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HAMILTON '75

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 past year has been an eventful one with many new projects initiated in seemingly machine-gun fashion. We trust you'll bear with us as we retrench, refrain from new proposals, and generally try to solidify what we've already done. What follows may prove old hat to many of you but it will serve to bring us up to date on the various efforts initiated thus far and to get a reading on your reactions to these programs.

A.R.E.A.

The Avalon Reliability, Experience, and Ability Rating system announced in Vol. 11, No. 5 is off and winging with approximately 700 members. This total was disappointing but we decided to run the service anyway and give it a chance to grow. All registered members should be in receipt of the required materials by now and doubtless many rated matches are currently underway. If the system catches on we may go ahead and sponsor PBM tournaments and "Top 20" lists of gamers in the GENERAL based on their AREA ratings. See the Reader's Response card to register your votes on this matter.

GENERAL MISCELLANY

You don't need to be told that we've been having trouble getting the GENERAL out on time. Each late issue makes it increasingly difficult to get the next one done on schedule. We haven't been making any headway getting caught up so we've finally given up the ghost and switched to an announced mailing date of the end of every second month. This means we've lost a month but hopefully gives us a schedule we can adhere to. If we can beat the system and get them out any faster we'll do so but in the meantime you can now consider us "on schedule" with our late deliveries. The increased size of the magazine and skyrocketing postal rates have also forced us to switch over to a bulk rate mailing system as opposed to our old 3rd class methods. Be sure to indicate on the Reader's Response whether you've noticed any appreciable change in delivery times since we switched to bulk rate delivery. Vol. 11, No. 6 was the first issue mailed under this system and wasn't delivered to the Post Office until April 30th. Canadian and overseas readers are not affected by this change.

We are considering allowing paid advertising in the GENERAL. We've always rejected this in the past because it takes valuable space that we felt most readers would prefer to see devoted to subject matter. Also under consideration is a change to a permanent four page colored lightweight insert such as in this issue as opposed to the old 2 page index stock used in the Volume 10 and 11 series. It had been thought that the latter was better for printing variant counters which appear occasionally in the magazine but indications are that many readers who utilize these counters remount them on sturdier backing anyway. Again, your chance to influence these decisions awaits you on the Reader's Response card.

Many enthusiasts have wondered why, with the rebirth of ANZIO and TACTICS II, we don't reissue PBM kits on these games. The answer is simple—there's no money in it. With the increased cost of paper, printing, postage and

labor it simply costs us more to sell one than we charge for it. But again, we've requested your opinion on the Reader's Response to see if sufficient interest is there to warrant our providing this service.

ORIGINS I

Interest continues to grow in the national wargaming convention here on July 25th—27th. Many new dealers have been added to the list of those attending originally announced in Vol. 11, No. 6. They include: Imperial Games, CONSAD (computer sci-fi), Housman Associates (for Hippocreme Books), Panzerchiffes, Alnavco, Polk's Hobbies, Conquest Games, C-IN-C, Battle Flag, and the C.H. Johnson Co. Pre-registrants will *not* be receiving confirmation from us until they arrive at the Registration Desk where their names will be properly listed on various computer printouts and they can pick up their convention programs, badges, etc. JHU will confirm room reservations, however. The \$5 double rooms and \$6.50 singles cannot be reserved for 1 day which is why the registration form in Vol. 11, No. 6 listed prices for two days only. Parking will not be allowed on campus lots until after 5 PM Friday so those arriving for 4 PM registration must park off-campus. A map of the campus area has been printed in this issue to familiarize convention attendees with the area beforehand.

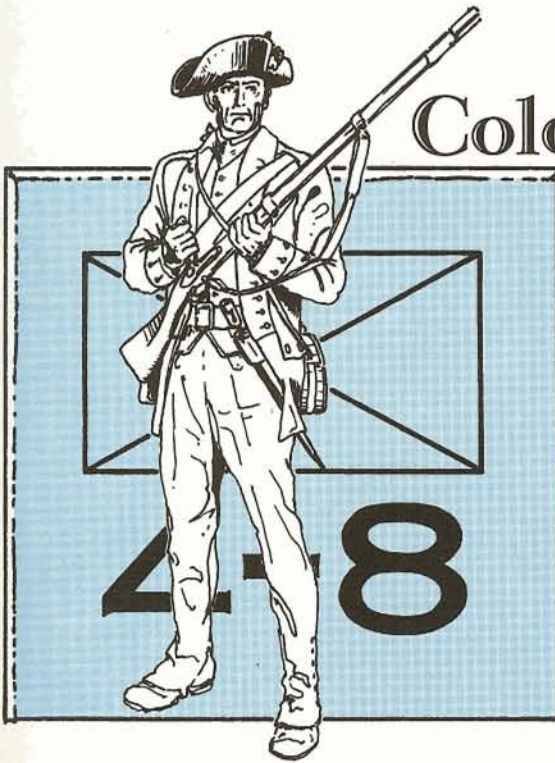
GAMES '75

Work on new releases for 1975 has been slow appreciably by the enormous amount of work we've had to put into ORIGINS I. If the truth be known, the convention has probably cost us a fifth title for fall release. However, we are proceeding with an Ancient game based on the Roman Legion from Caesar to Vespasianus. It will be a strategic game borrowing heavily from the 1776 game system but requiring not nearly as much time to play. A fourth game, yet untitled, based on sailing ships of the late 18th and 19th century will be our last mail order item for the coming year. All of which leaves us in a quandary as to what to do with the Elite Club this year. Those already belonging to the Elite Club are not affected but those who missed out on the deal last year are still seeking admission. We won't make the deal as attractive this year as we did for the introductory offer in 1974. It will probably amount to qualifying for the Elite Club lifetime \$1 discount on mail order only games plus free postage in return for purchasing all four new titles. Again—a question to determine your interest has been provided on the Reader's Response card.

Vol. 11, No. 6 bounced back with a pretty good showing on a 2.88 rating—good enough to be the sixth best effort in the last two years. We think the Vol. 12 series will be a considerable improvement due to some outstanding contributions by various members of our literary staff. The Best Article ratings of the first 200 random replies gave us our 1200 point maximum scoring tally as follows:

A.H. PHILOSOPHY Continued on Page 15

1776 - A Colonial Overview



1776—AMERICAN STYLE

by Robert Beyma



Those wargamers who have had the fortunate experience of playing *1776* will have undoubtedly noticed that it is a unique game. The *1776* game system introduces many innovations and represents a sound advance in the art of wargame design. The Campaign Simulation Game is quite an experience and has the potential of becoming one of the classics.

1776 succeeds very well as a simulation of the Revolutionary War. The War for Independence was essentially a guerrilla war. Players that lose sight of this will find the game rough going. British play is characterized by deliberate subjugation of a region and the reduction of the American ability to create troops. The American player must necessarily avoid major combat while attempting to hold on to as much area as he can.

1776 is an excellent blend of strategy and tactics. A well conceived and flexible strategic plan is essential in this game. The game mechanics allow considerable room for gamesmanship between the two opponents. The nature of combat creates a tactical flavor during many engagements. There is a lot of room for the "feel" and personality of the players in *1776*.

There is a tendency after playing a new game once to start analyzing who holds the advantage and how to win. Most of the people I know seem to feel that the British have a decided edge in the Campaign Simulation Game. They seem to trip over their muskets in their haste to sit down on the British side of the board. There is a myth that the "Americans don't stand a chance". This just isn't so. The British possibly have an advantage the first couple of times that the game is played between inexperienced players. After that, however, the game is about even with the Americans possibly holding a slight edge.

The following pages will be devoted to analyzing and playing *1776*. The emphasis will be placed on playing and winning with the Americans. This will include the development and implementation of a sound American strategic plan.

Analysis of the victory conditions shows that the British must gain control of 20 or more strategic towns to win. Since there are only 22 of these towns, the British must virtually conquer the entire board.

Examining the starting positions reveals that the Redcoats control only Boston. Clearly, the basic British strategy will be the expansion of control from the coastal ports to whole areas of the colonies. American strategy, in fundamental terms, becomes one of containing British expansion while minimizing the risk to the small Continental Army forces. This sounds easy enough but it is a bit more difficult to accomplish.

Since *1776* is essentially a guerrilla warfare game, there are no rigid front lines. Actions usually center around major forces contesting a strategic town hex. There are likely to be several of these actions going on simultaneously at different places on the board. There may be some fluid fronts in areas more or less controlled by both players. Many of the strategies used in other games will not apply here. Players will have to develop new ones.

TERRAIN

An elementary knowledge of early American geography should suffice for appreciating the sound simulation of the terrain and scope of the playing board. The entire East edge borders on the sea and the majority of the interior is mountainous. The British have the capability to transport large numbers of troops up and down the coast and even along some of the larger rivers. Key coastal cities such as New York, Philadelphia, Norfolk and Charleston are particularly vulnerable from the sea. The American Army usually finds itself in a defensive posture between the coast and the interior. Time-distance factors prevent any rapid overland deployment of troops. Thus, the American player must allocate his forces carefully and retain as much mobility as possible. He should always leave open the option of withdrawing into the interior if the going gets too rough.

The board is divided into four areas, each containing 5 or 6 strategic towns. Much of the game centers around controlling these towns and particularly an entire area.

New England is the most valuable area to the Americans but is also the most difficult to defend. This is because all of the strategic towns, except perhaps Norwich, are easily accessible to the British.

American forces there are vulnerable to naval landings and a flanking move along the Hudson Valley. The relative proximity of the strategic towns makes New England easy for the British to defend once captured.

The Middle States are the second most valuable area in terms of troop production. This area is really the key to the game. Possession of the Middle States should leave the British player in an excellent strategic position. Interestingly enough, the Middle States are also the most difficult area for the British to capture and hold. This area has the roughest overall terrain and the strategic towns are well dispersed. This makes it very difficult for the British to drive on all of the strategic towns simultaneously. The enemy columns normally are not mutually supporting. The American forces can use their superior mobility to maneuver between towns and will likely keep one or two of them free of British control.

The South Central area is usually a rear area for the Americans, and a good source of troops and supplies. The key town is Alexandria. The American north-south line of communications passes through here. Curiously enough, few British players launch major drives in this area, particularly during the first year. American forces can converge on Virginia from the Middle States and the Carolinas in the event of a British drive in the South Central area.

The Deep South can be a tough area for the British. It is a long way from the main front and is not extremely valuable to the Americans. There is a lot of territory to cover and a large number of gritty American militia to fight. The British may well be content to grab Charleston. The Americans should concentrate on holding Hillsboro and moving newly created forces northward.

ORDER OF BATTLE

The American player is likely to feel that he got the short end of the order of battle in this game. The chart below shows the approximate number of available forces during the first year. These figures represent the probable number of factors available but do not include estimated losses.

	CA	BR	RM	TM	AMER	BRIT
At Start	19	19	33	16	52	35
April 1776	32	26	17	23	49	49
July 1776	44	65	20	19	64	84
October 1776	52	95	16	19	68	114
January 1777	42	103	13	19	55	122

Numbers shown represent strength points available at the beginning of the Quarter. They do not include any possible losses. January 1777 figures include CA Winter Reduction, Winter Allocations, and British replacements. The following assumptions were made:

1. British take New York by June.
2. British control New England by September.
3. Americans control all of two southern areas.

The above chart assumes British control of New England by the end of September. Militia is of only marginal value in an area in which no significant action is taking place. The British forces are easily concentrated while some of the Americans are spread out and must be assembled. Also, winter reduction hits the Americans hard at the end of the year.

The British should significantly outnumber the Americans from about mid 1776 until the French arrive. The Americans just have to live with this. Actually, this is typical of a guerrilla war. The British need much larger forces to drive forward while attempting to engage an elusive enemy and protect their rear. Properly used, the Americans have sufficient forces to accomplish their objectives.

The British receive steady reinforcements throughout the first year. They will have a maximum force of 99 regulars by November. It is this force that will win or lose the game for the British. They receive a small quarterly replacement rate starting in 1777 of anywhere from 2 to 6 factors per turn with a maximum of 18 factors per year. Despite this large army the British cannot afford too many casualties. Subjugating the entire board will put a heavy strain on the Crown's Army.

The Americans start the game with the main army near Boston and some scattered militia around the Colonies. The Americans receive quarterly reinforcements but these originate in a totally different manner than British reinforcements. These troops arrive as the quarterly allocation for each of the four areas. The important point here is that these allocations are dependent upon the status of each area (see area status chart below). Obviously, the American order of battle is closely tied to the game situation. (It always seems easier to recruit troops when things are going well.) American supply unit arrivals also depend on area status.

Assembling American troops from all over the Colonies quickly and with minimum losses is essential to the war effort. I refer to this whole operation as the American supply line. Normally, the supply line runs from the Carolinas through the South Central area and up into New York or Albany. The two biggest threats to this supply line are British naval movements and the Tory Militia. The naval threat can be minimized by staying a safe distance inland. It is helpful to have control of the Alexandria-Baltimore region. The Tory Militia tends to be the strongest in the areas through which your supply line passes. Nothing is more discouraging than to have a fresh group of reinforcements bushwacked by a roving band of Tories. Tory Militia units are expendable to the British so he may not hesitate to attack you. There are several things which can be done to counter the Tories. Militia should "escort" American regulars to absorb casualties. A supply unit should accompany the American reserve force. The Tories will almost always be unsupplied. This will, in effect, double your force. If your forces are small, they should be accumulated until enough can move out in safety. At times the American supply line can seem like convoys crossing a U-boat infested Atlantic. These tactics are applicable any time that small forces are moving around in the rear.

When the British enter an area the emphasis shifts to contesting British control of the area. The higher numbers of Rebel Militia can be thrown into the battle to attrite the British regulars. This is a particularly good tactic during the last turn of a quarter as militia are easily replaced during the interphase. This is one reason why a British player may be reluctant to enter unless he plans to conquer the entire area. There is another school of thought on this subject. Some British players take selected ports, such as Norfolk and Charleston, without pursuing further operations in those areas. The

objective is to reduce CA and supply allocations and to maintain a base of operations. The tradeoff is the high Rebel to Tory Militia ratio. The Americans should attack these enclaves with militia if possible. The British will have to maintain a sizable garrison to prevent attrition.

Positioning of units at the end of a quarter is important. Placement of a CA factor could change your allocation for the upcoming interphase. Good positioning at the end of December will minimize reduction losses. If redistribution of some militia in an area is desired, they can be moved out of the area. When the militia totals are readjusted they can then be brought back into play where desired. If the British control an area the minimum rebel allocation should be moved back into the area. Although no more troops can be brought on in this area, these militia factors may remain.

The strategy of optimizing American allocation, their placement, and their movement to the front is a very important aspect of 1776. The first step, of course, is to keep open as many areas as possible for the quarterly interphase. It should be noted that having but one open strategic town is sufficient to get most of your allocations for an area. Often times the American player can retake a strategic town and reopen an area just before an interphase. The recapturing force can then be immediately reinforced and will constitute a major threat to the British in that area. Note that the British cannot control New England or the Middle States unless they control both Montreal and Quebec.

Players should study the area status chart carefully. Many times this chart will have a significant effect on strategy, particularly just before an interphase. Several important observations concerning this chart are noted below. Continental Army Regular allocations are at a maximum only when the British do not control any strategic towns in an area. If the British control some towns it is a good idea to have at least one CA factor in the area. The Rebel Militia allocations increase rather sharply when the British move into an area. The Tory Militia allocations drop off when the British enter an area. This results in a somewhat ironic situation for the British but a beneficial one for the Americans. The ratio of Rebel Militia to Tories is at a maximum when the British are attempting to seize control of an area.

Placement of American allocations is one of the "little details" of the game that demands attention. Two important points to keep in mind during placement are:

1. the British move next, and
2. the Tories are placing after you.

Whenever possible the American player should avoid placing units where they can be attacked at good odds. Remember that you may place units within one hex of any uncontrolled strategic town.

CA REGULARS

The Continental Army Regulars are the backbone of the American army. They constitute the bulk of what I refer to as the main forces. Large CA forces will be found in nearly all of the major battles fought during the war. Strategy will be greatly influenced by the number of available CA factors.

Creation of new regular troops depends on area status. Unlike rebel militia they can be accumulated from quarter to quarter. The American player should strive to build up and maintain a strong regular force. Be careful not to prematurely commit a major CA force against a superior British army early in the war. Typically, one major force up north will be watching the British while another one is assembling further south. Winter reduction will keep the Continental Army from getting too large but good play should enable the American player to field a good size army by spring.

	CA Repls	Rebel Militia	Tory Militia
A: NO BR Strength Points in Area-	Maximum	Minimum	Maximum
B: BR Strength Points in Area, but NO Strategic Towns Controlled-	Maximum	Average	Average
C: BR Strength Points in Area, With SOME (but not all) Strategic Towns Controlled-	Minimum	Average	Minimum
D: BR Strength Points in Area, and CA Strength Points in Area, but NO Strategic Towns Controlled-	Average	Maximum	Average
E: BR Strength Points in Area, and CA Strength Points in Area, with SOME (but not all) Strategic Towns Controlled-	Average	Average	Average
F: BR Strength Points in Area (regardless of presence of CA), with ALL Strategic Towns Controlled-	NONE	Minimum*	Minimum

The Area Status Chart is a new concept in simulation games brought on by the intermixing of a hex grid and area qualifiers.

The regulars should always attempt to join up with militia before a battle. This will enable the militia to fight on even terms and will allow the casualties to be taken by the militia. If the Americans hold the area the militia can be easily replaced. Normally, you should leave at least one factor of regulars in each area to assist the militia.

REBEL MILITIA

The Rebel Militia is extremely valuable to the Americans. It might be said that they provide a lot of the American muscle in this game. Add a regular factor to a stack of militia and they essentially become as effective as regulars. Although not normally capable of forming large stacks, they can substantially beef up a force of regulars. The patriotic Rebel Militia generate their greatest strengths when their area is invaded by the British.

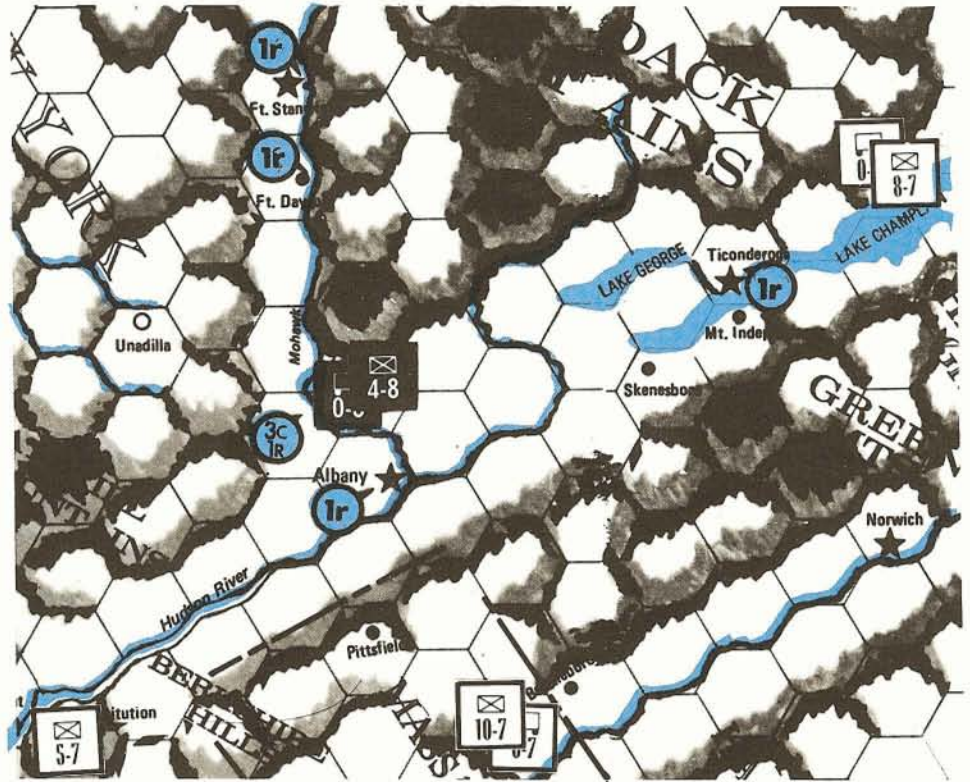
The chief advantage of militia lies in their capability to "regenerate" themselves each quarter. This in a sense makes them expendable, particularly on the last turn of a quarter. Militia can be lost all day without lowering allocated strength. This is why the tactic of having militia stack with CA regulars to absorb casualties is so useful. Another prime use of militia is delaying actions. One entrenched militia factor on a key hex can delay an entire British column for a turn. They can be similarly used to screen towns or a main force. Small groups of militia, particularly when accompanied by a CA regular and a supply unit, constitute a good raiding force. Other uses include escorting regulars and supplies along the supply line and garrisoning ports. Militia may move into other areas and there will always be a need for more of them in a "hot" area.

TORY MILITIA

Unlike their rebel counterparts, the Tories do not play a major role in the game. They are employed in a similar manner to the Rebel Militia but are not needed as often. They are rarely more than an auxiliary to the British. In fact the Tory strength in an area declines when the British enter. Their greatest threat is to small groups in American troops moving around in the rear. Remember that the Tories are as expendable to the British as the Rebel Militia is to you.

Speeding Up the British:

The Americans can get some use out of bateaux. They are very useful in threatening Montreal and



It is the beginning of an Interphase (Area Status E). British will bring on 6 TM; US - 3 CA & 6 RM. Placement of the reinforcements in EEE-36 rather than Albany prevents a British attack on the force next turn. The militia factor on Ft. Dayton is to prepare a delaying or defensive position. The placement of Rebel Militia factors in Albany, Ticonderoga and Fort Stanwix prevent Tory placement in these towns. Normally, Tory Militia are placed in a British controlled town.

If none are available then they may be placed in any strategic town not occupied by American units. With any "luck" at all the Tories might end up in Wyoming! Be careful to leave an out of the way town for the Tories to place. When the British control all of the strategic towns in either New England or the Middle States but not Montreal and Quebec, the Americans get a break. They may place their allocations adjacent to any strategic town in the area.

Quebec from the Lakes region. They can act as ferries at such places as OO-30 to PP-31 and XX-37 to XX-38. A bateau may be built on a hex by a supply unit or a magazine that doesn't perform any other function during that turn. The American magazine at Montreal could break down into a supply unit and three bateau counters. Bateaux can always be destroyed if in danger of being captured.

its percentage ones. The game or battle situation should determine to a large extent how much of a risk one is willing to take.

The Withdrawal card is a key selection. It can allow a weaker force to disengage from a battle. Unfortunately, the success of this play depends on your opponent not expecting a withdrawal. The consequences of an unsuccessful withdrawal are pretty grim. A Withdrawal card is normally played by someone who is losing a battle or finds himself in a battle that he does not really want to fight. This usually applies to the American player. Many times the American strategy is to avoid combat if possible. The timing of a withdrawal attempt is very important. An opponent that is expecting a withdrawal is likely to be playing a lot of Frontal Assaults. You can burn him with a few Enfilades while hoping for a No Effect roll on the CRT. When the time is right, slip in a Withdrawal card.

SPECIAL RULES

The following section will examine four major rule subsystems. These are the Combat System, Seapower, Winter rules and French Intervention. Each of these will be discussed in some detail and integrated into the American strategy.

COMBAT SYSTEM

The Combat System is the most intriguing innovation of 1776. The Tactical Results Matrix, multiple combat and the unique Combat Results Table add immeasurably to the game. Battles can have a far greater variety of outcomes than in other games. This is largely due to the Tactical Results Matrix and multiple combat. Few battles can be taken for granted. The structure of the CRT results in relatively light losses at low odds. Decisive combat usually takes several rounds. On many occasions the battle will be broken off before decisive combat can occur.

The Tactical Results Matrix provides a chance to outguess your opponent and get an "edge" in the upcoming roll. It provides for a little psychological confrontation with your opponent such as in *Football Strategy*. The TRM has its risky plays and

A Recon in Force is a good card to play because it covers both an Enfilade and a Withdrawal. There is virtually no end to this "double thinking" when playing the TRM. Players should try to vary their play so as to keep their opponents off balance. There are normally 5 or 6 big battles in a game. A player that can "get up" for the big ones will be a step ahead.

The first impression that one might get from the Combat Results Table is that either big odds or a large advantage on the die roll is needed to eliminate the enemy. This may generally be true but is not always the case. The 1-1 column shows an almost symmetric distribution of results and a No Effect. Two large forces could go at it for several rolls before someone gains the upper hand. A slightly larger force can attrition a weaker force to a point



The British force at St. Johns can load into the bateaux, move down Lake Champlain, and disembark at Ticonderoga. They should be able to defeat the garrison there and capture the strategic town. This is a move that would not have been possible without the increased mobility of the bateaux. The bateaux could also be used as ferries to cross Lake Champlain on the following turn.



• SUPPLY

Supply units are essential to the efficient conduct of most operations. Major forces should strive never to be without at least one supply unit. The combat efficiency of a unit is directly related to its supply status. Simply stated, units are halved in combat when not supplied. Roughly speaking a supplied force can do the job of an unsupplied force twice its size. Obviously, the American player does not have the quantity of troops to allow such inefficient use. Your main force should have at least two supply units. If one is used in a battle, you will still have one left for what may happen next turn. Artillery units must be supplied in order to fire. A supply unit is required to attack during the winter. If a raiding party is sent out in late fall you had better include a supply unit. The supply problem for the Americans can be divided into four basic parts:

1. *obtaining supplies*—The Americans get supplies during the spring and summer interphases. The numbers depend on the status of each area. You will normally get 3 or 4 in the spring and 1 or 2 in the summer. Be wary of last minute British efforts to decrease your supply allocations.
2. *getting supplies to the front*—This involves movement of the supplies north along the supply line. The objective here is to move them along quickly and safely. Tactics for doing this have been discussed earlier. A couple supply units should remain behind in the southern areas.
3. *distribution at the front*—The Americans will normally have sufficient supplies if he uses them wisely. You should have about 10 supply units the first year. An effort should be made to save some because they might not be as plentiful in 1777. The main American army, probably near the Hudson Valley, should receive 2 or 3 supply units. Each additional major force, particularly those in New England, should get one. At least one should be held in reserve.
4. *tactical use*—This is the art of getting the most out of supply units and not losing them in battle. A supply unit may be used once in a battle without being removed. Players should always use their supply in the first round. Many times one round of combat is sufficient to eliminate or weaken the enemy. It may be possible to get good odds and eliminate him without having to expend a supply unit. If the battle goes against you, the supply unit may be used on a succeeding round. During winter a supply unit may only sustain two attacks. Do not attack the second round unless you really need to. If you have two supplies to your opponent's one, you can "trade off" supplies in one battle. Then on the next turn you will be supplied and the enemy will not.



• ARTILLERY

Artillery units are generally of little use to the American player. The primary reason is their lack of mobility. The American forces are usually on the run and cannot afford to be slowed down by the slow moving artillery. What should the American player do with his Artillery units? Basically, he has the choice of trying to withdraw them to a relatively safe area or to get as much use out of them as possible before destroying them to prevent capture. The artillery units in Springfield and Ticonderoga can be used effectively in the Ticonderoga-Albany-Ft. Stanwix area. The artillery unit in Charleston is probably best used in helping to defend Charleston. Artillery units are only usable in battles involving forts and entrenchments and only if they are

The SUPPLEMENTAL Units

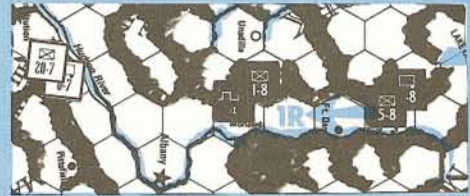
supplied. The Americans probably will not get much of a chance to use artillery in attacks until the French arrive.

The British player will likely use artillery units to help garrison such towns as New York and Boston. They can also be used to help reduce American strongholds such as Charleston. Captured British artillery units should be destroyed unless you are sure of getting away with them.



units should always strive to get entrenched when they anticipate being attacked by the British. This is not too difficult to do if a little planning goes into selecting and preparing defensive positions. Unlike units in forts, entrenched units can always move away on their turn. Additionally, there is always the chance of outsmarting the British player on the Tactical Matrix.

Entrenchments are very valuable in delay operations. This is because an automatic victory cannot be achieved against a unit in one. A single factor defending in an entrenchment can hold up an entire enemy column for a month. An example of good use of entrenchments is shown below.



The Americans wish to delay the British drive on Ft. Stanwix for two turns until the next quarterly interphase. The entrenched militia factor on DDD-35 will delay the British force this turn. Another militia factor has moved to DDD-34 to entrench next turn. The main force and Ft. Stanwix are being effectively screened. This force could dismantle the fort and entrench themselves in Ft. Stanwix. In any event they can be reinforced during the quarterly interphase.

The British do not get as much mileage out of entrenchments as do the Americans. This is because they are normally on the offensive. They are primarily useful to the British in garrisoning towns and in screening such towns as Boston and New York.



• MAGAZINES

Magazines are virtually of no use to the American player. They are immobile and force the Americans to fight from a static position. This can be almost suicidal in most cases for the American forces. It is very wasteful for the Americans to use two supply units to build a magazine. The magazine at Montreal should be broken down early in the game and retreated southward along with the army in Canada. (This army should be hightailing it home as soon as it is noticed that the British receive 20 factors of regulars at Quebec in May.) Generally the Americans should avoid engaging a sizable British force being supplied by a magazine. You will use up your supplies while the British are expending none. A captured British magazine should either be broken down into a supply unit and carted away or destroyed.



• BATEAU

The use of bateaux (small rivercraft) is an optional rule. I would certainly recommend using them in the Campaign game. They are realistic and their use adds a lot of fine features to the game.

Bateaux are useful for transporting troops along rivers and lakes and as ferries at key points. They are particularly useful in the Lake Champlain-Hudson Valley-Montreal region. Units being transported in bateaux can bypass terrain obstacles. They can even bypass enemy units if operating on class 3 river or lake hexsides. An example of bateau usage is shown on page 5.

• INDIANS

The Indians of the Iroquois Nation play a minor role in the game. The British player will probably maintain them as a threat to the American rear. They can attack lightly escorted supplies, seize Ft. Stanwix at an opportune moment, or join a key battle near Albany. Once used, the Indians are usually killed quickly. A good American player will keep an eye on the Indians but not worry about them too much.



• DRAGOONS

The use of dragoons (mounted infantry) is a CSG optional rule. I would recommend using dragoons. They add a little extra to the game without altering the course of play very much. Dragoons sacrifice numbers for speed. Their main functions are to cover ground quickly and to conduct or threaten raids. (The Swamp Fox rides again!) The Americans can use them in an effort to retake a strategic town. The British can use them to raid the American rear. Oftentimes their threat is more useful than their employment.



• FORTS

The American player should generally avoid defending forts in force. The major purposes of forts are to control and prevent a high odds attack against a hex, usually a strategic town. The big disadvantage in defending a fort for the Americans is that they sacrifice their mobility. The British can move on top of the fort and trap the American defenders. Once a battle is joined the attacker will eventually win. He can reinforce while the defending units cannot. The defending units cannot move away either since they must stop upon moving outside of the fort. Forts find their best use as holding actions. Artillery units are useful in defending a fort but they require a supply unit to be effective. It is wasteful for the Americans to construct forts. The expenditure of units can rarely be justified. Consideration may be given to building forts after the French enter the game. Forts should be dismantled whenever possible when retreating because the British can profit from them.



The British player can utilize forts much more effectively. He is generally more interested in a static position such as garrisoning a strategic town. A fort will permit a smaller garrison and provide a use for some of his artillery units.



• ENTRENCHMENTS

Entrenchments play a key role in American defensive operations. They can be effectively used by major forces for defense or by a single factor for delay. Entrenchments always subtract one from the attacker's roll, which is roughly equivalent to lowering the combat odds by a column. American

where the odds will change. This snowballing effect can change a relatively even battle into a decisive victory. In 1776 it is always a good idea to have a couple of extra factors in a battle.

The combat table also has a 3-2 column. Don't snicker at the new boy on the block. A 3-2 attack is a strong one in 1776. Only a 1 or 2 roll will hurt the attacker while a 6 is a big victory. One may ask why a No Effect hurts the attacker. The primary reason for attacking in 1776 is to eliminate units. It stands to reason that if you get 3-2 odds and do not kill anyone, you have let the cat out of the bag.

A 2-1 attack is sufficient to win most battles. Players may wish to know what constitutes a safe attack in this game. 3-1 is a pretty cozy attack, but a 2-1 is not bad. Combat can always be broken off if the battle starts going against you. As long as you have more strength points, the defender will have to attack at 1-2 if he elects to continue combat. The pluses and minuses from the TRM, entrenchments, artillery, etc. should be kept in mind. A change of one to the die roll is roughly equivalent to changing the odds by a column.

The American player should be well aware of the possible odds that the British can obtain when positioning his units. Do not forget the possibility of forced marches. Generally speaking, a force should move away if the British can get 3-2 odds or better. Of course, if you are entrenched the 3-2 is virtually a 1-1. A 1-1 battle puts the Americans in a good tactical position. The British player will probably be interested in killing the American force. A No Effect or a Withdrawal is often equivalent to an American victory. Sometimes you will be able to anticipate the British intentions and win the battle. Generally, the Americans should avoid attacking at odds less than 2-1 unless there is a good reason. One such reason might be the recapture of a strategic town just before the quarterly interphase.

• SEAPOWER

Seapower is a major factor in 1776. It is one of the major advantages for the British. The British player has naval supremacy until French entry. He can land troops at will anywhere along the coast. This is a powerful strategic capability—one that cannot be taken lightly by the American player. A British force could sail from Newport on one turn and land in Charleston the following turn. In fact, one strategic British plan I know advocates transferring the main British army to the Deep South early in 1776. The British can overrun the south before the American army up north can react. Such key coastal cities as New York, Philadelphia and Charleston can be seized easily from the sea. Alexandria, an important town along the American supply line, is vulnerable to a naval landing. Another tactic the American player should guard against is the capability of British transports to sail up class 2 rivers.

There are several things that the American player can do to counter the British naval threat. The first one is to be aware of all of the British naval capabilities. The locations of the British naval units should be checked each turn to ascertain what possible naval operations can be executed. The size and possible locations of arriving British reinforcements should be carefully noted. The Americans should maintain a defensive position between the coast and the mountains. They should keep a withdrawal route open so that their forces will not be trapped by a flanking naval landing. There is not a lot you can do to restrict the British naval movement until the French fleet arrives. It's a lot like Allied air power in *D-Day*—you will just have to live with it. A supplied artillery unit in a fort can prevent British naval movement up class 2 rivers.

Any combat unit can prevent bateau movement along class 1 or 2 river hexsides by being on one of the adjacent hexes.

• WINTER RULES

The Winter Restriction rules generally favor the American player. This is primarily because little campaigning is done during the winter, particularly in the north. Movement is slow and forced marches are impossible. Decisive combat is difficult to achieve and automatic eliminations are not allowed. All of which means that the Americans can easily keep the British at bay during the winter. Several well placed units can hold up a British army all winter. The American player should use the winter lull to build up his forces and reposition them for the upcoming campaign.

An interesting tactic evolves from the winter rules. I call this "winter jump/spring lag". The winter jump refers to the American capability to move away from the British on their December turn. The British will only be able to move three on their January turn. This is a good opportunity for infiltration or even a withdrawal. The American force can stay ahead of the British all winter and possibly retake a strategic town. Unfortunately, life is not all roses. The opposite happens in March. The Americans can only move four on their March turn whereas the British can move seven in April. This is known as spring lag. Be careful not to get troops trapped in this manner.

The Winter Reduction rules are certainly not loved by the American player. This is a realistic rule that reflects the difficulty of maintaining an American army during the Revolution. The American player has to incorporate this yearly attrition into his overall strategy. Winter reduction is really not as bad as it appears. The reduction occurs *before* the winter interphase. Thus you have two interphases with which to rebuild your army. The American army can be just hanging on in December but can be ready for action by April.

Naturally, winter reduction can be minimized by holding onto areas. If area status cannot be improved, the next best strategy is to move the American regulars to a safer area. For example, the British control New England and partially control the Middle States. It is safe to say that movement of regulars from New England to the Middle States will cut American reduction losses from 75% to 50%. If this is not possible, or desirable, then you should strive to optimize the number of CA factors in each area. Since reduction factors are rounded down you can often gain from an odd distribution. In the above example an 8 factor force in New England will lose 6 factors. By moving just 1 factor to the Middle States, losses will be cut to 5 factors.

Beware of British attempts to grab a strategic town in an open area just before winter. This represents a sneaky way of increasing your winter reduction rate. It will also reduce CA allocation for the interphase. Good targets are such strategic towns as Norfolk and Savannah. The American CA factors tend to become a bit more "expendable" in December. You may wish to take a calculated risk with a few of them. About half of them will probably be eliminated anyway.

FRENCH INTERVENTION

French entry can definitely tip the scales in favor of the Americans if the game is fairly close. The French forces are not necessarily salvation. The Americans must fight the first 2½ years of this war without French help. Early in 1778 is usually about the right time to start planning for the French entry.

COMBAT IN 1776

by Roy Easton

1776, Avalon Hill's new game on the American Revolution, recreates most of the problems of eighteenth century warfare. Nowhere is this more apparent than in the combat results tables. In the basic game, a commander who does not carefully weigh the benefits to be gained from attacking against his possible losses could end up losing half of his force even when attacking at 3-1. It seems that a successful player of 1776 must therefore analyze the combat results table with an eye to his possible losses as well as those of his opponent.

The Basic Game CRT, as shown below, provides for the elimination or half elimination of the forces of either or both sides. Please note that a ½AE means that ½ of the attacker's entire force is eliminated. Thus, a ½AE at 3-1 odds means that the attacker would lose Strength Points equal to at least 1½ times the defender's force, giving the attacker a Pyrrhic victory at best. The following table shows the average losses per die roll for the attacker and defender expressed as a fraction of the smaller force.

ODDS	1-3	1-2	1-1	2-1	3-1	4-1	5-1
Att losses	.58	.5	.33	.5	.5	0	0
Def losses	.5	.5	.33	.5	.83	.67	.75

Surprisingly enough, this table shows that the attacker and defender will suffer the same losses whether the attack is made at 1-2, 1-1, or 2-1! Furthermore, the proportional losses even at 1-3 odds are not too different. The attacker cannot be assured of taking no losses unless he attacks at odds of 4-1 or higher.

If the defender has only a single Strength Point, all ½DE's are the same as DE's and this improves the odds greatly. The 2-1 odds are the best in this situation unless you must have the hex; in which case, 4-1 odds are the best.

The losses table shows that a single attack at 4-1 or higher odds is more economical than several attacks at lower odds and that several attacks at 1-2 or 1-1 odds are as good as one at 2-1 odds. Attacks at 3-1 odds will cause higher defender losses but should only be undertaken when a loss of half of the attacking force will not cripple the attacker.

The 1776 advanced game uses two distinct combat results tables, a Combat Results Table which determines the losses and which is modified by a Tactical Results Matrix. The CRT is distinguished by the addition of a column for odds of 3-2 and results call for the loss of 1 of 2 Strength Points from either the attacker or the defender as well as the common results of AE, ½AE, DE, and ½DE. This table is much more favorable to the attacker than the one for the basic game and the attacker has minimal losses when attacking at 2-1 or greater odds. This table is expanded to allow for 14 results instead of the normal 6. As the modified die roll gets lower, it becomes more favorable to the defender while higher die rolls benefit the attacker.

The additional 8 results are used when the die roll is modified by rules such as those governing artillery and entrenchments and by the Tactical Results Matrix. Before every combat, except when assaulting forts, each player chooses one of eight tactical cards and the result of these two cards is found from the Tactical Results Matrix. The TRM may modify the die roll by causing numbers to be added or subtracted.

The following table shows the totals obtained from the TRM for the attacker's and defender's cards.

Attacker's Cards	FA	RIF	EL	ER	RL	RR	S&D	W
Total	+2	0	+2	+2	0	0	-1	-5
Defender's Cards	FA	RIF	EL	ER	RL	RR	S&D	W
Total	-2	0	-2	-2	0	0	+1	+5

Since adding numbers aids the attacker while subtracting numbers aids the defender, the attacker should never use the Withdraw card unless he has fewer Strength Points than the defender and hopes to get a result which would allow no further combat in that hex. The defender should also use this card sparingly and only when he thinks the attacker won't use the Frontal Assault card. By probability theory, the best cards to play are the Enfilade L & R and Refuse L & R cards. Since these two groups oppose each other, a player should never "systematize" playing these cards or his opponent can catch on and win every time. The Frontal Assault card should be used rather seldomly by the defender but more frequently by the attacker. The Recon in Force card is also more suited to the attacker than to the defender and will always beat an Enfilade card. The Stand & Defend card will always lose to an Enfilade card and should probably not be played.

The presence of the TRM and the Advanced Game CRT give more combat options to the commanders in 1776 than are present in most other games and add more interest to this already excellent game.



French Fusilier



British Dragoon



British Grenadier

It is important to keep in mind that the British can reduce the probability of entry each turn by controlling areas.

British naval supremacy vanishes when the French navy appears. The French army is relatively small but its employment can be devastating. They can be landed anywhere along the coast, particularly behind British lines. The key point is that these small forces can reopen areas and suddenly an American army appears deep in the British rear. I have seen one game where the French retook both New York and Boston in the same turn. On the next 20 rebel factors appeared in these towns. The British can counter this threat only by maintaining large garrison forces in their rear. An example of effective French employment is shown in the diagram below.



French forces retake both New York and Hartford. This reopens these areas, allowing the Americans to bring on allocations there during the interphase.

The French navy will make it difficult for the British to transport troops by sea. The British will likely escort their transports with several battle fleets. The American player should be careful not to risk the French fleets unnecessarily. The French must withdraw their forces from North America if more than one of their fleets are sunk. The French fleets give the Americans the capability to transfer troops along the coast. This will add greatly to the strategic mobility of the American forces.

The French forces add some badly needed artillery and supply units to the war effort. The artillery can be particularly useful in any upcoming offensives. The French movement rate is less than the American's so try to employ them where less mobility is required. The French units cannot be replaced nor do they suffer winter reduction. The French should be employed with some American units so as to minimize French casualties. When the French variable force enters, the American player should land the troops as soon as possible. This way they will not have to withdraw if the fleet is required to withdraw.

AUTOMATIC ELIMINATION

The American player probably will not get much of an opportunity to use the automatic victory rule in 1776. What the Americans are interested in is minimizing the number and effects of British automatic eliminations. Many times during the game it will become necessary to delay a British drive. This cannot be done effectively if the British can get an automatic victory using only a few of their factors. These factors may move on with only a two movement point delay and the rest of the force is not delayed at all. The trick is to defend where an automatic elimination is impossible. Such places include forts, entrenchments, and anywhere during winter turns. The best units to use for such delays are militia. If an automatic victory cannot be

prevented cheaply, it must be decided whether or not the delay is really necessary.

OPTIONAL RULES PACKAGE

FORCED MARCHES

The forced march is one of the most interesting and realistic innovations in 1776. I would highly recommend using it. Forced marches can have a significant effect on the play of the game. 1776 is the first Avalon Hill game in which a unit can move more than its basic allowance. Curiously enough, both sides can make good use of forced marches. The idea is the same, usually to get additional troops to a key battle. These forces can often raise the odds of a battle. Forced marches are also a good way of getting an extra hex or two a turn from a force moving cross country. Losing units is not of concern until a forced march of four or more hexes is attempted. A word of caution is advisable here. Unless you are attempting to force march an expendable force or it is an emergency, remember to allow room for the units to expend all of their possible forced march allotment. Units that cannot physically expend the specified number of movement points are eliminated.

By now you must be convinced that forced marches are really great. They can be very useful but there are certain drawbacks. First, supply units cannot force march. That means that if a supply unit is not gotten to a battle, all of the forced march units will be fighting at half value. Another mistake is to force march a stack of troops and leave the supply and artillery units behind. Oftentimes this exposes

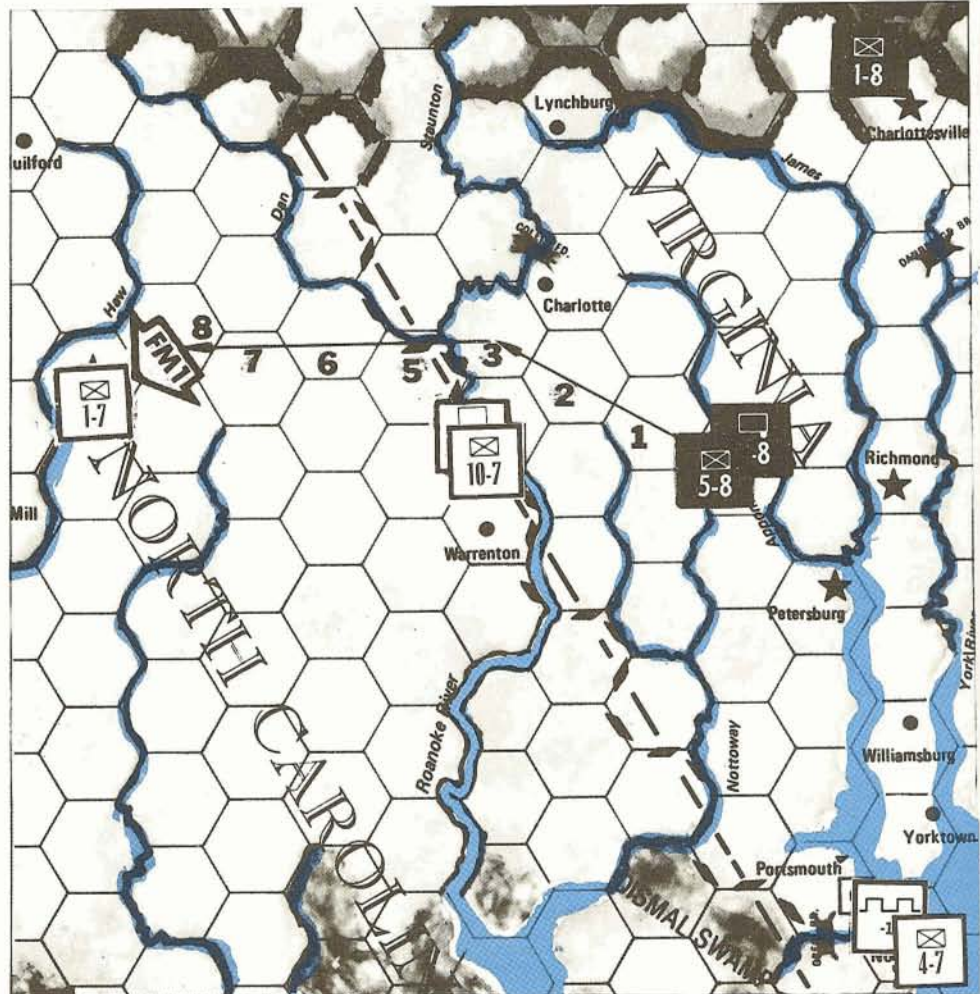
these units to easy capture. Your forces may risk being separated after an unsuccessful forced march attempt. In many cases these separated forces can be attacked effectively by the enemy.

Another tactic to improve the chances of a successful forced march is simply attempting two separate forced marches to the same hex. Of course, they must originate from different hexes. This might be tried if either force gives enough factors for the battle. The diagram below shows an example of forced march usage.

INVERTED AND DECOY COUNTERS

This is another one of the fine innovations of 1776. It adds a little secrecy and uncertainty to the game. This is very realistic considering the nature of the game and that of warfare two centuries ago. Players should keep in mind that use of this rule will significantly add to the time and effort needed to play a game. The Campaign game is fine without this rule but it is interesting to use it on occasion.

The Americans get most of the advantages from this rule. The American player now has another means of tying up British troops and keeping the British player off balance. Feints with mostly decoy counters can keep the British busy. Occasionally, the Americans can launch a real raid in an attempt to catch the British napping or just to keep him honest. A stack of inverted counters will likely cause a British overcommitment. Sometimes he will attack a stack but fall short of the desired combat odds. This leads to a lot of reconnaissance work particularly for the British. This will normally consist of sending a militia factor to "check out" an



It is the American turn, June 1777. The British control the Deep South. Two factors move to U20 and attempt a Forced March of 1 hex to Hillsboro. These forces have a 67% chance of getting to

Hillsboro and probably reopening the Deep South. The remainder entrenches in Charlottesville.

inverted stack. The rest of the British force can move in or go somewhere else depending on what is found. It is usually a good idea for the Americans to keep their main forces more than 8 hexes from the British. Here is another good use for dragoons. They can recon up to 13 hexes away. Do not be lulled into a false sense of security just because your army is inverted. If brought to battle they must fight just like anyone else.

CONTINENTAL NAVY

The Continental Navy is added primarily for historical or psychological purposes. It has very little effect in the game. It only has a 16% chance of disrupting an unescorted British transport for a turn. Its best use is to keep it safely in port and as a threat to the British. If you are lucky, the British player may alter some of his naval plans because of your naval unit.

OTHER CSG OPTIONAL RULES

A few words on the remaining optional rules are in order. The variable transport capacities, the variable British garrisoning requirements, and the variable Continental Army winter reduction rates have three basic things in common. They are fairly realistic, add a little to the game, and do not significantly affect play balance. Players should occasionally use these rules for realism and variety.

The Superior British Fire Discipline rule is a horse of a different color. It is definitely a big help for the British. Unless the Americans are consistently winning your game, it is advisable not to use this optional rule. Also, this rule is of questionable realism. Supposedly, the relative quality of the American and British regulars are built into the combat factors (1776 Designer's notes). The American militia already lose one on the die roll when fighting British regulars. Besides, the American colonists had other fighting qualities to compensate for their early lack of operational training.

DEVELOPMENT OF AMERICAN STRATEGY

American strategy must necessarily be directed towards achieving the following two basic and interrelated goals:

1. keeping areas open, and
2. maintaining effective fighting forces.

The American player must tread a thin line to accomplish both of these objectives. This will most likely result in a guerrilla war where the Americans will fight only in favorable situations or when they are forced into combat.

The need to keep areas open is twofold. First, the British need to control areas to satisfy their victory conditions. Second, and perhaps more important, the number of forces that the American player can field is related to how many open areas he can maintain. For troop allocation purposes one uncontrolled strategic town in an area is almost as good as 5 or 6 towns. An area only partially controlled by the British will produce a large number of rebel militia. As long as an area is kept open it will tie down British troops which could be used elsewhere. Another point to remember is that the number of controlled areas in 1778 can significantly affect the chances of French entry.

Maintaining an effective army is very basic military doctrine. The objective of holding areas will become impossible if the American forces are smashed early in the game. The strategy of keeping areas open while maintaining an intact army is a difficult one. That may be why so many inexperienced players believe the British have a big advantage in 1776. Yet, this is the essence of the

game for the American player. He will find 1776 to be a game of finesse, patience and determination. A good American player will keep hanging in there and eventually emerge victorious.

The American Army must avoid a decisive battle with the British except on favorable terms. The quickest way to lose the game is to have Washington's Army march out and do battle with the main British Army during the first year. I have heard this strategy described as the "Worcester Plan". This involves a showdown with the British on the plains of New England in mid 1776. This strategy will almost invariably result in the demise of the American Army and the rapid British absorption of the northern half of the board. The American forces must bide their time. Early in the war the American player should concentrate on building up his forces. Efforts should be made to threaten premature British advances and the enemy rear. Later in 1777 or when the French arrive is a better time for major engagements. One might argue that one of the basic principles of strategy is the destruction of the enemy armed forces. This is true but the Americans do not possess this capability early in the war if the British player is the least bit competent. The Americans must gradually wear the British down and spread them thin.

IMPLEMENTATION OF AMERICAN STRATEGY

The essence of American defense is the inability of the British to bring the American Army to battle unless the American player wishes to engage. This is similar to the strategy used by the Russians against Napoleon in 1812. The American player will normally be able to choose the time and place of a major engagement. There are three basic reasons for this American advantage.

1. Superior American mobility.
2. The size of areas and the fact that the Americans need really only hold one strategic town in an area.
3. The lack of well defined fronts.

These American advantages should be exploited to the fullest in a good defense.

Implementation of American strategy generally includes good positioning, an elastic mobile defense, delay, threats, raids, infiltration, deception, spreading the British thin and forcing overcommitment, advanced planning, and courage. The key ones are position and mobility. Properly done, an American force can often check an enemy force 2 or 3 times its size.

To demonstrate some of these points of play let us take a look at a hypothetical situation in the north during the opening year of the war. The British are attempting to consolidate New England and prepare for a drive into the Middle States. The Americans are outnumbered by about 3 to 1 and are trying to check the British drives. The situation will be primarily examined as if it was the American September, 1776 turn. The situation will also be looked at from August, 1776 and December, 1776 viewpoints.

September, 1776 is the last turn before the quarterly interphase. A lot of strategy in this game centers around the turns preceding an interphase. Indeed, the very lifeblood of the American army is in the quarterly troop allocations. The first point to look at is the possibility of improving the status of an area. Clearly, there is little that can be done about the British presence in New York. The chances of reopening New England look a bit more promising. These possibilities center around the main force on GGG39 which is well positioned. Obviously, the strategic town of Springfield can be retaken. This may not be very wise, however, since both the main British force adjacent to Springfield and the force in New York can counterattack at good odds. (The troops in New York are transported to New Haven by sea and then move inland to Springfield.)

Another possibility is to attack Norwich. This is a fairly safe move because it places your force just out of the range of the main British force. Note that you can only get a 2-1 against the British at Norwich. Normally, a 2-1 is a relatively safe attack but there is the possibility of getting a termination of combat result before eliminating all of the British garrison. Remember that a lone factor of British regulars can control a strategic town regardless of the presence of American troops. It is almost axiomatic that when the Americans commit a main force to an attack, particularly early in the war, they need to win that attack. A closer look at the situation reveals that the odds may be raised to 3-1 by force marching the militia unit on HHH37 to Norwich. It can move to KKK41 and attempt to force march one hex. This gives a 2/3 chance of success which would raise the odds to 3-1.

A force march could also be used to take Boston. Move a small force, say 1 CA and 2 RM factors, to HHH45. They have an even chance of force marching 2 hexes and probably retaking Boston. It is only necessary to eliminate the British unit to reopen Boston; you are not required to have any factors remaining. The main British force could move to HHH46 and blockade Boston on their turn. However, this would tie up a large portion of this force for the better part of a quarter. The trick in reopening a strategic town is that a 2 or 3 factor force can "grow" to 10 factors or more during the interphase.

Another possibility is to launch a raid on Montreal. The troops in Ticonderoga can load into the bateau, move up Lake Champlain, and disembark at Montreal (exactly 15 hexsides). The bateau can bypass the British units because of the class 3 lake hexside. Note that a British combat unit on PPP37 would prevent this move. Retaking Montreal would mean that the British no longer control New England. The Americans would then receive quarterly allocations for New England. These forces could be placed adjacent to any strategic town hex in New England. The preceding examples should give some insight into reopening areas. Consistently getting more troops and keeping the British player busy in his rear will pay rich dividends.

The Situation

AMERICAN:

- Philadelphia — 2 CA
- Baltimore — 2 CA, 1 RM, 2 Supply
- Alexandria — 3 CA, 1 RM
- Ticonderoga — 2 CA, 2 RM, 1 Artillery, 1 Bateau (facing JJJ37-KKK38), Fort
- Albany — 2 CA, 2 RM, 1 Artillery, 1 Supply, Entrenchment
- Ft. Stanwix — 1 RM, Fort
- GGG39 — 1 CA, 4 RM, 2 Supply
- HHH37 — 1 RM
- ZZ38 — 1 RM, SS34 — 1 RM

BRITISH:

- New York — 15 BR, 1 Artillery, 1 Supply, 1 Battle Fleet, 1 Transport Fleet
- Hartford — 2 BR, entrenchment
- Springfield — 2 BR, entrenchment
- EEE40 — 30 BR, 1 supply
- Newport — 1 BR
- Boston — 1 BR, entrenchment
- Norwich — 5 BR, 1 supply
- KKK37 — 18 BR, 1 supply
- Montreal — 2 BR, 1 bateau
- Quebec — 1 BR, 1 artillery, fort
- Wyoming — 6 TM
- Painted Post — 1 Indian
- Owego — 1 Indian

The next question to consider is what course of action to take if there is not much hope of reopening an area. Let us assume that half of the British main force had moved to GGG41 and that FFF40 was blocked. In this case the main American force may wish to withdraw. You should leave at least the minimum number of rebel militia in New England. They may remain in the area even if the British control all of New England. The important considerations when withdrawing are to keep the main force intact, delay the British advance, preserve an avenue of withdrawal, and present some threat to the British position. A good American player will plan his defensive positions and delay actions several turns in advance. In this situation Albany has been held as a main defensive position. The main force plus a few additional factors from Ticonderoga could withdraw into Albany. You have probably noticed by now that the main force can reach Albany next turn. Although they will outnumber the American defenders by almost 2-1, the best odds that they will be able to attain are 3-2, subtract 2 from the die roll. The -2 from the die roll is for the artillery unit and the entrenchment. The American player should supplement his force by bringing on some of his allocations in Albany. He should watch out for a British forced march attempt or even the sneaky trick of adding the Indian factor from Unadilla. A 3-2 subtract 2 is not much better than a normal 1-2 and is a very risky attack for the British.

While the main force is holding Albany the Americans should be delaying and building up new forces elsewhere. The rebel militia factor on ZZ38 is in an excellent delay position. Entrench this unit and the entire British force in New York will be blocked from marching up the Hudson or south towards Philadelphia for a turn. Delay factors moved to West Point and/or YY37 could delay the column again next turn. Another good spot for delay is Ticonderoga. The American player cannot hold it anyway so there is no point in throwing away 4 factors. You should remove the fort and entrench one of the militia factors. The artillery unit will have to be escorted or destroyed during the withdrawal.

A primary consideration is maintaining a retreat route for the main American force in Albany. Since New York is occupied by the British the most promising avenue of withdrawal is towards Ft. Stanwix. There is an Indian threat to the rear. Additionally, the Tories in Wyoming could reach Ft. Stanwix in two turns. (For those of you unfamiliar with the game, Wyoming is a strategic town in Pennsylvania.) The Ft. Stanwix garrison should be beefed up a little by adding a factor of regulars. A militia factor should be moved into position on DD34 or DD35 for possible delay next turn. The main force should be able to retire to Ft. Stanwix safely if forced out of Albany.

Meanwhile the American player should be concentrating on building up reserves of men and supplies further south. This situation shows some small forces gathering in Philadelphia, Baltimore and Alexandria. These troops should build up to a fairly sizable force, maybe 10 to 12 factors, and then move north. They should be careful to avoid premature combat with a major British force. While these forces and others further south are building up, they can act as a deterrent to minor British incursions along the coast. These forces should be careful not to get pounced on by a large Tory force. The force at Baltimore would be vulnerable to an attack by the Tories in Wyoming if they move north by themselves. They should wait for the Alexandria force or move to Philadelphia and entrench with the troops already there. There is another, almost hidden, British threat. The British troops in New York can load onto transports, sail to Wilmington, disembark there, and move to Philadelphia. This is

just another example of the British naval capability. In this case a good move would be to combine the southern reserves and move them to OO30. There they will be relatively safe from attack and will be in a position to move towards Philadelphia or Wyoming.

The forces back in Albany (after withdrawing) will provide a good example of infiltration. Let us assume that the British main force moves to Albany on their September turn. If they attack the battle will likely be either an American victory or indecisive. The Americans can move 8 on their turn and thus escape this main British force. They could "infiltrate" back into New England via Springfield or Brattleboro. These forces could force the British to divert troops from the Middle States and possibly reopen New England. A better British move would be to FFF38. This would deter an American infiltration attempt while maintaining a threat to Albany and Ft. Stanwix.

Let us now consider the situation as if it were the American August, 1776 turn. The strategy employed will necessarily differ from that of September. The British will have a turn to react to your moves before the interphase. Your strategy should be to get into good position for the turn prior to the interphase. A good position would be in between two strategic towns and out of range of the British. Thus, the British are forced to defend both towns on his following turn. You could move the force at Ticonderoga at bateau up to QQQ37. Next turn they will be in position to attack either Montreal or Quebec. You could attempt to infiltrate a force this turn hoping to be able to grab a strategic town before the interphase.

A December turn entails some additional considerations. These are the winter restrictions and Continental Army winter reduction. The most significant effect of the winter restrictions is "winter lag". The Americans can virtually do what they wish in December without worrying about the British response. There will be no significant British threat in the Middle States until spring. The Americans should be using the winter lull to build up their forces further south.

Winter reduction presents a problem for the Americans in this situation. They are faced with having to lose 75% of their regulars in New England and 50% in the Middle States. Let us assume that the two southern areas are free of British controls. Reopening New England will reduce the American reduction rate there to 50%. However if they try to reopen New England and fail, their losses will be high. The following example shows a way of minimizing your reduction losses. Move your regulars in Philadelphia into Maryland and the Baltimore force. Leave a single regular factor in New England. The rest of the American army will stay in the Middle States. Your losses will be as follows:

New England—0 factors out of 1
Middle States—6 factors out of 13
South Central—1 factor out of 7
Total—7 factors out of 21

Losses are always rounded down. These losses can be replaced with the winter troop allocation. The Colonial army would probably increase in size if New England is reopened.

INFILTRATION

American infiltration can be profitably executed on either a small or a large scale. A few strength points can often slip by the British. Such forces can threaten the British rear and tie down British troops without weakening the main American force. Infiltration of a major force, as suggested in the preceding situation, can be very effective. This tactic does entail a significant risk.



Consider the above situation. The British control New England and Canada and are in the process of consolidating the Middle States. There are no significant American forces north of Philadelphia. If the Americans sit back and wait for the British to consolidate the northern half of the board and advance into Maryland, the game will be lost. The American army near Philadelphia decides to move north and attempt infiltration. The strategy is to get an army loose in the British rear. This army might be able to reopen some strategic towns and upset the British strategic plans. While this action is occurring the small American force further west should be able to infiltrate northward through the mountains. Additional American forces should be assembling in Virginia and Maryland.

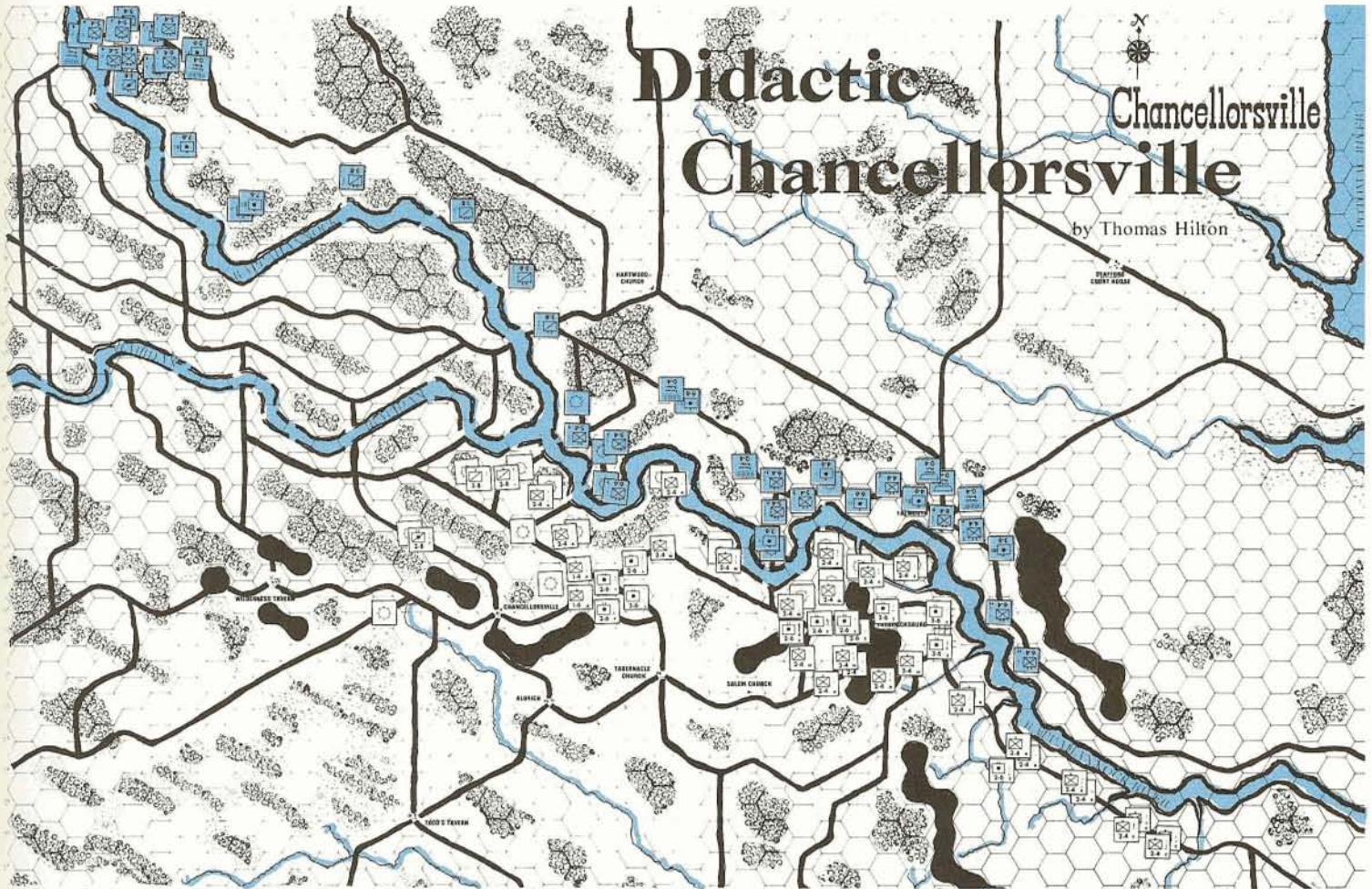
The main American force should move north to TT34. The British player needs to counter this threatening move and will likely attack at 1-1 odds. Obviously, the American move is risky but when you have got your back up against the wall you have got to take a chance. The Americans do have one thing going for them. A brief, indecisive battle will work to their advantage. They will be able to move 8 next turn and successfully infiltrate. The British player knows this and may be anticipating a Withdrawal attempt. The Americans might be able to obtain an edge using the Tactical Matrix and possibly win the battle. In any case, the Americans stand a fairly good chance of getting a favorable result from this engagement.

A likely British defense to American infiltration is the tactic of mutually supporting forces. Basically, this means that two forces are within one turn of each other. Any infiltrating force can be attacked by both stacks. Going around such a defense can be difficult and time consuming. A loose anti-infiltration defense can be accomplished by having the forces two turns apart. One force or the other can reach all of the hexes in between. This will probably prevent infiltration of small forces. The mutual support tactic should be used by the British during offensives. Mutually supporting forces allow for much more effective area sweeps.

GAME STRATEGIES

Most of the grand strategy in 1776 is dictated by the British player. The British are on the strategic offensive and maintain the initiative for the first several years. Superior forces and naval mobility will allow the British to decide when and where to drive. American strategy primarily becomes one of reacting to the British offensives. This is not to say that the Americans should sit back and passively contain the British. They should vigorously pursue means of disrupting British strategy and seek opportunities to seize the initiative. The following paragraphs will take a look at some typical British strategies and American reaction to them.

A conventional British strategy is to amass all available forces during the first year to take and hold New England. This strategy will probably entail the occupation of New York and possibly Ticonderoga. The British may also try to grab a port further south such as Norfolk or Charleston. A drive into the Middle States will be planned for 1777. American reaction should be to contest New England, particularly Norwich, for as long as possible. Be careful to avoid a decisive battle there or your army might look like Panzer Lehr after St. Lo. Vigorously fight British incursions into the Middle States except for New York. Retreat when confronted with a greatly superior British force. Try to maintain some forces and threats in the British



The above set-up constitutes the author's version of the "best" Confederate initial placement and the Union reaction to it. Note the high concentration of Union forces to the extreme north where they will take

advantage of their surprise night moves to cross the Rappahannock and the Rapidan without opposition.

In at least two of Lee's major battles he proved himself not so much a good general as a fortuitous judge of human nature. Less than a year before Chancellorsville at Antietam Lee let himself be caught with his back against the Potomac and thoroughly outnumbered by the Army of the Potomac. Since Lee has come to be regarded a military giant we must presume he knew that the pusillanimous Federal commander, McClellan, would never attack in strength nor in a coordinated manner. He was right, or lucky.

In the spring of 1863 The Army of Northern Virginia's leader concocted another precarious situation. By 2 May, Lee's Army was spread over ten miles and in three sections. The Union forces were now under the control of "Fighting Joe" Hooker, however. From past performances it might have been presumed that he would have attacked and destroyed the Confederates in detail. But Jackson walked around the Federal right flank and smashed their rear. Hooker became paralyzed and the Army of the Potomac retreated. The battle of Chancellorsville was finished. Lee was less lucky at Gettysburg, just two months later.

Avalon Hill's *Chancellorsville* is a wide-open game. The Federals can validly attack anywhere along the Rapidan and Rappahannock, and the Confederates must maneuver to thwart it. Hackneyed situations prevalent in some simulations should not occur in *Chancellorsville*. And despite Union preponderance in combat factors, the victory conditions combined with the optional rules make it quite balanced.

The Confederate should be aware of his assets and liabilities. His opponent, of course, must also

know them. He is outnumbered and forced to defend a relatively large area. The Federals can cross the rivers by boat and ford, and are capable of night movement at the start of the conflict outflanking the rebels all along the Rapidan. In other words, he is at a considerable strategic disadvantage.

On the other hand, the North has great problems. Crossing the rivers are not all that easy, especially east of the Falmouth area, inclusive. The South possesses a considerable number of fortifications which can be used with terrain that is propitious for the defense. The victory conditions, command control rule, and inverted counter rule, add to the Union's troubles.

Perhaps most significant is the fact that the Confederates are thoroughly superior tactically. Armies should always seek to maximize their advantages while minimizing the problems. So the South would be foolish to construct a linear defense and slug it out with the enemy all along the line. Superior Union numbers would be decisive. But they are able to get a maximum of only fourteen factors per hex, the South can manage twenty-two. A fighting withdrawal therefore is usually advised while local counter-attacks attempt to disrupt the offensive and destroy over-extended Federal units.

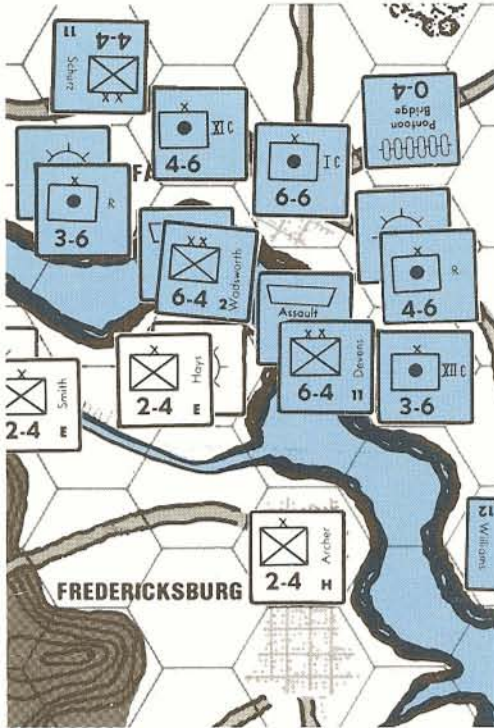
In the actual Chancellorsville campaign, Union artillery, which had been divided into Corps by Hooker, often failed to concentrate and mass against the Confederate line. Making the same error in AH's game will result in, most noticeably, great difficulty in crossing rivers defended by any Confederate units. Since the rebels are tactically superior, one way to defeat them is to spread out

over a large area and *make use of superior number of units*. Rapid concentration of artillery then is vital to achieve breakthroughs against the South which is probably on doubling terrain. Not doing so will seriously effect Union combat strength. This then is an example of an attempt to concentrate strength against weakness.

It is indubious that both sides need to thoroughly *evaluate* each other to be able to take advantage. All differences should be exploited. The player who fails to exercise his acumen is predestined for defeat. An example would be a Union player who attacks on a six or seven hex front. The Federal superiority of numbers is not being used to *stretch* the South to a breaking point. Such would also be *inefficient*; wasting resources (time, troops, etc.). In *Chancellorsville*, as in all wargames, one must *take advantage of what you have*, and more importantly, *what your enemy doesn't have*.

When evaluating a simulation consider *combat*, *terrain*, and *movement*. Incessantly, these concepts blend together. You can't move except through terrain, you can't have combat unless you moved, and you can't fight except on terrain.

As for combat, odds worse than 3-1 should be avoided except in regards to artillery fire. When attacking doubling terrain (rivers, forts, hills, or streams) 3-1 odds may be impossible to obtain often. Therefore massed artillery is advised. For example, GG34 could only be attacked by two divisions via assault boats, some six factors. But that same hex is in range of ten artillery units. Ideally, a hex can be attacked by units on six adjacent hexes, or *additionally twelve* hexes in range of artillery.



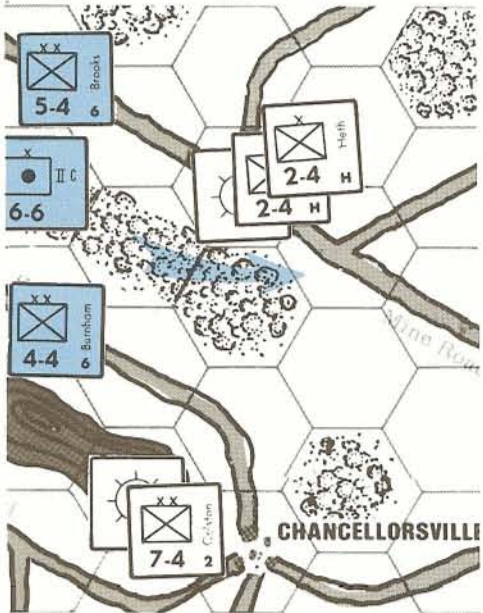
forts on Q27 occupied by Colston, and R25 occupied by Heth and Pender would not only be unsuitable for infiltration but *inefficient*, there is no reason for a fort on already doubled terrain. Union artillery on P24 could move right past those positions.

The rivers present the North with the possibility of the always valuable rear attacks, having landed behind the enemy. But as previously mentioned, it is extremely difficult to assault a position without artillery support. And it goes without saying that pontoon bridges should be placed as quickly as possible. One might however, when moving across rivers (or on roads) fail to watch for traffic-jams resulting from not moving units so as to avoid stacking violations. The old maxim, "L'audace, et encore l'audace, toujours l'audace" must be recalled. And you cannot have speed if a corps or two is blocked on a road or trying to cross a pontoon bridge.

The Optional Rules create peculiar problems. Command Control requires units to stay close to their headquarters units, which must be protected from destruction. This rule creates problems for the use of artillery, especially for the Federals. Suffice it to say when artillery is massed, and it should be, such units have to be well protected or near the Army commander unit. The Unit Function rule makes things all the more difficult for artillery not attacking in the artillery phase. Concentration of artillery is all the more useful. The other rules are "nuisance rules" reflecting historical situations.

To better illustrate important concepts a hypothetical game has been prepared.

Terrain directly affects combat. It goes without saying that in defense doubling terrain is advised. More significantly is how it affects combat *indirectly*. The roads may be the key to the game. If an enemy is able to move quickly he can concentrate and smash weak points. Both sides must guard the roads, especially the defending rebels, and the easiest way to do this is to hold the junctions. An ideal position would be Q27.



Beginning any game of *Chancellorsville*, the Confederate player sets up his defense. The Union is capable of attacking not just across Rapidan but entirely across the eastern Rappahannock. The first two night turns means that the North can have half his army south of the Rappahannock along the Bowling Green road before the enemy can react if that area has been left unguarded. It must not be.

Continuing to study the mapboard the Confederate realizes that the central area of the Rappahannock must be garrisoned especially in the vicinity of the fords. This will prevent Union movement south of the river during night movement (as it would violate rules moving adjacent to enemy units). And since the Rapidan cannot be held as a result of initial placement restrictions the area around Chancellorsville must be bolstered with forts. Finally, the Southern army has to be brigaded to sufficiently cover all avenues of approach.

The North sees that the enemy has covered the Rappahannock from Bowling Green road to Scott's Dam ford and has considerable reserves placed on the roads for rapid movement. A frontal assault is conceivable assisted by a "Grand Battery" of massed artillery. It may prove costly in that the Confederate can easily use his lateral communications to concentrate against it.

A landing east of Deep Run is difficult in that it would have to rely solely on assault boats and confronts good defensive terrain just east of Telegraph Road. It also leaves the enemy with the whole southwestern area to retreat to and threaten to march north of the Rappahannock and garner extra victory points. And as with the frontal assault, the destruction of sufficient enemy units to meet the victory conditions may be difficult.

The flanking maneuver across the Rapidan is probably best in that it takes advantage of the two free night moves for the Union, may drive the enemy against the Rappahannock as it heads southeast along Bowling Green road, and is also historic. Half the army will go around Lee's left flank while remaining units attempt to attack around the Fredericksburg region.

The woods are subtly a decisive factor in *Chancellorsville*. The units on Q27 would hold two roads and a key junction. But the Mine Road is still open. A fort on R25 would *not* suffice. Zones of Control do *not* extend into woods. *Enemy units can be infiltrated* through the woods. The fort would have to be on Q25. This concept is one of the most important in *Chancellorsville*. Unless woods are guarded defense positions can be rendered useless, cut-off, and retreat routes eliminated. Example:

1776.....Continued from Page 10

rear and Canada if at all possible. Keep building up new forces in the Middle States and the southern areas. The situation will get very tense in the Middle States during 1777 but good play will win for the Americans.

Another interesting British plan is the Southern strategy. This involves the British transferring his major army to the Deep South early in the game. The British hope to quickly overrun the Deep South and possibly the South Central area before the American forces can react. This plan is a gambit in that it allows more American troops but conquers more territory during the first year. Both major British plans involve attacking at an end of the board first. There will usually be a sharp battle in Virginia as the advancing British meet the Americans coming from the north. The British will attempt to consolidate the southern half of the board in 1776 and drive northward during 1777. The American player should remain cool when faced with this blitz. Large American forces should be dispatched southward as soon as this plan is discovered. The Americans should be able to hotly contest the South Central area. Charleston should be held as long as possible. You should be able to threaten any moderate British force advancing from Canada or landing at a northern port. Protect the Alexandria-Baltimore-Philadelphia region as the British might attempt to pincer off the southern areas with a naval landing. Attempt to infiltrate a large force into the south at the earliest opportunity. Your overall chances against this strategy are a little better than the New England plan.

Other British strategies involve taking one of the two middle areas and cutting the colonies in half. The idea is to capture one area and get the other by default. A repeat of the Hudson Valley Campaign might even be seen. Generally, the middle areas are more difficult to take in 1776. The American forces should contest these areas, particularly inland towns such as Ft. Stanwix and Charlottesville. The Americans should maintain strong forces on both flanks of the British advance. If you can contain the British player to only one weakly controlled area, he will be in a precarious position starting 1777. These middle area strategies are risky but do have possibilities if the Americans are caught napping.

SUMMARY

I have attempted to present a strong case for the American side. The Americans have a lot of advantages in the game, many of which are not too apparent. New players to the game are likely to find that the British win easily. This is not due so much to imbalance as it is to lack of experience. Successful American play requires much finesse which takes longer to develop. Actually, the trend in many wargames is for the advantage to shift as the players become more experienced. I even remember when the Germans "couldn't lose" in *Stalingrad*. 1776 is a new and different type of game. It is not one that can be easily stereotyped. Players will have to approach this game open minded and not try to play it with other games in mind.

All of this is not meant to imply that the British are at a big disadvantage in 1776. Actually I believe that the Campaign Game is just about even with the Americans holding a slight edge. The British have their own advantages, such as seapower, that can be most effective when properly used. Often, victory goes to the player that can make the opponent play his game. In any event, the 1776 Campaign Game should be a very competitive and enjoyable contest between two skilled players.



1981

A SOVIET IMAGE OF FUTURE WAR

by Michael W. McGuire



"1981. Across the plains of central Germany squadrons of American MBTs and West German Leopards maneuver against advancing formations of aging East German T-62 tanks. To the north the infantry clashes beneath the pall of a cloud of atomic debris from a destroyed American airbase. Overhead the airmobile choppers race back and forth across the battlefield, while the little Northrop F-17 interceptors vainly attempt to engage the ponderous MIG-25 Foxbat reconnaissance flights headed westward . . ."

Fiction. It may only be a scenario today, but what about six years from now? World War Two bore a faint but perceptible resemblance to its First World War predecessor. Will World War Three, if it occurs, bear any similarity to the last war, or will the nuclear age create its own unique history, strategies and tactics?

In the war establishments of the United States and the Soviet Union the military experts are pondering every conceivable facet of the next war. Their thoughts, dreams, hopes and fears are committed to paper in an endless stream of studies, analyses and reports. Occasionally the general public is given a brief glimpse of this type of work done in the portion of the political world we euphemistically call the 'West' (e.g. the books of Herman Kahn, the staff papers of the Rand Corporation, etc.). But rare indeed is any opportunity for us to read the thinking of the so-called 'Communist' world in these matters.

One such rare opportunity recently occurred with the publication of an English translation of a 1970 Russian military text ominously titled — *THE OFFENSIVE*. The author, Colonel A.A. Sidorenko (Doctor of Military Science and faculty member of the elite Frunze Military Academy) of the Red Army, is likely to be a leading force in the development of Soviet military science and strategy throughout the 1970s and 1980s. Beneath the rhetoric and propaganda, his words convey a message with an unmistakable meaning.

THE OFFENSIVE

Colonel Sidorenko forecasts a future battlefield environment disturbingly similar to the nightmarish scenarios that so obsessed our own generals during the 1950s. The hallmark of such a battlefield would be massive fronts thousands of miles long and hundreds of miles deep, filled with continuous and never-ending offensives carried out by wave after wave of armored and mechanized troops. The combatants would become locked in a mortal struggle that could only end when one survivor remained.

Sidorenko offers details about the equipment and tactics that will be necessary to conduct this apocalyptic style of war. The mobility of ground forces will be essential; constantly improved

models of tanks and armored personnel carriers (APC) will be required to transport not only the shock troops, but all forces engaged in the offensive. Events will unfold far too quickly for a combatant to depend upon foot-power to propel units into battle. Airmobile formations, sustained by transport and close-support helicopters, will fully add another dimension to both offensive and defensive deployments. As in no previous war, the precision coordination between the various combat arms (i.e. infantry, armor, artillery, supply, air support, nuclear weapons, etc.) will be a crucial concern of commanders who are forced to make critical decisions at an ever-increasing frequency.

The leadership capabilities of sub-commanders will take on a new importance as the war of the future unfolds. As each day passes the massive fronts will fragment into a series of individual and often isolated engagements between divisions, corps and armies. Formations must be equipped and trained to conduct operations on an independent basis. The efficiency of local command and control (C&C) networks, and the effectiveness of unit commanders will largely determine the fate of each combat command.

Unquestionably, the most important characteristic of the future battlefield will be the employment of tactical nuclear artillery and missiles. Colonel Sidorenko believes that the 'nuke' will become an almost common weapon. Nuclear warheads will be used as a substitute for traditional high-explosive artillery to soften up defenses prior to an attack, to destroy enemy supply depots and other rear area facilities, to eliminate enemy nuclear weapon launchers and warheads, to block avenues of advance and retreat, and to even create long-term zones of contamination and devastation. Today nuclear weapons can be delivered onto the battlefield by conventional tube artillery and mortars, by mobile rockets, and by aircraft. It is quite possible that they will be delivered by tank guns, helicopters and even hand-held launchers in the next few years. The availability of nuclear firepower may lead to the pervasive and wide-ranging use of these devices in a future war.

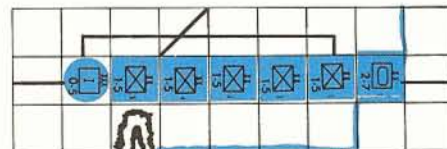
Because of the hideous threat posed by nuclear weapons on the battlefield, Colonel Sidorenko strongly stresses the need for comprehensive training of all troops in the nature of atomic warfare. Troops should be provided with the very latest in personal protection equipment, and their vehicles and structures should be designed to act as effective shelters from atomic flash, shock wave and radioactivity effects. Training exercises and maneuvers must educate personnel on how to avoid contaminated areas, and how to cross them quickly and safely when necessary. Nuclear war indoctrination should ultimately be geared to

insuring that troops survive all but a direct hit from nuclear weapons, and that military duties and combat can be continued without a decrease in effectiveness or morale.

Naturally, a future nuclear war will include a variety of new strategies and tactics. Some of the more important tactics described by Colonel Sidorenko in his book are depicted in the accompanying illustrations utilizing the *Tactics II* board and unit counters.

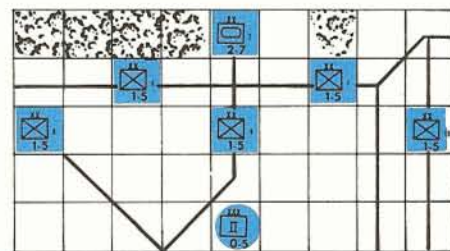
Movement into the Battlefield

Even something as relatively simple as movement into the Forward Edge of the Battle Area (FEBA) will become significantly more critical in a nuclear war environment. Map #1 shows an Army Corps in basic March formation. This formation allows for the most rapid movement of men and material (particularly along roads), but it has the disadvantage of exposing the units to the possibility of a nuclear strike. A single Army or Army Group-level nuclear weapon in *Tactics II* could assure the destruction of two divisions in the March formation. Consequently, the formation should only be employed when the units are moving outside the range of the bulk of the enemy nuclear weapon launchers.



Map 1
MARCH FORMATION:
An Army Corps moving in normal formation outside the range of enemy nuclear weapons.

Map #2 reflects the deployment of another Army Corps in Approach March formation. This formation markedly restricts the speed of movement, but it offers maximum protection against nuclear attack, while maintaining a cohesive and effective deployment. Under no circumstances can any *Tactics II* nuclear weapon destroy more than

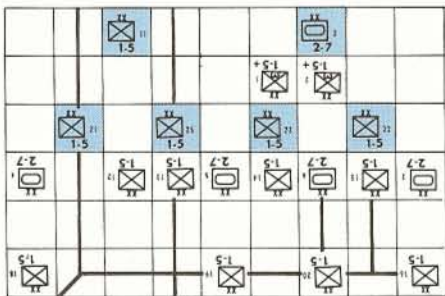


Map 2
APPROACH MARCH FORMATION:
An Army Corps moving into the range of enemy nuclear weapons.

one division in this Corps. This formation would thus be utilized as the units entered the range of enemy nuclear weapons. Care would be taken as the front lines are approached to insure that a proper interval is maintained between divisions until just prior to the launching of the assault.

The Assault Phase

Once the attacking formations have moved into the FEBA they are quickly positioned to launch their assault. The Principles of War dictate that a successful attack is achieved through the massing of numerically superior forces against the enemy at the critical point. Map #3 is an example of an attack on a Blue Army Corps by a reinforced Red Army. Two armored and a single infantry division would conduct the pivotal breakthrough attack against the Blue infantry division holding the road. On either side of this attack, individual Red infantry divisions are attempting to engage and tie-down the defending Blue infantry. Farther to the flanks, armored divisions stand ready to take up the pursuit once the Blue lines are broken. Four additional Red infantry divisions are held in reserve to exploit any breakthrough achieved. In the rear of the Blue formation two Red paratroop (or airmobile) divisions would be dropped in order to seal off Blue's front lines from their reinforcements, and to launch limited attacks against the Blue armor reserve (The results of the Yom Kippur War indicated that properly trained troops equipped with the Soviet Sagger and RPG-7 anti-tank rockets can hold their own against tanks). At the discretion of the Red Army commander, low-yield (kiloton-range) nuclear strikes might also be made against the Blue reserve forces. However, the commander must never forget that nuclear strikes in the enemy rear will create contaminated zones which will have to be dealt with by attacking troops as they advance. Nuclear weapons should only be employed when they are essential to a successful assault.

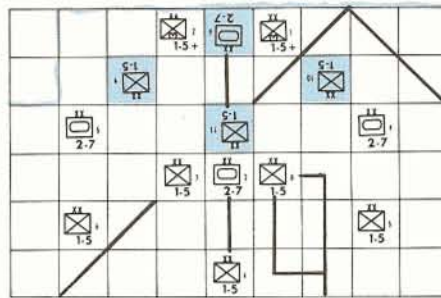


Map 3 THE ASSAULT PHASE:
A reinforced Army attacks a defending Army Corps.

Timing is critical for the Red commander at this particular moment in the battle because he has massed his forces to achieve local numerical superiority. As a result, the Red formation has become extremely vulnerable to a possible nuclear counter-strike by Blue. The Red commander can avoid this fate by achieving a rapid breakthrough so that he can disperse his forces for the pursuit, or he can attempt to engage the Blue forces so closely with the bulk of his units that the enemy commander cannot launch effective nuclear strikes without killing his own men.

The Pursuit Phase

All breakthroughs achieved must be fully exploited. Colonel Sidorenko recommends that the attacking forces along the main axis of assault keep the enemy engaged so as to prevent any wide-ranging withdrawal to more favorable defensive positions. At the same time, armored and

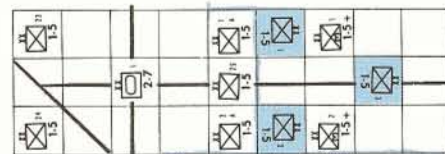


Map 4 THE PURSUIT PHASE:
A strong attack along the main axis holds the enemy while mechanized troops pursue along the flanks.

mechanized forces on the flanks can race forward to seal off avenues of retreat with a variety of pincer actions, and airmobile units can be landed to secure footholds in the enemy rear. Map #4 is a typical pursuit situation. While heavy forces attack along the main axis, paratroops once again drop into the rear to engage the enemy armor. As necessary, the Red commander could launch limited nuclear strikes against the Blue armor reserve and other fleeing units. In pursuit, fewer attacking units are massed and exposed to effective nuclear counter-strikes. Attacking forces on the main axis could maintain security by establishing the closest possible contact with enemy units.

Special Attack Situations — The River Crossing

On a fast moving and rapidly evolving battlefield it is vital that troops be prepared to breach natural obstacles, such as rivers, as quickly as possible. If they do not, they could be delayed on the bank, and become a ripe target for an enemy nuclear strike. Map #5 depicts a river crossing undertaken against opposition. A coordinated assault by amphibious troops and paratroops would be designed to dislodge the enemy and allow time to secure a bridgehead on the far bank of the river. Once this crossing has been established the armor and infantry may move up and continue the advance and pursuit. Because any delay could prove so very costly, the Red commander would likely employ limited nuclear strikes to suppress enemy reserves and enemy counter-batteries.



Map 5 SPECIAL ATTACK SITUATION — The River Crossing:
Joint amphibious-paratroop assault to dislodge enemy infantry from river bank.

The Yom Kippur War of 1973 vividly demonstrated how much destruction our modern high technology non-nuclear war can achieve. In any future nuclear engagement casualties will be extremely high among both personnel and equipment. Entire divisions may disappear in a brief violent radioactive flash; the horrors of World War One carnage may seem incredibly tame by comparison. Commanders and decision makers must adjust to this new stark reality; tactics and strategies must be reviewed, modified, and even created. The battlefield of the future will be a place for technicians and sophisticated hardware. Gone will be the gentleman soldier's chivalry of the past, and so too perhaps even the

heroics of individual men. Battles may be determined primarily by whether an attacker can achieve his objective before he is inevitably incinerated. If that war of 1981 comes to pass, we might be inclined to echo the words of Francois Conrobert during the charge of the Light Brigade at Balaklava — "It is magnificent, but it is not war."

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BLITZKRIEG RULES

We are now taking orders for the revised second edition rules for *Blitzkrieg*. More than just a clarification and correction of old rules, the new rulebook makes an entirely new game out of this old favorite. Gone are the unrealistic and loophole-ridden air rules of the past. *Blitzkrieg* now boasts the most realistic set of air-to-ground combat rules in existence. No more static "Sitzkriegs" in the middle of the board—the blitz is really put back into *Blitzkrieg* under the new rules making he who hesitates truly lost. Renowned game player Dave Roberts used all his expertise and skill over the past year to perfect the rules for this old favorite and update it to today's high standards in game design.

Here's just a sampling of what the new rules offer:

- * A Basic Game every bit as challenging and playable as the old classics
- * Realistic stacking rules which really put the Blitz back in the Krieg
- * Two square range for Breakthrough artillery and special Barrage tables
- * Armor impervious to infantry ZOC
- * 15 turn game limit which ends the all night marathons
- * Strategic Movement
- * Greatly simplified and improved supply system
- * Hidden Movement Option
- * Best air combat system ever
- * Strategic bombing of crucial industries
- * Naval Ascendancy rules
- * Ambiguity free! (we hope)

We cannot recommend this official rules revision too highly. All current owners of the game owe it to themselves to update their sets and get some real enjoyment out of *Blitzkrieg*. You can update your game by ordering just the rules although we suggest you also order the new CRT card.

2nd Edition Rules of Play 1.25
Revised CRT card25

*Plus the usual shipping charges.

Battle for Berlin

A World War II Fantasy:
Allies vs. Russians in Europe, 1945
by Roy Easton

By the waning days of World War II, the Allies and the Soviets were learning that they really weren't such good friends after all. Churchill realized this simple fact earlier than most and constantly pushed for increased Allied influence to counteract the Russians in Eastern Europe. The Soviet desire to conquer the world became apparent to all after the war but there were no direct military confrontations between the Allies and the Soviets.

Things could have been quite different, however. Patton was all set to drive on Vienna and Montgomery was preparing to capture Berlin when they were halted by Eisenhower's express orders since these were "political" and not "military" objectives. Had these orders not been issued, there would have been a race between the Allies and the Soviets for the occupation of these cities.

This variant uses *Panzerblitz* and *Panzer Leader* boards and counters to simulate clashes between Allied and Soviet units attempting to reach the axis capitals. The *Panzer Leader* rules are used with the following modifications.

1. **STACKING**—Four Allied units may stack in a hex; three Soviet units may stack in a hex except for Soviet infantry units which can stack with only one other unit.
2. **INDIRECT FIRE**—No Soviet unit may use indirect fire; all Allied M and (H) units may use indirect fire.
3. **RANGE**—Soviet infantry units have a range of 2*.

NOTES

The Allied player soon learns that his tanks are inferior to the Soviet heavy tanks and that he has nothing to match the SU-152's. In fact, it usually becomes necessary to use the SPA's as assault guns and the premature loss of these units will often cost the Allies the game. The Allied anti-tank guns are longer-ranged than the Russian ones and this is a definite advantage on defense; on the other hand, the British infantry is noticeably inferior to that of the Soviets. The Soviet SMG units are excellent for close assaulting and the Allies have nothing to equal these units. These are very mobile scenarios and the victor must be very good at both attack and defense.



★★★★★

A.H. Philosophy *Continued from Page 2*

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This marked the second straight issue in which the lead article failed to take top honors. It also marked the best performances ever by a Series Replay and Design Analysis column—perhaps an indication that we're finding our niche with these regular features at last.



Situation #21

Austria: May, 1945

Available Units:

U.S.

4 I 10	2 I 10	14 A 10	16 A 10	3 M 12	15 A 20
10	10	10	9	9	3
x6	x8	x2			
3 I 10	2 C 10	2 C 10	40 U 32	0 C 0	
10	1	3	7	8	1
	x7	x3	x2		

Soviet:

15 A 8	16 A 8	18 A 8	40 H 10	24 M 20	12 A 5
10	10	12	16	2	2
6	2	2	2		
2 M 12	6 I 5	8 I 1	3 I 2	0 C 0	
3	1	1	8	1	1
2	2	2		4	

Notes:

Use M4/75 counters with M4/76 values.

Boards:

Two *Panzerblitz* boards and one *Panzer Leader* board are used in this scenario.

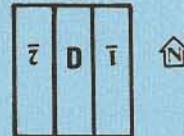
Soviet Player enters first on hex I-Q-1.
U.S. Player enters second on hex 2-Q-10.

Victory Conditions:

Each side receives 10 points for each hex of Nece, Artain, and Merden occupied by its units (which may be disrupted) at the end of the game. A hex is considered occupied by one side when that side has units in the hex or its units were the last to pass through the hex. In addition, each side receives points for eliminating enemy units:

The Soviet player receives 5 points for each U.S. tank, tank-destroyer, or M-7 unit eliminated and 10 points for each U.S. infantry unit eliminated.

Map Configuration



Game length: 10 turns

A task force from Combat Command A of the 11th Armored Division of the U.S. Third Army clashes with the 213th Guards Tank Brigade (reinforced) on the way to Vienna.

The U.S. player receives 7 points for each Soviet armored unit eliminated and 15 points for each Soviet infantry unit eliminated.

Victory Levels:

- Marginal victory—Have more points than your opponent
- Tactical victory—Have more points than your opponent and occupy every hex in 2 of the 3 towns.
- Decisive victory—Occupy every hex in all 3 towns.

Situation #22

Germany: May, 1945

Available Units:

British

10 A 8	9 A 8	3 A 5	35 U 35	9 A 5	2 C 10
8	8	7	7	2	10
x8	x4	x3	x3	x3	x9
2 I 2	16 A 10	0 C 0	3 M 8	3 I 2	
6	1	1	3	1	1
x9	x2	x6		x2	

Soviet

12 A 6	15 A 8	40 H 10	0 C 0	12 A 5
9	10	16	1	2
6	6	2	6	3
2 M 12	24 M 20	5 I 4	8 I 1	3 I 2
3	2	1	8	1
2		2	2	

Notes:

Use 76mm AT gun counters with 17 pdr values

Boards:

Two *Panzer Leader* boards and one *Panzerblitz* board are used.

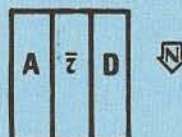
Soviet player enters first on hex D-A-8
British player enters second on hex A-Q-1

Victory Conditions:

British win a decisive victory if there are no undisrupted Soviet units in Caverge, Grancelles, Kuhn, Bednost, and Nece at the end of the game. They win a tactical victory if there are no undisrupted Soviet units in any 4 of these cities at the end of the game. The Soviets win a decisive victory if there are no undisrupted British units in

British armored units of the Guards Armored Division run into units of the Soviet 17th Tank Corps as both sides attempt to secure a vital road to Berlin.

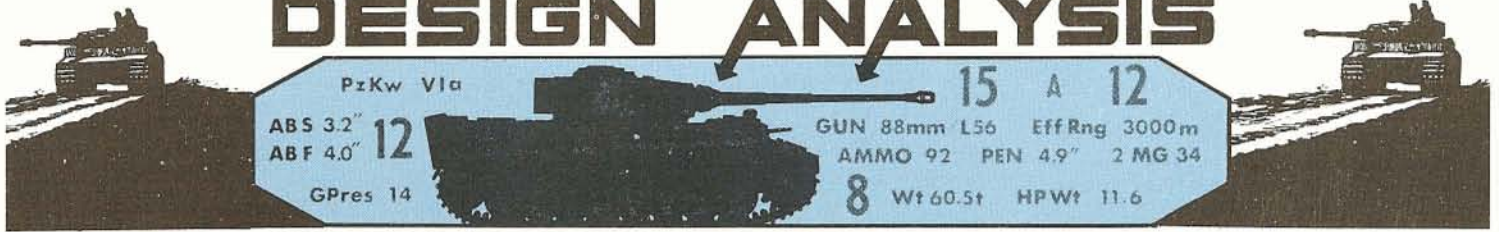
Map Configuration



Game Length: 10 turns

Bednost, Kuhn, and the five Grancelles hexes north of the river at the end of the game. They win a tactical victory if there are no undisrupted British units within one hex of the north-south road on board 2 at the end of the game. Any other result is a draw.

DESIGN ANALYSIS



WHAT YOU ALWAYS NEEDED TO KNOW ABOUT PANZER LEADER (But Thought You Already Knew From Playing PanzerBlitz)

by Randall C. Reed

Now that the dust has settled a bit, a few observations may be appreciated in regards to some *PANZER LEADER* peculiarities. Observers may have noticed in the game's design credits that I am listed under 'Rules Development and Expansion' and not under 'Research and Design'. This is as it should be since I neither 'researched' or 'designed' it. Rather, I picked up all the loose pieces, re-ordered, revised, and re-vamped the rules, and made it look pretty. In short, I'm the guy who tried to give gamers the kind of game they wanted after everyone else had finished 'improving' it. With that bit of background, the following comments are offered:

The strange lineage of *PANZER LEADER* (nee *PANZERBLITZ*) makes it difficult to classify. Do we nominate it for 'Rookie-of-the-Year' or 'Comeback-Player-of-the-Year'? Obviously, the game was derived from *PANZERBLITZ*. But that derivation was an attempt to preserve the familiar, venerated aspects of *PB* while updating and correcting a five-year old title. Too much 're-design' would yield a new and untried product, thus losing the advantage of the *PB* experience. Too little rework would smack of 're-hash' without improving upon the basic idea. A fine balance was required. The end product, however, was two different games, *PB* and *PL*, that stood by themselves.

There have been many people writing to us pleading for permission to use *PANZER LEADER* rules with their *PANZERBLITZ* games, asking whether this or that *PL* rule could be applied to *PB*, whether *PL* rules supercede, blanket-fashion, *PB* rules, etc., etc., etc. Sometimes I could quietly scream . . . Once and for all, *PB* and *PL* are two different games. The games have their own rules and stand or fall by those rules. What a gamer cares to do between the two sets of rules in the privacy of his own home is his business. A word of caution: Simply because a rule is changed in *PL* does not mean that it was wrong in *PB*. The two games cover two different conflicts, locales, and adversaries.

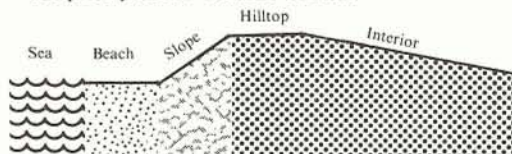
When designing a game, the physical components are developed in the order of their complexity. Thus unit counters, the most complex components, enter the production pipeline first to be ready when the easiest components (generally charts and rulebooks) are completed. Unfortunately, many small kinks are constantly being worked out of a game throughout its development. This means that changes in one element are sometimes not coordinated with other parts. Thus, there is a small list of 'discrepancies' which must be resolved between units listed in the situation cards and the actual number available:

- SIT# 13: One German 37mm, instead of two.
SIT# 14: Ditto.
SIT# 15: 1. Ditto.
2. 276 VG-Change 4 trucks and one wagon to one truck and four wagons.

- SIT# 18: Six German trucks instead of seven.
SIT# 20: Two German halftracks, instead of three.

Also, please note that there is an error in the Examples of Play section. The Hetzer in the Direct Fire illustration is NOT doubled in its present location.

We have received a significant number of queries regarding LOS/LOF determination on board B. Most concern direct fire from sea or beach hexes into the interior hexes. Realize one thing: Board B consists of special coastal terrain representing sheer cliffs, coastal bluffs, and a shallow river 'valley'. Try to visualize what this hunk of coastline would look like in real life. Project the mapboard symbols into three-dimensional topography. Realize that one could be standing on a beach hex near the small river looking towards the little valley and see directly into areas of the mapboard that would be blocked by slope hexes one or two hexes down the beach from that point. Realize that the little valley gradually flattens out, as one moves inland, to 'merge' with the terrain behind the coastal slope hexes. Yet, because the elevation differences are so small and so gradual, there are no hex side symbols to block the LOS. Realize that whether interior hexes of adjacent mapboards are higher than beach hexes on board B (and thus halve DF) is inconsequential; if the LOS does not cross a brown/orange hex side, elevation is assumed to be the same. That is the price paid for 'realistic' terrain.



Q & A: The following is a list of most-frequently asked questions. Changes, corrections, and/or additions to the existing rules are indicated by a dot.

MOVEMENT:

Q: May infantry units, using Quick-Time Speed or road movement, use CAT in the same player segment?

A: Yes, in both cases.

Q: When blocks are placed on beach hexes, do they preclude or delay amphibious landings on that hex?

A: No. Vehicles landing on a block could not move further that turn however.

Q: In what manner does the Recon HQ unit move?

A: It moves like a truck (similar to the M3 scout cars).

Q: May wagons cross green hex sides?

A: No. They are vehicles.

DIRECT FIRE:

Q: The rules state that units in a stack may be attacked individually using direct fire. Yet, when attacking enemy units on top of a friendly fort, "the die must be rolled twice, once for the enemy unit and once for the fortification." Why can't the enemy unit be attacked individually, ignoring the fort (regardless of whether it is enemy or friendly)?

A: It CAN be attacked individually (The wording of the rules is a hold-over from *PANZERBLITZ!*)

The next edition of the rules will incorporate the following change (XI. C. 10. a.):

REPLACE the third sentence with:

"Such enemy units may still be attacked. Note, however, that in cases where the enemy unit cannot be attacked individually (DF into town hexes or CAT) two attacks using the normal AS for each are required; one against the enemy unit's DS and one against the fort's DS. For IF attacks, merely treat the fort as another unit in the stack."

Q: Rule VII.F.2.b. (target predominance) is confusing. If you can fire at individual units in a stack, what is this rule used for?

A: Target predominance is used when attacking several or all of the units in a hex as one combined, direct fire attack.

INDIRECT FIRE:

Q: When using indirect fire against units in town hexes, is the AS divided evenly between the target units or are the defending units treated as one combined DS?

A: The indirect fire attack strength is divided as usual. (Combined defense strengths apply only to DIRECT fire, CAT and overrun attacks.) Additionally, the AS is halved (units in town treated as armored targets) and '1' is added to the die roll.

Q: May naval and/or regular indirect fire attack unspotted (or unsighted) units by using the Scatter Chart (p.6)?

A: NO! Indirect fire may only be targeted (written down one or two turns in advance) into those hexes that are spotted or 'can be seen into' at the time the indirect fire order is written. The Scatter Chart is only used when friendly units that spotted or sighted the hex for the initial targeting are dispersed, move away, or are otherwise no longer in LOS when the fire is resolved.

Q: I'm confused about indirect fire 'targeting'. Why can't you fire at dispersed artillery units (C.3.p.6)?

A: To 'target' a unit is to record a target for that unit to hit with indirect fire. 'Targeted' in this instances refers to the FIRING unit. (Ditto for statement 7.)

Q: May a unit be subjected to indirect fire and direct fire attacks in the same turn?

A: No.

4 \times 2
10 \div 1

1 \times 9
2 \div 2

9 \div 5
2 \div 0

15 \div 20
1 \div 0

0 \div 2
5 \div 6

40 \div 32
2 \div 0

80 \div 40
2 \div 0

0 \div 2
90 \div 09

2 \div 4
3 \div 15

3 \div 5
3 \div 15

3 \div 5
3 \div 15

57 \div 3
2 \div 4

40 \div 32
7 \div 8

14 \div 10
9 \div 8

8 \div 7
20 \div 09

5 \div 5
5 \div 11

11 \div 8
9 \div 8

11 \div 5
5 \div 5

\div

\div

READER BUYER'S GUIDE

S8

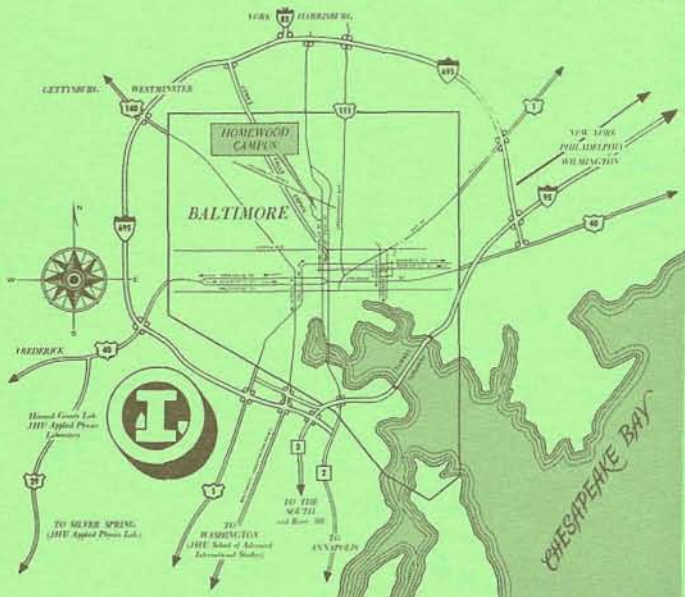
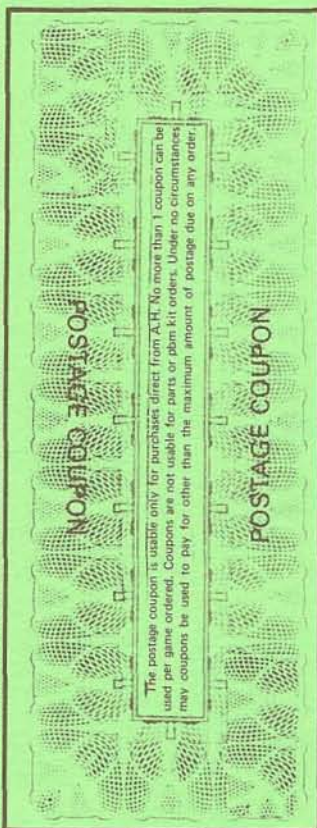
TITLE: CHANCELLORSVILLE '74 Edit
Division and Brigade Level Game of the Civil War Battle

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.

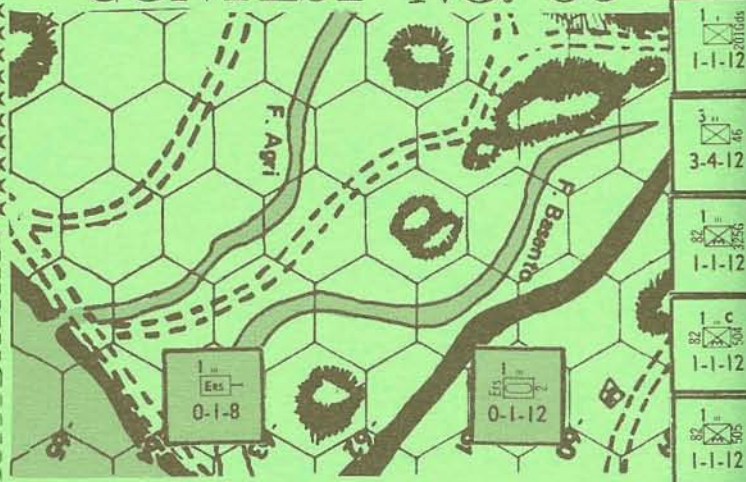
- 1. Physical Quality _____
- 2. Mapboard _____
- 3. Components _____
- 4. Ease of Understanding _____
- 5. Completeness of Rules _____
- 6. Play Balance _____
- 7. Realism _____
- 8. Excitement Level _____
- 9. Overall Value _____
- 10. Game Length _____

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: _____



CONTEST NO. 66



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 = Gaud; 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 = FBM; Play-by-Phone = PBP; Richthofen's War = RW; 1776; Stalingrad = Grad; Tactics II = TAC; Third Reich = 3R; Waterloo = Wat.

Name _____

Address _____ City _____

State _____ Zip _____ Phone _____

It is the Sept. IV, 1943, Allied turn of an Advanced '74 version of ANZIO with all supplementary rules. The Allies have landed at Termoli, and also opened the ports of Messina and Taranto. The Germans have sealed off both South End edges. The contest concerns the Taranto (SE) board edge. Note that this can be sealed off with only two units, not 3 as mentioned in the rules (pgs. 32-33). Also, only 3 units, not 4, are needed to seal off the Messina edge. Total 5 for both edges.

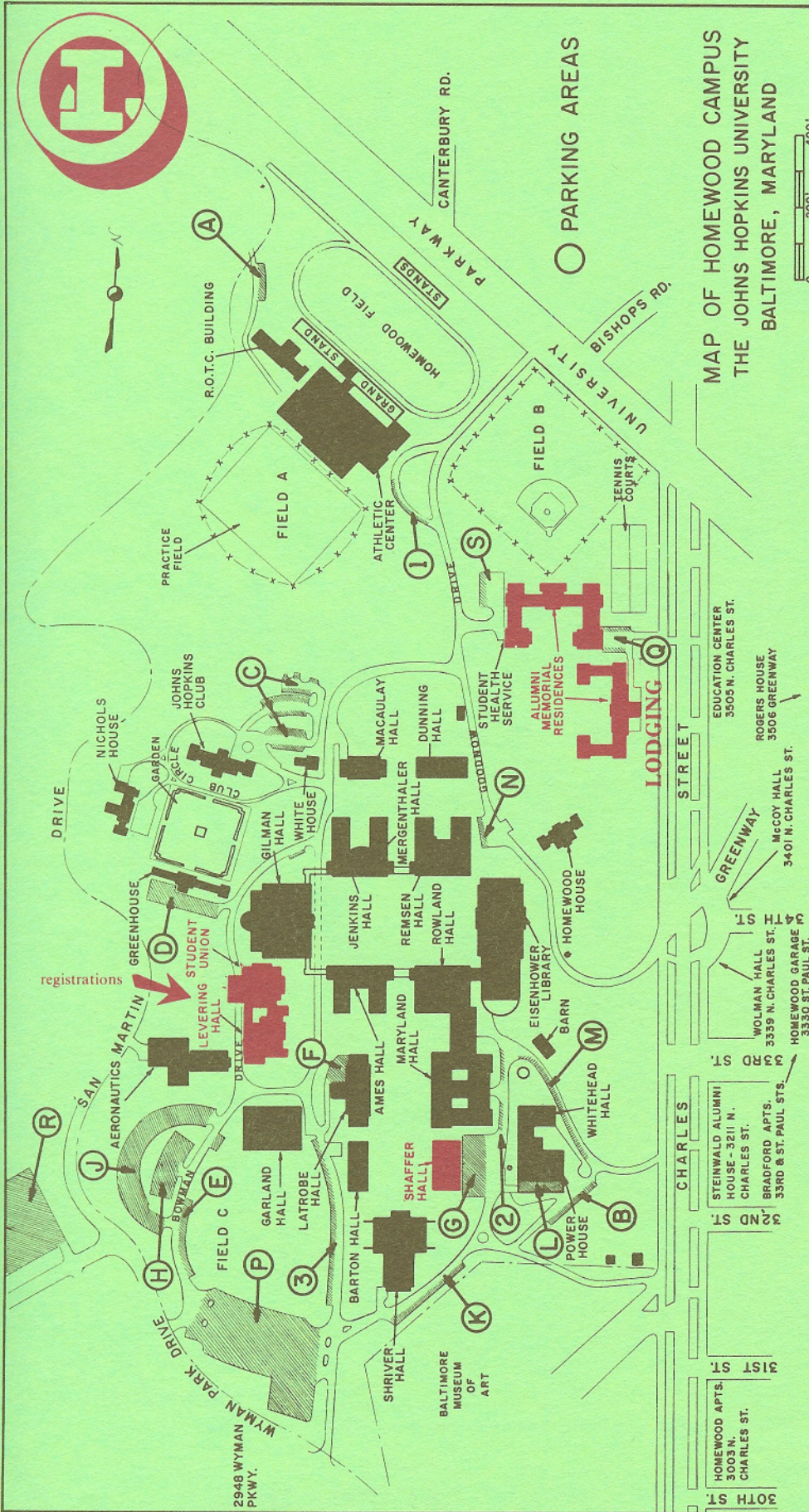
The two German units at Y61 and Y64 cover the entire entry zone from Y60-Y65. The Allies earlier landed the British 46th Division (3-4-12) and the British 201 Gds (1-1-12) at Taranto. Among other units, the Allies have in Sicily the 82nd Para division. No other land units may be used for this operation.

Problem: How can 201 Gds capture Potenza this turn. Hint: 3 die rolls are involved. List the units you'll use in your move by writing their designations in the hex moved to. Then list the units, attacks odds, and any other pertinent information for each of the three die rolls needed to solve this dilemma in the order they'll be accomplished.

Die Roll	Attacking	Defending	Odds	Other

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

Best 3 Articles:
 1 _____ NAME _____
 2 _____ ADDRESS _____
 3 _____ CITY _____ STATE _____ ZIP _____



registrations

VISITOR PARKING

- | AREA | LOCATION |
|------|----------------------------------------------------|
| 1 | FRONT OF ATHLETIC CENTER (METERED UNTIL 5:00 P.M.) |
| 2 | MARYLAND HALL ROAD (METERED UNTIL 5:00 P.M.) |
| 3 | WEST OF SHRIVER HALL (METERED UNTIL 5:00 P.M.) |

RESTRICTED PARKING

- PERMIT TYPES I & II ONLY
ALL PERMIT HOLDERS AFTER 4:00 P.M.

- | AREA | LOCATION |
|------|--------------------------------------------------------------------|
| A | WEST OF R.O.T.C. BUILDING |
| B | SOUTH OF POWER HOUSE |
| *C | HOPKINS CLUB |
| E | SOUTH OF GARLAND HALL |
| J | SOUTH OF AERONAUTICS (As Posted) |
| K | SOUTH OF SHRIVER HALL |
| L | SOUTH END OF POWER HOUSE (MOTORCYCLE PARKING AT EAST END) |
| M | REAR OF WHITEHEAD HALL (COMPACT CARS ONLY, 14 FT. OR LESS OVERALL) |
| P | CAMPUS ENTRANCE ON WYMAN PARK DRIVE |
| Q | EAST SIDE OF DORMITORY |
| R | WEST CAMPUS, REMINGTON AVENUE AND WYMAN PARK DRIVE |

*RESERVED BETWEEN THE HOURS OF 5:00 P.M. AND 8:00 P.M. FOR THE EXCLUSIVE USE OF THOSE WHO ARE DINING AT THE CLUB.

RESTRICTED PARKING

(TYPE I PERMIT HOLDERS ONLY UNTIL 8:45 P.M. EXCEPT AS POSTED)

- | AREA | LOCATION |
|------|---------------------------------------------------------------------|
| D | SOUTH OF GREENHOUSE (TYPE III PERMIT HOLDERS AFTER 4:00 P.M.) |
| F | MOTORCYCLE PARKING AT WEST END. |
| G | LATROBE HALL, LOWER LEVEL (TYPE III PERMIT HOLDERS AFTER 4:00 P.M.) |
| H | SOUTH OF MARYLAND HALL (TYPE III PERMIT HOLDERS AFTER 4:00 P.M.) |
| N | SOUTH OF AERONAUTICS (ALL PERMIT HOLDERS AFTER 4:00 P.M.) |
| | EAST OF REMSEN HALL (ALL PERMIT HOLDERS AFTER 4:00 P.M.) |

SPECIAL AREAS

- PRESIDENT'S RESIDENCE -- No UNIVERSITY PARKING.
- HEALTH SERVICE -- LOT S WEST SIDE OF DORMITORY, RESERVED FOR EMERGENCY MEDICAL SERVICE AT ALL TIMES. MOTORCYCLE PARKING AT NORTH END.
- FIRST NATIONAL BANK -- 2 SPACES, LOT D, RESERVED DURING BANK HOURS FOR PATRONS WHILE TRANSACTING BUSINESS IN THE BANK. ALL OTHER TIMES RESERVED FOR TYPE I PERMIT HOLDERS.
- HOMEWOOD GARAGE, 3330 ST. PAUL STREET -- On an hourly, weekly or monthly basis. (PHONE 243-9100)

READERS RESPONSE

Your age: _____
 Number of years in wargaming: _____
 Number of wargames owned: _____
 Number of Avalon Hill wargames owned: _____
 Number of Avalon Hill sports games owned: _____
 Number of Avalon Hill non-battle, non-sport games owned: _____
 Are you an 'Elite Club' member? yes no
 Estimate the total amount of money that you spend on ALL facets of your wargaming activities in a one year period:

_____ less than \$20
 _____ \$20 to \$40
 _____ \$40 to \$60
 _____ \$60 to \$80
 _____ \$80 to \$100
 _____ over \$100

What type of store do you GENERALLY purchase most of your games from?

_____ department store
 _____ 'discount' store
 _____ toy store
 _____ book store
 _____ ship's store or PX
 _____ mail order
 _____ hobby store

a. Have you purchased games through a mail order company within the past year?

_____ yes _____ no

b. If YES, how many games have you purchased? _____

Have you purchased games through the AVALON HILL mail order service within the past year?

_____ yes _____ no

a. If YES, how many games have you purchased? _____

Have you used our mail order service to buy replacement parts within the past year?

_____ yes _____ no

If you have purchased games or parts from our mail order service, how long does delivery take from the time you mail your order until you receive it?

_____ one week or less
 _____ two weeks
 _____ three weeks
 _____ four weeks
 _____ more than four weeks

If you have purchased games or parts from our mail order service, have any of the following ever arrived damaged IN TRANSIT?

_____ single-game packages
 _____ multi-game packages
 _____ mailing tubes
 _____ PBM kits
 _____ parts envelopes
 _____ The GENERAL

Have you bought blank map sheets, counters, mounting boards, etc. within the past year?

_____ yes _____ no

a. If YES, did you purchase them from Avalon Hill? yes no

Have you ever played wargames with miniatures? yes no

a. If NO, would you be interested in a series of introductory rules booklets teaching you the rudiments of miniature wargaming?

_____ yes _____ no

b. If YES, would you be interested in a series of booklets encompassing rules for different historical periods, weapons and equipment statistics, campaign histories and data, unit organizations, etc.?

_____ yes _____ no

If available, would you buy pads of reduced-size hex sheets (8" x 10") either plain or actual, reduced mapboards?

_____ yes _____ no
 _____ plain _____ reduced mapboard

If available, would you buy sheets of pressure-sensitive symbols (Chartpak-type) containing custom symbols, lettering, etc. for Avalon Hill games and products? yes no

If available, would you buy 'expansion kits' for games like PANZERBLITZ and PANZER LEADER in which specific battles, campaigns, etc. were presented in 'macro-game' form, complete with mapboards, additional counters, rules, charts, etc. (previous purchase of the above titles would be required)?

_____ yes _____ no

Would you consider yourself a 'science fiction fan'? yes no

How many games would you like to see us produce each year for the Mail Order line? _____

Would you like to see paid commercial advertising in the GENERAL? yes no

If we opened the Elite Club to new membership this fall, would you join by buying all the new games? yes no does not apply - already Elite member

Would you like to see us sponsor ORIGINS II again in some future year at the expense of an additional game release for the Mail Order line? yes no don't care

Would you like to see a "Top 20" listing of wargames published in the GENERAL based on their AREA ratings? yes no don't care

Would you like to see the GENERAL sponsor PBM tournaments for AREA members? yes no

Have you noticed any appreciable change in the delivery of your magazine under the bulk rate permit instituted with 11, No. 6?

_____ yes - it's slower
 _____ yes - it's faster
 _____ no appreciable change
 _____ does not apply

Which Insert method do you prefer? 2 page index stock 4 page lightweight stock

Would you buy an ANZIO pbm kit if it were available? yes no

Would you buy a TACTICS II pbm kit if it were available? yes no

Did you use the Waterloo playing aid in Vol. 11, No. 6 of the GENERAL? yes no

Would you like to see more such playing aids for other games? yes no example: _____

Did you use the compartmentalization tray plans in this issue? yes no

Would you like to see more such printed plans for your use? yes no

If yes, on what game? _____

COLLECTORS MARKET

Good 1914 with PBM kit selling for \$10. Gamers wanted in South West Iowa. Michael Roberts, Box 21, Blockton, IA 50836

For sale: Guad, U-Boat, good condition \$10 each. You pay postage. Also fit in Moscow area. Carl Bloomsburg, 469 Paradise Drive, Moscow, ID 83843

Will sell 1914, Guad, Jut, 69 Anzio, Hex Gett, 120 games, many out of print. Send stamped envelope for list. Vance Von Borries, 5122 Dunvegan Rd., Louisville, KY 40222

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Guad, for sale: game in excellent cond., box slightly shabby. Will take best offer. Jim Mottonen, 4910 Baldwin Blvd., Flint, MI 48505 787-0637

For sale: Hex Gett \$35. Also 1914. Both in exc. condition as were seldom played. Money orders only. I pay postage and insurance. Arthur R. Kutschke, 18423 Woodbine, Fraser, MI 48026, 294-5056

For sale: Management, excellent cond. Also Guad. and original 1958 version TAC. Write for details or send offers to: Matthew Gubitosa, 1918 74th St., Brooklyn, NY 11204 259-5436

For sale: original Anzio 1914, Jut. Guad. Good cond. \$10 each. Adult fit wanted. Average player. Leonard Kanterman, 222 Lenox Rd., Apt. 2U, Brooklyn, NY 11226 (212) 462-3756

1914 (new) \$20. 1914 good condition \$15. Jutland (original) \$15. Dispatcher good condition \$20. I pay postage. Gregory A. Rubin, 806 N. Aurora St., Ithaca, NY 14850 273-6569

Sell: All mint cond. Guad, U-Boat, 1914, orig. Jut. \$15 each. Brent-paid. Also 1/1200 ships sale—trade. Joseph Cullen, 104 E. 4th St., Apt. A, New York, NY 10003 (212) 777-8924

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Wanted to buy—LeMans Game. Will pay reasonable price for board only. Will pbm Luft. David Albrecht, 122 Grandview Ct., Iowa City, IA 52240, (319) 338-1756

Wanted: good 1914 and original Anzio. For sale or trade. I have: AK, 'Grad, DD, 3R, Fr40, Pan. All excellent shape 1/2 prices or less. Jerrold Gustafson, 308 W. 11th St., LaPorte, IN, 46350. 219-362-2069

Trade my Guad. for your AK and Mid. Good condition. Trade Jut. for 3R. Both games with all pieces and rules. Steve Schurz, Box 2640—NLU, Monroe, LA 71201, (318) 342-3711

Wanted: Complete Civil War. Willing to pay \$18.00. Roger Eastep, 17607 Horizon Pl., Derwood, MD, 20855, (301) 869-5048

Wanted: B-mark ship counters. 2 complete sets. Name cost. Also Orig., C-ville, fit Grad, BB, and AK. Sean Donohue, 13011 Old Stage Ch. Rd., Laurel, MD 20811, 776-8636

Wish to trade good condition 1914 for Guad. Will fit or pbm most AH games. Daniel Bigelow, 4305 Tuckerman St., Univ. Pk., MD 20782, 301-927-0317

Want to buy 1914. In good condition. Bill Barrett, P.O. Box 8, Lexington, MS, 39095, (601) 834-1618

Wanted to buy: 1914, will pay \$20.00. Should be in good condition. Also looking for Guad., will answer all offers. Kevin Garrett, 928 Olive St., Elizabeth, NJ, 07201, 354-4851

Wanted: complete Verdict II. Good to excel. condition. All letters answered. Quote price. Edward Pulaski, 200 Jersey St., NY, NY, 10301, 212-981-5216

Wanted Vol. 10, No. 3 of GENERAL with Leyte Gulf pieces. Will pay good price. Original only. Robert Skinner, 206 LeBlanc St., Ft. Bragg, NC 28307, (919) 497-6378

Want to buy B&O/C&O at fair price. Will fit BB and others in Tulsa, Muskogee and nearby counties. Pbm Gett. that have pbm kits. Warren Duncan, General Delivery, Okemah, OK 74859

OKW (Oklahoma Wargamers) wants members! I want Guadalcanal (ex. condition, \$18) OKLAHOMA UNITE!! PBM AK, 1 German—1914, either. Brent A. Capps, 113 Rennie Road, Paula Valley, OK 73075, 238-3898

Wanted Guad. Lowest price accepted. Try to keep under \$15.00. Must be complete in legible cond. All letters answered. Will mail you back shipping costs. Matt Shirley, 1014 Park Blvd., Altoona, PA 16601, 946-3251

Fantastic find! Two mint condition Guad. found in store. Never played, no counters punched out. \$25 each. Higher bids mean you'll get the game. Hurry. Howie P. Miller, 4749 Overwood Cir. B'ham, AL 35222, 595-3251

For Sale: Original copies of Anzio, Gettysburg, U-Boat, 1914, etc. Fully broken set of The General J. Greene, 795 Embarcadero del Norte Isla Vista, CA 93017

For Sale: Original Chancellorsville, \$25.00; U-Boat, \$10.00; original Jutland (2 copies) \$7.00 ea. Rich Taylor, 309 Via La Paz, Greenbrae, CA 94904, (415) 461-1907

Chancellorsville, original version, mint condition, nothing bent or squashed, two complete sets of counters—one still in tree. Game is virtually unused. \$75.00. R. G. Heller, 1468 Richardson, Los Altos, CA, 94022

For Sale: original Jutland in excellent condition. \$18.00 post-paid. Includes extra search pads. Robert Wen, 1634 Armacost Ave., No. 6, Los Angeles, CA 90025, 820-5074

For Sale: good condition 1914, unit counter containers missing, \$10.00. All letters answered. Larry Revill, 301 West V, Rio Linda, CA 95673, 991-5285

For sale, best offer 1914, Guad, Jut, Bism, U-B. Terry Dotson, 18341 Avolinda, Yorba Linda, CA 92686

For sale, recently purchased 1914 and Guad. Both unused, counters still in forms. Boxes slightly worn. Each \$16.00. I pay postage. D. M. Edwards, 1061 Burroughs Rd., Fairfield, CT, 06430, 372-4438

For Sale: Guad. and original Anzio. Good condition. \$10 each plus postage. Brian Clevering, 2406 Birdie Drive, Augusta, GA 30906.

The AVALON HILL Game Company

4517 Harford Road,
 Baltimore, Md. 21214



OVERRUN:

Q: May armored units overrun enemy units on permanent bridge hexes? On temporary bridge hexes?

A: Yes, in both cases.

Q: What is the PRECISE point at which combat is resolved in an overrun attack?

A: After all overrunning units involved in that specific overrun attack have executed their movement. NOTE: When using the optional Opportunity Fire rule, a few problems arise when more than one unit attempts the overrun. In cases where the 1/4 MA criterion is reached when the overrunning unit enters a woods/town hex as its exit hex, the target unit cannot spot that hex for other units attempting Opportunity Fire until ALL enemy units have executed their movement and the overrun is resolved. If the target unit is undispersed AFTER resolving the overrun, THEN the woods/town hex may be spotted for Opportunity Fire.

Q: May units being overrun execute Opportunity Fire attacks against the units doing the overrunning?

A: Yes, provided the 1/4 MA requirement is met before the attacking units enter the target unit's hex. If several units are doing the overrunning, the target unit may not OF after the first unit has executed its overrun movement.

TERRAIN EFFECTS CHART:

Q: The TEC states that, when firing on units on hilltops, the attacker is not required to halve his AS if adjacent to the target hex. Rule VII.H.4. (p.8), however, states that the attacker is NOT halved when on another hilltop (no mention of being adjacent). Which is correct?

A: Whoops! The rulebook is correct; the TEC is in error. Delete the last line of that entry on the TEC and it will agree with the rules.

SPOTTING:

Q: If one unit in a stack of units fires and is spotted, then leaves the hex in the next movement phase, are the other units in that hex spotted?

A: No, except for two situations: 1) Indirect fire could be targeted into that hex while the spotted unit remains. When it leaves the hex, the indirect fire is subject to 'scatter'. 2) If the unit is in a town hex, all other units may (must) be fired upon also.

Q: If a 'spotted' unit moves out of a hex and the hex is re-occupied in the same turn by different units, are those new units spotted?

A: No. EXCEPT that any indirect fire previously targeted into that hex may still be applied to the units subject to 'scatter'.

ENGINEERS:

Q: If the vehicle assigned to an engineer unit is dispersed before the engineer unit has completed its task, must it wait until the vehicle is undispersed before it may finish the job?

A: Yes. Also, if the vehicle is destroyed, operations cannot be completed.

Q: Is there any effect on mine or block removal, during removal operations, an enemy unit enters the block hex itself?

A: Yes, the operations must be suspended until the enemy units move or are removed.

BRIDGES:

Q: If bridge hexes are "treated as clear terrain for all purposes," it becomes possible to move directly from one unconnected bridge hex to another (i.e., in GRANCELLES) and thus overrun units on bridge hexes from other bridge hexes. Correct?

A: NO!! Certain assumptions must be made. Namely, bridge hexes are treated as clear terrain only when moving from one adjacent non-stream

hex to another adjacent non-stream hex via the bridge hex.

Q: May the bridge carried by the Valentine bridgelayer be attacked separately from the tank as a 'passenger'?

A: No.

Q: How do you erect those portable truck and tank bridges?

A: While they do not appear in any scenario, feel free to apply these broad procedures to scenarios of your own design:

1. Tank and truck bridges may be transported by any truck or halftrack unit. They do not have to unload in the river hex, but only in the hex adjacent to the construction hex. They are unloaded like heavy artillery.

2. The two types of bridges are constructed in the following number of turns by the indicated number of engineer units:

TYPE	#of engineer platoons required to construct bridge:	#of turns required to construct:
truck bridge	one	12
tank bridge	four	36

3. Engineer units must remain in the construction hex for the required number of turns. All units must remain undispersed or none may be used to construct the bridge. If dispersed, engineer units may resume construction when undispersed. If eliminated, they may be replaced with other engineer units with no loss of construction time.

4. Bridges may be attacked (as per X.C.4., p.12) during and after construction.

5. Tank bridges may be used by any type of unit. Truck bridges may only be used by personnel units, trucks, M3 scout cars, or Bren Carriers.

Q: May infantry and engineer units CAT from a bridge hex to an adjacent bridge hex (i.e. in Grancelles)?

A: Yes.

Q: Do the bridges in hexes A-V-7 and A-V-8 (Grancelles) count as one or two bridges in each hex for demolition purposes?

A: One—they're small bridges anyway!

Q: Can a vehicle cross a bridge if there are three wrecks on it?

A: Yes—see VII.K.6. (p.9).

Q: May vehicular units, when moving onto or off of a bridge hex, do so via any non-stream hexes or only the ones containing roads?

A: They may use any adjacent, legal, non-stream hex.

AIRPOWER:

Q: May Fighter-bomber units execute Opportunity Fire attacks against enemy ground units?

A: No, nor may they be fired upon by enemy AA units using Opportunity Fire.

Q: When using the experimental field-of-fire limitations, must AA units abide by the FOF limitations?

A: Yes, but note that the FOF includes the hex they occupy.

Q: In some situations, armament is not listed for the FB's. What do you use, rockets or bombs?

A: Either, at your option, before players set up their units. (XIV.B.6., p.14)

Q: When aircraft attack targets on slopes, hilltops, etc., is their AS halved?

A: No.

Q: May aircraft sight or spot units located in towns or woods hexes that have not fired and are not adjacent to friendly units?

A: No.

SITUATIONS:

Q: SITUATION #11: May the Belgian and American units fire outside of their sector boundaries even though they may not move outside those boundaries?

A: Yes, the restrictions concern movement only.

Q: SITUATION #11: Is the American sector (in which he must achieve a 3-1 superiority) boards C and D combined, despite the fact he deploys only on D?

A: Yes.

Q: SITUATION #14: When the special rules state, "Allied engineers may not attempt bridge demolition until German units are within five hexes," does this refer to the commencement of the four turn procedure or the die roll for actual destruction?

A: "Demolition attempts" refers to the actual die roll.

Q: SITUATION #14: May German units on board C move into half-hex C-t-11 (which it shares with board D)?

A: NO. The prohibition concerning re-entry onto board D also includes the half-hexes on that board.

Q: The rules say that you cannot set up on half-hexes. Does this apply to the sea hexes in invasion scenarios?

A: No! It refers to the half-hexes in the middle of the playing area. Units spend only one turn on the sea hexes in any case.

MISCELLANEOUS:

Q: What are the 'unloading' costs when dropping off German units in a Panzerblitz Assault (optional rule D.)?

A: There are no MP penalties when executing a Panzerblitz Assault.

Q: On the UFT (p.21), what does the dot in the Nebelwerfer's artillery facing column signify?

A: It signifies that there should be a 'C' there instead of the dot.

Q: Are the strengths, movement allowances, etc., of the PANZER LEADER and PANZERBLITZ counters the same so that they are, in effect, interchangeable?

A: More or less . . .

Q: Can ground units spot for air units by being adjacent to enemy units?

A: No.

Q: Can the German fire at any planes in range during the Allied air phase—or only those FB's which are attacking?

A: They can fire at any plane in range during the Allied air phase.

Q: Which "carrier" rule takes precedence; A.) that a unit on a Bren can be attacked separately with a DF of 1 because the Bren is an armored unit, or B.) that the Bren's defense factor (2) must be used for both passenger and carrier combined?

A: B

Q: If Indirect Fire orders have been written in advance for a turn, the unit can still hold its fire, but can it move if it does not fire?

A: Yes

Q: Suppose a unit is in hex Y, and another unit moves into hex Y and at that instant is hit by Opportunity Fire. Can it be attacked separate from other units in the hex?

A: Yes, unless it is in a town hex.



The Turk Connection

The release of **THIRD REICH** has spurred an interest in the might-have-beens of World War II—especially as they relate to the activities of the neutral powers. The alliance of Turkey with the Germans in **THIRD REICH** is probably the most devastating variation in the Minor Chart. Mike Markowitz has extended this devastating punch to **STALINGRAD** where he makes a strong case for Turkish intervention. Anyone trying this variant should be sure to grace the Russians with 4-6-8 replacements—in fact, 4-8-10 might well be a necessity.

In the diplomacy of World War II, Spain and Turkey were the major "armed neutrals" courted by both the Allies and the Axis. A division of Spanish "volunteers" fought on the Eastern Front against the Soviet Union, but Generalissimo Franco refused to join the Axis in a full-scale assault on the vital British bastion of Gibraltar. Far less is known about the role of Turkey in the war, but a study of some of the available sources suggests an interesting variant for **STALINGRAD**.

The Politics of Prewar Turkey

In the First World War, Turkey fought on the German side. The defeat of 1918 led to the fall of the Ottoman Empire and the rise of a Republic under the leadership of Mustafa Kemal, the best Turkish general of the war. The new republic fought a War of Independence against its internal and external enemies until 1923, then embarked upon a period of radical social reforms designed to bring the ancient nation into the Twentieth Century. An important diplomatic landmark was the Montreux Convention (1936) which "neutralized" the Turkish Straits, the strategic waterway between the Black Sea and the Mediterranean. In 1938, as the threat of war came closer, Kemal, the "father of Modern Turkey," died. "There is an oral tradition that his last political testament to his people had been 'to be as ready as possible and then, come what may, to stay on England's side, because that side was certain to win in the long run.'" (B. Lewis, p. 289). His successor, Ismet Inönü, duly signed a Treaty of Alliance with France and Britain in 1939. But Turkey was also bound by close economic and emotional ties to Germany. Over half of Turkey's foreign trade went to Hitler's Reich, including Germany's only source of vital chromium. "While many Turks resented Germany's intention to make Turkey . . . a virtual protectorate, many others, especially among the military, had a warm feeling for the martial and efficient Teutonic nation." (Lenczowski, p. 139). One by one, Turkey's Balkan neighbors fell into the German orbit. In March, 1941 German troops occupied Bulgaria, bringing Panzer spearheads to within 100 miles of Istanbul. Franz von Papen, Hitler's best diplomat, was sent to the Turkish capital, Ankara

In the Spring of 1941 Germany's position was so strong after her Balkan victories that Turkey reluctantly agreed to begin negotiations on a bilateral treaty. Von Papen sought to secure Ankara's permission to unlimited transit of German war materials and passage of a disguised contingent of troops through Turkish territory toward Iraq, Syria and Iran. (Lenczowski, p. 141).

On June 18, 1941 the Turks and Germans signed a ten-year non-aggression treaty. Four days later, the Wehrmacht moved against the Soviet Union.

When Germany invaded Russia the Turkish Government declared its neutrality in the new conflict, but the Turks were far from neutral in spirit. The ancient hatred for Russia, despite 25 years of relative official friendship, was too strong. The Turkish Foreign Minister, Saracoglu, told von Papen privately that "this is no war, it is a crusade." (Trimingham, p. 76).

As early as medieval times, Russian Tsars had coveted the Turkish Straits as an outlet to the rich Mediterranean world; this is still a strategic objective of Soviet foreign policy. "After . . . 1941, Turkish feelings towards the Axis began to assume a more positive form. Russia was, after all, their ancient hereditary enemy, against whose relentless southward advance they had been fighting a desperate rearguard defense for centuries." (B. Lewis, p. 290). In addition, many Turks felt sympathy and concern for the Turkic-speaking peoples of Soviet Central Asia, the Caucasus and the Crimea, who had suffered cruelly under Stalin's regime. A "Pan-Turanian" movement, supported by such high military officers as Marshall Fevzi Cakmak, Chief of the Turkish General Staff, promoted the idea of an independent Turkic state to be carved out of Soviet territory occupied by the Germans.

THE TURKISH ARMED FORCES IN 1941

"The Turkish soldier has a well deserved reputation for hardihood, stamina and the ability to stand privation. With military training compulsory, some two million men have been trained . . ."

(Drucker, "Turkey and the Balance of Power," *Atlantic*, April, '41)

The Turkish Republic inherited the glorious military traditions of the Ottoman Empire, which had, in its long history, extinguished the Byzantine Empire, conquered most of the Arab world and overrun Europe up to the Walls of Vienna. In 1941 the Turkish Army still contained many veteran officers and NCO's who had fought in WW I and the Turkish War of Independence. The Army was first mobilized in January 1940 as the war approached Turkey's borders, and it continued to grow throughout the war years; from 22 divisions in 1939 it expanded to 45 divisions by 1945. At the beginning of the War, German and Soviet equipment and tactical doctrines were predominant, but after American lend-lease aid was extended in late 1941, large quantities of British and American equipment arrived.

Here is the 1939 Order of Battle (from Dupuy, *World in Arms*)

ARMY
 22 divisions
 3 divisions
 ? (organizing)
 Fortress Troops

A Role for Turkey in STALINGRAD

By
Mike Markowitz

AIR FORCE

150 Bombers
 300 Fighters
 100 Recon. Planes
 400 second line (obsolete) aircraft
 600 trained pilots

NAVY

1 Battle Cruiser (the *Yavuz*, formerly the German *Goeben* "most powerful unit in the Black Sea" this ship was continuously modernized and served until 1960.)
 2 old light cruisers
 4 Destroyers
 9 Submarines

Turkey's naval importance was not its fleet, however, but its straits. After heavy Nazi pressure on the Turkish government, some light German naval forces were secretly allowed to pass through into the Black Sea, where they met with little Russian opposition. A major effect of Turkish neutrality was to keep the Royal Navy out of the Black Sea, where it might have given significant support to the Soviets.

The deployment of Turkish forces shifted decisively Eastward during the early years of the war. Initially, it appears that Turkish forces were rather evenly distributed to meet possible threats from the Germans in Greece and Bulgaria, the Allies in Syria, Iraq and Persia, and the Russians in the Caucasus. In January 1940, "Turkish forces on the Russian frontier were reported to number 200,000—about twice the usual number," (*N Y Times*, Jan. 17, 1940.) By February, this force had been built up to 300,000. A year later, the total Turkish Army numbered over 800,000, with perhaps half facing Russia.

Initially, the Turks had obsolescent Soviet and Czech armored equipment. A March 1941 photo of Turkish Army maneuvers in the *N Y Times* shows Russian BA-32 armored cars. A year later "Von Papen suggested that Germany should equip a Turkish armored division," and Hitler approved the plan, even though the Germans were desperately short of tanks for their own Panzer units (Trimingham, p. 86).

The German strategy with regard to Turkey was basically simple. First they sought Turkish permission to move German forces overland against the British in Syria, and Palestine, threatening the Suez Canal and the oil of the Persian Gulf. Next they sought Turkish aid in an attack on the Soviet Caucasus Front (an entire Army Group covering the Turkish border; see *The West Point Atlas*, map 23). Batum, a major Soviet port was only 10 miles from the Turkish frontier and the vital Baku oil fields lay within bomber range (300 miles) of bases in Eastern Turkey. A German-Turkish advance through the Caucasus would directly threaten Stalingrad from the South. Now we can begin to simulate some of these possibilities within the format of the game **STALINGRAD**.

The STALINGRAD Variant

A. Counters

We will need to make up some additional counters to represent the Turkish forces that might have been available for the campaign. We can assign combat factors on a comparative basis: we know that Turkish infantry was, traditionally, far more tenacious in the defense than in the attack (the Turkish brigade that took part in the Korean War fought some brilliant defensive actions). So we can assign the Turkish corps an attack factor of 3 (equivalent to the Italian or Hungarian forces, who were, in reality, far less motivated to fight Russia) and a defense factor of 4 (equivalent to the German line infantry corps). The single Turkish cavalry corps could be rated as 3-4-6 (somewhat better than the Italian or Rumanian cavalry, but not equal to the Soviet cavalry corps, which incorporated considerable tank elements. Game design always requires that we make simplifying assumptions, so we can assume that any armored units the Germans supply to the Turks would be employed "off the map" against the British in the Mideast. This would also apply to a sizable proportion of the available Turkish infantry, regardless of the date at which we have Turkey entering the war. Six corps in 1941 and eight in 1942 seems like a reasonable figure; six corps or eighteen divisions would correspond to about 270,000 men, or about the size of the force reported on the Soviet border in 1940.

B. Replacements

We will need a replacement rate for the Turkish forces. Germany, with a wartime population of about 50 million, gets 4 replacement factors per month. The wartime population of Turkey was under 20 million, and we can assume that the training, conscription and transportation systems were less efficient. So 1 replacement factor per month seems like a reasonable allowance—i.e., about three corps per year could be "rebuilt" from the "dead pile."

C. Deployment

Deployment is another problem. The STALINGRAD Board was not designed to allow for Turkish participation, and things are a bit cramped along the Southern edge of the map. We can give our Turks the benefit of the doubt and allow them to deploy on the border hexes XX26, XX27, and XX28 at the top of the Black Sea. As with Finland, we can allow the Germans to deploy up to two infantry corps in Turkey as soon as the Turks enter the war (but mechanized units should be forbidden due to the difficulties of supplying such forces over the limited Turkish rail net, or maneuvering them through the extremely rugged terrain of the Caucasus. Of course the Turks also have the option of deploying part of their available forces in Thrace (the European part of Turkey, west of Istanbul) and bringing them into action by rail on the main Eastern Front, just like the other German allies.

Now we come to the most hypothetical part of this simulation: the rules for Turkish intervention and the Intervention Results Table.

D. Intervention

We cannot assign probabilities to events that never occurred. But we can argue that some outcomes were more plausible than others and if "X" had happened, then "Y" would have been more likely to take place. The following table represents a serious attempt to evaluate a wide range of political and military factors. When *The*

Turkish Intervention Option is being used in Stalingrad, the German Player will roll the die *before* the initial set-up. The die roll is then cross-indexed with the following table:

INTERVENTION RESULTS TABLE (IRT)
June, 1941

Die Roll	Result
1	German Player may employ Turkish army beginning on Turn 1
2	Turkish army enters war after German capture of Sevastopol and Odessa
3	Turkish army enters war after German capture of Sevastopol, Odessa and Stalingrad.
4	Turks do not enter war, but Soviet player <i>must</i> keep at least two 4-6-4 units in the Caucasus until Dec. 1942
5	Turks do not enter war, but Soviet Player <i>must</i> keep at least two 4-6-4 units in the Caucasus until May, 1943 (end of game)
6	Turks do not enter war, Soviet Player need not keep any forces in the Caucasus.

There are several basic assumptions behind this table. First, that the better the Germans do, the greater the likelihood of Turkish intervention. Second, that the mere threat of Turkish entry would pin down significant Soviet forces on the Turkish border. For the purposes of the game, the "Caucasus" is defined as the belt of Mountain hexes southeast of Batum on the map. (Soviet maps call this range the "Maliy Kavkaz" or "little Caucasus;")

Special limitations on Turkish Forces:

Turkish forces may not move beyond the Volga River or on the northern (top) half of the board. This reflects the political realities of the situation—no nation wants its army used beyond its own area of concern. The Finns for example, advanced into the Soviet Union only as far as the limit of territory they claimed. There they halted for the rest of the war, much to the annoyance of the Germans. At most, the Finns might have occupied Leningrad (had the Germans taken it) and perhaps Estonia, which is inhabited by a people ethnically related to the Finns. In practice, however, the lack of such a political restriction on Finnish forces does not greatly affect the realism of STALINGRAD, since there is usually little opportunity for the Finns to leave their own boundaries.

Turkish forces may trace a supply line back to their border hexes or they may draw supplies from German sources. Turkish units that begin their turn at Istanbul may move by sea to Odessa or Sevastopol if *both* ports are occupied by Axis forces. A limit of two units per turn may use this special sea movement. (Turkish entry into the war would have virtually assured Axis control of the Black Sea). Units that use sea movement may move normally by land in the same turn.

Implications for other games










The possibility of Turkish intervention should be considered as an option in any present or future game dealing with the Eastern Front, or the entire Second World War. The potential effects on the Mideast and North African fronts are even more dramatic than on the Eastern Front. Rules for such intervention should be tied closely to the degree of German success. An intriguing possibility is the provision of a rule allowing Turkish intervention on the *Allied* side after 1943. In February 1943, Churchill himself visited Turkey in an effort to secure Turkish cooperation against Germany. This meeting "was consequently followed by visits to Ankara of top British commanders in the Middle East. These men counted on Turkey's entry into the war by the Fall of 1943" (Lenczowski, p. 144). In April 1944 the Turks cut off the supply of chromium to Germany (according to Hitler's armaments minister, Speer, this move helped to doom Germany's war industry). Diplomatic relations were broken off in August 1944, and finally, as a formality, Turkey declared war on Germany in February 1945, in order to secure a seat at the peace table, although no military operations were undertaken at that late date.

In Conclusion: How Credible?

Through skillful diplomacy, the Turks managed to avoid being drawn into the Second World War. This is a tribute to the wisdom and patience of their leaders; it spared them the losses and suffering which most of the nations of Europe experienced. But with less luck and a few small changes in the variables, the event might have gone quite differently. The case of Thailand is an interesting comparison. Prewar Thailand had a pro-western civilian elite and a pro-Japanese military leadership. As the Japanese overran Southeast Asia, the pressure on Thailand increased and a military *coup* brought the Thais into an unwelcome and disastrous alliance with Japan. Modern Turkey has seen several military take-overs since the war. If the Wehrmacht had not ground to a halt before Moscow, Leningrad and Stalingrad, the pressure on the Turks to fall in line with Hitler's New Order might have become overwhelming, even if the final outcome of the war itself was never in doubt.

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SERIES REPLAY

Anzio

ALLIES: Tom Oleson
GERMAN: Mark Saha
COMMENTATOR: Joel S. Davis



The Basic Game of the revised ANZIO provides us with an excellent medium for a Series Replay. It is both concise (15 turns) and playable — yet extremely involved in the tactical options and possibilities it offers to participants and spectators alike. This particular match was played face-to-face at one sitting last December; no mean feat when one considers the immense amount of written observations which must be recorded between every move in any Series Replay. Tom Oleson, for those who don't read Design Credits, is the author of the revised ANZIO. Joel Davis who played a role in the playtesting stage of the game's development provides us with the neutral commentary. His remarks are printed in italics after each move.

GERMAN INITIAL SETUP:

The HG unit has been placed at Vesuvio because this doubled defensive position cramps a Napoli invasion and assures that a Salerno invasion will not produce a swift overland drive on Napoli. This having been decided, it's almost mandatory to place the NW 71 with HG, because placing such a weak unit alone at Napoli or Caserta invites an Allied first turn breakthrough attack (See Rule 13) that could be very unpleasant indeed.

The 16th Panzer is at U-47 because I happen to know my opponent strongly favors a Termoli invasion in the Basic Game, with good reason. Termoli is not so far north as to risk getting bottled up — it would be difficult to prevent such a landing from linking up with South End Option forces — and gives the Allies immediate possession of terrain otherwise difficult to capture in an overland drive.

Thus, my setup is basically designed to discourage Allied landings at Napoli and Termoli. My opponent must choose the "safe," but time-consuming Salerno — or risk landing farther north.

SET-UP

The unmodified Basic Game is probably the only one in which an East Coast first invasion is really profitable—mostly due to airpower. However, in the Basic Game, it gives relatively easy access to three victory cities—while the South End provides a pincer to grab the other.

The goals for both sides are quite direct. The rules list eight victory cities, but since the players include the designer of this game edition, I'll take their word that Anzio is the 9th. In any case, the German must hold at least five; alternately, the Allies must capture and hold at least five. There are only fifteen turns . . . both sides—but especially the Allies—must keep the primary objective—five victory cities—in mind at all times.

Given these factors, the placement of 16th Panzer at U-47 is to take advantage of one of the few good delaying positions near the Termoli beaches. The position of Herman Goering and 71 Nebelwerfer is somewhat more subtle. They must be placed together to keep the allies from gaining extra movement from overkill on the smaller unit. They cannot be surrounded in Naples . . . but—if placed there—would allow Allied units to capture Salerno

and the hills at M-59. Placement at Vesuvio does much to hinder a good defensive position for the Allied invaders anywhere in that area.

Sept. II Allied Move:

A strong Vesuvio garrison discourages invasion at both Napoli and Salerno, although the latter is still possible. I believe that the Allies have a chance with an invasion at nearly any beach, but I favor Termoli, for several reasons. Termoli itself is hard to capture except by invasion because of the rivers to the South. One can also threaten Pescara, another victory city, and eventually menace Napoli from the Northeast.

I used to think that the presence of 16th Pz near Termoli prevented invasion there, but after considerable study I conclude that it can still be done, albeit with an unorthodox approach.

This is the first time I have invaded using only the beachhead port capacity. I would have said that it shouldn't be done, but in this case it appears that the Vasto area is a secure lodgement if I am forced back into it. Because of my limited beachhead capacity, I will put stronger forces than usual in the South.

I've placed the British 1 Para Div and 2 Para Bde at Taranto; US 82/504, 36th Div. Cdn 1st Armor Bde and Br Cdo 2SS at Messina. The balance of the initial OB remains in Sicilia. Next week the Germans will be able to attack, so I must consolidate. Their 4 hex southern front is the optimal delaying stance.

GERMAN SEPT II:

Termoli it is! He will not be denied. Since 16th Panzer did not intimidate him, we'll have to see whether it *should* have.



Allied Sept. II Move: Invasion—Termoli! Strong Allied forces are present in Taranto and Messina.

My position cramps his beach, almost to the point of putting me on interior lines. The northern wing of his position is the weakest, and it would be tempting indeed to roll it up on one turn with a sequence of Breakthrough and Second Combat. Unfortunately, I can't do that and hold off the South End forces at the same time. This is very frustrating. I am overdefending everywhere, yet unable to deploy efficiently for a good first turn offensive reaction.

II SEPTEMBER

Since X-60 is the only doubled square on the eastern side of the south end, it is valuable and should be held more strongly. 15th Panzergrenadier is not doubled and can be surrounded at V-47; V-48 (doubled and not surmountable) seems safer and just as effective. Otherwise, this turn went normally . . . the Allies grabbed as much as possible, while the Germans threw up a defense ring around it, since there were no profitable places to launch counterattacks. Next turn will be the key for them! The weakness of the Germans in the north was a mistake. True, Foggia is now more vulnerable, but it is bound to fall eventually (remember the South End), while Pescara may be a hard fight later.

Sept. III Allied Move:

The US 34th Div, Indian 8th, and 1 R arrive at Taranto; Br 7 Armor Div and 4 Armor Bde plus 2 R land at Messina. The remainder of the unseen Allied OB remains in Sicilia.

I had to shorten my front drastically to attack Chieti and capture Ortona. I probably wouldn't get another chance. I am counting on pressure from the South to permit a link-up.

GERMAN SEPT III:

Unfortunately, still no good offensive opportunities. I have more than enough strength, but it is concentrated in too few units. Advanced Game substitute counters would allow me a much more efficient offensive/defensive deployment, and the difference hurts.

I've decided to shore up the South End and play for time.

III SEPTEMBER

While capturing Ortona and Pescara is important, the Allied player should never forget how many objectives lie south and southwest. Considering the amount of force being poured into the South End, he obviously hasn't. By not activating a port on the Termoli Beach—i.e., Termoli—immediately, the Allied player has taken a substantial risk. For an extra 10 points in eventual supply capability, he has limited the forces on his beach quite severely. By pulling north of the Trigno River, he's made attacking south so difficult that the entire burden of a link-up is on the South-End forces. Because there are so many mountains, those forces are sometimes delayed a LONG time!

Meanwhile, X-60 has been garrisoned in force . . . but V-62 (Frascati and the ERS unit) is a weakpoint. It's getting very close to Potenza . . . and once Potenza falls, X-60 becomes almost impossible to hold. Once that happens, the fall of Foggia and an Allied link-up come very soon. The more westerly positions are not so crucial. Putting 15th Panzer Grenadier at V-62, and Frascati, ERS 1 & 2, and 71 Nebelwerfer at T-64 might have been safer.

Sept. IV Allied Move:

The Germans have adjusted their forces to eliminate any obvious weak spots. Their control of the hills west of Ortona is a potential threat but there is nothing I can do about it now.

The 82/325G withdraws to Sicilia to rebuild as did the Br 201 Gds the turn before.

Basic odds attacks are always advisable for the Allies although this one failed. The 2-1 in the South was risky (could have lost 6 steps), but I must break out there. If I get a port my beachhead will be fairly secure.

GERMAN SEPT IV:

At last, a chance to strike! Unfortunately, no luck! I had a 67% chance of destroying the port under construction at Ortona by putting it within my ZOC. If I had forced him to retreat, only 1st Para would have advanced to do the job. It would have been worth the risk to 1st Para to get the port, and there was a good chance my unit would have gotten out alive. No use crying now. The chance to deal him a crippling blow has been taken, but did not bear fruit.

Next turn he will have port capacity and interior lines. He is still pressed hard, but breakout is now inevitable because of my low unit count. Therefore, I must revert to the defensive and play for time — my main ally.

Meanwhile, in the South, Strategic Movement is another ally. I can always switch positions of my strong and weak units whenever he masses for an attack — and poor terrain prevents him from doing the same.

IV SEPTEMBER

Low odds attacks are not "always" advisable for the Allies . . . but this one certainly was. The potential gain—opening up things to the southwest—was great; the potential risk was small. Much the same remark applies to the German attack on the British 78th infantry . . . there was a 2/3 chance of destroying a valuable port and isolating the Allied right wing. The troops could certainly have extricated themselves . . . but at the cost of valuable time. The risks were small here too . . . the Allies are not powerful enough to pose a serious survival risk to the Parachute Corps.

I agree with the Allied Player in his doubts about the German abandoning the powerful S-43 position. The reason, however, is obvious. The two ERS units guarding this position are only worth 8 (doubled to four and attackers are halved). Leaving the units on S-43 would not only allow a 1-1 to seize the position from T-42, but would be a much better soak-off to surround the parachute units than against 16th Panzer (tripled!). Leaving this powerful but inaccessible position held by only two defense factors was the original error by the German player. Now the Allied player can attack from T-42, forcing a German attack to reoccupy S-43 if the Allied units can remain there.

At the moment, German tactical expertise seems sporadic. Contrasted with the blunder losing S-43, we see excellent advantage being taken of the rivers in the south. He is using the River Agri, for example, to wreak awful frustration on the Allied Player!



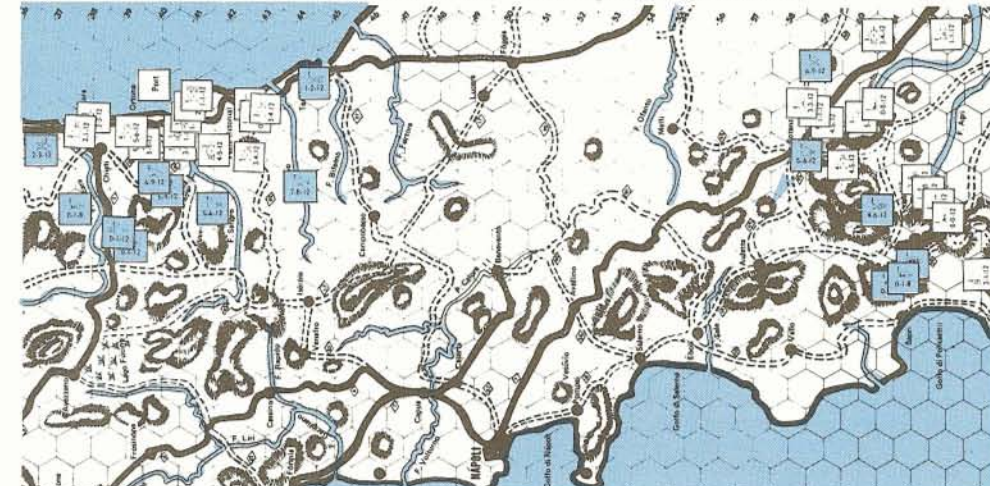
Allied Sept. III Move: The German 3rd Pz Gr is hit at 3-1 odds, is reduced to 2-3 status and retreats to hex V39. The 82/325G loses a step in the attack and is removed to Sicilia as an inverted counter. The Allied player has exited 82/504, Cdn 1 Arm Bde, US

36th Div, and the British 2SS Cdo from Messina, while the British 1st Para Div and 2nd Para Bde make their appearance from Taranto.



Allied Sept. IV Move: The German player has brought on his new replacement unit to U39. The Allies have only 1 R left off board at Taranto. In the south the US 34th and 36th Divisions plus the British 1 Para Div and 2 Para Bde successfully assault Frascati and the Ersatz unit at 2-1. The Ersatz unit is eliminated

and Frascati retreated to Potenza. On the beachhead the Br. Gds are brought back from Sicilia and a port city is built at Ortona. A 1-1 attack with the British 5th and Canadian 1st Divisions vs the 2nd Paratroop results in each Allied unit losing a step and retreating to the hills west of Vasto.



Allied Oct. I Move: In his turn the German player brought on his 4th replacement unit at Napoli and promptly rushed it to the front at Q66. In a major effort to destroy the Allied port, the German 1st and 2nd Para Divisions attacked the British 78th at U42 at 3-1 odds but lost a step from the 1st for their efforts. The Allies land the US 3rd and 45th Divisions and the 82/325G to take part in a 1-1 counterattack which costs them a step and turns the latter

unit into an inverted counter. Also arriving on the beachhead this turn are the British 23rd and two replacement units. To the south, the Allies do better attacking 26th Panzer at 1-1 odds where they force a retreat to S61 and eliminate two steps. Both British Para units take a step loss in the attack; the 2nd Para Bde becoming inverted.

Overall, luck was against the German this turn . . . but not overwhelmingly so. Both sides had nasty breaks—the Allies in not winning their 1-1 lost a chance to open up the south end of their beachhead, but the Germans at least made a high odds (3-1) attack! Furthermore, destroying the port and dividing the beachhead in half might well have set the Allies so far behind schedule as to have decided the game. Bad luck could and did strike both sides . . . but the German lost a more valuable prize!

Oct. I Allied Move:

The attack of the German Para corps was cause

for alarm, but even if I had lost Ortona, so long as I retain the protected position around Vasto, my beachhead is secure. I believe they erred in pulling back from the tremendously strong position at S43. In the South, he has the advantage of the East/West roads running through Potenza, while my communications are cut by two rivers. He has cleverly left his weaker units near Sapri where I cannot attack in strength.

Eight Replacements remain in Sicily. My hopes for a quick link-up are running high due to my capture of the vital road junction of Potenza, and the rebuff of the German Para corps west of Ortona.

GERMAN OCT 1:

The Ers unit at P67 is a sacrifice to gain one more turn of precious time. The front is going to widen soon, and due to my low unit count I'm already stretched to the limit. Fortunately, reinforcements start to arrive next turn.

I OCTOBER

This turn, we had the curious example of Allied gains demonstrating the wisdom of German tactics! In the Ortona area, the Allies were forced to spend a turn cleaning up their beach-head by forcing out the paratroopers, rather than attacking to the south, where their objectives lie! Meanwhile, the Allies made the necessary attack on Potenza and were lucky enough to get a defender retreat at 1-1. The weakness of the German right wing is again deceptive . . . the River Agri still stops large attacks on the ERS unit at P-67.

Luck favored the Allies this turn . . . forcing the Potenza position so fast puts real pressure on the Germans. They will not be able to forestall an Allied link-up much longer.

Oct. II Allied Move:

Having lost Potenza, and failed to retake Ortona, the Germans must revert to the defensive. Their use of a sacrificial rear-guard in the South is clever.

Nine R remain in Sicilia. Destroying a unit is always cause for celebration in ANZIO, even a small unit, since they're useful for coastal defense. Next turn I should be ready to attack out of the beachhead.

GERMAN OCT II:

Hanging on by the fingernails! Sacrificed the two Ers units at P64 to gain still another turn. I need time desperately to allow arriving reinforcements to deploy efficiently in the line.

The situation is tense and not unlike Goebbels' description of another Italian battle — victory will probably go to the side that gets reinforcements into action first!

II OCTOBER

It's worth noting that the Allied player violated stacking rules while rebuilding at Ortona. The three actual combat units total seven stacking points; the three replacement units total three more. The rules specify that no more than 8 points may stop on one hex . . . here it is clear that ten stopped.

Another turn has been used up in the Termoli area with no real results . . . though the existence of all three rebuilt units may justify this later. More important is the slow progress in the South. Destroying Nebelwerfer was nice, but it should not be over-rated. There are a lot of mountains out that way!

The Germans have somewhat tightened their defenses, taking neat advantage of the small river near Vallo. Such tactics are things the German player should always be thinking about. Rivers will stop enemy troops a full turn—which is often more than friendly forces are capable of.

Oct. III Allied Move:

The German executed more clever rear-guard action, this time near Vallo.

Only 5 R units remain in Sicilia. The Germans are holding me up down South more than I expected, but surely I can link up in a turn or two, and then head for Salerno and Napoli.

GERMAN OCT III:

My deployment may look a little odd — but



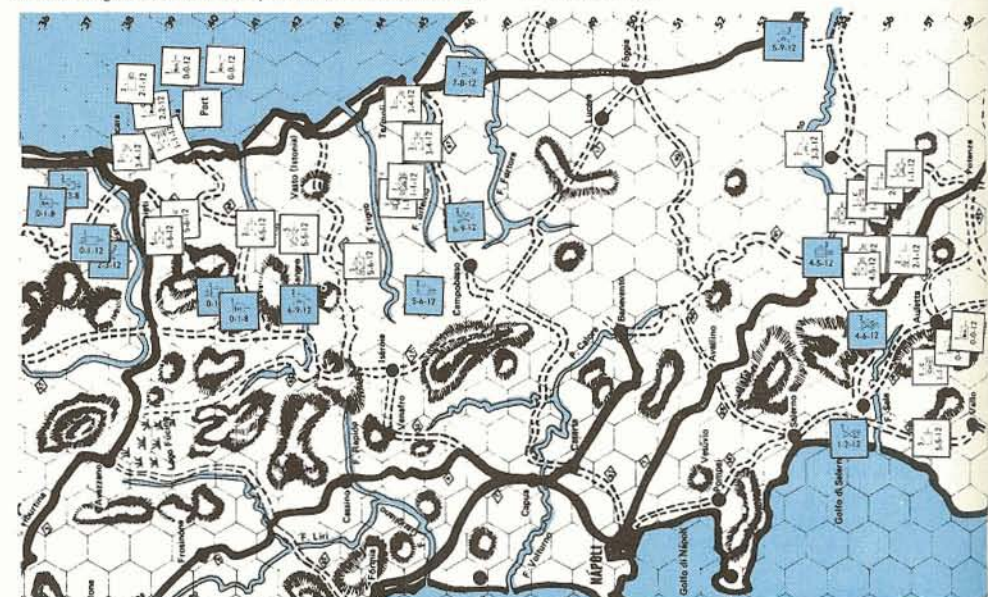
Allied Oct. II Move: The German Ersatz unit is brought on at Napoli and moved to W46. In the south, the Allies make a 4-1 against the Nebelwerfer and Ersatz unit at R65 which results in their elimination. The Canadian 1 Armor Bde and 82/504 absorb the losses and become inverted counters. The 2nd Para Bde

absorbs replacements at U65 to come up to full strength. The New Zealanders and another Replacement unit land on the beachhead while 82/325G, the British 5th, and Canadian 1st Division withdraw to Ortona to take on replacements and end the turn once again at full strength.



Allied Oct. III Move: The German has surrendered territory grudgingly all over the board. New Ersatz units are rushed to the front from Roma (V38) and Napoli (P64). In the south the Allies remove the German ersatz roadblock at 3-1 odds while 82/504 and the Canadian 1st Bde rebuild from inverted counter status. Results are mixed on the beachhead as the New Zealanders and the US Rangers each lose a step in their 1-2 attack with the

British 5th vs the Herman Goering Division. All 3 units are forced to retreat. Elsewhere they have more luck as the US 3 and 45th Divisions advance after their successful 3-1 vs. Frascati and the Ersatz at W46. The Ersatz unit is eliminated and Frascati retreats to X47 after becoming an inverted counter. The British 23rd and 201st Gds Brigade each take a step loss in the attack and become inverted counters.



Allied Oct. IV Move: The German withdrawal is becoming more pronounced. The 3rd Armor Ersatz unit enters from Roma and proceeds to S41 to stack with the 3rd Pz Gr. The other German Ersatz unit enters from Napoli and restores Frascati to full strength. The 26th Panzer regains a step to 4-5-12, but is immediately dropped back to its original status by a 3-1 attack

from the Indian 8th and US 34 and 36th Divisions. The 82/504 and 2 Para Bde each lose a step and are inverted as a result of the attack. On the beachhead 2 new replacement units arrive and immediately stack with the US Rangers, 201st Gds and 23rd Bde to return these units to full strength.

legal — because I've done considerable shuffling around trying to figure out a way to assault Pescara. It was a serious mistake to let him take it in the first place. What I would really LIKE to do is retake Pescara and abandon Salerno — trade one city for the other — because an Ortona-to-Vesuvio line would be considerably shorter than my present

Pescara to Salerno. And I must shorten the line to create reserves to meet the second invasion threat that begins Nov. 1.

Fortunately, he couldn't exploit the South End this turn because mud has set in — another welcome ally.

III OCTOBER

The Allied attack across the Trigno was both necessary and well executed. Luck was average and the river position was broken. The German lines must be broken to the southwest as fast as possible to threaten the western victory cities.

The Allied attacks in the south were quite acceptable, gaining a lot of ground. The apparent German weakness near Eboli is only apparent—mud will prevent the Allies from bringing more than six factors to bear on Frascati and the ERS unit. The undoubled position occupied by 26th Panzer is a weak one, but resolving this problem would require at least one additional unit, which is not yet available. The weakness of the position, then, pretty much guarantees that the river line will fall. On that basis, switching 26th Panzer and 1st Paratrooper might have been a good idea.

Oct. IV Allied Move:

He's not missing a trick in holding me back in the South—now using the Ofanto River to gain one more turn. November in Foggia!

It was disappointing to catch 26 Pz out in the open and inflict only a one step loss. Salerno should become untenable soon, giving me 4 of the 5 points needed. The last point I can get with an invasion along the coast from Napoli to Roma.

GERMAN OCT IV:

I think it was a mistake to call off the Pescara offensive last turn, no matter how risky. It's too late now — he's reinforced the position strongly. This could cost me the game. If I withdraw from Salerno to shorten my front, he'll have four cities (Foggia, Pescara, Termoli, and Salerno) and need only pick up a fifth on the second invasion to win.

I also see the fundamental error that got me into this mess — not taking hex S-43. It's much stronger than it appears at first glance, and severely cramped his invasion perimeter. R-43 and R-44 may look stronger at a superficial glance, but the difference is that of winning or losing against a Termoli landing.

All I can do is build 26th Pz, and hang on . . .

IV OCTOBER: ALLIED TURN

Once again the Allied player is spending a turn building up at the Beach-head. This makes sense—the only really profitable direction to attack is south, and that's heavily defended for the moment.

In the South, the attack against 26th Panzer was the obvious move. Rolling a six was a bit unfortunate—heavily damaging strong German units is almost always a good idea—but good luck was really unnecessary. The position has been forced—that's the important thing.

IV OCTOBER: GERMAN TURN

I have divided this turn into two parts because so many significant things happened. The Germans could no longer hold the South End line and, by consolidating their own lines, have allowed an Allied link-up. The Allies now hold Pescara, Termoli, and (next turn) Foggia. A coastal city can be grabbed by a second invasion—that's four cities. Salerno, at the far right end of the German line, is a strong choice for the fifth.

1st Paratrooper, on the heights above Salerno, is in a good defensive position. Nevertheless, the Allies have eight turns to reduce it . . . more thought should have been given to protection to the east. At this stage, the north and northwest defense lines around the beach-head are probably over-defended . . . there aren't any really valuable positions up there, while Salerno is probably the key to the German's remaining hopes. A large unit should be posted at P-58.

Nov. I Allied Move:

He is strong enough to attack, but obviously reluctant to do so because of my upcoming invasion potential. I have no intention of invading until mud is over, his line is longer, and until it is too late for his invasion reaction to matter.

I really should pose an invasion threat, but I want to mass for a push north, as he won't expect that. If I can get some good odds attacks I will lengthen his line so that he has few units for coastal defense. At last, link-up has been achieved.

GERMAN NOV I:

Regret 26th Pz could not complete rebuilding to strength this turn. 15th Panzer may look exposed, but it represents 27 defense factors at T59. There was gravel in the oatmeal when they made that cookie, so he's perfectly welcome to take a bite. Also 2nd Para at R46 is protected by High Appenines.

Nonetheless, the overall situation is very gloomy. I am unable to shorten my front to create reserves, and face second invasion.

I NOVEMBER

As a normal tactic, it is generally good to wait till late December before launching an invasion. The Second Invasion Reaction forces don't have time to do anything, and the Germans may well not have time to recapture critical victory cities. However, the mere fact that this is true does not mean that a better invasion opportunity may not show up sooner! Whenever the German is vulnerable, the Allied player should be ready to pounce. On that basis, stationing five brigades at T-45 is a mistake.



Allied Nov. I Move: The German has reluctantly conceded Allied link-up. The 26th Panzer takes advantage of the withdrawal to rebuild into a 4-5-12. The Allied player limits himself to rebuilding also, as the New Zealanders, 82/504, and the British 2nd Para Bde rebuild to full strength. Three unused replacements remain at both Termoli and Foggia.

They contribute little to Allied defenses, yet are not threatening invasion—as they could be.

In fact, the situation is not bad even now for an invasion . . . though it is early, the German player is virtually ignoring his Eastern coast. How long will he continue to do so?

Meanwhile, assuming no invasion, the logical point for an Allied attack was Frascati and the ERS units at I-1, soaking off against the more powerful 1st Paratroop unit. Advance is not necessary . . . even a "no movement" result would force the Salerno position—a 50/50 chance.

Alternately, 26th Panzer and the ERS unit with it could be attacked. Winning here not only takes the hill, but effectively forces the positions at R-49 and T-49. The only real disadvantage to this attack is, of course, the risk of casualties preventing better attacks later . . . future events, though, will demonstrate that the Allied player didn't really have anything better in mind.

The German, on the other hand, has responded in a very careless way. He has reduced forces on the heights above Salerno to the point where Allied forces could get a 2-1. If the Allies take Salerno, it's a small matter for an invasion to grab one more city. Salerno is now the key to the whole situation . . . and neither side seems to realize it!

It's also clear that the German is not expecting a major push to the north . . . and with good reason. The Allied player has no real objectives north of Pescara—just endless possible defense lines! There are far more profitable places for Allied attacks.

Nov. II Allied Move:

Some of the German positions are exposed, but there is too much chance to lose 4-6 factors in I-1 or 2-1 attacks. My plan is to push north, inducing him to reinforce that sector at the expense of the South, where I will then push in the direction of Salerno, Napoli, and Cassino.

Securing a bridgehead over the Pescara River should enable me to get some basic odds attacks and to lengthen the German front. Further south, I was able to make a basic odds (undoubled position) attack, but not without a soak-off.

I don't know if I want to push on Salerno after all, for two reasons: he is defending it strongly on doubled positions, which could cost me heavy casualties, and an invasion at Napoli increasingly appeals to me. One unit at Caserta could block the Volturno River bridge. A second unit could reach just north of Salerno. A third could hold Vesuvio. Moreover, the Initial Lift here is 14 points (75%), which is plenty for the plan above. If I take Salerno, he will fall back on Vesuvio, and this plan would no longer work.

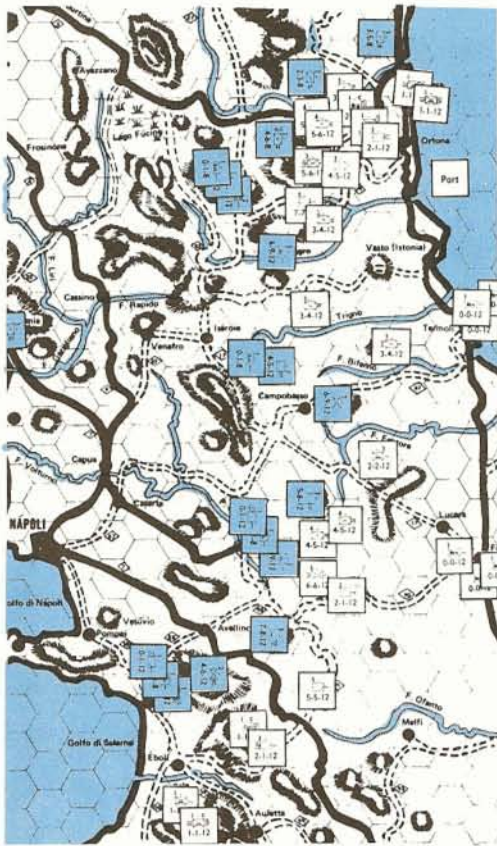
The ideal time would be Dec. III, as fair weather would enable the units which do not invade to shift quickly to crush the units between Salerno and Caserta. It is also late enough now for his invasion reinforcement not to be able to counter-attack.

Until then, I will try to extend the front so that he can spare only 2 or 3 units for coastal defense.

GERMAN NOV II:

The Allied drive north is "a blow into the air" as there is nothing of strategic value there.

This turn brings more reinforcements and a reasonably strong line. Nonetheless, I see no solution to the fundamental problem of an overextended front and threat of a second invasion from the rear. He has plenty of time to win, and unless I can find a way to free some units there's nothing I can do to stop him.



Allied Nov. II Move: The German has not attempted any attacks or builds, but the Allies launch 4 attacks. The US 3rd, 45th, and Br. 56th Divisions provide the bulk of the muscle for a 3-1 vs the German 65th Infantry which reduces it to a 1-2-8 and forces a retreat to S39. 23 Bde and 201 Gds become inverted counters in absorbing Allied casualties. The 1-3 soak-off against HuD costs a step each for the Canadian 1st and British 5th, but also reduces HuD to a 3-5. The 1-1 against the German 1st Paratrooper results in the latter losing an Ersatz unit while the Br. 4th Bde loses a step. The US 36th Division loses two steps to a 2-3-12 in its 1-3 soak-off vs. 16th Panzer.

II NOVEMBER

The Allied player demonstrated a very small sense of proportion this turn. The attacks in the north significantly weaken the Allied Army for little positional gain—though luck on these attacks ranged from average to extremely good (HuD's position was forced!). The German is over-defending the north to begin with . . . "stretching" that part of his line won't do much.

The big mistake was the 1-1 against 1st Paratrooper and the Ersatz units, coupled with the 1-3 against 16th Panzer (doubled). Because of the ERS units, 1st Paratrooper won't be weakened. The only gain is the hill position—against an expected Allied loss of 2.84 steps (1.16 on the 1-1; 1.67 on the 1-3). How about an attack against Salerno? A 1-1 against the Salerno heights—with a 50/50 chance of taking Salerno—has an expected loss of only 2.33 steps—a half-step less, with the same chance of an immeasurably greater gain! I hardly consider four factors (doubled—effectively eight) a "strong" defense—the Allied player is depleting his forces attacking far less valuable positions that are equally strong.

Maybe it is confusing the Germans, though. On the Axis half of the turn, the garrison on the hills overlooking Salerno was reduced—yes, reduced—to three factors (doubled—effectively six)! Thanks to mud, the Allies still can't get more than 1-1 against the position . . . but isn't that enough?

The German line is otherwise strong, except that the 26th Panzer unit could have been stationed at Q-44 instead of Q-45. This would have been effectively doubled due to the high appenines, and would have

better held that area. The 65th Infantry is only partially protected by its position . . . but given that the Allies are attacking north, the 94th Infantry should prove more tempting.

Allied Nov. III Move:

The Germans are very strong. It's not impossible that they could annoy me with a counterattack, but I suspect they'll prefer to husband their strength against the 2nd invasion.

I have available a small invasion force, including the arriving ISST. This may annoy him a bit, but I will just press on extending his line until Dec III.

GERMAN NOV III:

Again, my deployment may look a little strange — but legal — because I've shifted around in considering an offensive. Frankly, those "blows into the air" up north are starting to hurt — they lengthen my front, and make my fundamental problem more fundamental than ever. "Unit hunger" is starting to set in.

Therefore, I was going to hit the British 1st Para at S45 at 4-1 odds. It wouldn't really hurt him, but he would have to call off that northern offensive a couple of turns to put the situation right. The reason I called it off is because I just can't afford to get committed to an east coast offensive while faced with a threat of west coast invasion.

However, now that I think about it — since he hasn't invaded yet — he's probably not going to do so until VERY late in the game. The reason being that my Second Invasion Reaction forces would have no chance of coming down from the north



Allied Nov. III Move: The Germans have rebuilt 3rd Pz Gr to full strength and even have an uncommitted Armor Ersatz unit to their credit. The Allies rebuild all their losses and attack the German 94th Infantry at 4-1, eliminating the accompanying 1st Ersatz unit while dropping 82/505 to inverted counter status. The Allied player has 6 replacement units saved in Sicilia.

board edge and getting into action before the game is over.

That being his plan, it's clear I must stop the second invasion with force already on the board! Which means I must find a way to shorten the front and create those reserves! And right now he's got my forces stretched tighter than a high wire in dead winter. He's got me. All I can do is stay alert and look REAL hard for a mistake on his part — any chance for an offensive operation — I don't think he's expecting an offensive, because I've been playing pretty passively and it's hard for me to concentrate any substantial amount of force. Nonetheless, that's about my only hope — a sudden counterattack that will gain some territory and shorten my front.

Frankly, the harder I look, the less likely any such opportunity seems. It's a dismal situation.

III NOVEMBER

The Allied player still pressed northward this turn. True enough, the German line is being extended . . . but opportunities to actually capture objectives are still being ignored. It certainly would not hurt to place some strong units within 12 movement factors of positions from which to attack at Salerno . . . looking forward to a high-odds attack.

The German player, meanwhile, continues to ignore not only the potential threat at Salerno, but invasion threats as well. Admittedly, the potential Allied invasion force is small . . . but one or two German units in critical spots can do a lot to disrupt invasion possibilities. I can only assume that these two players have played this before . . . and that the German player has some intuitive idea of what the Allied player won't take advantage of. What I find funniest is that the German player speculates on taking the offensive and complains of a shortage of units, almost within the same breath! If the German player were truly piece-short, 16th Panzer would not be sitting back in a position of only minor usefulness and only an ERS unit would be reinforcing 29th Panzergranadier, if anything. Between 16th Panzer, 3rd Panzergranadier, and one or two spare ERS units, there's adequate strength to fully defend Salerno and do a bit of screening against potential invasions.

Nov. IV Allied Move:

On the northern flank "Operation Stretch" continues. To the South, I figured that the attack on Salerno couldn't lose. Although I had not planned to take Salerno at this time, its weak garrison afforded an opportunity too good to pass up. ALTHOUGH Salerno did not fall, the Germans were forced to divert more units south, which suits my basic strategy just fine: fewer units for coastal defense, and more units which I hope to cut off south of the Volturno River.

GERMAN NOV IV:

That 1-1 assault against Salerno gave me a real scare. I was careless, then lucky.

But the attack made me realize something else. Right now he needs two more cities to win. If he takes Salerno, he needs only one city—and can pick it off at leisure on a last turn invasion.

If I hold Salerno, he needs two cities—and the only second invasion prospect for that is Anzio, where both Anzio and Roma are objectives. Therefore, by holding Salerno, I force him to invade at Anzio! And, secure in this knowledge, that is the only invasion area I really need to defend.

At last I have some sort of strategy, i.e., hold Salerno and prevent him from taking BOTH Anzio and Roma on a second invasion. Also, I must

remember that I need a continuous front on the last game turn to win. I may yet have a chance. But it will be close! If Salerno goes, I have no chance as he can strike anywhere!

And so I have strengthened my line accordingly. Frascati unit may appear weak at P-48, but I can't be strong everywhere. Cassino is a false objective; I can easily stop him if he drives on it through the Frascati unit and would much prefer that to his northern offensive anyway.

IV NOVEMBER

BRAVO! The Allied player has finally made the attack that might have put the game in the bag. It's too bad the attack wasn't at higher odds, but—even as is—it was a good attack to make. It was just below-average luck that it failed.

Meanwhile, "Operation Stretch" should probably be called "Operation Procrastinate"—despite the strength of the German Line, that strength in the North should be used further South.

The Germans, in their part of the turn, should have stationed more force at P-48—it's annoyingly close to Cassino—even if that meant fewer defense factors at places like R-37 and/or P-46. Similarly, the German player should be thinking seriously about invasions. Even now, 1st Paratroopers could be surrounded—later, the potential will exist for other units.

At least, the German player now realizes the importance of the Salerno position. His analysis is pretty much correct except for one thing—he must assure that an invasion taking Naples would not also bag Salerno by outflanking the position.

Dec. I Allied Move:

The Germans did reinforce Salerno. My plan will be in trouble if they put even 2 defense factors (=4) on Vesuvio, as that would ruin a Napoli invasion. Also, the best I can get against the Caserta/Salerno units which I hope to trap will be 1-1, so I will need a little luck. Nonetheless, it's clear that he is only thinking of a Roma invasion, so I will enjoy startling him! I note that he is weak north of Isernia.

I don't really expect to take Cassino by direct attack, as it is just too strong a position, but 3-1 odds are hard to come by, and it gives him one more worry. He can also worry about an invasion armada at Ortona and Vasto.

GERMAN DEC I:

Still he doesn't invade! I'm convinced more than ever now that my analysis is correct.

I have some strong local superiority but don't dare attack because I don't want to get pulled out of position. When the invasion comes I need as many movement options as possible.

I DECEMBER

The Allied player correctly picked out the Frascati unit as the point to attack—significantly threatening Cassino. A significant invasion force has also been created. The position of the 1st Canadians is unenviable . . . but the German player would be foolish to amass sufficient forces for a good attack at this stage.

Instead, the German player wisely beefed-up the Cassino area. Note that if an invasion occurs at Rome, to enter western Rome on the first turn, HuD must be attacked across a river—i.e., doubled! In fact, the Frascati unit might better be placed, perhaps with an ERS unit, on Vesuvio—guarding the rear of those German units near the invasion area.



Allied Nov. IV Move: The Germans have taken advantage of their withdrawal in the north to rebuild HuD and the 65th Infantry and now have two Armor Ersatz Replacements in reserve. The Allies attack Frascati at 1-1 and are forced to retreat to N61 but destroy the Ersatz unit in the process. The Allied 23rd

Bde becomes an inverted counter after taking part in the 3-1 on HuD which reduces that unit a step and forces it to retreat to Q38. The US 36th Division and 82/505 are rebuilt leaving two replacements at Foggia and only three at Sicilia.

Dec. II Allied Move:

I decided to try to cause the most trouble possible all along the front this turn to maximize the impact of the invasion, next turn. The results far exceeded my hopes. Since there is little time left to refit units, I allowed two units to be destroyed in order not to reduce the strength of the surviving units.

The German line is generally quite strong—provided there is no attack from the rear. The danger to 1st Paratroopers shows up clearly in the events of III December . . . but the danger to Salerno is equally great.

There was a minor rule violation. The Allies are over-stacked at Ortona—3rd US Inf., 5th Brit. Inf., and 4th Brit. Arm. Bde together total nine stacking points.

GERMAN DEC II:

That was quite a slam, but despite losses it only shows that my line can take it. And time is now fast running out.

And so I'm digging in for the storm. He MUST hit at Anzio! Well, let him come—he can have Anzio or Roma—but not both.

Dec. III Allied Move:

His positions were ideal for my planned invasion. I am delighted to have destroyed 1st Para Division, but it may prove a hollow victory if I don't do better around Salerno, or have some extraordinary luck at Casino.

II DECEMBER

This turn, the Allied player launched mass attacks to keep the German busy—so obviously that a III December invasion is almost certain. In this, the Allied player was lucky—the roll of one against 15th Panzergrenadier puts serious pressure on Cassino, while the success against the 305th infantry should force the German to guard that much more of his line against attack from the rear. Unfortunately, the German failed to do this.

GERMAN DEC III:

Can't win 'em all! This is embarrassing, to say the least. I completely forgot that with the end of mud—an ally I had grown accustomed to—all sorts of things are suddenly possible at Napoli. This is an incredible catastrophe! 2nd Para division completely destroyed! Hud, 29th Panzer and Herman Goering surrounded at Salerno! There's hardly a German unit in south of Italy that isn't badly shaken or isolated.



Allied Dec. I Move: The German neither builds or attacks and still maintains an Armor Ersatz unit off the board. The US 3rd, 45th and British 5th Divisions provide the bulk of the power for a

3-1 on Frascati which destroys Ersatz 3 and retreats Frascati to Venafro. The 23rd Bde is rebuilt, leaving the Allies with 3 Replacement units in Sicilia.



Allied Dec. II Move: The German has pulled HuD out of the line and rebuilt it at Roma where it is joined by Frascati to form a mobile reserve. The Allies attack along the length of the front with good fortune. The 305th is attacked at 1-1, is reduced to a 1-2-8 and retreats to N55. The Cdn 1 Bde is destroyed in the attack. The US 34th and 36th Divisions in conjunction with the Rangers attack 3rd PzGr at 1-1, and

although forced to retreat, do eliminate a step from the 3rd PzGr. Elsewhere the 82/505 is destroyed in a 1-2 vs 15th PzGr but causes the latter unit to lose a step. In the north, the German 2nd Ersatz Armor unit is eliminated and the balance of the force retreats to T35. Br. 201 Gds and 82/325G both lose a step and become inverted counters. Only two Replacement units remain in Sicilia.

Moreover—confound!—I’ve just realized that Salerno has actually been FRIENDLY TO THE ALLIES ever since they attacked from that hex on Nov IV! (See rules, Page 10, “Friendly Terrain”).

Nonetheless, my move into Salerno itself is not forced. I could simply move a unit from the adjacent mountain hex into Salerno to make it friendly, and move right back into the mountain in one

movement phase. Nonetheless, my chances are best to hold in the town itself. Notice, my units in Salerno are isolated and will be automatically eliminated at the end of DEC IV turn. But that would be game’s end and would leave Salerno friendly to me because the Allies would have no movement phase in which to take the hex. This way he must attack it.



Allied Dec. III Move: The German falls back and weathers the Allied attacks well. He takes advantage of the withdrawal to rebuild 3rd Pz Gr to 3-4 status and the 305th Inf back to a 2-4-8. The Allied 2nd Invasion hits with devastating effect at Napoli but the Allies may have waited too long to play their ace. Ports are set up in Napoli. The German 2 Para loses 2 steps to a 4-7 and retreats to L52. The Fr 4 MT Bde is eliminated in the attack to satisfy Allied losses. 1st Para and Ersatz 4 are completely

eliminated by the British 3rd Division at Caserta which cuts off their retreat. The 1-1 attack on 29 PzGr by the British 7 Armor and US 34th and 36th Divisions is repulsed but results in reducing the German unit to 3-5 strength. The all-important 1-2 on Herman Goering succeeds in eliminating 1 step of the unit and reduces it to 6-7 status but fails to hold its ground. The British 1st Division must retreat to M59 and the 2 Para Bde is eliminated in the attack.

I must also assure that he has little chance of staying in the Cassino hex, even if he does attack from it. Because I can counterattack from it on the last turn and again make Cassino friendly to me on the last turn no matter what the outcome of the attack.

Finally, I must assure that at the end of my last movement phase I can form a continuous front as per victory conditions. But I think the invasion reaction forces will guarantee my ability to do that—even though they are too late to get into the action.

The situation is very grim. Everything now hangs on Salerno. Who would ever have thought it? I’m sure anybody who has followed the game this far can appreciate how shaken I’ve been by recent events and unexpected developments. But now a certain numbness has set in, and I am resigned to my fate whatever it is to be! Moreover, I find it absolutely fantastic that I actually still have a chance despite the incredible debacle of DEC III. The turn of a card, the throw of a die—and there lies victory or defeat.

III DECEMBER

The basic idea of the Allied invasion was to grab Naples and capture Salerno. Strangely enough, NEITHER was accomplished. First, Naples. If you check the position of each Allied unit that landed, you’ll find that the allotted three movement points do not allow any of them to pass through Naples and get to their final positions!

The Allied attack on Salerno would have been successful even if Herman Goering hadn’t been retreated, but it was necessary that there be no ALLIED retreat. There was only a 1/3 chance of this at the 1-2 odds used. It would have been far smarter to put 7th Armored Division at P-59, and the brigades and regiments at O-60. That way, if either attack had been successful, Salerno would have probably fallen. (Admittedly, both lost, but that doesn’t change the probabilities).

While fortune was not kind to the Allies this time, nor was it terribly cruel. 1-1’s and 1-2’s do not usually succeed—strategy should not be based on their doing so! In any case, good luck on the first 1-1 has put Cassino in significant danger.

The German was somewhat clever in leaving the Salerno Heights for Salerno proper. It means the Allied player will be able to make a 2-1 rather than just a 1-1 . . . but it also means a defender retreat is necessary to capture Salerno—one chance in three at 2-1, whereas there’s a 50% chance of the attacker remaining where he is at 1-1. The heavy fortification of Cassino is obviously necessary . . . but I would also have run 26th Panzer into Naples, and left Frascati—perhaps with an ERS unit—at K-52. It’s the next-to-last turn, and this would force the Allies to use valuable forces to occupy Naples. As is, the game is riding on the Salerno attack alone. The Allies have one chance in three of winning!

Allied Dec. IV Move and Final Comments:

The Germans have done the utmost under their power to stave off defeat.

As Vince Lombardi said, “We never lost, the clock just ran out!”

The Allies first approached Salerno at the end of October. At that time I don’t think either side expected that the Germans could hold it for more than a few weeks. I could have taken the city with a series of frontal assaults, probably at 1-1, but I preferred to win by maneuver rather than bludgeon, and lost instead.



Allied Dec. IV Move: The Germans hold their ground, withdrawing only enough to rebuild 26th Pz to a 5-6 and the 305th Inf to 3-5 status. The big Allied 2-1 attack on the Salerno garrison fails to draw blood nor repluse either side with a die roll of 4. The desperation attacks against the Monastery defenders are both repulsed, although 16th Pz loses a step to 4-5 status.

The game ends as the German puts his house in order to satisfy the victory conditions. It is necessary for him to make three 1-4 attacks to make Cassino "friendly" to the Germans once again. The outcome of these attacks is irrelevant. All German units in Salerno are eliminated by isolation at the end of the turn, but Salerno ends the game technically friendly to the Germans also.

GERMAN DEC IV:

Whew! What can I possibly say? Who would ever believe this that was not here?

The three 1-4 attacks against hexes O-49, N-50 and N-51 make Cassino automatically friendly to the Germans again so it is not necessary to roll their outcomes (which would be frightening).

And so the sun sets on this catastrophe with 1st Para destroyed, several elite German units isolated, and the remainder of the German army a badly battered shambles. I really can't say that my play was all that clever or that I did a very good job with forces under my command.

Nonetheless, the German continuous front exists and Salerno and Cassino are friendly to the German. Herman Goering division, 29th Pz Gr, and Hud 44 division are isolated at Salerno and surrender to the Allies.

The German has won the victory?

IV DECEMBER

The Allied player did not list the position of the 2nd Moroccans. I'm charitable enough to assume they're supposed to be in Naples—otherwise the Allies risk its recapture by all that German force near Cassino. They could blow a hole through the units on the Garigliano River (e.g., 1st SSF) at high odds and roll through on a breakthrough result! In any case, it doesn't matter... the Salerno and Cassino attacks weren't lucky enough to make it.

AS THE GAME UNFOLDS...



- Oct. III ———
- Oct. IV and Nov. I ·····
- Nov. II - - - - -
- Nov. IV ·····
- Allied Gains—Dec. I [Blue Square]
- Push on Cassino
- Allied Gains—Dec. II [Hatched Square]
- Push on Cassino and Napoli
- Allied Gains—Dec. III [Light Blue Square]
- As a result of 2nd Invasion
- Second Invasion [Blue Arrow]
- Salerno Pocket [Swastika]
- Monte Cassino [Swastika]
- Dec. IV Allied attacks which failed to take Cassino or Salerno [Swastika]
- Allied Victory Points (4) [Star]
- Operation Stretch [Blue Arrow]
- Port [Star]

END OF GAME COMMENTS

Both sides were guilty of some tactical blunders. While these largely tended to cancel out, overall I feel the German played an inferior tactical game. The basic strategy for the German is quite simple—set up strong defense lines and hold them as long as possible. The occasional opportunity for counter-attack does not change this basic situation. In general, the German did this—but not guarding the rear of the main line against invasion was a serious omission... and the often weak defense near Salerno would have been, had not the mind of the Allied player been on other things.

The Allied player, on the other hand, while occasionally sloppy (e.g., over-stacking, and neglecting to pass through Naples), was guilty of a very serious strategic blunder—trying to be too clever. Diversionary attacks... subtle maneuver... misdirection... these are all designed to accomplish in a roundabout way that which cannot be accomplished by direct methods. This was not the case—a straightforward approach would have been far more certain. The Allied player seemed positively reluctant to seize his objectives... that was his real downfall!

The magnitude of the Allied defeat becomes more apparent when luck factors are considered. Except for the last turns at Salerno, the Allied player was fairly lucky on low-odds die rolls. Overall the same was true—in 29 die rolls, the average Allied roll was 3.14 (compared with a statistical average of 3.5). In those 29 rolls, only two sixes were rolled, compared with six ones! A large number of 4's were rolled (ten)—one at the crucial 1-1 on Salerno in IV November—but generally, luck was with the Allies. In a well-played game, the outcome will not depend on a few crucial die rolls, as was the case here.

In sum, then, I would have to say the Germans played a better game.



More on Compartmentalization

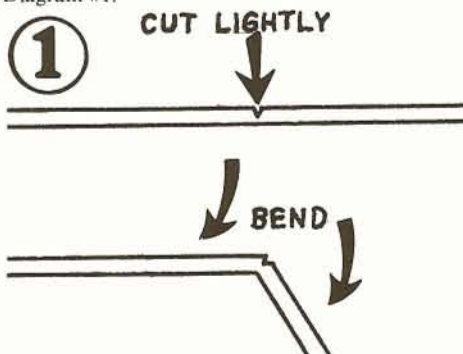
By Ronald Mazurkiewicz

Ronald Mazurkiewicz has come up with an excellent addendum to the *Playing Aids Compendium* of a year ago. Having used his system to improve unit storage in our own games we can attest to the wisdom of his plan. Unfortunately, the cardboard trays he used as the basis for his system are being phased out of production due to inflationary production costs. The next step will be construction plans for the trays themselves. In the meantime, adapt the trays you do have to this excellent system.

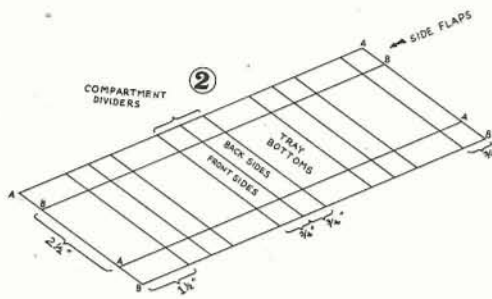
On page 4 of this issue's insert you'll find plans to full scale for one of the storage trays described below. Although the paper is thinner than what is recommended it should give you an idea of how the system works. We dressed our sample up a bit with diagrams of the counters to be included in each compartment section. Three of these trays will fit quite snugly into a standard bookcase box. If you like this playing aid, indicate it by marking the proper section of the Readers Response Page. If there is sufficient interest we'll continue to present such playing aids on the backs of future inserts for your use.

I have always thought of making tray compartments for AH games but never did anything until seeing the article in Vol. 11, No. 1. After seeing the photo on page 15 I thought of this idea which I think you'll see is a bit better. An advantage of this style compartment tray is that it takes no staples or glue to hold it in place, although you can use them if you want to. Even more important, due to the design, there is no way for pieces to slip under the barriers from one compartment to another. When put in a gamebox with the gameboard in place, the pieces will be held in their compartments by the gameboard resting on top of the dividers. Furthermore I was surprised to find that the trays provided with AH games are of enough precision that if the compartments are made to the indicated dimensions they will fit any AH tray. It's definitely worth the effort to make these compartments since separating the pieces speeds set up time and takes a lot of tedium out of game playing.

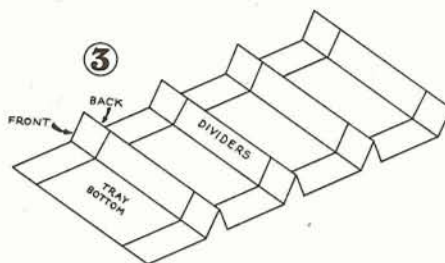
The material used was thin manila cardboard of the type used for file folders. It doesn't matter what kind you use, just so long as it's thin. The dimensions are indicated in Diagram #2. After drawing the dimension lines, the next step is cutting and then folding the strip. It's a very good idea to cut lightly along the lines you will bend the cardboard on so a neat straight fold is achieved. Cut on the opposite side to the one you bend toward you as shown in Diagram #1:



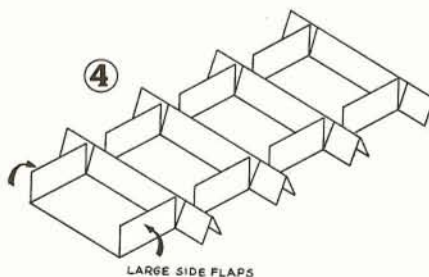
The only cutting that has to be done separates the side flaps from each other. Cut along the short lines from A to B all along the sides of each strip:



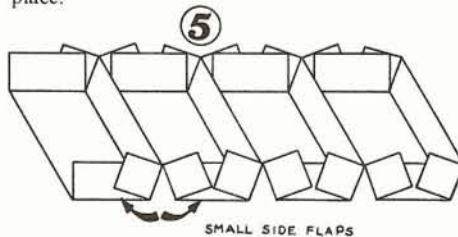
After this is done fold the strip so the dividers between each compartment are formed:



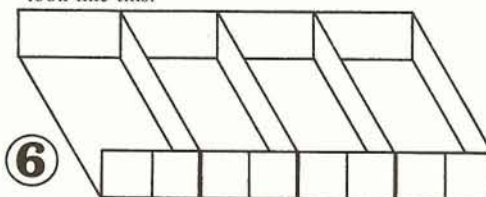
Now the side flaps must be folded up, first the large ones which form the actual sides of the compartments:



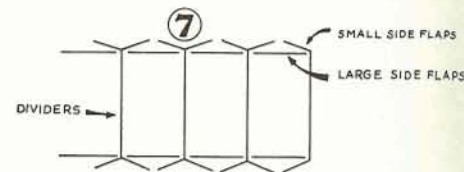
Next the small side flaps must be folded over. They are important since they will keep the dividers firmly upright when the compartment is finally in place:



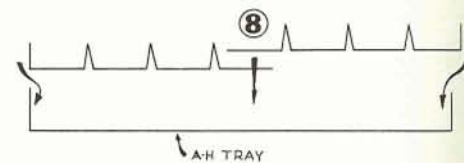
Looking from above the compartments should look like this:



Two of these folded strips are needed to form the compartments for one tray. They are fitted into the tray from each end and overlap in the middle.



At first it will be a bit difficult to fit the compartments into their tray, but the fit must be tight to keep them in place. Make sure that the last divider side, the one which fits next to the end of the tray is firmly fitted up against the tray's end wall, especially at the floor of the compartment. Use your finger tips to force the compartment in place:



Since the dividers will want to unfold themselves and straighten out, you will have to compress them like a spring to keep the folded strip in its half of the tray. The tricky part comes when you try to overlap the two compartment floors in the middle of the tray, since both strips are trying to unfold themselves at the same time. After your first struggle however, you should get the knack easily. One way to simplify matters is to use large more expensive sheets of manila or other thin cardboard, and make each strip twice as long (leaving out the extra duplicate bottom for the middle compartment). I used the material I did since it was readily available — and cheap.

★★★★★



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:

- A—an excellent player
- B—a good player
- C—an average player
- D—a novice in my first year of gaming
- 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.

NAME _____
 ADDRESS _____
 CITY _____ STATE _____ ZIP _____

Gentlemen:

I noticed you were soliciting opinions about your latest game release, 1776. In the view of the fact that the only comments I have seen on the game were misleading, i.e., that they suggest that the game is too heavily weighted in favor of the British, I venture to offer some unsolicited insights gained through the bitter school of harsh experience. I have played the campaign version of the game several times with a group of wargamers at Western Illinois University, and we have found that the game is without exception the most dramatic and unpredictable of your entire line. It is for this reason that I wish to correct the erroneous report that the British will consistently overwhelm the Continentals. Here are some hints that you might wish to include in future articles on the game.

Do not hesitate to be scrupulous in your observance of the rules, and encouraging your opponent to do likewise. In spite of the incredible length of the entire campaign game, a single miscalculation in the cost of movement can be disastrous, especially for the Continentals. Ignoring any part of the rules for movement will give a decided advantage to one side or the other.

Become familiar with the potentials of your troops as quickly as possible, and again, don't neglect any of them. A British commander who fails to utilize the option for construction of bateaus, for instance, will soon find the Continentals running rings around him. It should be mentioned that although the notion of a 30 page rule book may be inhibiting, if you take the game in stages as suggested, it is easy to acquire a working familiarity with all of the options.

Use your militia. The worst thing your militia can do is to hole up in a fort somewhere, as a garrison for Dismal Swamp or something. Their best use is to impede the movement of your opponent, even when sacrificed to Automatic Victory. The Continental can drive the British to tears doing this, especially when it takes them 14 months to get from New York to Philadelphia. Of course, any chance you get to inflict casualties on your opponent's regulars with your militia should be taken.

Remember that while the British have a tremendous numerical advantage to start with, the total size of their army is for all practical purposes finite, while the Continental Army is potentially infinite. Therefore the British can no more afford large battles at low odds than the American. Furthermore, the fact that the Continentals can liberate an entire area by taking a single strategic city, makes the British extremely vulnerable to having large numbers of his troops tied up by a small raiding force that can move faster than they can.

Two tips for the Continental commander. First, plan ahead. Don't be caught by winter reduction with large numbers of troops in a high percentage reduction zone. Shove excess militia into zones completely controlled by the British, since you won't get any replacements in those areas. Secondly, if you are playing the long campaign game, be prepared to feel like you are losing for three years. Don't be too quick to throw in the towel. Essentially, if you can survive until the French arrive, you'll probably win. Incidentally, what the French add is mobility, rather than strength. Managed properly, there is no way the British can defend all areas once you have control of the sea.

If you are the British commander, there is one thing to remember: don't split your forces. Plan to take one area at a time, and stick to your plan no matter how weak the Continentals look in the deep south. Raids to take cities along the coast just before interphase are fine to keep the CA strength from building up too rapidly, but don't invade an area that isn't adjacent to one you occupy in strength. If you should fail to win before the French arrive, stay away from the coast with large forces. The American will try to catch pieces of your army with the French fleet adding just enough to his overland forces to get good odds on you. If this happens, you will gain a new appreciation of Yorktown.

I know, I did.

Stephen B. Tietz
Carbondale, Ill.

★★★★★

Gentlemen:

Congratulations on Vol. 11, No. 5 of the *General*. In my opinion, this was the best issue to date. My opinion of this issue is colored only

Letters to the Editor ...

slightly by the fact that it contained my article, "Richthofen's War Analysis."

After reviewing my article, I wish to correct two errors appearing in it. On maneuver diagram E on page 12, the column of numbers directly below the aircraft in the center of the diagram is incorrect. Instead of 7, 7, 8, it should be 7, 6, 7. I apologize for this error and hope that it caused no one any inconvenience (or casualties).

David Bottger
Mishawaka, IN

★★★★★

Dear Sir:

In two issues of The Avalon Hill *GENERAL* I noticed that Comput-A-Dice was mentioned. (Vol. 11 No. 1, "A Compendium of Playing Aides" P. 16 Col. 3 and Vol. 11 No. 4, "Letters to the Editor" P. 29 Col. 3). In both instances I noted that this item was referred to as Radio Shack's Comput-A-Dice. To the best of our knowledge Comput-A-Dice is not a proprietary item of Radio Shack and is available through other retail outlets. Our Company, Century Game Associates, is one of these outlets. We are a mail order Company carrying wargames and accessories from a variety of manufacturers (Avalon Hill included).

Comput-A-Dice is available all year long, for \$3.99 (Postage included), by writing to:

CENTURY GAME ASSOCIATES

P.O. Box 539

Willow Grove, Pa. 19090

Pa. Residents add 6% sales Tax.

We would appreciate your setting the record straight on this matter.

Edward L. Dauginas
Century Game Associates

Ed. Note: Not only will we set the record straight but we'll add that Century Game Associates will be present at ORIGINS I to sell their wares.

★★★★★

Mr. Greenwood:

I think that I should offer congrats on the issuance of *Panzer Leader*. It is probably the best game on the market. Every facet of the game makeup is near perfect — components, balance, quality, rules, etc. I commend you on this super effort.

Now for some additional thoughts — I hope that you will not sit back and let this game vegetate as *Panzerblitz* did to some extent. Yes, I know of all those Situation 13's but they are not the real thing. Thank goodness that you finally published all those wonderful new scenarios by Robert Harmon, in Vol. 11, #4. They lend a certain "newness" and authenticity as opposed to "choose your units and fight for board two." I guess what I am saying is don't be afraid to put out some new *Panzer Leader* scenarios — twenty is nice but a few more certainly would not hurt.

I hear rumors that you are doing a desert war type *Panzer Leader* — if this is true proceed with utmost speed as I cannot wait. The list of games that you are thinking about doing has aroused my interest. So much of it seems to be material that S&T has done — no — that is not a knock, as *Third Reich to WW II* and *Panzer Leader to Panzerblitz* are great improvements game-wise, and component-wise you have no match. I wish and hope that you will do more games more often, even if they are "just" big improvements on "established" ideas.

If I was to sum up this letter I guess it would be "keep producing."

Steve Spoulos
Pacifica, California

Ed. Note: We've got to agree that it's tough to think of a really popular title that hasn't been done before by somebody else. But that doesn't mean we can't approach it differently and try to make a better game. Let there be any confusion I should add that the desert warfare game we're working on will not utilize the *Panzer Leader* system.

Dear Editor:

I found the "Defending Russia" article by Mr. Bartlett in Vol. 11, No. 3, to be very interesting. This defense which appears to be a variant of the so called "hyper" defense is a good one. A player using this defense stands a decent chance of winning if the rest of his play is comparable to the defense.

Mr. Bartlett mentioned that he considered the defense imperfect but nevertheless strong. A lot of players might feel "awed" by this defense and not know the best way to go about attacking it. May I offer the following suggestions.

This defense offers three 2-3-6's. Take them. Some defenses only give two. A 4-6-4 can be placed on LL-14. The 4-6-4 has to be fought for, the 2-3-6 in reserve can be used for a 3 square delay on the following turn. Don't attack the 6-9-6 at 2-1 or 3-1; attack it at 1-2. Using the PBM table you have 40% chance of success. A D-back 2 takes the river this turn. An exchange kills the valuable 6-9-6 and the river falls next turn. The Russian player is offering you basic odds attacks on (3) of his units on CC-14. Take it. Whenever the German player can get decent attacks against undoubted Russian units he should hit them. You can make one of the (3) following attacks:

1. One big 1-1 (a 40% chance of killing (3) Russian Corps — expected losses are: Ger. — 7.8, Rus — 7.2)

2. One 1-2 (watch the Russian players teeth fall out if you roll a "2", expected losses: Ger — 4.5, Rus — 3.6)

3. A 2-1 and a 1-2 (an 89% chance of remaining on the square, expected losses: Ger — 6.2, Rus — 6.0.)

Attrition attacks against undoubted Russian units early in the game can pay big dividends later. The last suggestion is a moderate gamble that, if successful, will really burn the Russians.

Ever hear the story about putting all of your eggs in one basket? Well, Brest-Litovsk is the basket. You attack the two 7-10-4's there at 1-2. You have a 40% chance of either killing both of them or retreating them to CC-15. Either way the Nemunas River falls next turn and you are on your way, ahead of schedule by far. With two 7-10-4's dead the Russian player will be hard pressed to form a 3-1 proof line anywhere for awhile. By the way, never attack from BB-14 against this defense — it's a trap and a might costly.

Other than the above mentioned attacks sit tight on the first turn and threaten an advance through Hungary. Attack the Russians later when he has to spread out a little.

Robert Beyma
Hampton, Va.

★★★★★

Gentlemen:

Re: Mr. Carl Hoffman's letter in the Volume 11 #4 issue of the *GENERAL*. Mr. Hoffman tells us that there is an "overblown affection for Nazism [which] is fairly widespread throughout wargaming and is probably the most distressing aspect of the hobby." I argue, and I hope I speak not only for myself, but for most of the "professional Germans" mentioned in his letter, that it is not Hitler's cause, the Nazi cause, that attracts most players to the German side, but the "romantic" figures in the German arsenal, Oh, possibly, the regalia of the Third Reich attracts some. But, certainly, few wargamers will be attracted by the vast amount of blood shed on account of Hitler and his closest cronies. No, I think I can definitely state that the attraction of the Germans to many wargamers is not the Nazis or their cause, but the Wehrmacht, the Kriegsmarine, and/or the Luftwaffe. Insofar as his statement that there is nothing romantic about the "Slaughter of upwards of 25 million people" goes, you will find that almost 90%, if not more, of these murders were perpetrated, not by the army, but by Nazi organizations; the Gestapo, and the infamous SS. These organizations were opposed, and looked down upon, by most German military leaders.

To sum it up, the Nazi 'cause', as such, does not figure in the average 'pro-German' player's motives. Instead, it is a certain kind of empathy for the German people/army of 1939-45.

Jonathan Penner
Landmark, Manitoba

Dear Sir:

My November-December issue pleases me muchly — or at least one article does: "The Pieces of Panzerblitz." I admit I'm partial to that game, and perhaps the *Stalingrad* freaks were disappointed this time, but I liked it, and that one article will probably make me renew the magazine. With the addition of "Beyond Situation Thirteen" I felt I was getting a new game of *Panzerblitz* for free, and we all like that feeling.

Most of Mr. McAneny's comments were reasonable, some were helpful, and all were interesting, even when I felt like arguing (I think the Crash-boom came in a high-velocity long barrel form, etc.). It was like comparing cars with a neighbor, back when I used to care about cars. Now I'm a solitaire *Panzerblitz* freak, a few times a year. I suggest another article on the same theme: a tactical lesson by a good player of some of the techniques McAneny mentions. Your tournament replays have not been helpful thus far.

Carl Hoffmann's letter criticizing the Reichophilia of many game fans speaks for me also. I have a sneaking affection for the reichswehr too, and when the dogged Russian masses grind them down again in one of my games I feel personally defeated; you've built the romance into the Reich... but all those Panthers and Elefantens were built by slave labor under wretched conditions for the purpose of enslaving yet more Untermenschen. Please remind your designers, and once in awhile your readers, of whose side we are on.

Michael Orth
San Luis Obispo, CA

★★★★★

To the Editor,

In Vol. 11, No. 1 of the *General* you published a letter written by Lew Pulsipher which contained, among other things, some information about the Midwest Gaming Association. It's possible that Lew's description of our club publication, the *Midwest Gaming Review*, has misled some of your readers.

According to Lew, *MGR* is devoted to club information and gaming news only, and carries no articles. This statement is incorrect. It is possible that he meant to say that it carries no articles on military history, which is true.

Club related material and gaming news (short reviews of publications and announcements of events) take up about one sixth to one quarter of each issue. Most of the remainder is devoted to articles. We try to cover all aspects of gaming: design, variants, play, psychology, politics, etc. For example, the latest *MGR* (#8) contained a fine article on Indian Chess... written by Lew Pulsipher.

Len Scensey
Midwest Gaming Review

★★★★★

Dear Sir,

I am greatly pleased by the new AREA service. It is destined to become a landmark in wargaming. I hope you realize the significance of this move, it will bring us up to par with the chess world. Every issue you have something new and wonderful for us; first it was the Elite club, then Origins I now this... What next? I will probably not be very active now, since I am in school. However, I want this service to be successful, so count me in. Besides, it's a lifetime membership, so how can I lose?

Roberto Camino
Huntington Park, CA

★★★★★

Dear Mr. Greenwood,

I've had the chance to play *Third Reich* twice now and it is definitely a superb game. The multi-player version is certainly the best way to go on such a large scale and demanding game. Prados certainly has established himself as a good designer.

I look forward to seeing strategy articles on the game as well as a similar attempt in the Pacific. Frankly, the *Mighty Pacific* sounds very interesting even if its going to be hard to play that scale with two players comfortably. By the time July rolls around I hope to have digested *J.R.*

Jack Greene Jr.
Simulations Design Corporation

READER BUYER'S GUIDE

\$10

TITLE: THIRD REICH SUBJECT: Army Level Game of the European Theatre of WWII

THIRD REICH is the 16th game to undergo analysis in the RBG and fared extremely well with a cumulative rating of 2.57; 4th best to date. What was really impressive were the three 'best ever' ratings posted for Play Balance, Excitement Level, and Overall Value. The game also did extremely well in the Realism, Physical Quality, and Mapboard categories where it did no worse than 4th. The game would have easily set a record for cumulative rating were it not for an expected poor performance in the Ease of Understanding category where it managed to best only 1914 among prior RBG rated games.

The Components rating probably suffered from those who believe they were shorted Neutral counters, but the game is designed to have only 2 1/2 counter sheets. It is improbable that more than a few neutral counters would come into play at any one time so the "force pool" counter mix method was adapted for neutrals to conserve space.

We foresaw the Ease of Understanding problem when we created the new complexity level of *Tournament IV* for this game. Complexity can't be avoided in a game of this scope, even though we tried to lean towards simplicity wherever possible in its design. Yet, the fact remains that the only complaint we hear more often than "it's too complex", is the other side of the coin—that the game is too simple and doesn't include all the fine points to the nth degree. A game with as many strategic options as this has, defies a concise set of rules for every possible situation. The rules, of necessity, dealt with generalities and left it up to the players to utilize common sense in applying them to situations as they arose. Were one to list examples for every possible set of national moves, one would have an encyclopedia rather than a rule book. And it is left to the abilities of

the players to apply the examples given to other countries in other situations. Nevertheless, the rules do stand as the major drawback—tending towards repetition and lacking good organization. A list of clarifications was printed in Vol. 11, No. 6 and will eventually replace section 13 of the rules in a future edition.

When all is said and done however, *THIRD REICH* presents an immensely interesting subject in a highly innovative fashion which makes for a good simulation and a fantastic game with a plethora of strategic decisions to be made. It's main drawbacks are its length, high piece density, and difficulty to pbm. These are more than compensated for in overwhelming fashion by its novel game system and situation—a statement readily backed by you—the raters of the RBG.

The playing time is a good estimate of the 1939 and 1942 Scenarios between experienced players. The 1944 Scenario can be played in under 4 hours while a Campaign Game which runs the full length may easily take 12 hours.

- 1. Physical Quality 2.12
- 2. Mapboard 2.47
- 3. Components 2.34
- 4. Ease of Understanding 4.15
- 5. Completeness of Rules 3.22
- 6. Play Balance 2.59
- 7. Realism 2.24
- 8. Excitement Level 1.95
- 9. Overall Value 2.05
- 10. Game Length 5 hrs, 49 min.

THE QUESTION BOX

THIRD REICH

Q. Can Russia declare war on Norway?
A. Not immediately. See 3.6 (pg. 12) where Russia is limited to attacking only bordering neutrals until Fall, 1941. Were Russia to take Finland, Norway could be considered adjacent to their off board boundaries and thus subject to attack.

Q. If an inactive Minor Ally is invaded, can Germany activate his ally simply by a Declaration of War on his turn?
A. Yes, and if already at war with the invader, activation of the invaded Minor Ally is automatic.

Q. If a fleet attempting a mission is intercepted and suffers losses, can it abort the mission and return to port?
A. Yes, or it can continue on to a different destination.

Q. During an Attrition Option, can a unit forced to vacate an occupied hex move into the hex the attacking unit advances from if there are no other units in that hex?
A. NO!

Q. Can attacking units move through undefended Objective hexes during an Attrition Option?
A. Yes—during movement—not combat.

Q. In case of Allied Minor Variation 3, does the entire French fleet join the Allies or is it halved first like other Vichy units?
A. It is halved first.

PANZERBLITZ

Q. Do terrain qualifications affect odds or die rolls in a CA attack?
A. Yes

Q. In situation 7, is the Russian player free to move his other units as soon as the lead unit comes within 3 hexes of the Germans?
A. Yes, but following Russian units must have moved up the road in convoy fashion up to that point in the time span of the turn.

Q. Do units which move onto mines in woods or town hexes still add 1 to the minefield attack?
A. No

AFRIKA KORPS:

Q. The commonly accepted manner of a unit attacking out of isolation at AV odds to gain supply for that AV has always been a mystery to me.

A. Us also. Somewhere along the line a *GENERAL* answerman thought that a 1-1-6 was too weak to pin down a 7-7-10 regardless of the supply situation. No one dared change such a widely used ruling... until now. We are in the process of redoing the *AFRIKA KORPS* rules and rather than change the existing rulebook to adapt to the ruling, we're falling back on the rules as written. Thus in the new edition of *AFRIKA KORPS* (not yet available), isolated units will not be able to use AV to attack out to gain supply for that AV. The supply unit must be in a position to supply the attacker at the time of the attack.

Q. Suppose British units are in their second turn of isolation, but the British player moves a supply unit adjacent to the blocking German unit with a 1-1-6 to make a 1-3 attack on the German 3-3-10. During this attack, the supply unit is able to trace a line of supply to the isolated units. Does this count to break the isolation or must the supply unit be in position at the end of the turn rather than during the combat phase before its elimination?
A. The isolation is considered broken and the process must begin anew.

NOTICE: Due to the great amount of changes in the new *BLITZKRIEG* and *WATERLOO* rules editions, questions and answers on the old edition of these rules will no longer appear in these pages. All future questions will be answered in light of the latest edition of the rules in question.

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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 \$1.50 plus postage.

	THIRD REICH	AFRIKA KORPS	AFRICA	INDIA	GETTYSBURG	DDAY	WATERLOO	BLITZKRIEG	GUTLAND	JULIAND	ANNIZIO	KRISTOFFEL	PANZERBLITZ	LUFFWAFFE	ORIGINS I	FRANCE 40	RICHTHOFFENS
Vol. 4, No. 1	1																
Vol. 5, No. 2																	
Vol. 5, No. 3																	
Vol. 5, No. 4	1																
Vol. 6, No. 2																	
Vol. 7, No. 1	1																
Vol. 7, No. 2																	
Vol. 7, No. 4	1	1			2	2	1	1	1	2	1						
Vol. 7, No. 5	1				2	2	1	1	1	1							
Vol. 7, No. 6	1				1	1	1	1	1	1	1						
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Vol. 9, No. 4	1	*			1	1	1	1	1	1	1	1	1				
Vol. 9, No. 5							1	1	1	1	1	1	1				
Vol. 9, No. 6							1	1	1	1	1	1	1				
Vol. 10, No. 2							1	1	1	1	1	1	1	1	1	1	1
Vol. 10, No. 5							1	1	1	1	1	1	1	1	1	1	1
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Vol. 11, No. 4							1	1	1	1	1	1	1	1	1	1	1
Vol. 11, No. 5							1	1	1	1	1	1	1	1	1	1	1
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These issues not listed have been sold out and are unavailable. Asterisks indicate the subject of the feature article. Δ = the subject of the Series Review.



A fair warning—we have been experiencing a run on back issues lately. By the time this is printed, it is quite possible that we will be entirely sold out of back issues. Be sure to specify plenty of alternates or expect a refund voucher by return mail.

GEN CON VIII again looms as the biggest event for wargamers in the Midwest with another three-day event at Horticultural Hall, 330 Broad St., Lake Geneva, WI 53147. Scheduled for August 22nd-24th, GEN CON VIII promises to be just as entertaining as those which have gone before with plenty of miniatures, boardgames, dealers, etc. Inquiries should be directed to Tactical Studies Rules, 542 Sage St., Lake Geneva, WI 53147.

Cincinnati Games Con V is scheduled for July 19th and 20th at Xavier University Armory. The price is \$1.50 per day at the door or \$2.50 for both days if preregistered. Campus lodging is available for \$6 per night. Further information is available from A. W. MacIntyre, 2729 Stratford, Cincinnati, OH 45220.

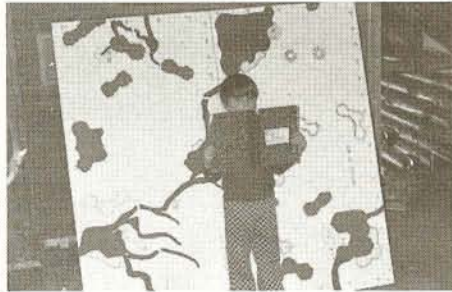
The Miniature Wargamers of Western New York will hold their 2nd Annual Wargaming and Modeling Convention at the Adam Plewacki American Legion Post at 385 Paderewski Drive, Buffalo, NY on September 13th and 14th. Among the scheduled events will be a *Battle of the Bulge* Tournament. For more information, please contact Robert Sillars, 5274 Thompson Rd., Clarence, NY 14031.

Antonio Leal informs us that he is teaching a course at UCLA this spring quarter entitled, "The Art and Science of Wargaming" as part of the UCLA Experimental College. The course is oriented toward the beginner in the hopes of introducing more people to the growing hobby of wargaming. With more and more universities starting experimental colleges this seems an excellent way to recruit devotees.

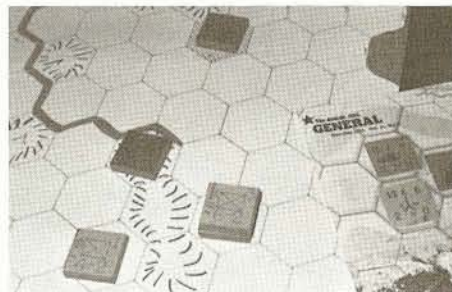


Japan is the latest country to be hit by the wargaming craze as the photo above provided through the courtesy of the Taiyo Trading Company of Tokyo will attest. What little wargaming that goes on in the land of the rising sun up to this time has been confined to miniatures, due largely to the tremendous problem posed by interpreting the rules of commercial wargames into Japanese. The Taiyo Trading Company however will soon be handling Avalon Hill games in Japan where brisk sales are anticipated. And like their western counterparts, the Japanese have shown a marked preference for WWII German armor battles.

Infiltrator's Report



"Carrying things a bit too far" might be the comment of a visitor to gamer Paul Tomberg's abode in Washington, VT. Mr. Tomberg goes in for wargames in a big way as is evidenced by his mock-ups of *KRIEGSPIEL* shown above and below. His unit counters are 2" across mounted on 1/2" plywood. As for the mapboard, that's not a 54mm figure there, but his 9 year old son!!



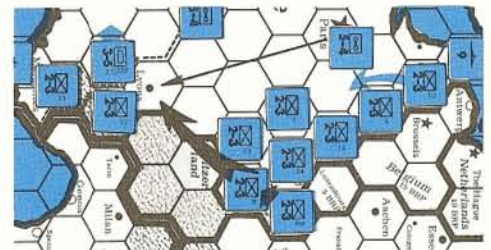
We have been advised of yet another use for Avalon Hill games in the military classroom. This time Captain Kenneth D. Phelps, an Assistant Professor of AF Aerospace Studies at Norwich University has authored an article in the SEPT-OCT '74 issue of the *Air Force ROTC Education Journal* on the classroom uses he found for *LUFTWAFFE*. Captain Phelps doubled the size of the playing board and divided his class along a commander-and-battle staff approach. The results were excellent. In Captain Phelps own words: "Not only did the students experience a vivid exposure to the complexity of one segment of the history course—they also saw at first hand the effects of ignoring principles of war and organizational theory, which before had seemed academic and not too relevant."

Just one example of the rising general acceptance of wargaming can be found in the pages of Len Deighton's newest book *Spy Story*. Deighton, whose *Funeral in Berlin* spent many weeks on the best seller charts matter of factly compares computerized military wargames "with the latest new boxed game from Avalon Hill" on page 144 of his new book.

Tom Oleson, the hyperactive devotee and designer of *ANZIO* is offering a free Errata sheet to all Anzio players who request same and include a stamped, self-addressed envelope for the reply. Interested parties can contact Tom at his 1200 High Ridge Lane, Santa Barbara, CA 93103 abode.

We fouled up the answer to Contest No. 63 when we wrote up the solution for Vol. 11, #5. Our chief literary nincompoop switched the target of the 75mm gun to the T-34. It can't fire at that unit because it is in a gully. The 75 had to fire at the SU 76 which (using Real LOS) was spotted by the Engineer unit. The Engineers and infantry then make a 2-1 CAT on the T-34. Overruns were not a factor because the main German goal is to prevent the Russians from exiting the board. His own casualties were of little consequence. Our thanks to alert reader James Vooy's of Latham, NY for picking up this error. The contest winners remain the same however as the entries were judged correctly—the error came in the writing of the solution.

Contest No. 65 involved moving 4 French units to new locations to prevent the fall of Paris. Actually, only the most glaring error (the lack of depth between the 16th Infantry and Paris) had to be corrected to be sure that Paris would not fall. However, by moving three more units the French player could present the best possible defense against a maximum advance into France. The solution consisted of moving the 10th Infantry between Paris and the 16th Infantry; withdrawing the Alpine Infantry to Lyons, and shifting the 2 GCM 1 hex to the west—thus offering the smallest possible gain to a German exploitation through the south. In addition, the Parisian air unit should be moved to Lyons where it can cover both approaches.



Not a single person submitted what we considered to be the perfect solution. Over 90% of the entries were immediately tossed out because they denuded the Italian front to shore up the German border. Those who robbed the Italian border defenses have done so believing that any German penetration would be too weak and could easily be repulsed by French counterattacks. However, the object of the contest was to deny as much territory as possible to the Germans, not to lure them into a trap which they may or may not have taken. Thus, any defense which allowed the Germans to take Paris or gave up half of France by default was automatically classed as a loser. And moving the French armored division to the north was just that—a loser, which allowed exploitation into Paris itself after a successful 1-1 attack against the French border guards. Faced with such ineptness, we settled for those entries which merely moved the 10th or even the Alpine Infantry to the hex directly east of Paris. All the hexes further to the north were protected by the as yet unactivated forces of the Minor Neutrals whose borders the Germans would have had to cross. The first ten entrants to submit what we termed winning entries included: A. Van Zante, Durham, NC; S. Bratcher, Westfield, NJ; D. Culhane, Rothsville, PA; G. Uhl, Crofton, MD; R. Parsons, Portsmouth, VA; S. Rich, Springfield, OH; S. Smith, Toledo, OH; J. Parisi, New Hroe Park, NY; L. Greenburg, Leonia, NJ; and D. Haase, Mt. Prospect, IL.

NEW GAMES AND THINGS



DIPLOMACY WORLD is a quarterly magazine on Diplomacy which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, IN 46052 and subsidized by The Avalon Hill Game Company. The purpose of each 40-page offset issue is to present a broad overview of the postal Diplomacy hobby by printing articles on good play, zine news, listing rating systems, game openings, and printing a complete variant game and map with each issue. Subscriptions are \$4.00 with single copies \$1.25 each.



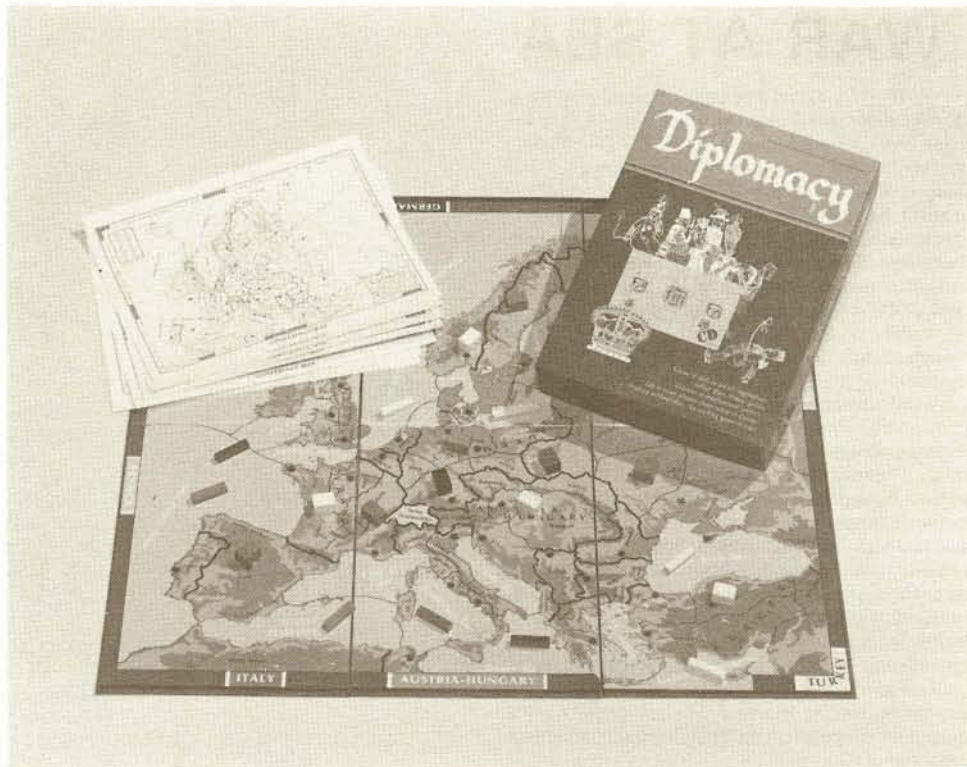
PANZERBLITZ BOOKLETS

After hundreds of requests for it, we've finally published the best of the *GENERAL*'s many articles on *PANZERBLITZ*—conventional wargaming's all time best seller. Entitled "Wargamer's Guide to *PANZERBLITZ*", it initiates and may very well end the "Best of the *GENERAL*" series as no other game has been the target of a comparable volume of literary attention.

The 36 pp. manual resembles very much an issue of the *GENERAL* except that it is devoted 100% to *PANZERBLITZ*. The articles are taken almost exclusively from back issues, dating as far back as 1971. In addition, two never before published articles appear; Robert Harmon's "Commanders Notebook" which analyzes the original 12 scenarios, plus Phil Kosnett's "Chopperblitz"—a hypothetical variant utilizing helicopters with six new scenarios.

Reprints include Larry McAneny's "The Pieces of Panzerblitz"—voted the best article ever to appear in the *GENERAL*, "Beyond Situation 13"—twelve additional scenarios by Robert Harmon; "Parablitz"; "Panzerblitz"; "Blind Panzerblitz"; "Situation 13"; "Championship Situations"; "Panzerblitz Concealment"; and "Incremental Panzerblitz." Topping it all off is a complete listing of all errata on the game published to date where the Opponents Wanted Page once ruled supreme.

The Wargamer's Guide to *PANZERBLITZ* sells for \$3.00 plus 50¢ postage and handling charges from the Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214. Maryland residents add 4% state sales tax.



Read what others have had to say about DIPLOMACY—

"... Surely the greatest indoor board game invented this century."
... *GAMES & PUZZLES*, Dec. 1973, p. 16

"The Kennedys are said to play it at the White House and I understand the Western Alliance is demanding early assurances that Jack sometimes wins."
... Angus McGill, London *EVENING STANDARD*, March 20, 1963

"They play it in the White House. In fact, it's the rage in America. And, at Cambridge, the Dean of Trinity College, John Gallagher, is an expert. In ecclesiastical circles, the Bishop of Woolwich knows all about it... IT? The game called *DIPLOMACY*."
... Greville, London *DAILY MAIL*, Nov., 1972

For the past 15 years *DIPLOMACY*, a strategy game of diplomatic and military conflict in pre-WWI Europe, has enjoyed an ever increasing popularity despite a lack of widespread distribution. Practically the only game in existence to attract a following entirely its own, *DIPLOMACY* offers a fascinating game system devoid of luck elements of any kind.

For years, *DIPLOMACY* has been considered the third branch of wargaming in and of itself (conventional board wargames and miniatures being the other two). Literally dozens of fan magazines are published about this game as a forum for postal play. Such postal games are not only accompanied by colorful and often humorous "press releases" by the respective powers, but are also permanently recorded by an official whose duty it is to log every postal game ever played. Over 100 variants of the game have been published in various *DIPLOMACY* journals. No wargame short of chess itself has ever been the subject of such prolonged scrutiny.

DIPLOMACY is best played by 7 players though as few as 2 may play. Each player represents one of the great powers of Europe in the years just prior to WWI: England, Russia, Turkey, Austro-Hungary, Italy and France. At the start of the game, the players draw lots to determine which power each will represent. This is the only element of chance in the game.

Each turn represents 6 months of real time. Players can increase the size of their forces by building new armies and fleets during every

"fall" move. However, to build a new unit you must have gained a supply center. There are only 34 of these on the board, possession of which are hotly contested. Powers losing control of their supply centers are reduced in size and eventually forced from the game until one player manages to gain control of 18 centers, and therefore a majority, and wins.

Secret orders are written by the players for both movement and the concentration of fleets and the raising of armies with which they try to enforce the alliances they exact from each other. For no agreement in *DIPLOMACY* is sacred—they can be broken with no more penalty than the likelihood of insuring the "stabbed" player's distrust and enmity for the balance of that and possibly future games. The rules do not bind a player to anything he says, deciding whom to trust as situations arise is part of the game. Players are generally constantly engaged in negotiation with friend and foe alike, for this turn's ally may well be next year's enemy. The winner must command the best marriage of tactical knowledge of maneuvers, deceit and cunning, and an intuitive sense of when to form and break alliances.

DIPLOMACY comes complete with a full-color, mounted mapboard of early 20th century Europe, 7 conference maps, rules and 7 separate sets of colored wooden playing pieces (oblong for fleets, square for armies). The game is available by mail from Avalon Hill for \$11.00 plus the usual postage charges.

NEW GAMES AND THINGS

WAR AT SEA

WAR AT SEA is the second Jedco game to come under the Avalon Hill banner. As was the case with John Edwards' *RUSSIAN CAMPAIGN* we scoffed long and loud until we played it. The laughs were soon replaced by serious concentration however as we became engrossed in game after game of this fast paced classic. Purchasers of Edwards' *RUSSIAN CAMPAIGN* will attest to his ability to make exciting games and *WAR AT SEA* is no exception.

WAR AT SEA is an area movement game which simulates the European naval theatre of operations in WWII. Possibilities for historic encounters such as the Battle of Denmark Strait (*Bismarck, Prinz Eugen vs. Hood, Prince of Wales*) abound along with chances for infinite other encounters which fate previously decreed would never take place. The game assumes a bolder stance by the Axis powers in asserting themselves at sea and follows through by making the *Graf Zeppelin* (a never completed aircraft carrier) available to the Germans midway through the game. The result is some highly interesting match-ups and exciting, fast-paced play.

The game has eight turns, each representing approximately 6 months of real time. At the outset of each turn the British player allocates his force of 47 capital ships to patrol in any of five sea areas (North Sea, N. Atlantic, S. Atlantic, Barents Sea and the Mediterranean). The Axis player, upon seeing the Allied dispositions, decides where to attempt to place his forces. After placement and resolution of any U-boat, air, or surface combat Points Of Control are awarded to the players for control of given sea areas.

The Allied fleet, while much larger and stronger, must spread itself thin to attempt to protect as many shipping lanes as possible, and by doing so it gives the Axis forces an opportunity to win limited victories in isolated portions of the sea. For example, if the British make a strong Mediterranean commitment the Italian fleet will probably stay in port, but the Germans may mass for a major battle in the North Sea to break the British blockade. If too much force is committed to the blockade too soon, raiders may wreak havoc in the North & South Atlantic. Yet, if the Barents Sea is not heavily patrolled, the Germans may sortie and destroy a vital convoy. And so it goes . . . a continuous series of checks and balances which keeps the participants on the edge of their chair from start to finish.

Although *WAR AT SEA* utilizes a simple area movement system, ship speed, firepower, and armor protection all play significant roles. The faster a ship the better its chances of running a blockade, breaking off a losing battle, or pursuing a fleeing enemy. Similarly, firepower and armor ratings affect a ship's ability to dish out and take punishment. Carriers pose a powerful deterrent to any adventurous Axis surface force, and together with the ASW elements of convoys provide a lethal strike force against the U-boat menace.

U-boats are the proverbial 'ace up the sleeve' of the Axis player. Unaffected by blockade attempts, U-boats are free to stalk as they please in any sea area and remain a thorn in the Allied side throughout the game. Land-based air also plays an important role with the Luftwaffe staging crucial attacks on the Murmansk convoys from Norwegian bases while reigning supreme over the Baltic and launching nuisance



raids against Malta and Leningrad. The RAF is used chiefly for bombing Axis ships in port but is usually present when the action heats up in the Mediterranean.

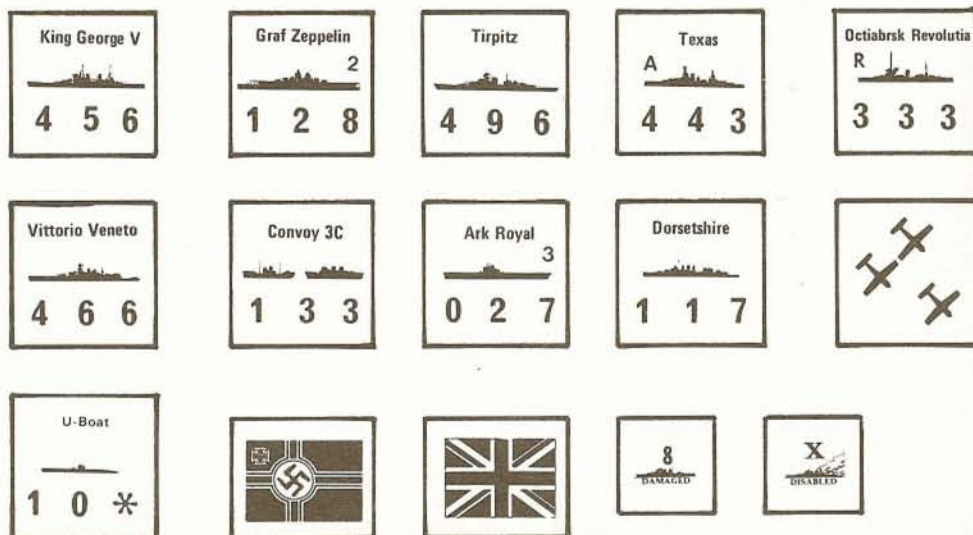
As the game progresses, Britain relies heavily on the token Russian Baltic fleet to create diversions in that theatre. Equally important is the opening of a port in the far North to receive vital convoys and repair Allied ships damaged on the Murmansk run. American participation is limited to token support in the N. Atlantic and strong port repair facilities.

WAR AT SEA is *not* a new step forward in realistic naval warfare simulation dependent on a maze of charts and sophisticated rules. Indeed, *WAR AT SEA* doesn't even have a CRT. It is an extremely simple and enjoyable game system which is best described as good, old fashioned fun. Those who are into simulation games with a sole emphasis on realistic simulation should let *WAR AT SEA* pass them by. On the other hand,

those who still enjoy a good, simple, and competitive game can't afford to let this one get away.

WAR AT SEA is a great device for winding down after your all night *THIRD REICH* game, breaking the new fellow into wargames, or showing the wife that she too can have fun playing wargames. The game is one of those few with the balance of skill and luck factors which enable a novice to beat an expert—even though the odds are against it.

WAR AT SEA is rated Introductory I on the AH Complexity Scale with an average playing time of 1 hour. It comes boxed with a 4 pp illustrated rulebook, 14" x 22" full color mapboards, and 140 unit counters. Those who bought the imported Jedco version shelled out \$12.00 on the strength of its strong showing in initial gaming reviews. It will cost YOU *only* \$5.00 plus the usual postage charges for the improved Avalon Hill version.



NEW GAMES AND THINGS

CAESAR

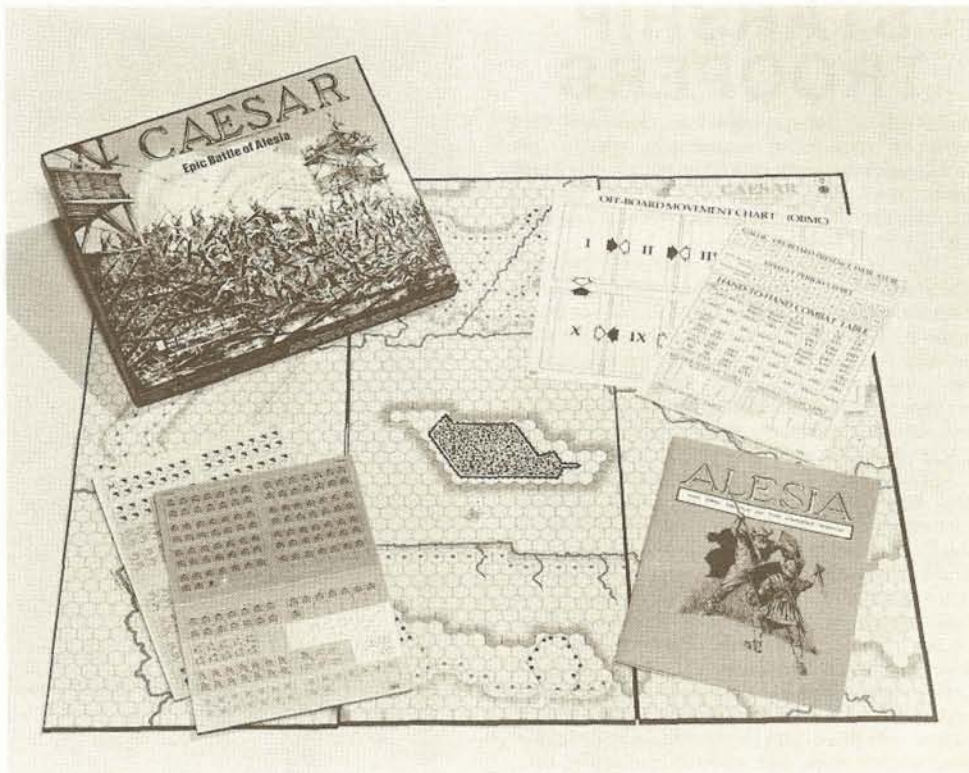
The Epic Battle of Alesia

It is rare that a game can come back to the marketplace after a six year absence—even an “amateur” game. But such is the case with Dr. Robert Bradley’s *ALESIA* which is now available in its first professional printing. Back in 1970 Bradley produced 200 crude, mimeographed copies and sold them immediately by hitting the summer convention tour. Bradley, an archeologist, then disappeared from the wargaming scene to continue his doctoral thesis but word-of-mouth advertising and a few stray copies which prompted rave reviews in such hobby journals as *S&T* had created a large demand for the then unavailable game. No more was heard of *ALESIA* until 1973 when a new company, Thesis Games, announced that it would head a list of five new titles they would soon offer. “Soon” never materialized and three years later Thesis still had 150 orders for *ALESIA* from gamers who refused refunds—they’d wait for the game no matter how long it took! Avalon Hill, which had fruitlessly pursued the rights to this game for four years, was finally able to purchase the game from Thesis last fall. Bradley and Don Greenwood have spent the past 9 months refining and updating the design techniques of the original game and are now pleased to announce that those 150 diehards will soon be getting their copies in the mail and *ALESIA* (now *CAESAR*) is once again available to the public.

CAESAR is set in 51 B.C. during the Gallic Wars. Caesar had fought a series of indecisive battles with the Gauls under Vercingetorix, who although outnumbering the Romans 2-1 had gotten the worse of the exchanges. Vercingetorix decided to take refuge in the city of Alesia and sent his cavalry out of the city to raise a relieving force from the rest of Gaul. Caesar, refusing to attack a fortified city, invested Alesia and prepared for a siege by erecting 25 miles of fortifications around the town—facing in both directions! Thus when the relieving force arrived, a quarter of a million strong, Caesar found himself outnumbered 6-1 and manning the walls of a tactical “doughnut”. Faced by an expanding inner ring of 100,000 moved to fanaticism by near starvation and a contracting outer ring of 250,000 determined Gauls, Caesar was in the worst conceivable battle position. The two day battle which followed was among the most desperate and gory of recorded history. It is a game of siege and assault which defies belief and is not to be missed by anyone—be he an admirer or detractor of the ancient period.

The game is split into two Assault Periods of 12 turns each representing the two days of the battle. The Roman defends his system of ramparts and fortifications with ten legions represented by 100 cohort counters plus 52 auxiliary units representing Germanic cavalry, Balearic slingers, Numidian archers and Light Infantry. Twenty-three forts provide missile engines to further augment the Roman defenses. Roman leader units have special combat capabilities which can save the day in crucial battles.

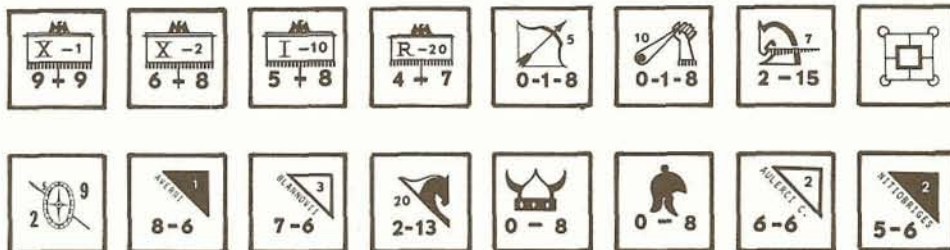
The Gallic player has 210 combat units each representing roughly 1600 men. The main Gallic advantage is off-board movement. The Roman, not knowing exactly where the main Gallic effort will come, must defend his entire perimeter while the Gaul may concentrate for



one overwhelming attack or stage several feints to draw a Roman reaction before committing his main force. Thus outnumbered and forced to defend all avenues of approach, the Roman has only his fortifications and the discipline of the Roman legion to save the day.

CAESAR is one of the few conventional wargames which has arrangements for, and plays equally well with, 2, 3, or 4 players in addition to being quite a challenging solitaire proposition.

CAESAR comes boxed with a full color, 28" x 33" mapboard and 400 unit counters. Rated Intermediate II on the Avalon Hill Complexity Scale, *CAESAR* has an average playing time of 4-5 hours. Due to the great expense of this large and unusually shaped board, *CAESAR* sells for \$12.00 plus the usual postage charges. Maryland residents add 4% State Sales Tax.



SUMMER SPECIAL ORDER FORM

CAESAR (The Epic Battle of Alesia) \$12
STARSHIP TROOPERS \$10
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NEW GAMES AND THINGS

STARSHIP TROOPERS

2156 A.D. . . . and mankind comes face to face with an incredible, implacable enemy: the intelligent hive-spiders of Klendathu—the Bugs! Earth cities go up in smoke, and from Earth to Klendathu the battles rage, Bug warriors against the Starship Troopers!

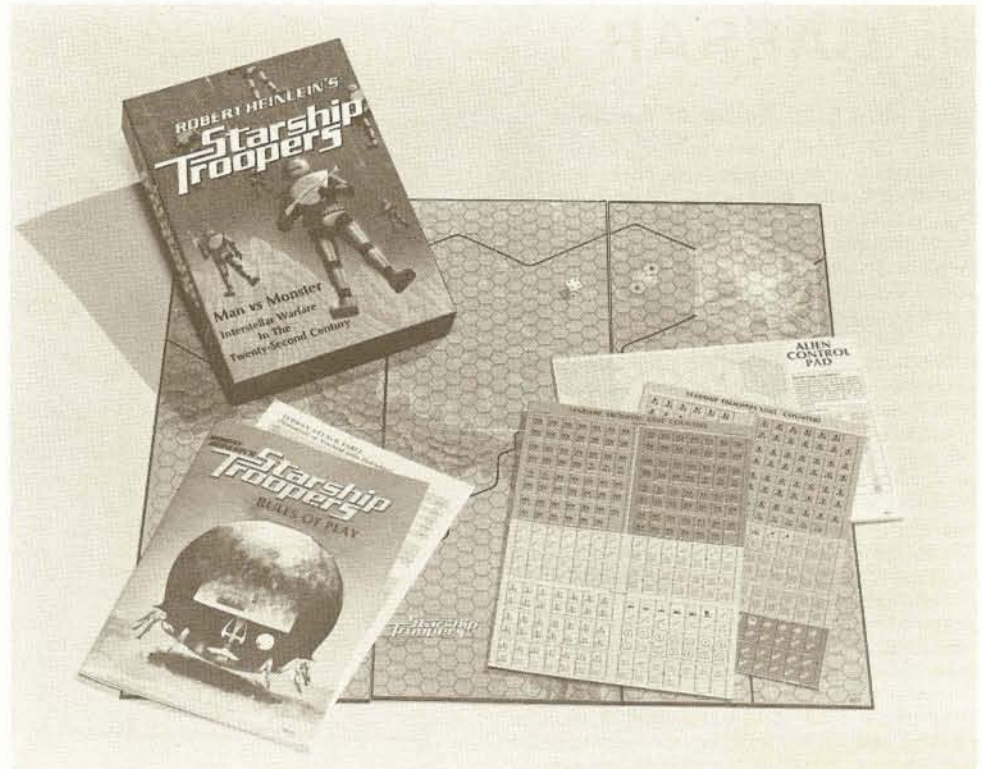
This is the scene for Robert Heinlein's *Starship Troopers*, one of the all-time classics of Science Fiction—and now Avalon Hill has based a game on this classic story of conquest on alien worlds. The Starship Troopers strike from space with telepathic "Special Talents," nuclear weapons and power-suited soldiers against the subterranean hives and machines of the Bugs in Robert Heinlein's *STARSHIP TROOPERS*.

STARSHIP TROOPERS recaptures the spirit and flair of the book, with each scenario recreating one of the battles that dot the way to the final climax—the invasion of Klendathu. All of the battles of the book are here, along with more battles that are only mentioned in the book—Raid on the Skinnies, Operation Bug-house, Sheol, Operation Royalty, and the Invasion of Klendathu, among others. The game uses programmed instruction to add weaponry and rules as the player moves from game to game—the Bugs appear, moving in their underground passages and suddenly erupting onto the surface to blast the human Mobile Infantry away, while the Mobile Infantry counter with increasing numbers of special weapons—spider gas, nuclear weapons, engineer teams with special demolitions, and better weaponry for the Mobile Infantry troopers themselves—and "Special Talents", humans with special ESP powers to seek and find the Bug colonies.

The unit counters represent individual Mobile Infantry troopers and small groups of Bugs, Skinnies (another alien race), and human engineers. Special weapons and technology are represented—heavy beam weapons, mobile missile launchers, sensors and retrieval boats are among the counters that must be dealt with. There are rules for gas attacks, radiation, underground tunnelling and extra-sensory perception. Victory Conditions change from scenario to scenario, varying with the orders given to the Starship Troopers—raid the wavering enemy Skinnies, or make a beachhead on a Bug world.

"Realistic" might not be the right word to use in describing a Science Fiction book and game, but *STARSHIP TROOPERS* has been carefully designed to recreate the scope and "feel" of the book. The colorful and picturesque counters and mapboard are dramatic and pleasing to look at, and the rules have been designed to recapture the dramatic actions described in the book, whether landing from space or moving through the underground tunnels. In addition, the game extends and fills out the details of the conflict, adding weaponry and battles that are only hinted at in the book.

STARSHIP TROOPERS is a new direction in boardgames—a game that is a simulation and an extension of a popular science fiction novel. In the midst of the rising national interest in science fiction and science fiction games, it has been carefully designed for the enjoyment of both science fiction fans and gamers—and it should be especially enjoyable to everyone who has read and enjoyed Robert Heinlein's classic *STARSHIP TROOPERS*.



Finally, the rulebook has been filled with diagrams and illustrations and photographs, full of information and showing the nature of the units in the game. Have you ever seen a Bug Brain, or the layout of the Starship *Rodger Young*? All are here, as described in the book.

Heinlein, voted the first "Grand Master" of Science Fiction, has done more than just lend his name to the game. After authenticating the work he wrote the introduction which adorns the game box itself. *STARSHIP TROOPERS* sells for \$10 plus the usual postage charges. Maryland residents add 4% state sales tax.



COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen $1\frac{1}{2}'' \times 2\frac{1}{8}''$ compartments $\frac{5}{16}''$ deep which will accommodate up to 400 unit counters and 4 dice.

The tray is also usable in the flat box games. By cutting off with a pair of ordinary scissors three of the four side panels of two

trays another perfect fit is arranged for the flat box games—this time with 32 compartments and 5 dice depressions.

These trays are available by mail order only direct from Avalon Hill. They will *not* be included in new game releases in either the retail or mail order line. The trays are available only in sets of 3 and sell for \$3.25 per set plus 75¢ postage charges. Postage coupons *cannot* be utilized to order compartment trays. Maryland residents please add 4% state sales tax.