximum of 24 boards, 24 Allied and 16 German players. Entrants will play 1 game and be given a point score for their performance based on objectives gained or held considering forces at their disposal. They are then free to participate as they wish in other events or can reenter the tournament at a different front and time and try to better their first score. Winners will be determined by point totals. Prizes will be given to top participants in each "front" plus the overall winner for the con. Entrance is \$1.00 per 'front'. Be sure to specify time. Open and Pre-Registration.

**WAR IN THE EAST:** The Barbarossa scenario of SPI's popular monster game of WWII on the Eastern Front. Entry is \$3.00 per player or \$9.00 for a 3 player team. The event will be officiated by AHIKS and consist of a single elimination bout with a maximum of 4 games going on the opening day. Those who like Campaign Game, multi-player, subordinate commander games should enjoy this. Field is limited to 24 entrants; Pre-Registration only.

**DUNGEONS & DRAGONS:** The fantasy craze sweeping the midwest is co-sponsored by IGB and Tactical Studies Rules. To be run by either (or both) Brian Blume or Gary Gygax (creator of D&D). This event will be run similar to the *PANZER LEADER* Macro games. Each trip into the "dungeon" will be limited to 15 individuals. The survivors of the group which claims the most booty will be considered the winners and each will receive a prize from TSR from their line of fine miniatures rulebooks. One individual from that group will be selected as the individual winner of the plaque. You may take as many trips as you wish. Fantasy gaming is something you really need not know a lot about. A good imagination will carry you through. A good event for beginners. Open & Pre-Registration.

**FOOTBALL STRATEGY:** Sponsored by Avalon Hill. A seeded event with a maximum field of 64 players with 1 hour rounds. Among the participants will be Thomas Shaw, designer of the game, and Rich Chodnicki and Don Greenwood, past winners of the Avalon Hill Football League Super Bowl. Prizes awarded to the top 4 places. Pre-Registration only.

**BLUE & GRAY:** A tournament utilizing all 4 games of SPI's new quad system: *Shiloh*, *Antietam*, *Cemetery Hill*, and *Chickamauga*. Play is in single elimination rounds of approximately 2 hours each. Officiated by AHIKS. Entry fee is \$1.00. Both Open and Pre-Registration.

**20th CENTURY TACTICAL SHOOTOUT:** SPI's tactical trilogy: *Sniper*, *Tank* and *Patrol*. Same particulars as those described above for Blue & Gray.

**SPI NAPOLEONICS:** Napoleonic era event utilizes SPI's popular *Borodino* game along with *Austerlitz* and *Napoleon at Waterloo*. Same particulars as for Blue & Gray.

**WOODEN SHIPS & IRON MEN:** A naval tournament utilizing 2-4 ships per player in single elimination, one hour rounds. Play is quick and simple in this excellent game by Battleline Publications utilizing simultaneous movement. Entry fee is \$1.00 with both Open and Pre-Registration. A \$50 1st prize supplements the customary plaque offering.

**IMPERIALISM:** Flying Buffalo, Inc. will conduct a tournament in *IMPERIALISM*, the game of fleets and armies, colonization and exploration, pirates, storms and sudden changes of fortune. This game simulates the age of sail when heroes would discover new worlds, and exploit them for the benefit of the homeland. A multi-player game, as many rounds will be played as necessary to determine a winner. The champion gets free game besides the 1st place plaque while finalists get an official Flying Buffalo T-Shirt. Entry fee is \$3.00. Open & Pre-Registration.

**ARMOR MINIATURES:** This event is sponsored by IGB and run by the JHU Historical Simulation Society. Entry will be by pre-registration only and be limited to 16 three man teams. The first round will be single elimination and split into two starting times with heats beginning at 1 and 5 PM Saturday. Winners will advance to the second round to be held at 9 PM. The winners of this round will battle for the championship in the final round Sunday morning at 10 AM. Entry fee is \$2.00 per individual or \$6.00 per team. Be sure to indicate which starting time you wish on the pre-registration form.

**ORIGINS OF WWII:** Sponsored by IGB in honor of Origins I. Actually, a good game for a tournament as it is multi-player and can be played in 1 hour rounds. Scoring will depend on number of entrants. If 19 or less, it will use the point system described in Vol. 11, No. 4 of the *GENERAL*. If 20 or more, it will be single elimination with winners advancing into a game of all winners. Side determined by lot. \$1.00 fee. Open and Pre-Registration.

**DIPLOMACY:** Sponsored by Games Research, Inc. The multi-player classic game of all time. Open and Pre-Registration limited to 49 entrants. Top 7 finishers will advance to final game. *Diplomacy* games to 2nd and 3rd place finishers. Like all events with Open Registration, *Diplomacy* will accept entrants until the maximum field is full or until the tournament begins.

**DIORMAS:** Judged by Jay Hadley of the Military Figures Collector's Association. Fee is \$1.00 and the event is open to registration throughout the show. Actually not a diorama contest, judging will be on the basis of presentation of the best miniature army.

This completes the list of competitions scheduled for ORIGINS I. In addition, there will be open gaming, videotape, miniatures, and computer game demonstrations plus a series of World War II movies to fill any vacant hours. We also hope to have shows put on by the 5th MD Light Infantry and the Maryland Medieval Mercenary Militia on the college grounds. These tentative demonstrations will feature authentic costumes and weapons of various periods in history.

**DEALERS**

Although more dealers will probably be added between now and the Convention the following list includes all those who have paid the necessary fees and should be in attendance: Game Designer's Workshop, Conflict Games, A.H., S.P.I., Lou Zocchi Games, Wonderful World of Games, Battleline Publications, Taurus Ltd., ISTC and Attack Wargaming Association, Flying Buffalo, Inc., Rand and Statis-Pro. Among those who've indicated they'll be in attendance but have not yet finalized financial arrangements are SDC, GHQ and JagdPanther Publications. In addition, there will be a Combined Exhibit booth where products of those unable to attend will be available for sale.

**DIRECTIONS**

Those arriving by plane should take the limousine service from the airport to 101 W. Fayette St., walk to Baltimore St. and from there a taxi or Bus No. 11 to John Hopkins. Greyhound Bus travelers should take Bus No. 10 to 29th St. while those arriving on Continental Trailways should go to Baltimore St. where they'll board Bus No. 11 to JHU. Train passengers should also board Bus No. 11 on North Charles St. which passes JHU.

That about sums up the convention rundown. We hope to see you in attendance if you can possibly make it. Those playing in the SPI, PWA-AH 500, Battle Line, and *Football Strategy* events should bring their own games.



★★★★★

**SERIES REPLAY** *Continued from Page 20*

of is a nullity and we should congratulate Mr. Isby for taking advantage of the situation as it was offered to him.

In all, this game was played only moderately well. The best players or at least those most accustomed to the game system, were cast in the role of the Allies which is unfortunate. The Axis, especially the German player, is working on a strict time schedule. One missed move may never get a chance to be made up. Therefore, the Axis side should generally be played by the more competent players—at least until a considerable degree of proficiency has been reached.

**Cast of Characters:**

Germany..... Lee Euler  
Italy..... Al Nofi  
Britain..... Dave Isby  
France..... John Prados  
Soviet Union..... Lenny Glynn

Judge: Donald Greenwood





Sir:

You guys are incredible! Even when you win you lose! I refer to the Nov./ Dec. General, which, by the way, I received on December 31.

The first two articles, "Piece by Piece", and "Beyond Situation 13" were superb. Congratulations! They alone should have earned this issue a "1".

There are also two things that should earn it a "10" They are:

a) SOMEBODY fouled up an otherwise excellent article by forgetting to tell us the German OB! I refer to Panzerblitz, which would, by the way, have probably been better off in a different issue anyway. (If you aren't a Panzerblitz freak, 16 pages of it is a little too much)

b) Again a good article was spoiled, by a technical error this time. I'm still not quite sure how or what happened to "The Southern Gambit" but as near as I can tell, one of your proofreaders needs to be: a) keelhaunched b) thrown to the lions c) crucified d) all the above . . . take your pick. Despite all this, I am still forced to commend you on a job well done. You're better than anything else in the field.

Steven Yancey  
Fayetteville, Ar.

Ed. Note:

Perhaps the German OB should have "been drawn from a revolving drum." Maybe then we'd have remembered to include it with the article. The originally intended German force consisted of: one 20(4)mm, three Security, two Rifle, two Wagons, 1 Puma, three Sdkfz 234/1, one Stuh 42, one GW 38(M), two Wirblewind, one Lynx, three PzKwIVh, one Panther, two Hetzers and a Maultier. But there is a saner way. The German player should be given one Recon Bn and 310 Olson points. He may choose any units he wishes with these points, except that he is limited to the units found in one set of counters, and only one SPA unit. For those not satisfied with the Russian OB tables, simply give the Russian player 310 Olson points. These may be divided between the paraforce and the attack force in any way desired. The Russian attack force enters on the west edge of board 3, on any turn at the Russian player's option. And for those who have been unable to deduce it, let  $\tau =$  a clockwise shift and  $I =$  a counterclockwise shift where north = 12 o'clock.

The board configuration is:



We might also point out that the North arrow in Situation 18 of "Beyond Situation 13" should be pointing 90 degrees to the left, i.e., Board 2 should be northernmost, with Route 61 running north and south.

★★★★★

Dear Editor:

Unlike many other hobbies of the type, wargaming has not seen a great deal of sustained team competition so far. As wargames organizer of the British National Games Club, I should be interested in helping to arrange a team tournament by mail which would give the numerous wargaming clubs a chance to test their abilities against each other. This would add another interesting dimension to the hobby, enable clubs to get into contact with others in what might be the start of more far-reaching cooperation, and add a pleasant spice of team rivalry to the usual pleasure of playing AH games by mail with top-flight opponents.

I am open to suggestions on the organization of the tournament, but my provisional proposal is this: Anyclub or group of players may enter the tournament, provided that they can between them play 2 games of each of the AH games still current and playable by 2 players by mail; thus, for instance the new *Anzio* would be included, but the new *Chancellorsville* would not (too difficult PBM), nor would *Origins* (a 5-player game). (I assume that most clubs would have most of the AH games in print; any missing could be quickly obtained before the tournament started). In the case of Panzerblitz, I suggest that "Situation 13" be used; in other games with different scenarios the participating clubs could discuss which to use. Each club would play e.g., two of the other clubs, playing each game once with each side, all games running simultaneously. The winning club would

Letters to the Editor ...

be that with the highest total score; in the event of a tie, a playoff would be held. I should think that the winning club could be assured of having its triumph publicized in the *GENERAL*, gaining it prestige and new members. I suggest an entrance fee to the tournament of about \$15 for the team, all of which would go to prizes, which could be cash or in the form of inscribed trophies for each player.

Please do not send any money until we have settled the details with clubs expressing interest in the idea. Would Avalon Hill be prepared to lend its name to the competition: "The Avalon Hill Team Championship 1975"? Interested clubs should inform me by June 1st so we can get the tournament started. And yes! The National Games Club would expect to win!

Nicholas Palmer  
Lehwaldsvej 3, 8g  
DK - 2800 Lyngby  
Denmark

Ed. Note: After considerable correspondence with Mr. Palmer, Avalon Hill has agreed to officially recognize the winner of his event as the International Team Boardgaming Champion.

★★★★★

Gentlemen:

I recently purchased a copy of *Alexander the Great*, and can truthfully say that AH has done it again. The game is definitely first rate. The ease of play, excitement level, and realism, are nearly incomparable. The short game length is a welcome relief from the two-day monsters which have become so prevalent in wargaming circles. The components and rulebook are also excellent.

The major "beef" most gamers will have concerning this game is play balance. The Macedonians are greatly outnumbered by the Persians in both infantry and cavalry, the latter making it almost impossible for the strong Macedonian phalanx to gain the time necessary to successfully destroy the Persian morale.

There is some hope, however, for the multitudes of wargamers who thrive on being the underdog, and coming back to defeat a statistically superior force. First of all, it is necessary to realize that the key to winning *ALEX* with the Macedonians is in being able to fully utilize their powerful phalanx. Secondly, it is important to understand the Persian battle formation. There are two basic Persian formations which I call the "cavalry flank" and the "weak flank." The "cavalry flank" simply involves placing most of your cavalry on the flanks of the Persian infantry and Persian-Greek phalanx. This formation is, in my opinion, the strongest overall Persian set-up. The other common Persian set-up is the "weak flank." This involves minor groups of cavalry on each flank (1/3 per flank) with the remaining cavalry either in front of, or behind the phalanx. This formation is generally the weaker of the two types.

To combat the Persian "cavalry flank," a slightly unorthodox procedure is used. Merely run your strong Macedonian phalanx down one side of the battlefield with your entire cavalry force on the "open" flank. Granted, this plan is not 100% fool-proof. If your cavalry protection is broken prematurely, the Persian horde will come rushing in behind the phalanx, crushing Alexander's plans for world conquest. To lessen this probability, have your phalanx attack the flank containing the stronger cavalry force. If the Persian cavalry tries to avoid your onrushing phalanx by cutting in front of it the laws of chance dictate that most of the group won't make it and will instead be caught in a melee between two opposing juggernauts.

Your "open" flank in the meantime, will be having quite a time trying to defend itself against an onslaught of Persian javelinmen, horse archers, chariots, and cavalry. Therefore, Alex's cavalry should slowly fall back, buying the all-important time necessary for the phalanx. At the beginning of the battle it is best to move the Macedonian cavalry to a position one hex away from the oncoming assault and await an attack. Once the first attack comes, the cavalry should fall back two hexes and regroup into a new line because at the start of the battle the attacker will have no morale advantage over the defender, and falling back helps preserve his units; buying time. As the battle

progresses the cavalry may begin attacking weak units which have been left unguarded. By this time the morale should be in your favor. If not, you might try to send one or two fast cavalry units around the Persian flank to try to capture the baggage camp which has probably been left unguarded. This is a risky procedure and will probably leave you with two less units with which to conquer Darius.

"So what's become of Alex's infantry and Missile units?" You might ask.

Well, his missile units are backing up his phalanx in their crucial attack against the Persian line. As for the infantry, they are basically standing in reserve to fill any gaps left in either the phalanx or the cavalry flank.

The second most common Persian formation is the "weak flank." If your opponent uses this formation you will have to change your strategy somewhat. Instead of running your phalanx down the side of the battlefield run it directly down the center. Divide your cavalry in half and position it on both flanks to protect your phalanx. When using this strategy you must strive to achieve a major break in the enemy line early in the game or suffer the effects of complete envelopment by enemy forces. (Both of these strategies allow maximum participation of the Macedonian phalanx, which is the most important factor in winning the game.)

Regardless of what strategy you use you should always keep your line intact, and not fail to utilize any opening in your opponents line which could lead you to victory.

In conclusion, I would like to ask all game designers to return to the making of easy-to-play (not simple) games, which are enjoyable, while still maintaining a high degree of accuracy. Such is *Alexander the Great*.

Bruce Hooke  
Marietta, Georgia

★★★★★

Dear Editor,

Mr. Beyma's Nov.—Dec. letter analysing the *D-Day* beach defenses presented in the May—June issue speaks acutely to several points. His attack against my Brittany defense is marginally superior to Greenwood's in his paratrooper placement and in SACING Loriet instead of Brest.

I would prefer Beyma's Normandy attack against the Sinigaglio defense, but I think even Greenwood's Calais attack has a better than 50-50 chance to win against the Sinigaglio defense, and certainly better than the Beyma Biscay attack. This Biscay attack fails more than 50% of the time because in Exchange, Sinigaglio's 3-4-3 in Nantes immediately counter-attacks Beyma's remaining 3-3-3 in La Rochelle with a 33% chance to wipe the Allied invasion. Greenwood's Biscay attack is marginally better, succeeding exactly 50% of the time.

But Greenwood's Calais attack has a 55% chance to permanently capture either Calais or Boulogne, and even if every other Allied 1st invasion attack failed, this would probably foredoom German chances to handle the 2nd invasion, especially with pre-invasion SAC. Thus Greenwood's chances at Calais are considerably better than 55%, but I think that a Normandy attack is even better, as it was historically.

The Allies have a 100% chance to hold Cherbourg at Normandy, and although Cherbourg is by no means as fatal to German chances as Calais and/or Boulogne, it certainly wouldn't help, especially if the Allied attacks at Caen and/or Bayeaux succeed 55% of the time as Mr. Beyma correctly makes them.

Against 1st rate *play* I would agree that the Sinigaglio defense is probably better than even my improved defense. However 1st rate *play* is extremely rare, even among 1st rate *players*. In the pressure of tournament competition I would hesitate to say that I have ever seen 1st rate *play*. Thus to me, 1st rate *play* is not an absolute criteria for determining the best defense. The strictly percentage player misses fundamental elements of the game.

Errors of one sort or another are always present in tournament competition. For this reason in a game situation such as *D-Day*, a

German defense which minimizes the prospect of a sudden win through luck alone is preferable because it will result in a game determined largely by the balance of errors on both sides. Assuming even 1st rate players of equal ability, a defense similar to mine will maximize the influence of errors in pushing German chances toward at least a 50-50 chance to win. To put it another way, the player with the inherent disadvantage should always strive to *complicate* the situation so that the man who plays the best *game* is more likely to win. And that is why *D-Day* is a great classic game. It teaches you how to make "the wrong move at the right time."

David Roberts  
Houlton, Maine

★★★★★

Gentlemen:

I'm a fan of your fine game, *Richtofen's War*, and recently while playing it, I had one of the planes forced into a glide from suffering too many hits, as per tournament game rule V 6 (d), accumulated damage.

Admittedly, it is an advantage to know ahead of time whether your plane or your opponent's will glide, for this will allow you to use a plane with a greater chance of escape against a superior plane, e.g., a Fokker D/7 or Spad 13. But how does one figure out if a certain plane will glide?

To figure this out, I devised the following formula:

$$D \div 2 - (Ma - Mi) = H$$

where D equals damage, Ma equals maximum speed, Mi equals minimum speed, and H equals hits left.

But what does all this mean? Simply that if half the damage factor minus the difference in speed equals a positive number (H) the plane will glide after D-H hits and will have H amount of hits left before being shot down.

To use the formula, take the pertinent information from the ACC or AACC, put in the formula, being sure to round D÷2 DOWN, and you will know whether or not the plane glides.

Alan Carlson  
Mpls., Minn.

★★★★★

Dear Mr. Greenwood,

I am quite impressed with Larry McAneny's "Pieces of Panzerblitz" article. Larry's article has, in my opinion, three outstanding features: 1) a helpful, detailed unit analysis, 2) reader participation, and 3) delightful wit.

The unit-by-unit consideration has augmented my understanding of the Panzerblitz system and has made me a better opponent. Most helpful were Larry's comments on how specific units may be used in combination to increase their effectiveness. Being more a veteran of games like Stalingrad and Bulge, I had never really comprehended the manifold intricacies of Panzerblitz.

After reading half way into Larry's analysis, I began to actively participate with his commentary. Before reading his ideas, I would examine the unit counter, make my own judgements, and then compare notes. By the time I'd finished the article, I felt a subtle communion with the author and the units.

And finally, Larry's wit kept the writing alive—free from the usual "scholarly drag." I call the reader's attention to quips such as the renaming of "Hornisse" to Nashorn, and the idea of good sportsmanship on the part of a surviving victim of an overrun attack. Exquisite humor!

Please extend my congratulations to Larry McAneny for an entertainingly informative presentation. I'd love to see more like it.

Jeffrey Paul Jones  
Vista, CA

Ed. Note: You will! Larry is one of our very special people and is loyally at work on another extravaganza.



**READER BUYER'S GUIDE**

**TITLE: PANZER LEADER**

**SUBJECT: Tactical Warfare on the Western Front; 1944-45**

*PANZER LEADER* is the 15th game to undergo analysis in the RBG and managed to attain the best cumulative rating (2.50) attained thus far despite failing to post the best rating for any of the individual categories. An across the board performance in which it rated no worse than 5th in all but one category accounted for its best-ever showing. The Ease of Understanding category was the sole exception (and an understandable one considering the complexity level of the game), ranking 13th.

The game proved especially strong in the areas of Play Balance, Excitement Level, and Overall Value where it placed second to *RICHTHOFEN'S WAR* and *PANZERBLITZ* respectively. It would be interesting to see how sister game *PANZERBLITZ* would fare in a follow up RBG with the more sophisticated players of today as opposed to those of 1972 who performed the first RBG. The Components rating probably suffered from the absence of clips and plastic tray previously considered standard fare in the bookcase series. Others were probably disappointed that the components were not exact match-ups for linkage with *PANZERBLITZ* although 90% of the game is compatible with its predecessor. Next issue's DESIGN ANALYSIS column will be dedicated to an explanation of these changes and improving on the already good rating for

Completeness of Rules. Game Length is only an average rating of the 20 scenarios and as such shouldn't be considered seriously. A game can range from 20 minutes to 4 hours depending on the scenario chosen.

Your objective ratings have confirmed our expectations that *PANZER LEADER* is among the best new games of recent years.

**WHAT THE NUMBERS MEAN:** Put simply, the results can be considered like this: Anything under 2.00 is pretty darn fantastic. Scores ranging from 2-3 are excellent while 3's must be considered good. 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor.

- 1. Physical Quality ..... 2.41
- 2. Mapboard ..... 2.17
- 3. Components ..... 2.34
- 4. Ease of Understanding ..... 3.65
- 5. Completeness of Rules ..... 2.60
- 6. Play Balance ..... 2.67
- 7. Realism ..... 2.19
- 8. Excitement Level ..... 2.34
- 9. Overall Value ..... 2.20
- 10. Game Length ..... 2 hrs, 11 min.

**THE QUESTION BOX**

**ALEXANDER THE GREAT:**

**Q.** Darius is in a hex with a Class B unit which is forced to retreat but unable to due to hex "stacking" limitations. Is Darius eliminated along with the class B unit or can he move to the fully "stacked" hex because he is a class C unit and hence not subject to stacking limits?  
**A.** Darius can escape to the adjacent hex.

**Q.** Can archers fire offensively during the Defensive Missile phase even if not attacked?  
**A.** Yes

**Q.** Suppose an AV situation is altered by defensive missile fire after units have advanced through the AV hex, what happens to these units?  
**A.** This situation cannot occur. The defender must state that he is committing defensive fire to the hex to alter AV odds before movement into the hex or forever hold his peace.

**Q.** Which units compose the 1st Phalanx described on Pg 14, 3rd paragraph?  
**A.** Coenus and Craterous.

**Q.** Can the Skirmisher rule be reversed so that friendly units may move through them instead of vice versa?  
**A.** Yes

**Q.** Suppose a phalanx attacks cavalry and gets a melee—must the cavalry counterattack even though it can't hurt the phalanx—or is it eliminated?  
**A.** It must counterattack but all unfavorable results against the phalanx are ignored. The melee must be continued until broken by a non-melee result with unfavorable results counting against the cavalry.

**Q.** Special Units rule #3 states that opposing Army Commanders nullify each other's effect and consequently only the first die roll counts. Does this apply to morale tables to be used also?  
**A.** No—it pertains to die rolls only.

**AFRIKA KORPS:**

**Q.** In reference to rules #1 and #5 under capture: may an unescorted supply unit move by an enemy unescorted supply unit as long as it does not stop adjacent to it?  
**A.** Yes.

**FRANCE 1940**

**Q.** Suppose a German 7-6 attacks two British 1-8 units which are on different hexes at 7-2 odds with only one Close Support Aircraft Element. Does the German get the benefit of the -2 against both hexes?  
**A.** Yes, and the same logic can be applied to attacks on multiple hexes where forests and rivers are concerned—an addition or subtraction necessitated by the terrain of any defending hex carries over to the other defenders in the battle.

**Q.** If the German exits out-of-supply units off the south edge do the French match him with equal forces or forces equivalent to their half strengths?  
**A.** Equal forces

**Q.** If an Allied unit in a fortification attacks an adjacent German unit with a CA result, does the Allied unit get the benefit of the fort while defending?  
**A.** No

**Q.** Do Air Landing units need supplies to attack and move at full strength?  
**A.** Not on the first turn of their use; yes thereafter.

**MIDWAY**

**Q.** Can anvil attacks be made from the stern?  
**A.** No—only the bow.

**Q.** Can the Japanese abort a raid on Midway after seeing U.S. fighter cover?  
**A.** No—although flights can be aborted over fleets, the appendix is quite clear in demanding that launched raids on Midway be carried out.

**Q.** Assume surface combat lasts longer than four turns. What happens to any new forces entering the square where the combatants are held in combat?  
**A.** They enter the battle from the last row of rectangles and maneuver from there normally. Once in the same zone the two forces become one and both are subject to the same chance table die rolls.

**D-DAY**

**Q.** Is retreat allowed over passable mountain squares?  
**A.** Yes

**Richthofen**

*Continued from Page 11*

after the balloon quickly and not waste any time as time is on the side of the defender who can pick away at the attacking plane successfully and the attacker cannot afford to engage in dogfighting for any appreciable length of time.

Though the Campaign Game is an attractive possibility, the various scenarios seem to me to offer the most practical playing opportunities as they can be played in one sitting. They also offer perhaps the best opportunity in any game for real multi-player play since every player has a more or less equal footing—it's not just a situation where other players are assigned subordinate roles, shuffling around a few pieces and generally getting underfoot when there's something really important to be done. There are no complex levels of command and the ban on discussion during play helps prevent lengthy delays while strategy is planned and specific tactical details are hashed over in private. This isn't the case with other games because the scope is either too vast or the number of pieces too great to allow the individuals any real equality when it comes to really being involved in the play of the game. A game such as the Campaign Game is just as good for a multi-player situation though much longer; however, it is superior to other games when there are more than a couple players and extended play is desired since the rule complications and sheer numbers of pieces and factors to be kept under consideration often make "campaign" games more cumbersome than the basic playing would require. This is not to say that such games are doomed to failure. I only wish to emphasize the very simple yet challenging level of multi-player wargaming that can be found in *RICHTHOFEN'S WAR* despite the somewhat less popular situation which air combat seems to be.

Specific analysis of the Campaign Game seems to me better left to some other time since there is more to it than just balancing and timing attacks and keeping something in reserve. There are elements of combined attacks where more than one mission is flown at the same time and where one must re-evaluate Allied thinking since there is a prolonged combat situation that is not adequately handled by worrying about getting a few points and then sacrificing a plane because the

enemy points cannot cover the recon/strafing/bombing you've done. For this reason, rather than tack on some sort of all too brief analysis or extend this discussion further (when in fact many may not care to play the Campaign Game even if they enjoy the shorter play of the scenarios), I'll terminate my article here with just a few final words concerning the overall attitude which I've acquired after having played and looked over this game for quite a number of months.

While I've praised the game for its short, concise quality and very basic yet enjoyable level of play, I cannot recommend this game to everyone with the same assurance that one might recommend others that they have enjoyed. The topic is not always popular and there is the very restricted range of decisions which many do enjoy and which makes games different from playing to sitting. *RICHTHOFEN'S WAR* tends to break into predictable patterns after a while because you'll learn that certain things do not work and cannot be disguised or converted into other strategies in the way some land games can because of the number of pieces and size of the board involved. Decisions in *RICHTHOFEN'S WAR* have a way of haunting you for a number of turns and often bringing the game to a rapid climax ahead of what you might have planned. This tends to make the game too simple on the one hand because there are not that many things to consider or the really involved playing combinations, and too tough on the other because it is hard to save yourself from a truly poor move as there aren't reserves of pieces to move into a breach, etc. Because the game has no "front" and no predictable defensive/offensive distinctions except as provided by the characteristics of the planes and the requirements of a scenario for one player to accomplish a mission (be an attacker) while the other defends, it is harder to establish a flow in the game. All of these things seem to make it a game you either come to like or dislike—definite opinions on the game seem to be the rule rather than indifference. I would only hope that people give the game some chance to prove enjoyable because I have found that, as the title of this article suggests, *RICHTHOFEN'S WAR* can very definitely be fun to play and should be looked upon as such a game.

**GENERAL BACK ISSUES**

*GENERAL* back issues are selling out faster than we can revise the list of those still available. The following comprises the latest listing of past editions still in stock. They sell for \$1.00 plus postage. After May 30th, all back issues will cost \$1.50 each.

	T	A	M	G	D	B	W	S	B	G	J	1	A	K	P	L	O	F	R	R
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