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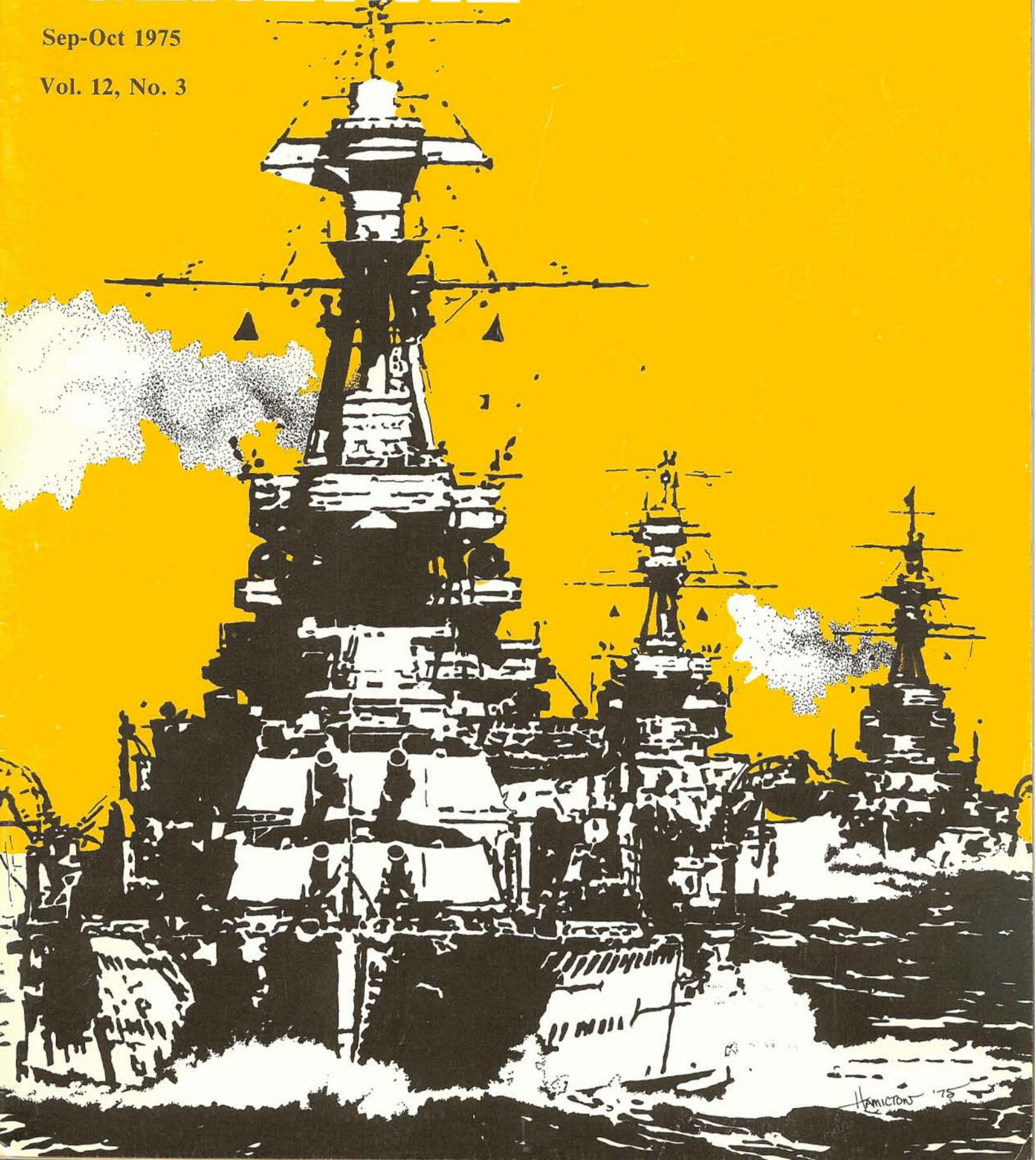


The AVALON HILL

GENERAL

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★ 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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Avalon Hill Philosophy Part 51

THE FIRST NATIONAL WARGAMING CONVENTION

ORIGINS I was a great success in many ways. An estimated 1500 people attended including many of the top names in the hobby, and several members of the press who reported on "the nation's 1st national wargaming convention." It was also a financial success—if you define success as anytime you take in more money than you spend. But more importantly it was successful due to the great amount of fun had by those who attended and the chance it provided for the real wargaming enthusiasts to gather in one place to see and visit with all the factions of the industry—both large and small. And lastly it was successful because it proved that all of wargaming could get together behind a common cause to promote their hobby. We hope that ORIGINS I was just the start of an ever growing and more prosperous convention.

All of which is not to claim that everything worked to perfection. We were caught unprepared in more than one instance. The darkest hour was between 4 and 7 Friday evening when the crowd descended upon our unsuspecting registration crew. A postcard feedback system had prepared us for a gradual registration spread fairly evenly over the three days. When the majority showed up Friday at precisely 4 o'clock (don't any of you people work for a living?) pandemonium broke loose. Or so it seemed to those of us working the reg line. A muggy two hour wait in the Registration Line was the first sight to greet the Friday arrivals. Nearly a dozen room mix-ups compounded the problem. But as the evening wore on the lines grew shorter and we eventually straightened out all the room hassles for those people who stuck it out. By midnight Friday we were firmly convinced of the merits of an all mail pre-registration and higher room costs to allow Hopkins officials to man the registration line.

What had looked like a pure disaster earlier in the day began to take on pleasanter tones toward evening. Even the weather changed for the better on Saturday and aside from an occasional gripe about a sold-out tournament ORIGINS I was well on its way to being a great success.

Competition was the key word at ORIGINS I with all 16 tournaments virtually sold out. You know the skill level was high when such "names" as Dave Roberts, Bruno Sinigaglio, Rich Chodnicki, and Joe Angiolillo are knocked out in the 1st round of their respective specialties. Unfortunately, due to schedule conflicts (many players had preregistered for more than one event and had to forfeit if they were still in the running in an earlier event) many tournaments started with less contestants than had registered. As a consequence, only a handful of the 16 events started with a full complement although virtually every event sold out. State rivalries were made note of during the awards ceremonies and may be a healthy impetus for future national cons. Were you to compare ORIGINS I to a type of national gaming Olympics you'd find Maryland on top (due primarily to proximity and a sweep in the poorly attended Diorama competition) with 15½ points followed by Connecticut with 10, PA with 9, IL 7, VA 6, NY 6, OH 5, MI 5, MA 4½, MN 4, AL 4, ME 3, Canada 3, CA 2, MO 2, NJ 2, W VA 2, TN 2, and RI 1.



Dr. Clifford Sayre, left, presents Charles Roberts with the first Charles Roberts Award for starting the hobby of board wargaming.

One of the highlights of the convention occurred during the Awards ceremonies when Charles Roberts, the man who started it all back in 1958 when he published *TACTICS II* and *GETTYSBURG*, was introduced to the crowd and given the first Charles Roberts Award by Dr. Clifford Sayre—chairman for the annual Awards committee. Roberts then, in turn, passed out "Charleys" to Historical Simulations for Best Amateur Game (*MANASSAS*); SPI for Best Professional Magazine (*S&T*); Avalon Hill for Best Professional Game (*THIRD REICH*); and to Don Turnbull for Best Amateur Magazine (*ALBION*) and entrance to the Wargaming Hall of Fame.



Tom Shaw, at stage center, is about to be zapped with a very special award. Shaw, backstage with his Pink Panther Award . . . given annually to the biggest loser at the Convention. Shaw got the questionable honor for losing his first game in the FOOTBALL STRATEGY tournament after a 1st round bye and second round forfeit.



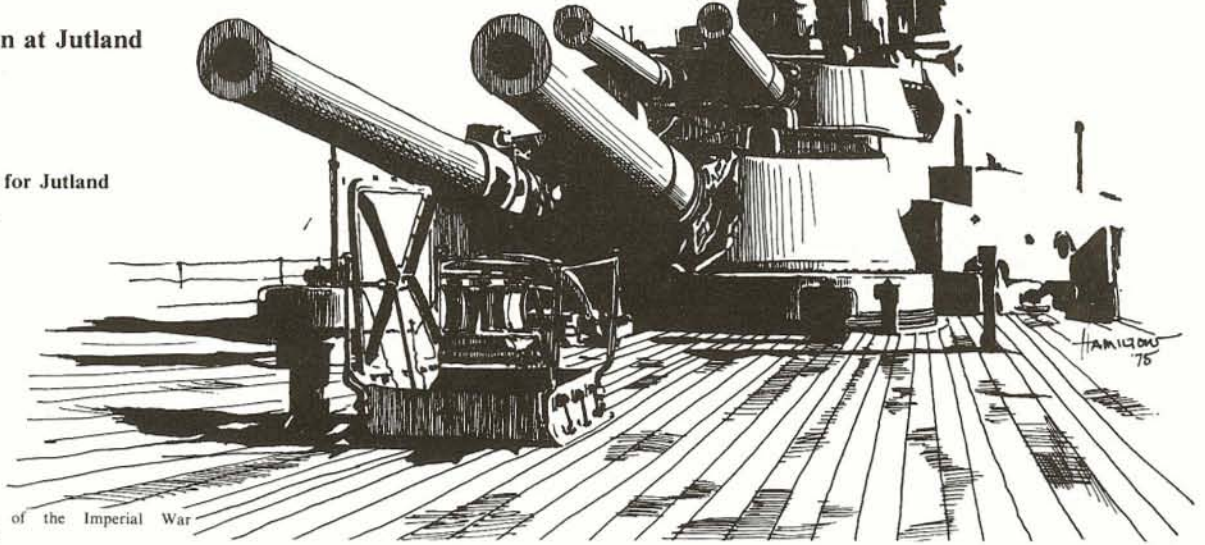
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PROBABLE POSSIBILITIES

What Could Have Been at Jutland

More Scenarios for Jutland

by Dean Miller



Photos reprinted with permission of the Imperial War Museum and provided by Dean Miller.

The story of the naval war in World War I is in reality the story of the High Seas Fleet of Kaiser Wilhelm II. The very existence of this force was one of the contributing causes of the war. Its creation virtually guaranteed that Britain would be hostile to Germany. Yet its implementation when the war did come failed to realize its potentialities. And its ultimate ignominious end in mutiny and mass self destruction served to sour the German people on naval power, a predisposition which was evidenced markedly upon several occasions in World War II. One can only conclude that the creation of the High Seas Fleet was a tragic mistake. And still, viewed from a completely logical and objective position, it need not have been so, and might not have been so. And so for that reason, the story of the naval war in World War I is the story of what the High Seas Fleet could have done. And that basically is what *Jutland* is all about . . .

A complete, accurate and objective history of the High Seas Fleet has not been written. There is the work of Admiral Scheer, the excellent book by von Hase, gunnery officer of the *Derfflinger*, the biography of von Hipper, and some more fragmentary individual accounts. There are several more complete and revealing German language sources, culminating in the semi-official *Krieg Zur See*, but they are neither objective nor completely accurate, and certainly are no fun to struggle with, being for the most part in the old German type. Yet there exists in ample quantity the source material for such a work, in the National Archives in Washington, D.C. There, on microfilm, are the captured German records, containing virtually the complete official records of the German navy in World War I. It is a fascinating store of information! There are the logs of the ships; the war diaries of the flag officers; even the daily bulletins of the High Seas Fleet. Some reels contain pictures which I have never found elsewhere. There is an interesting collection showing the damage received by many of the ships at Jutland, plus hit sketches showing impact points and angles of trajectory of the shells. It is from these sources that I have drawn and/or verified most of my material, and based my conclusions.

At the outbreak of hostilities in 1914 the High Seas Fleet was a powerful and well trained force. The esprit de corps of its crews was high. As against the British fleet, it was rapidly moving into and through an era of maximum comparable strength. With the delivery of the *Koenigs* and the *Derfflinger* at the turn of the year, the numerical dreadnought superiority of the British was very thin. Further, inasmuch as the British had to keep in constant readiness, not knowing when the Germans might come forth, it was necessary that they always have two or three capital ships in dock refitting, on a rotating basis. Because the Germans could pick a date when all their ships were in commission, it was even possible at this time for them to have numerical superiority in an actual meeting.

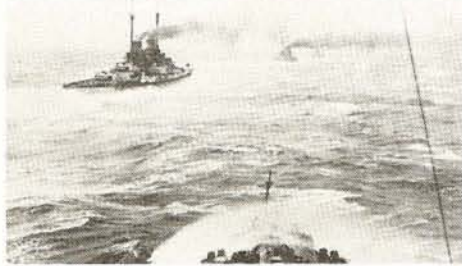
Of much more importance, the Germans enjoyed qualitative superiority. Their ships were better constructed and armored, their marksmanship was superior because of superior range finding equipment, and the disparity in big gun size between the two fleets was rendered de minimus because of the better quality of the German shells. The qualitative superiority was ever more pronouncedly enhanced after the Battle of Dogger Banks. There, through the experience of the *Seydlitz*, the Germans learned of the dangers of a hit which penetrates a gun turret, igniting the gunpowder in the transport mechanism from the magazine. In that battle, the *Seydlitz* received such a hit on the aft turret, which ignited charges of gunpowder. The flames spread through the transport mechanism to the next turret, burning it out. The magazine was not affected, but the Germans recognized the possibilities, and made improvements which would ensure that a turret fire would be confined to the affected turret, and not spread elsewhere. The result was that after the Dogger Banks battle the German ships no longer had the explosion capability (at least from gunfire), if indeed they ever possessed it, that the British ships displayed so spectacularly at Jutland. Purist wargamers (and I am included in that group) should not utilize the explosion capability results of the critical hit table for Scenarios after the Battle of Dogger Banks, therefore, for the Germans. In fact, I

only use it for the British in all Scenarios. After all, the *Seydlitz* did not explode and the experience of all the German ships during the war demonstrated a superior ability to receive punishment.

When you add up the foregoing considerations one can only conclude that a pitched battle between the fleets at this time would likely have resulted in a decisive German victory. *A fortiori*, a clash between a segment of the British fleet and the entire High Seas Fleet would have put the Germans into a position of superiority, unless they muffed the opportunity. This is what happened on December 16, 1914, and is the subject of Scenario 1. On that date the Germans attempted a "tip and run" raid on Scarborough and Hartlepool. The plan was for the battlecruisers to shell the English coastline while the main body covered them in the middle of the North Sea. Such a raid had already once been carried out, on November 3, when Yarmouth was hit. At that time, the British fleet, fleeing from German subs, was at Lough Swilly, in Ireland, and was completely powerless to intervene. Anticipating another such raid, the Grand Fleet was returned to Scapa Flow. This time, armed with the intelligence gained from their intercepts of German messages, the British knew that they were coming. However, they didn't realize that the entire High Seas Fleet was out, but supposed that it was only the battlecruisers with which they would have to deal. Accordingly, the Admiralty dispatched only a small force to intercept, under Admiral Warrender. Under his command were 7 battleships, 4 battlecruisers, 4 cruisers and 7 destroyers—probably more than adequate to deal with the German battlecruisers, but hopelessly inadequate to meet the entire High Seas Fleet.

Through the hours of darkness of December 15-16, the opposing forces converged. The British proceeded toward the Dogger Banks, outside the minefields planted by the Germans off the English coast, and arrived at their station a couple of hours after the German battlecruisers had passed, as planned, to trap the raiding force. But at this point they began to become aware that something was

amiss. In the dawn mists of December 16, the British destroyers on the seaward flank encountered the screening German light ships in the van of their battleship force, and fought a sharp engagement, which left the British destroyers badly scattered. Alerted after some delay, the British capital ships steamed northeast to investigate. The two fleets were on a collision course, only minutes apart!



German Battlecruisers on the Scarborough raid.

It was at this point that the German opportunity was lost. Commanding their fleet was Admiral Ingenohl, an unfortunate choice, as later events were to prove. To be fair to him, he was under strict orders from the Kaiser not to take the main body beyond an arc drawn from Wilhelmshaven, which did not extend much beyond Heligoland, and he was now somewhat beyond it. He was, of course, without Admiral Hipper and his battlecruisers, which were at this moment about to start pumping shells into the English coast. In any event, upon receipt of the news of the clash of the light ships, he turned for home, leaving Hipper to shift for himself! (Hipper's biographer suggests that the Admiral, a Bavarian, reacted to the news that he was now alone and trapped with a most un-teutonic lack of respect for his superior!) Reacting quickly, Hipper swung to the north and escaped, assisted by the poor visibility.

Admiral Scheer, the bold and unflappable strategist who was to lead the High Seas Fleet at Jutland, was at that time in command of the 2nd Squadron, consisting of the pre-dreadnoughts. One wonders how differently he might have reacted, had he been the fleet commander at this time. Based upon his subsequent record, it is a fair assumption that he would have tried to protect Hipper. At least, Scheer would have stopped and waited until the situation became clearer. Probably he would have proceeded toward the action. Either course would have brought him into contact with the oncoming British around 8:00—before they learned of the battlecruisers' presence off the coast and turned back to intercept. Scenario 1 has been drawn to permit the gamer to explore this very possible course of events, representing the position and configuration of the British ships at 8:00 a.m., and the probable dispositions of the Germans.

The condition of relative equality of strength which the Germans enjoyed at the end of 1914 was one which would not long endure, however. The British had under construction ten 15" gunned battleships, some of which were rapidly nearing completion. Five of these were the magnificent *Queen Elizabeths*, 25 knot oil fired beauties which would provide a "fast division" to lead the fleet. The other five were the *Reveniges*, 3 to 4 knots slower, but as fast as the German line of battle, nonetheless. This building program was the product of the young and energetic First Lord of the Admiralty, Winston Churchill. With characteristic decisiveness, he fostered and supported the decisions to construct the 15" guns without the usual development testing program, and to build ships to carry them which would be fired by as yet unavailable oil fuel. Both decisions were justified by history. The British 15"

guns were among the best in the history of naval warfare. The advantages gained from the shift to oil need not be recounted.

By contrast, the Germans had only recently decided to go up to 15" guns, projecting initially to build their *Bayern* class at a rate of four ships over a three year period, the first being due to join the fleet in 1916. Unless the Grand Fleet were destroyed or crippled before the British ships under construction joined the fleet, the Germans would find themselves in an increasingly worsening position. Obviously, therefore, late 1914 or early 1915 was the time to strike. This was not appreciated by the Kaiser or his naval high command, however, who instead imposed the restrictive policy mentioned above on the High Seas Fleet. As a result, the German battleships could not proceed far beyond Heligoland, and no confrontation developed. While the strategy which was adopted instead, of sending the battlecruisers on "tip and run" raids on the English coast, supported by the battleships, might well have been successful, it was not well executed by Ingenohl. On December 16, as we have seen, he lost a golden opportunity. After the Dogger Banks disaster (when the battleships remained in port), the strategy was shelved, until revived in 1916 by Scheer.



The Mackensen at launch.

The Battle of Dogger Banks is described on page 16 of the Instruction Manual as a botched English opportunity. For the Germans, it was a masterpiece of leadership incompetence, living up fully to the promise of the 16th of December foul up. As noted, the tip and run raid, supported by the main battle fleet, had great promise of success. It failed on December 16 because of the restrictions placed on the range of the battleship force, and the timidity of Ingenohl. If the strategy had been followed on January 24, 1915, it would have succeeded even with the range restrictions, as the British battlecruisers pursued their German counterparts well within the permissible area of activity for the German battleships. However, Ingenohl's incompetence prevailed again. The High Seas Fleet should have been in position to pounce on the British battlecruisers, perhaps to cut them off. Probably this would have resulted in a running fight to the north to Jellicoe and the Grand Fleet à la Jutland, except at this point in time the Germans would have been much closer to the British in numbers and strength. In terms of relative strengths, Dogger Banks was the high water mark of German opportunity. But Ingenohl failed to follow the German strategy, and failed to support the battlecruisers. Instead he weakened them by sending the *Von der Tann* into dock, dispatched his strongest Squadron, the Third (now commanded by Scheer), into the Baltic, and left the rest of the fleet in port! Among other things, it resulted in his well deserved dismissal.

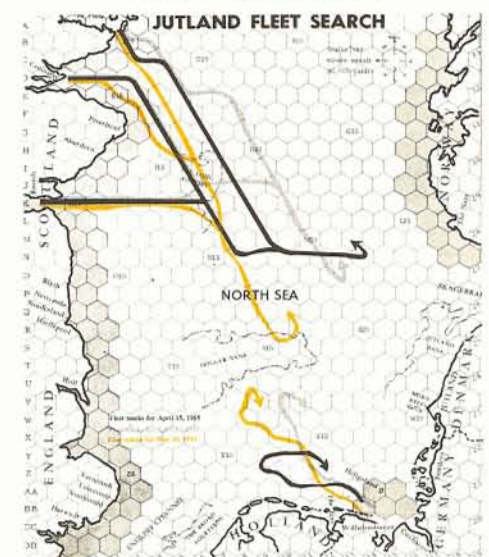
Scenario 2 is a modification of the Dogger Banks Scenario found in the Manual, designed to enable the wargamer to explore the German potentialities. The modifications are built upon the following assumptions. First, the Germans support

ed the sortie of the battlecruisers with their entire battleship force. As of this date they for the first time had all of the new *Koenig* class battleships with the fleet, as the *Markgraf* and *Kronprinz Wilhelm* were finally pronounced "war ready." Second, the ships which were sent into dock at this time were instead kept with the fleet. In addition to the *Von der Tann*, already mentioned, the Heligoland and two pre-dreadnoughts were in dockyard hands on this date, all for the performance of repairs or maintenance which were desirable, but not essential. The decision to perform the work at this time was an arbitrary (and bad) one made by Ingenohl and the German High Command. Third, the position of the German main body is based upon the assumption that they had a competent leader, such as Scheer. The Grand Fleet is in its historic position at the time contact was made by the battlecruisers.

Even after January 25, 1915, opportunities remained for the Germans. The damaged ships of both sides were repaired and back in action by April. Von Pohl, the new German commander, led the High Seas Fleet forth several times during 1915 on sorties into the North Sea. Each time, the British came forth. However, neither side ventured far enough for the two fleets to make contact (see the charts for three examples). Meanwhile, the sands of time ran out on the Germans. On April 13, the *Warspite* joined the Grand Fleet; on May 29, the *Queen Elizabeth*; on June 19, the *Inflexible*; on October 2, the *Barham*; on October 15, the *Canada*; on February 18, 1916, the *Malaya*; on March 2, the *Valiant*; on March 20, the *Revenge*; on May 1, the *Royal Oak*. During this time only the *Lutzow* joined the High Seas Fleet, on March 31, 1916. The only other significant strengthening was the elevation of Scheer to command the fleet, early in 1916. Scenario 3, the last pre-Jutland one, allows the gamer to test the waning German possibilities as they led inexorably to May 31, 1916 . . .

The British were given the German code books, captured by the Russians from the wrecked cruiser *Magdeburg*, early in the war in a rare example of Allied cooperation. Using them to read the German wireless messages, and with the assistance of their directional wireless stations, they were aware in advance each time the German fleet was about to make a sortie, and came forth to intercept. The tracks of the two fleets for April 17, April 21 and May 30, 1915, furnish interesting bases for construc-

Missed Opportunities



tion of a number of "what might have been," which I have grouped into this one Scenario 3. The capital ships involved on each of the above dates were the same for the Germans, and numerically the same for the British, so that only one OB will be sufficient. Because the Scenario requires the making of several arbitrary assumptions, I have not designated the hex in which the contact takes place—the average gamer can do just as accurate a job of speculation, given the Scenario's basic information, as I as to what course the Germans might have followed if Von Pohl had determined to venture farther out (or if Scheer had replaced him sooner, if you will); or the British, had Jellicoe, their cautious commander, gone farther south. One can split the difference, and have the fleets meet somewhere around the Dogger Banks; or one can assume that the bold (at this time, anyway) Beatty was in command of the entire Grand Fleet, instead of only the battlecruisers and, upon learning of the anticipated German sortie, left his bases in time to intercept, and perhaps cut off, them at some point along their actual courses. This last is the course I've preferred to follow in the games I've played of this Scenario.



The Lutzow under steam.

Thus, the chances of the Germans dimmed progressively as the war continued. True, they beefed up their own capital ship building program in a manner which, if carried to completion, might have rectified the situation. Two more, improved, versions of the 15" gunned *Bayern* and her sister, the *Baden*, were started. In addition, seven battlecruisers, improvements of the superlative *Derfflinger* class, were laid down. But the exigencies of war production required that this program be abandoned in 1917. The British thus had profited from building the bulk of their super-dreadnoughts in peacetime. Given the indecision and blundering of the Germans in 1914 and 1915, Winston Churchill's ships provided the superiority necessary to ensure that England would win the sea war.



Derfflinger and other Battlecruisers on patrol in the North Sea.

Jutland occurred significantly after the pendulum had begun its swing back toward the English. All five *Queen Elizabeths*, and two of the *Revenues* were with the Grand Fleet at the time of the battle (although *Queen Elizabeth* herself was in dock on that date). The swing of the pendulum continued with accelerated effect thereafter. While the High Seas Fleet was augmented by the *Bayern* and *Baden*, and the battlecruiser *Hindenberg*, the last of the *Derfflingers*, this was matched and more by the delivery to the Grand Fleet of the last three

SCENARIO 1

ORDER OF BATTLE

British

- BB King George V
- BB Ajax
- BB Centurion
- BB Monarch
- BB Orion
- BB Conqueror
- BC Lion
- BC Queen Mary
- BC Tiger
- BC New Zealand
- CA Antrim
- CA Devonshire
- DD Flot 1
- CL Sq 1
- CA Roxburgh

German

- All ships but
- BB Konig
- BB Markgraf
- BC Lutzow
- CL Ag 4b
- DD 1/2 Flot 4
- DD 1/2 Flot 5
- DD 1/2 Flot 6
- DD 1/2 Flot 18
- Plus
- BB Konig Albert
- B Pruessen
- CA Blucher
- CA Roon
- CA Prinz Heinrich



OB NOTES

Purists should add 1 hit box to DD 1/2 Flots 1,3,11,12, and 14 at left, with last number in preceding box enclosed. Add 1 hit box to CL Sq 4a with 8 enclosed.

STARTING POSITIONS

No Search Procedure. Play begins with fleets having entered the battle area. Players approximate the ship indicated on the following diagram. Light ships must be within 4,000 yards of capital ships. Capital ships must remain in formation indicated until within 10,000 yards of enemy capital ships.

RULES

1. Suggested optional rules; (a) Both Weather Variable; (b) Smokescreen; (c) all Extraordinary Damage rules, except that German ships do not have explosion capability. Instead, second die rolls of 1 or 2 also result in magazine flash fire for German ships; (d) Light ships and single capital ships may conduct Search; (e) German subs may only operate singly. These rules are recommended for all Scenarios.
2. Visibility at start of this Scenario is 10,000 yards. Wind is from northwest to southeast.
3. German battlecruiser force is in S7 at beginning of Scenario. They can be brought into action at fast search speed if battle continues long enough. Blucher and C1 Sg 4a and DD 1/2 Flots 1,3 and 17 are with battlecruisers.
4. If British and German ships are outside sighting range but with 36,000 yards or one hex of each other, players resort to search procedure until sighting is made or these limits are exceeded.

TIME FRAME

Scenario begins at 0800. Darkness is at 1600. Game ends when no ships of opposing sides are within 36,000 yards or 1 hex of each other.

VICTORY CONDITIONS

British: British player wins by sinking as many or more capital ships as the German player, OR by maintaining at least 1-2 ratio of Victory Points as compared to the German at the end of the game, OR by escaping with two or less capital ships sunk.

German: German player wins by avoiding British victory conditions.

SCENARIO 2

ORDER OF BATTLE

British

- All ships but
- BB Barham
- BB Canada
- BB Conqueror
- BB Malaya
- BB Revenge
- BB Royal Oak
- BB Superb
- BB Valiant
- BB Warspite
- BC Indefatigable
- BC Inflexible
- BC Queen Mary
- BC Invincible
- CA Defence
- CA Hampshire
- CA Cochrane
- CA Minotaur

Plus

- BB Emperor of India
- BB Dreadnought
- B King Edward
- B Africa
- B Britannia
- B Dominion
- B Hibernia
- B Hindustan
- B Zealandia
- CA Achilles
- CA Natal

German

- All ships but
- BC Lutzow

Plus

- BB Konig Albert
- B Pruessen
- B Lothringen
- CA Roon
- CA Prinz Heinrich

STARTING POSITIONS

Same as in Dogger Banks Scenario in Manual, except add Von Der Tann to German battlecruisers. Ships of original scenario are in U14. All added British forces are in J19, except the B's, which are in Q13. All additional German forces are in W16. German battlecruisers and supporting ships must proceed toward their main body, and British battlecruisers and supporting ships must follow until within sighting range of German main body.

RULES

As in Scenario in manual and point 1 of Scenario 1.

TIME FRAME

Play begins at 0600 hours. Darkness is at 1800 hours. Game ends when all ships of one side are sunk or have returned to their bases.

VICTORY CONDITIONS

As set forth on page 10 of Manual.

SCENARIO 3

ORDER OF BATTLE

British

Use all ships but

BB Canada

BB Valiant

BB Malaya

BB Revenge

BB Royal Oak

Plus

B's listed in Scenario 2

CA's listed on p. 11 of Manual (3rd Armored Cruiser Sq.)

German

Use all ships, including the additional ones from Scenario 1 but

BC Lutzow

CA Blucher

OB NOTES

1. Dreadnought should be with Fourth Battle Squadron.
2. British BC's, B's and Third Armored Cruiser Squadron are based at Rosyth.

STARTING PROCEDURES, RULES, TIME FRAME

At discretion of gamer

VICTORY CONDITIONS

British: British player wins if he has accumulated as many or more Victory Points and has lost less than half as many capital ships as the German player at the end of the game.

German: German player wins if he has accumulated twice as many Victory Points or sunk twice as many capital ships as the British player at the end of the game.

Note: A draw results if none of the above victory conditions are met.

SCENARIO 4

ORDER OF BATTLE

Allied

All ships except CA's, B's and

BB Agincourt

BB St. Vincent

BB Hercules

BB Vanguard

BB Superb

BB Temeraire

BC Queen Mary

BC Indefatigable

BC Invincible

Plus

BB Resolution

BC Australia

BC Repulse

LBC Courageous

LBC Glorious

BB New York

BB Wyoming

BB Texas

BB Florida

BB Delaware

BB Queen Elizabeth

BB Dreadnought

BB Ramilles

BB Royal Sovereign

OB NOTES

1. British light ships: Add 1 box with 10 enclosed to CL Attached; and 1 box with 4 enclosed to DD Flots 4, 9-10, 11(-), and 13; add 1 box with 6 enclosed to DD Flot 12. No change to German light ships.
2. Merchant Ships: Make 30 counters. Protection factor 2, movement, 4.

STARTING POSITIONS

No search procedure. Play begins with the American ships, CL 2, DD Flot 12, the German BC's, CL Sg 2a and 2b, and DD 1/2 Flot 11 on the edge of the battle area. Players approximate the ship setup indicated on the following diagram. Capital ships should remain in the formation indicated until within 24,000 yards of enemy capital ships.

German

All ships except B's and CA's and

BB Markgraf

BB Rheinland

BC Lutzow

Plus

BB Bayern

BB Baden

BC Hindenberg

BB Konig Albert

RULES

1. Same optional rules as Scenario 1.
2. Visibility is over 40,000 yards. Wind is from northwest to southeast.
3. All remaining German ships, except submarines, are in G 26.
4. All remaining Allied ships, except submarines, are in K 8, and cannot leave until 1300 hours.
5. At start German ships have been at sea for 24 hours.

TIME FRAME

Scenario begins at 0600. Darkness is at 1800. Game ends when all German ships have returned to base, exited from map or been sunk.

VICTORY CONDITIONS

Victory points are calculated as in the advanced game, with 5 points awarded for each merchant ship sunk by the Germans. If German ships exit through the Skagerrak, the British are awarded 20 points.

Germans: German player wins by sinking as many or more capital ships as the British player. OR by maintaining at least a 2-1 ratio of Victory Points as compared to the British at the end of the game.

British: British player wins by avoiding German victory conditions.

Revenge, the battle cruisers *Repulse* and *Renown*, the light battlecruisers *Courageous* and *Glorious*, and by the American battleship squadron, consisting of two 14" gunned ships, and three of 12" main armament. By this time the possibility of gaining a victory over the Allied fleet had become quite remote; yet it was still within the range of possibilities that the High Seas Fleet could gain the propaganda advantages for Germany of a victory over an isolated segment. And under the daring leadership of Admiral Scheer, they tried, and came respectably close to succeeding! Scenario 4 attempts to recreate this possibility.



No ... the *Derfflinger* hasn't been hit—it's just firing a broadside

In a most courageous move, which has often since been conveniently overlooked by Allied historians, Scheer took the High Seas Fleet forth in April of 1918 on a sortie to a point off the Norwegian coast opposite Stavanger! The objective of this bold thrust was the interception of the "Norwegian convoy," a regular system of conveyance of trade to Norway and return occurring every 3 to 4 days. After a couple of successful intercepts had been made by German light forces, the escort for these convoys was augmented to a squadron of capital ships from the Grand Fleet. Quite often this squadron was the American battleship squadron, a fact observed by the German submarines and made note of by Scheer. It was Scheer's aim to intercept and destroy one of these convoys and its escort.



The *Baden* & *Derfflinger* with a host of destroyers.

Having finally become aware of the reasons for the British ability to anticipate the sorties of the German fleet, Scheer had his operational orders distributed by hand, and imposed radio silence. As a result, the High Seas Fleet left its anchorage and proceeded to Norway without the Admiralty realizing what was going on. But it was all in vain. Scheer's intelligence was faulty; he missed the convoy by 24 hours. He had relied upon information gathered by U-boats as to the sailing intervals, and it proved inaccurate. Yet the German consuls in Norway could have provided the correct intelligence. The failure of the Germans to use this source was one more high level flub in the series which combined to lose the war for them.

Scheer's presence off Norway was discovered by the British when the *Moltke* broke down and had to be towed home, necessitating breaking radio silence in the process. After some delay due to fog, and

some, perhaps, to a new found caution, Beatty, now commander of the Allied fleet, sailed with a force of 31 battleships, 4 battlecruisers, 2 cruisers, 24 light cruisers and 85 destroyers. Yet the Germans eluded him and made it to port. The next time they were to sail would be November 21, 1918—to Scapa Flow and oblivion. But for chance the final chapters of the High Seas Fleet might have been quite different, and the mettle of the U.S. Navy might have been put to test. This is the “what if” Scenario 4 is designed to explore. On the actual date chosen by Scheer, April 24, 1918, the convoys were being escorted by the Second Battlecruiser Squadron, and the American squadron was at Rosyth, the new base for the Grand Fleet. Accordingly this Scenario assumes a sortie earlier in the year, when the Americans were providing the escort. The OB for the Allied fleet consists of the numbers of ships which sailed on April 24, but not the identical ships. The Second Battlecruiser Squadron is with the Grand Fleet. As published information does not reveal the actual names of every one of the ships which sailed with Beatty, this is not taking an undue liberty with history, in my opinion. The German OB is the actual April 24 complement. You take it from there!

As mentioned above, in addition to the four 15” gunned battleships of the *Bayern* class, the wartime building program of the Germans included a line of battlecruisers. These ships would have outclassed anything the Allies possessed. Construction was begun upon four ships of the *Mackensen* class in 1915. These would have been 27 knot 14 gunned improvements of the *Derfflingers*. Then in 1916, construction was also begun upon 3 ships of the *Ersatz Yorck* class. These would also have had a speed of 27 knots, but would have been armed with eight 15” guns. Armor would have been consistent with that of the previous ships, so that these battlecruisers would have enjoyed a tremendous superiority over the British wartime construction projects, the *Repulse*, *Renown* and *Hood*. All of these ships could have been delivered before the *Hood* class, which became somewhat delayed while the British pondered how to build battlecruisers which did not explode (as the *Bismark* demonstrated, they never did resolve the question). As noted above, these programs were abandoned, and the construction was stopped. Yet one wonders what might have been if this super fleet had been created. Suppose in 1917, instead of going over to unrestricted submarine warfare, the Germans had decided to allocate their resources to the speedy completion of these capital ships, and to await their completion before seeking a naval victory. I am convinced that it was not beyond German capabilities to plan and build ships on an accelerated basis. Suppose they had done so. One might well assume that America would have remained out of the war under these circumstances, and that conflict thus might have extended into 1919 or even 1920. The return match of Jutland with these super ships is the subject of Scenario 5. It requires only the creation of the fleets’ newer ships. It remains for you to see how history might yet have been rewritten!

This Scenario assumes that the Germans completed their wartime building program, and the British did not, at least at the time of the confrontation. Thus, only the *Repulse* and *Renown* (dubbed Refit and Repair by the British crewmen because of their proclivity to be in dockyard hands for long periods) are in the British OB. Anglophile gamers can add the *Hood* class battlecruisers if they wish, however, using optional OB note 4. Also included, for what they are worth, are the *Courageous* (Outrageous, some called them) class ships. For the German diehards, this is the last chance . . .



SCENARIO 5

ORDER OF BATTLE

British
Same as Scenario 4 except
American ships
Plus
BC Renown

German
Same as Scenario 4 plus
BB Markgraf
BB Rheinland
BB Sachsen
BB Wurttemberg
BC Mackensen
BC Prinz Eitel Frederick
BC Graf Spee
BC Furst Bismark
BC Yorck
BC Gneisenau
BC Scharnhorst

OB NOTES

If you wish to assume that Britain was able to match the German building program, add the *Hood*, *Anson*, *Howe* and *Rodney*: Use spare counters. Protection factor 6; movement, 14.

STARTING POSITION

Since this Scenario is of an extremely hypothetical nature, and I am not very good at fiction, most of the details are left to the gamer. I have played it under the assumption that the meeting took place at the same location and in the same manner as Jutland; and under the assumption that the Germans went forth and showed themselves off Rosyth, and engaged the English as they sailed out. I’m sure that others can come up with some equally good possibilities.

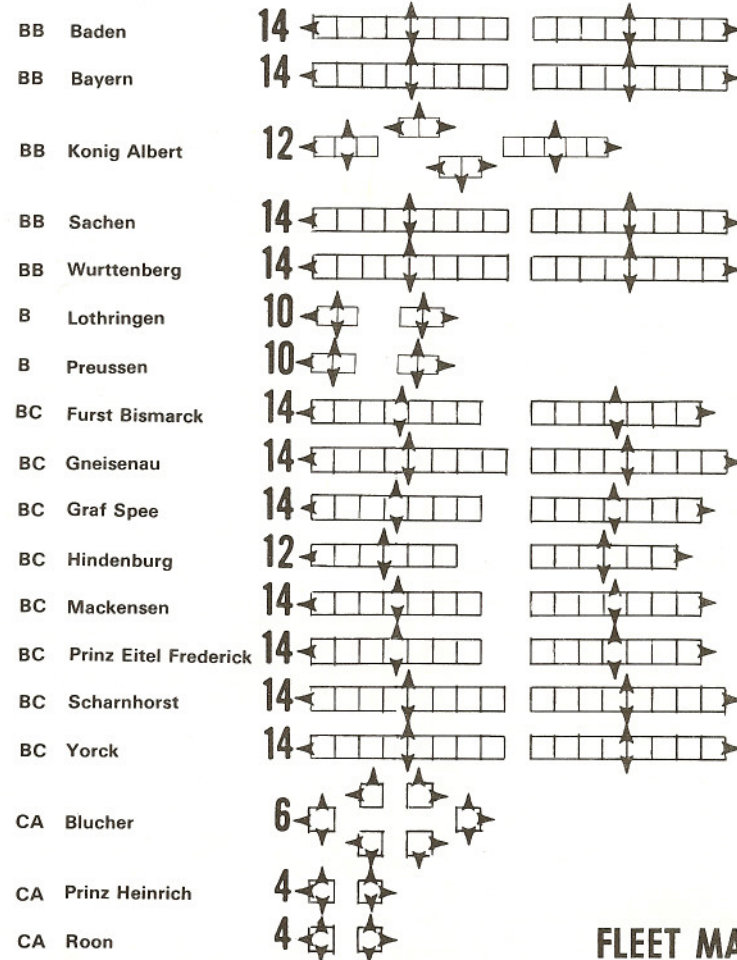
RULES, TIME FRAME

At the discretion of the gamer.

VICTORY CONDITIONS

Same as Scenario 3

GERMAN HIT RECORD SUPPLEMENT



FLEET MAKEUP

Task Force 1		2		3		4	
No. of Ships	No. of columns	Ships	Columns	Ships	Columns	Ships	Columns
Yard intervals between columns		Yard intervals		Yard intervals		Yard intervals	

A Still Closer Look at Dogger Banks

**DOGGER BANKS and ITS IMPACT
ON JUTLAND,
and a revision or two.**

by Jerold Thomas

This battle, in its course, its indecisiveness, and in the mistakes made, so mirrors the course of the war in the North Sea that it can serve as a starting point for discussion on many aspects of that war, as well as providing some historical background to the Dogger Bank scenario.

The Actual battle began at just before 8:00 A.M. on January 23rd, 1915. It began as a triple rendezvous between Beatty's British Battle Cruiser force, the Harwich Force under Commodore Tyrwhitt, and Hipper's unsuspecting "Scouting Group I". The British, with their wireless interception, had arranged the rendezvous, though Beatty had hoped to be to the east of Hipper, so as to force him to fight, but knew he could overhaul him in any case with his faster ships. Hipper for his part, immediately put about and fled—he was in no strength to attack, with the *Von Der Tann* being worked on; and the High Seas Fleet was in Shilling Roads at anchor, and not likely to come out with its strongest squadron, the IIIrd, in the Baltic for gunnery practice. This was the paradox of his mission; he was sent out understrength and unsupported, because the Kaiser could not bear to risk his precious fleet of BB's, but wished to placate the "action" group of admirals in the German Navy.

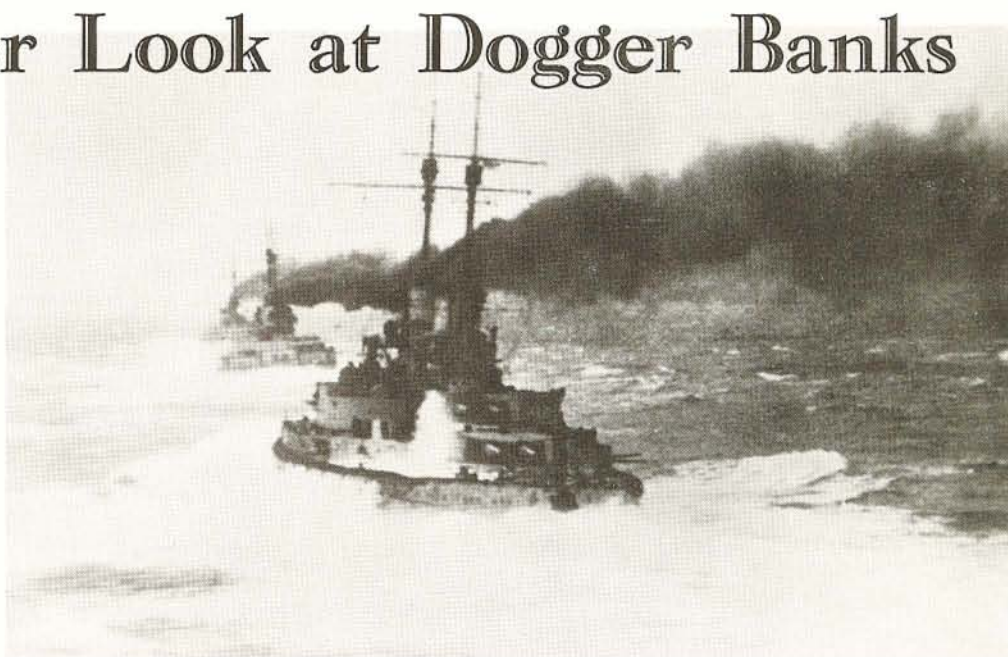
Beatty, following his aggressive nature, charged ahead, and by 9:00 had come within extreme gun range of the fleeing Germans, who were held back by the slower *Blucher*. Both sides commenced firing at maximum elevation.

Almost at once the *BLUCHER*, last in line, slowest, and weakest of the German ships, was hit. With her weak armor, the shells penetrated to her engineering spaces, and she slowed and fell back. Meanwhile, the British had succeeded in scoring only three hits on the German BC's. One freak hit on the *SEYDLITZ*, however, nearly did her in when a joint in the armor failed. Two turrets in the bow were put out of action, crews killed, and the fore magazine nearly went up before it was flooded, from powder fires which started in the shell-handling rooms.

Meanwhile, in the two hours since 9:00, the Germans had scored 12 hits on Beatty's flagship, *LION*, and she could no longer hold her place in line. Beatty signaled the other ships to "Attack the enemy's rear," and "Stay close to the enemy"—unfortunately, the second message was missed altogether, and the Admiral second-in-command took the "rear of the Enemy" to mean the unlucky *BLUCHER*, which was far behind the other German BC's.

Accordingly, the British concentrated on this ship while Hipper steamed off. The *BLUCHER*, hopelessly outgunned and attacked from close range, lasted another hour, and was still firing when she rolled over at noon.

The battle was made much of by the British press, and was taken to demonstrate British "Mastery of the Seas". Beatty became a popular hero, and a dramatic picture of the sinking *BLUCHER* received much press play. On the German side, the fleet commander, Ingenohl, was relieved, and the Battle Cruiser raids were suspended.



Since they won, the British ignored the problems which Dogger Bank showed up. The defects in the signalling apparatus were to cost Beatty dearly at Jutland, when he would leave the fast BB's far behind him through missed signals. The weaknesses in the shell-handling rooms would cost him two Battle Cruisers to magazine detonations. Also the British greatly overestimated the damage they had done to the German BC's. In actuality, for the 1,000 or so rounds each side fired at long range, the Germans scored 15 hits to the British 5.

The ill-fated *BLUCHER*'s presence at Dogger Bank, where she did not belong, could be traced to her origins. She had been conceived as an answer to the first British BC (*INVINCIBLE*), when little was known except that the British were building a new and more powerful kind of cruiser. The *BLUCHER*, a new and more powerful cruiser, was no match for the Dreadnought BC's, but there she was, so she was sent out.

Since the Germans "lost", they took careful notice of the weakness in the shell-handling rooms that nearly destroyed *SEYDLITZ*, and corrected this in all their ships. At Jutland, though several turrets were penetrated, and powder fires ignited, no magazines detonated. The weakness, which the British would begin to correct only after Jutland, related to the path that shells and powder charges travelled, up through the barbettes, from the magazines to the Turrets. The doors which theoretically kept the two areas isolated failed to do so in reality, and all too often the shell-handling room, down in the barrette, caught fire when the turret was hit. The corrections needed were not that extensive in terms of further insulating the magazines from the turrets, but the difference was crucial.

So, in their overestimation of their gunnery's effectiveness, in their ignoring of the fatal flaw in the shell-handling rooms, and in their failure to improve signals, the British, and Beatty, set the stage for the most one-sided action in the Jutland battle—the Battle Cruiser run to the South, where the British lost two BC's, and had three badly damaged, while seriously hitting only one German BC.

This leads, ever so indirectly, to a series of variants/optional rules, which add some realism to the game, improve its balance, and correct a few

errors. The first three apply only to the Dogger Bank Scenario, while the rest can apply to any scenario, or to the campaign game, (for which see *THE GENERAL*, Vol. 9, No. 6)

The Blucher—Using the *Black Prince* counter for the *Blucher*, while simplifying matters, does the *Blucher* an injustice. While still only a CA, the *Blucher*, at 15,500 tons, was larger, better protected, and far better armed than any other CA. She had 12 brand new (M'12) 8.2" guns to 6 older M'04 9.2" guns for the *Black Prince*, with fire control at each turret. Her speed, just over 25 knots, was also better than the usual CA's 23. Therefore, the *Blucher* should have the following factors and hitboxes. Basic Gunnery Factors 1-2-1, Movement 10, Protection Factor 6. Her hit boxes can be approximated by checking off one box from each group of a POSEN-class BB (remember that she remains a CA as regards maximum range, however).

Additional Forces—these units, eliminated from the Dogger Banks scenario for simplicity, were actually present, they are—German; DD½ Flot 5, DD ½ Flot 14; British: DD Flot 13

Variations—Dogger Bank—Add the *Von Der Tann* to the German OB. This makes for a very even and interesting game, but the British no longer need a 2-1 edge, they just need to match the Germans to win.

The variations below may be used separately or together, though certain of them, notably the counter changes, are recommended for use in all situations. One omission in the Victory point chart is in the Value of the German KAISER Class BB's. If the modified "14" protection factor is used for these ships, their Victory point Value would increase to 56 pts.

Some of the more speculative variations include the following simple changes increasing the Germans effective force:

1. Consider all of the KONIG Class BB's to be LUTZOW Class BC's
2. Add 5 additional B's to the German O.B.

Critical Hits—the current critical hit is somewhat inequitable in assigning equal vulnerability of German ships to such events as Magazine Fires. This equality only existed before Dogger Banks, and even the relatively greater protection of the German BC's would reduce the odds. Critical hits

become more important to the British, since they are dependent only on the number of attacks made, and the British, with many more ships, is usually making more attacks (ships fire die rolls). Thus I have set up a new Critical Hit Table, which requires *two* dice, and eliminates double die rolling (Let's face it, in *Jutland* you roll enough dice already) It also lends itself more to differential critical hit results.

Using the CRITICAL HIT TABLE—The table is used just as before, *except*: When rolling for German Dreadnought Battleships or Battle Cruisers, "one" is *added* to the Die Roll; When rolling for German or British Pre-Dreadnought Battleships (B's) or British BC's or CA's, "one" is *subtracted* from the roll of the dice.

Flotation Hits—One of the reasons that both sides dreaded torpedo attacks was that they struck where the armor was weakest, and they could

detonate a Magazine readily. Thus the change in the FLOTATION HIT TABLE. There was no chance of a flash fire, either the magazine went up, or it was flooded, since the torpedo was its own flooding mechanism. The Germans took most of their losses (the B Pommern, the Light Cruisers Rostock and Frauenlob) to torpedos striking magazines.

HOW DO YOU POINT THIS THING

Gunnery At Jutland

What Jutland was all about was gunnery, shooting at and hitting the other guy faster and harder than he hit you. This usually involved two things; fire control, which was the process of aiming the guns, based on computed effects of changing their positions, and spotting, which told where the shells actually hit.

The German advantages, aside from superior crew training, were two:

1. Their range-finding equipment was far superior to the British. This meant that their spotters needed to make smaller corrections to get "onto" the enemy ships. The British range finders were often so far off that the spotters could not tell the relative distance, thus delaying their finally getting "onto" their targets.

2. They used brass casings for their powder charges. This greatly increased the uniformity of the charge's power, though it slowed the rate of fire marginally because the casing had to be disposed of. Greater uniformity meant that corrections for charge variance were minimized. Also significant were the special wooden rammers used, with sprung faces to seat the projectiles better.

The British had one advantage, which let them hit harder, and keep "onto" an enemy ship once they had hit it. This was their secret "gun Director" system. The system had all guns controlled from one room in the ship, where all shellfall was plotted, all corrections sent to the gunlayers, and where, through a special electric key, all the guns in a salvo were fired at precisely the same instant. This kept the projectiles spaced just as they were fired, and increased the chances of at least one hit. The Germans had each crew chief fire his gun at a signal, from front to rear. This tended to produce quite tight salvos, which either hit or missed entirely.

Both fleets fired their main turret guns alternately. Maximum rate of normal fire was one salvo each 20 seconds, with one gun from each turret. At a crisis, this rate could be doubled, but this often caused the guns to overheat and jam after a few rounds. The secondary batteries had their own fire control system, and usually fired two salvos (all guns in each) for every turret salvo. Though each gun had between 80 and 100 rounds, which could theoretically be fired off in one hour, this was not usually the case. Firing was usually intermittent, since ships would not fire without some info on the enemy ships, and often either the firers or the targets were obscured by shell splashes, funnel smoke, powder fire smoke, etc.; also, even the 20 second salvo rate would eventually overheat the gun tubes, so this was additional inducement to fire at a more measured rate.

Secondary Batteries—the Germans built their secondary batteries rather differently than the British. Right from the start, they used six inch (actually 5.9") guns in their secondary casemates, while the British turned to 6" guns only in their later ships, and not at all on their BC's. The German 5.9" gun was conceived as a secondary weapon, able to fire at either enemy capital ships or approaching light craft, while the British 4" gun was conceived solely as a weapon to use against enemy Destroyers or torpedo boats.

Also, in view of this dual role, the German casemates allowed for a greater elevation of the guns, to allow them to utilize their maximum range. This played a significant role at Jutland, where, when the range had closed down to 14,000 yards, the German Secondary batteries opened up, with effect, on the British BC's, while the British secondary batteries lacked both the range and the penetrating power to return the fire. Also, the German 5.9" gun was an outstanding weapon, which would see action with the "Pocket Battleships" and the *Bismark* in WW II.

The positive effect of the British secondary armament was in torpedo defense. On several occasions in the battle, German DD's were unable to get within effective torpedo range due to the heavy British fire.

CRITICAL HIT TABLE

Die Roll	Damage Sustained
2	Magazine Explosion – Ship SUNK
3	Magazine Explosion – Ship SUNK
4	Magazine Flash Fire – Mark off ALL Hit boxes on the largest remaining group. Remaining Gunnery Factors halved next M & F Turn
5	Magazine Flooded – Mark off 3 Gunnery Boxes, roll die for Fwd./Aft Distribution, and mark as flotation hits if not enough Gun Boxes left
6	Gun Director Hit – Gunnery Factors Halved for remainder of Game (round factors UP) No Gun Boxes are checked
7	Fire Control Disrupted – British ship cannot fire for <i>next two</i> consecutive M & F Turns, German ship cannot fire next turn only
8	Steering Jammed – Ship may not turn for <i>next three</i> M & F Turns, it may change speed, or stop, and may leave formation
9	Ammunition Delivery Damaged – Gunnery Factors Halved for the <i>next three</i> M & F Turns (round UP)
10	Steering Hit – Ship becomes Dead in the Water (DIW) for the <i>next two</i> M & F Turns
11	Engineering Hit – Ship becomes Dead in the Water for the number of M & F Turns indicated by a die roll
12	Engineering Hit – Ship becomes D I W permanently

Flotation Hit Table

Same as Before, except for a die roll of "2"

2	Magazine Hit – Roll Die Again – 1, 2, 3 Magazine Explodes, Ship SUNK 4, 5, 6 Magazine Flooded, treat as in Critical Hit Table
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Putting Secondary Batteries in the Game

Each ship has two secondary batteries, of two factors each, one on each side. They can be most easily represented by adding two *circles* on each side of the ship's gun boxes. They have the following ranges—6" - 14,000 yd.; 4" - 10,000 yd. When firing at capital ships within their range, *half* of the 6" secondary factor bearing on the firing side may be added (round fractions up), 4" secondary factors may not be added. When firing at light ship units, all of the secondary factors may be added. Even CA's (except the *Blucher*) and B's get these secondary boxes. The *Blucher* has one box on each side.

Light ships may now fire on Capital ships, at half gunnery factor, and may damage the secondary batteries only. Excess hits from light ships affect neither the main gunnery nor become torpedo hits. Otherwise, secondary batteries are checked off as follows: Each torpedo (floatation) hit also checks off one secondary battery box. Each critical hit checks off any two secondary boxes in addition to other effects. Main Gunnery hits ignore the presence of the secondary gun boxes for determination of when torpedo hits are assessed; secondary gun boxes do not affect the number of hits needed to sink a ship.

Gunnery—Though the Germans had an edge in gunnery, each side had certain specific advantages. The superior German range-finding equipment

usually enabled them to find the target first. The British Gun-Director system, whereby all guns were fired at the same instant from a single key, enabled the British to better hold a target they had once scored on. This can roughly be reflected as follows—On the first M & F Turn that a British ship (or group of ships) fires at a specific target, the firing ships drop one column on the Gunnery Damage Table (i.e., 25 factors would fire on the 17-20 column); where a ship (or Group of ships) are firing on a target that they scored 2 or more hits on in the previous turn, the firing ships increase by one column on the Gunnery Damage Table (the same 25 factors would roll on the 27-32 column). This benefit is available only if all the firing ships also fired on that same target in the previous turn. The Germans ignore both the increases and decreases of this option. This option does not affect the ranges at which hits are doubled or tripled, only the column used to resolve the gunnery combat. Critical hits do not count towards the "2 or more hits." Ships receiving the "2" hits should be marked with pennies, etc.

Magazine Hits—Gunnery factors firing at a ship that has had a Magazine Flash Fire are halved—this is in addition to any other modifications, and is due to the huge clouds of smoke and flame that such fires produced, obscuring the target. This effect exists only for the next Maneuver and Fire Turn.

The Modified Protection Factor (MPF) equals the Protection Factor plus the ship's movement capability in excess of 8 Movement Factors, plus the ships gunnery factors (broadside) in excess of 10.

Also, the Victory point value of B's is halved; only 2x their protection factor.

This chart has the effect of making who you sink a matter of some importance, particularly if you attack the enemy's best. This chart still has the average German ship worth more than the average British ship, and both sides' BC's become more important. (If you think that BC's were not important, give the Germans four more *LUTZOW's* instead of the *Konig* class BB's, and watch the fun) CA victory points remain the same.

Victory Points—again, the current chart is very inequitable in assigning victory points strictly on the basis of protection factor. The battle of Jutland, had it come off as the Germans planned, would have been a preliminary to a final decisive battle, or to a situation where the British could no longer protect their blockade. In this light, the quality of ship's sunk became nearly as important as quantity—for example, the Germans could lose all their B's without seriously hurting their fighting efficiency, while their BC's were far more important, though the value assigned is nearly the same. Accordingly, ships sunk Victory Points are now computed on the basis of a Modified Protection Factor, which also includes some qualitative factors.

Ship Type	Class Name(s)	Number in Class(es)	Old Protection Factor	New MPF	New Victory Point Value
BB	Colossus,	3	8	8	32
	Temeraire	6			
BB	Iron Duke	3	8	10	40
	Orion	6			
	Erin	1			
BB	Revenge	2	10	12	48
BB	Barham	4	10	14	56
BB	Agincourt	1	8	13	52
BB	Conqueror	1	8	11	44
	Canada	1			
BC	Invincible	3	4	7	28
	Indefatigable	2			
BC	Lion	3	6	10	40
BC	Tiger	1	8	12	48
BB	Konig	4	14	17*	68
BB	Kaiser	4	12	12	48
	Ostfriesland	4			
	Posen	4			
BC	Lutzow	2	12	18	72
BC	Moltke	1	1	1	1
	Seydlitz	1			
BC	Von Der Tann	1	12	15	60
B	Deutschland	6	10	10	20+

* Only this value if given a MF of "9", Value would be "16" if MF remained 8

+ The British B's in the additional forces would also have this Victory Point Value

Rapid Fire—While the standard rate of fire in both navies was one salvo (one gun from each turret) every twenty seconds, in actuality the loading mechanisms could provide for double this rate of fire; but with some reduction in accuracy, and a considerable danger of overheating the gun tubes.

Accordingly, ships may increase their gunnery factors in a given turn as follows; double the ships available gunnery factors, and then using the doubled amount as a base, decrease the factors by one column on the CRT; that is, 12 gunnery factors would fire on the 17-20 column on the CRT. Halving, doubling, and tripling of hits still occurs normally as indicated on the range finder.

Each time a ship uses rapid fire, in any given Battle Procedure hour, that hour is considered as two hours, regardless of how many other turns in that hour the ship has also fired.

Also, each time a ship uses rapid fire, there is a 2/3 chance that its guns will be inoperable in subsequent turns. A die is rolled, with a 1 or 2 indicating that the guns will be inoperable for two immediately following Maneuver and Fire Turns, and a 3 or 4 indicating that the guns will be inoperable for the next Maneuver and Fire Turn only. A roll of 5 or 6 has no effect on the firing ship.

Generally, therefore, ships will use rapid fire only when they are about to be destroyed, or have a high chance of sinking.

Modified Maneuver and Fire Turn Procedure

As a means to avoid the advantages which accrue from moving and firing last in each Maneuver and Fire Turn, the following procedure is suggested.

First Maneuver and Fire Turn—The German player maneuvers his units their FULL Movement Factor, and then the British player maneuvers his units HALF their movement Factor (round fractional movement factors UP). Then both players execute their fire attacks, German player first.

Second Maneuver and Fire Turn—(and all subsequent even numbered M & F Turns)

The British Player maneuvers his ships their FULL Movement Factor, then the German player does the same; Both players execute their Fire Attacks, German player first.

Third Maneuver and Fire Turn—(and all subsequent ODD numbered M & F Turns)

The German Player Maneuvers his ships their FULL Movement Factor, then the British player does the same; Both players execute their Fire Attacks, British player first.

Realistic Attack Procedure

The following method eliminates partially the advantages of firing one ship at a time, and can partially alleviate the effects of sequential fire turns.

Each player simply designates the target of each ship before any attacks are resolved by either side. The easiest method which I have found to do this is to make up small (1/2"), the blank ones available from Avalon Hill are fine) counters bearing the name of each ship, and place them on the target ship. This makes for quick and irreversible allocation of fire, and even produces the incorrect fire allocations which were so common when one side had an edge in numbers. If a target ship is sunk in that turn, by a previous attack, the attacker has only half of the gunnery factors from still unresolved attacks available to reallocate to other attacks, this reallocation must be done immediately when the target ship sinks.

CAPITAL SHIPS — British

Type	Name (s)	Displm't	Length	Armor	Main Batt.	Sec. Batt.
BB	¹ Bellerophon, Superb, Temeraire	18,600	520	11"	10 x 12"	16 x 4"
	St. Vincent, Collingwood, Vanguard	19,250	530	9 3/4"	10 x 12"	18 x 4"
	Neptune, Colossus, Hercules	20,000	540	10"	10 x 12"	16 x 4"
	Orion, Monarch, Conqueror, Thunderer	22,500	550	12"	10 x 13.5"	16 x 4"
	² King Geo. V, Ajax, Centurion	23,000	570	12"	10 x 13.5"	16 x 4"
	³ Iron Duke, Benbow, Marlborough	25,000	620	12"	10 x 13.5"	12 x 6"
	⁴ Barham, Vallant, Malaya, Warspite	28,000	650	13"	8 x 15"	12 x 6"
	Revenge, Roayl Oak	26,000	610	13"	8 x 15"	12 x 6"
	⁵ Agincourt	27,500	635	9"	14 x 12"	20 x 6"
	⁶ Erin	23,000	560	12"	10 x 13.5"	16 x 6"
B	⁷ Canada	28,000	625	9"	10 x 14"	16 x 6"
	(all in addit'l forces)	16,230	439	9-12"	4x12", 4x9.2"	10x6"
BC	Invincible, Inflexible, Indomitable	17,250	560	7"	8 x 12"	16 x 4"
	⁸ Indefatigable, New Zealand	18,750	580	8"	8 x 12"	16 x 4"
	Lion, Princess Royal, Queen Mary	26,350	675	9"	8 x 13.5"	16 x 4"
	Tiger	28,500	720	9"	8 x 13.5"	16 x 4"
CA	Minotaur, Defense, Shannon	14,600	520	6"	4 x 9.2"	10 x 7.5"
	Cochrane, Warrior	13,550	500	6"	6 x 9.2"	4 x 7.5"
CA	Duke of Edinb', Black Prince	13,550	500	6"	6 x 9.2"	10 x 6" ⁹
	Hampshire, Antrim, Roxburgh Devonshire	10,850	465	6"	4 x 7.5"	6 x 6"

GERMAN CAPITAL SHIPS

BB	Posen, Nassau, Westfalen, Rheinland	18,900	470'	11.5"	12 x 11"	12 x 6"
	Ostfriesland, Oldenburg, Helgoland, Thuringen	21,000	546'	11.5"	12 x 12"	14 x 6"
	¹⁰ Kaiser, Kaiserin, Freiderich Der Grosse, Prinz Regent Liutpold	24,700	564'	14"	10 x 12"	14 x 6"
B	Konig, Kronprinz Wilhelm, Markgraf Grosse Kurfurst	26,000	575'	14"	10 x 12"	14 x 6"
	¹¹ All Deutschlands	13,200	410	9 3/4"	4 x 11"	14 x 6.7"
BC	Von Der Tann	19,400	558	10"	8 x 11"	10 x 6"
	¹² Moltke	23,000	590	11"	10 x 11"	12 x 6"
	Seydlitz	25,000	648	11"	10 x 11"	12 x 6"
	Lutzow, Derfflinger	28,000	675	12"	8 x 12"	12 x 6"
CA	Blucher	15,500	489	7"	12 x 8.2"	8 x 6"

THE SHIPS AT JUTLAND

This is basically an expansion and correction of a section which appeared in the original *JUTLAND* Battle Manual, but was left out of the new one. Included are notes on the ship types, and more data on the lighter ships, as well as information on ships which appear in the additional forces, or in the Campaign Game (*The General*, Vol. 9, No. 6).

The numbers are self explaining, except for: Displacement, this is *Standard* Displacement; at full load, ships would run about 10% heavier than this. Length—this is waterline length; the maximum length would exceed this, and the deck length would be somewhat less.

Armor—This is the maximum thickness of the main belt—it was effectively reduced somewhat in British ships because all that was needed was a turret penetration to set off a magazine.

Capital Ship Notes

1. Dreadnought also of this class
2. Audacious of this class, sunk, 1914
3. Emperor of India also of this class
4. Queen Elizabeth also of this class
5. Built for Brazil as Rio de Janero, sold while building to Turkey as Sutan Osman I. All three ships appropriated for the Grand Fleet at the outbreak of the war.
6. Built for Turkey as Reshadieyeh
7. Built for Chile as Almirante Latorre
8. Australia also of this class
9. These guns unusable in heavier seas
10. Konig Albert also of this class
11. Five other boats of this class available
12. Goeben (in the Black Sea) also of this class

Light Ships

The British had two types of CL's; the older ones, of the 2nd and 3rd Squad's, were about 5,000 tons displacement, and carried 8 or 9 6" guns, and old style (submerged) torpedo tubes. The new CL's were lighter (3,000 + tons), faster, and carried 2-3x6" guns, 6x4", and 4 Torpedo tubes in dual mounts. The German CL's were all heavier, 4500-5000+ tons, and carried 10 (older) or 12 (newer) 4.1" guns, again, the newer ships were markedly faster.

All the DD's in action at Jutland were around 800-1000 tons. The British Boats had 2-3x4" guns, with 4 Torpedo tubes in two pairs. The German boats had 2x3.5" guns with 5 or 4 Torpedo Tubes, mostly in single mounts. Thus the Germans had the edge in torpedoes, while the British have the edge in gunnery.

Notes on the Ships

Moltke—this ship should be an "11" MF ship; even the Seydlitz, Lutzow, and Derfflinger were not as fast as the British Lion and Tiger classes.

Kaiser—the Protection Factor of this class should be "14", as these ships were armored substantially as the "Konig" class.

Kaiser, Invincible Classes. In both these classes, the far-side wing turrets could actually fire across the ship, but they are not so noted because their arc of fire to the far side was very limited, more so in the *Invincibles*. Therefore, where, the target ship is directly to the broadside of these ships, they may use all of their guns. To determine this, lay a straight-edge along the line of the column to which the ship belongs (this provides less chance of error) ignoring any ships which have turned relative to the ship firing. If a perpendicular from this line at the point of the firing ship passes through the defending

(target) ship counter, all guns may fire. For the *Kaiser* class, if the perpendicular line places the target ship to the rear of full broadside, but within two shiplengths, all guns may fire, also.

Counter Changes —German—All the ships of the *KONIG* Class should have a Movement Factor of "9"—in the actual battle at Jutland, these ships became separated from the German main body, and nearly overhauled the British "Fast" BB's, because of their superior speed, hitting 24 kts. British—the BC's *LION* and *PRINCESS ROYAL* should have a movement factor of "12"—these ships were actually marginally faster than the German BC's.

Hit Box Changes—The *COLOSSUS* should have hit boxes like the *NEPTUNE*, the middle turret can also fire to the rear. The *Goeben*—this ship helped to bring Turkey into the war, but might have been better used with the High Seas Fleet. She can be added to any OB, she is identical to the *Moltke*.

Canada, Erin, Agincourt—all three of these ships were being built for other countries—*Canada* for Chile, and the other two for Turkey. They could possibly be deleted from the British O.B.'s assuming that they were turned over to their rightful owners (who had already paid for them).



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)

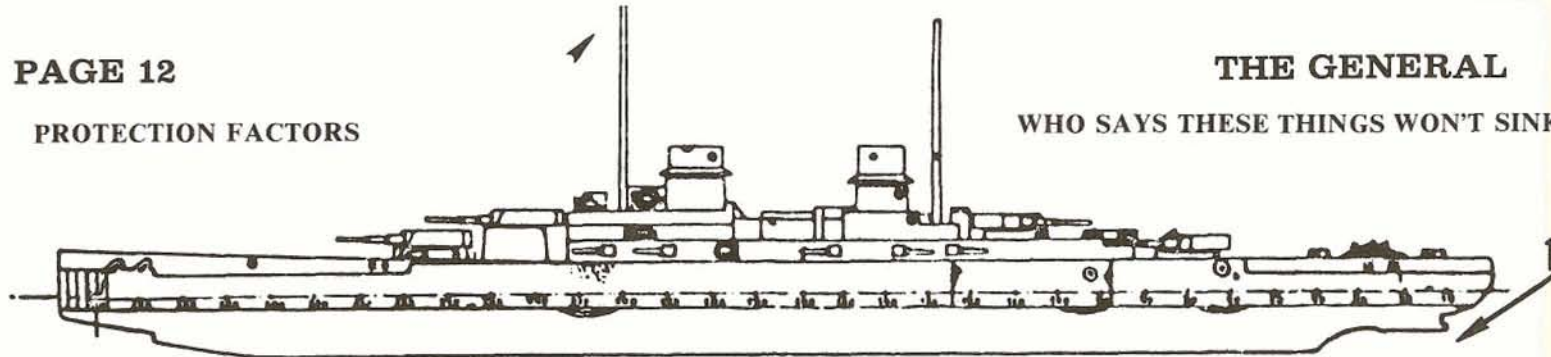
We cannot recommend this official rules revision too highly. All current owners of the game owe it to themselves to update their sets and get some real enjoyment out of *Blitzkrieg*. You can update your game by ordering just the rules although we suggest you also order the new CRT card.

2nd Edition Rules of Play 1.25
Revised CRT card25

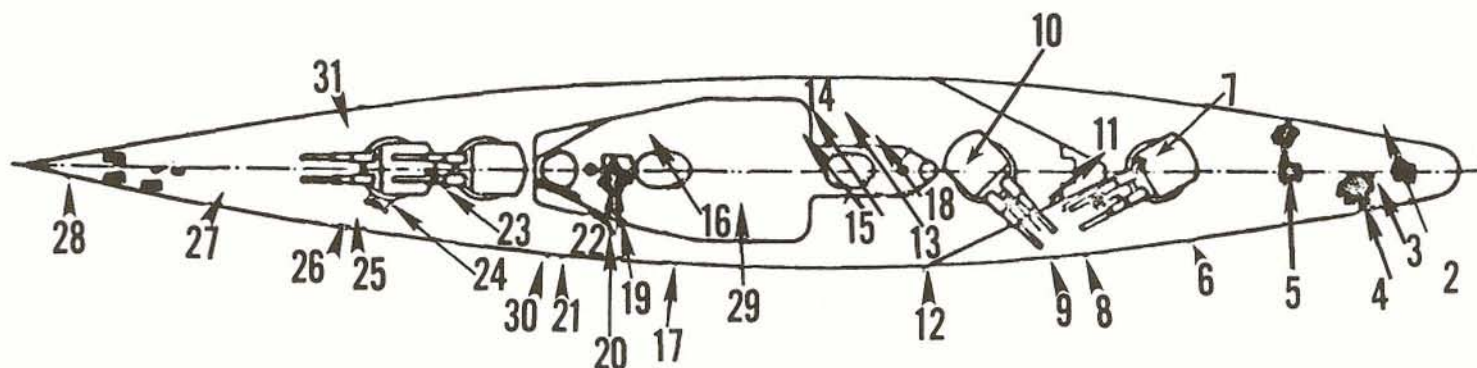
*Plus the usual shipping charges.

PROTECTION FACTORS

WHO SAYS THESE THINGS WON'T SINK?



DERFFLINGER IN THE DEATH RIDE



For those gamers who believe that the edge given the German ships in gunnery and protection factors is unjustified, we offer the record of the *Derfflinger* at Jutland. Called by naval historian J.C. Taylor "probably the best all around capital ships of their day," the *Derfflinger* and her sister ship the *Lutzow* led the German van in magnificent fashion during the daylight portion of the battle. On the run to the south, *Derfflinger* destroyed *Queen Mary*, and *Lutzow* came within an eyelash of accomplishing the same with the *Lion*. At the conclusion of the run to the north, *Lutzow* blasted the *Defense* out of the water. Then, in a deadly two minute interval of rapid fire, the *Derfflingers* teamed up to prove the fallacy of the name of the *Invincible*. So much for the gunnery factor.

During this last stage, the *Lutzow* came under the fire of the entire Grand Fleet. Hit by 24 heavy shells, she had to leave the action at this point. (She finally was scuttled by the Germans hours later, during the night. But for a freak failure of her forward pumps, she probably would have been able to make port.) At this point, while Admiral Hipper was on a destroyer transferring his flag to the *Moltke*, the lead of the German battlecruisers passed to *Derfflinger*. It was the crisis of the battle for the Germans. For the second time Jellicoe and the Grand Fleet had crossed the T on them. The German line was faced by a semi-circle of gun flashes, the only sight which could be discerned of their tormentors, who had the advantage of favorable visibility. The only hope for the Germans, who needed time to set up another battle turn away, was a torpedo boat attack. But this too would require time for the flotillas to get into position. Admiral Scheer's decision was prompt and characteristic—if necessary, the battlecruisers must be sacrificed to save the fleet. The order was flashed to them: "Rein in den Fiend. Ran." Liberally translated, this meant—all out attack—ram if necessary. Without hesitation, Captain Hartog of the *Derfflinger* obeyed. To the remaining battlecruisers, the visual signal "full speed ahead, course S.E." was made. So began the "death ride" of the battlecruisers. Led by the *Derfflinger*, they plunged straight at the van of the semi-circle of British ships!

To this point, the *Derfflinger* was relatively undamaged. In short order this situation changed, as she became the focal point of the fire of the Grand Fleet. A 38 cm shell hit C turret, putting it out of action. A few moments later the same fate befell D turret. As the range fell to 7500 yards, hit after hit struck the ship. The first four 15cm casemate guns on the port side were put out of action. Several hits were received on the side armor, causing little destruction. Then a 12" shell hit the conning tower, once again failing to pierce the armor. Shortly thereafter another shell of heavy calibre hit under the bridge, causing widespread damage and starting a serious fire. Finally, the destroyers were able to launch their attack on the British line. Jellicoe immediately turned away, and the High Seas Fleet was able to extricate itself. The battlecruisers, still led by the *Derfflinger*, turned to the south and gradually lost sight of the British in the failing daylight. At this point, *Derfflinger* received her last hits, which temporarily put A turret out of action.

During the night action, *Derfflinger* and *Von der Tann* took station at the end of the German line, and were spectators to the actions with the British destroyers ahead of them. With only A and B turret, 8 guns of the secondary battery and one searchlight intact, she was not in good shape for a night action. Accordingly, she held her fire when the only English destroyer was sighted, and it in turn did not attack. At dawn, the ship again cleared for action. But the enemy were not in sight. At 4:30 that afternoon, carrying 3,000 tons of water, she dropped anchor in Wilhelmshaven Roads. So rests the case for the protection factor.

Of all the dreadnoughts of the High Seas Fleet which fought at Jutland, only *Derfflinger* was afloat during World War II. Having been scuttled at Scapa Flow with the rest of the German Fleet in 1919, she was raised by the British in 1939. War being then imminent, she remained moored at Scapa Flow—for a time adjacent to Jellicoe's flagship, the *Iron Duke*—until the cessation of hostilities. In 1946 she was scrapped. Her final chapter ended in 1965 when her ship's bell and seal were returned to Germany by the British.

COMPILATION OF HITS RECEIVED BY SMS DERFFLINGER ON 31 May 1916, AND THEIR EFFECTS.

1. Apparent underwater hit on the port inboard propeller, causing the loss of the cap, the covering plate of the blade fastening screws being damaged. Probably caused by a shot which fell short. No effect on the turning of the machinery resulted.
2. Hit by a 10.2 cm shell coming from port aft. Penetrated the skylight of the cabin, with the result that the deck at this point leaked when water flowed over the deck.
3. Hit by a 38 cm shell at frame 22 on port side, close under the quarter deck. Destroyed an officer's living room and commandant's cupboard, having pierced the outer plating.
4. Hit by 38 cm shell which pierced outer plating at frame 27½ on port side close under the quarterdeck. Shell exploded a few meters from the ship's side, rending a 5 meter hole in the lower deck and quarter deck and causing much devastation. The watertight bulkheads 27 and 39 were destroyed, and each watertight subdivision in the aftership from frame 59 back were disabled.
5. Hit by 30.5 cm shell coming from port beam. Pierced the skylight at frame 40 in the starboard quarter deck, rending a hole 3 meters across, then exploded in the officers' living deck, putting many compartments in ruins. The safe in the room of the ship's paymaster was destroyed.
6. Hit of undetermined size on port armor belt at frame 61, one meter under the quarterdeck. The armor plate was somewhat bent in, some rivets popped loose, some of the bracing angles bent slightly. Some leakage resulted, and the nets and net cases from frames 50 to 70 were damaged.
7. One of the biggies. There are several pages of text and diagrams of the destruction caused by this hit. In summary, it was a 38cm shell hit which penetrated turret D on the seam between the slanted and the horizontal plates over the right gun. The turret, which had been bearing at about 230 degrees was thrown around to hard right port forward position by the impact. The shell detonated on the right cartridge hoist, and ignited much of the powder of the shells in that turret. The whole turret was filled with a jet of flame and poisonous gases, the latter of which travelled as far as the aft gunnery control station through the speaking tubes, and required the temporary donning of gas masks and abandonment of the latter. While little damage was done to the guns, the transport mechanism was wrecked, and all combustible material destroyed. 74 men, including 6 transferred to this turret when their 8.8 cm gun was disabled, were killed. One escaped through the cartridge ejection port.

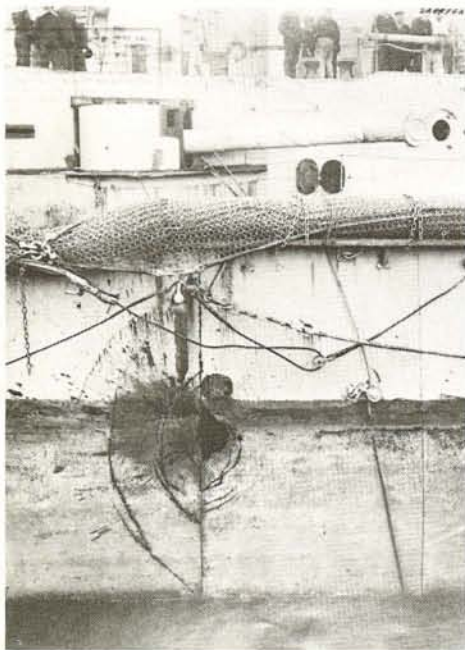
8. A heavy shell hit on the armor belt on the port side at frame 88, 1½ meters below the quarterdeck. It knocked a piece of the side armor out, which pierced the side splinter wall and the metal walls of the workshop and air shafts of the port aft engine.

9. Hit by a shell of unspecified size on armor belt at frame 94, 2½ meters under the quarterdeck. The armor plate was bent in, outside plating under the armor dented and several rivets popped. The net cases and nets from frames 90 to 110 were damaged, as well as a net spar.

10. This was another of the most destructive hits. In summary, it was a 38 cm shell hit, from an angle of 229 degrees, which penetrated the barbette armor of turret C about 1½ meters under the upper edge and exploded on the upper part of the turntable between the guns under the gun master's stand. This ignited numerous cartridges, both in the turret and on the transport mechanism, resulting in a jet of flame and poisonous gases. The turret rotating mechanism, the cartridge loading mechanism, the transport mechanism and the deck plates were destroyed. 68 men—all but 1 from the right gun and 5 from the left—were killed. The survivors escaped from the left entrance and left cartridge ejection port. Several adjacent compartments in the lower deck had to be evacuated for a few minutes because of the gas. It is to be noted that neither fire from turrets C or D spread to other areas, or even ignited all the shells in the turrets.

11. A 10.2 cm shell hit which penetrated an air shaft on port aft upper deck and came to rest, unexploded, in the room behind the officers' mess.

12. A heavy shell hit on the seam of the armor plate at frame 124 on the port side. A piece of the armor was broken



in and thrown against the side splinter bulkhead between the inner and outer coal bunkers, causing some damage. The nets and net cases were also ripped and two net spars ripped loose.

13. A hit by a 38 cm shell coming from port aft which penetrated the rear funnel at the height of the boat deck and damaged the drain pipe of the rear siren, but did not explode.

14. A hit by a 38 cm shell which penetrated the aft funnel and funnel casing, and the funnel of the officers' kitchen at the height of the searchlights, also damaging two barrels of the steam escape pipes of the boiler.

15. A hit by a 15 cm shell which crossed the aft funnel 1½ meters from its upper edge.

16. A hit by a 38 cm shell which penetrated the fore funnel 1 meter under the edge. A splinter damaged one barrel of the steam escape pipe from the boiler.

17. A heavy hit, probably a 30.5 cm shell, which struck the muzzle of the port III 15 cm gun, knocking off about 2.3 meters of the barrel, and exploding on the gun shield. The barrel broke open, the breech block jammed in so that the



gun could not be unloaded. Inside the casemate several frames and bulkhead faces were damaged. The blast lifted the port II 15 cm gun lifting the barrel and bending many pieces. The height adjusting and swivelling machinery were badly twisted. The gun was not fired again as a result. Net cases from frames 175 to 180 and the nets from frames 175 to the front were ripped loose.

18. A hit by a 10.2 cm shell through the aft mast at the height of the edge of the funnel.

19. Hit by a 10.2 cm shell on port frame 195, penetrating a bulkhead face in the superstructure deck and exploding under the bridge.

20. Hit by a heavy shell coming from the port beam, which destroyed the sick bay, rent the battery deck, upper deck and superstructure deck, and tore apart the chart house. Shell fragments damaged the rigging considerably penetrating the voice tube and cable to the spotting stand and damaging the foremast. A metal piece from the bridge stuck to the bottom of the spotting stand. A splinter penetrated the lower deck. A bundle of the armored grating in the funnel neck at the level of the sick bay was ripped out, and the exhaust shaft for the turbo ventilator for the port IV furnace room was damaged. This is labeled 21 on the photos and diagrams.



21. A direct hit, probably 15 cm, against the spar foot at frame 210, knocking off both it and the spar. This is labeled 20 on the diagrams.

22. Hit by a 30.5 cm shell (fragment with the marking "12 in" was found) coming from a bearing of 240 degrees on the forward conning tower at the aft seam on the port side plate about 1 meter under the aft side observation slit, detonating on impact. Small pieces of the plate were broken out in about the circumference of the shell, and the bridge deck in a circumference of about 2 meters was torn up. The seal plates between some of the armor were protruding, but otherwise there was no damage, neither inside nor outside the conning tower. Several light shell fragments, and a quantity of yellow gas, came through the observation slits, the latter requiring the donning of gas masks for a few minutes. However the ship direction, and that of the guns, were not interrupted. A shell fragment destroyed the range finder of turret B.

23. A heavy shell, probably of 23.5 cm, coming from a bearing of 270 degrees, grazed the barbette of turret A, then

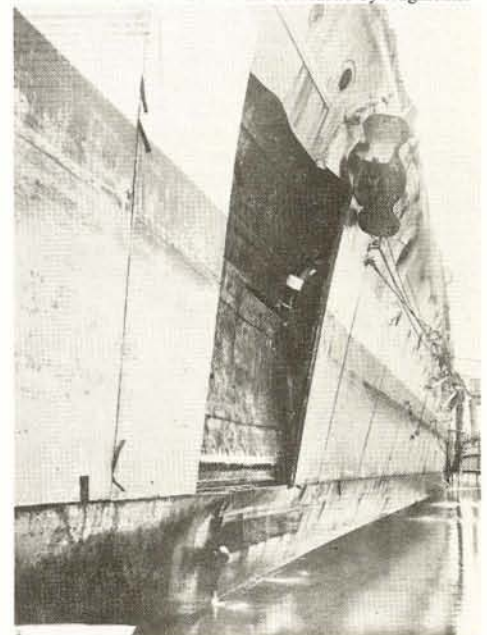
struck the deck of the starboard side without penetrating or exploding. In the revolving turret of turret A, a violent shock was felt, and the crew in the rear part of the turret were severely thrown around. A circuit breaker for the revolving mechanism popped out, requiring use of an aft station for a brief period.

24. A heavy shell, probably 30.5 cm, coming from a bearing of 240, struck the barbette armor of turret A about one meter below the edge on the port side and detonated, leaving a shallow depression with two large cracks, and rent the upper deck of the barbette in a circumference of about two meters. The turret rail was bent, and the turret jammed temporarily. The turret was severely shaken and the electric rotating machinery failed temporarily. Some small fragments came through an observation slit of the turret.

25. A 10.2 cm shell, or fragments thereof, damaged the outside skin on the port side at frame 261 under the forecastle.

26. A 10.2cm shell penetrated the outer skin on the port side at frame 263 and exploded in compartment XV on the lower deck.

27. A hit by a 38 cm shell penetrated the outer skin above the armor on the port side at frame 284, exploded in the lower deck on the port side, rent both the upper and lower deck, caused much damage in the warrant officers' room, crewmen's room and general magazine. A splinter destroyed the steam pipe of the bow capstan machine in the armored deck. Water from high waves entered into the armored deck from frames 262 to 303, and the lower deck from frame 249 to 303. A fire was started in the seamen's and warrant officers' rooms, and in the canteen, causing severe smoke and gas peril until dispersed through use of compressed air from port and starboard furnace rooms VI. Several holes were made in the forecastle by fragments.



28. A shell struck between frames 316 and 321 on the port side above the waterline, knocking off the 4 and 5 armor plates. The impact also dented the outer skin, and tore up the upper and lower decks. The bow torpedo lock room and the 4 reserve heating oil cells between frames 270 and 320, both port and starboard, were damaged and filled with water. The port forward anchor hause pipe was torn up, and the upper deck adjacent was warped upwards. Water also entered the bow lock rooms, carpenter's store room and crew rooms. The impact threw a torpedo in the bow torpedo room which was sitting in the tube about ½ meter high, rendering inoperable the mechanism.

29. A 15 cm shell penetrated the anti-roll tank on the port superstructure deck, passed on into the deck officers' room and mess, and exploded.

30. A shell fell short and hit or exploded under water at frame 215 on the port side. The resulting hydraulic pressure bent in the outside skin under the armor from frame 195 to 215. The compartment cell and guard bunker from frame 195 to 218 on the port side filled with water.

31. A hit, probably by a 10.2 cm shell on the starboard side at frame 252 on the upper edge of the armor, slightly damaging the outer skin.

Mathematical LOS Determination

GRAPHICAL ANALYSIS: A PLAYING AID FOR PANZERBLITZ
by Andrew C. Katsampes

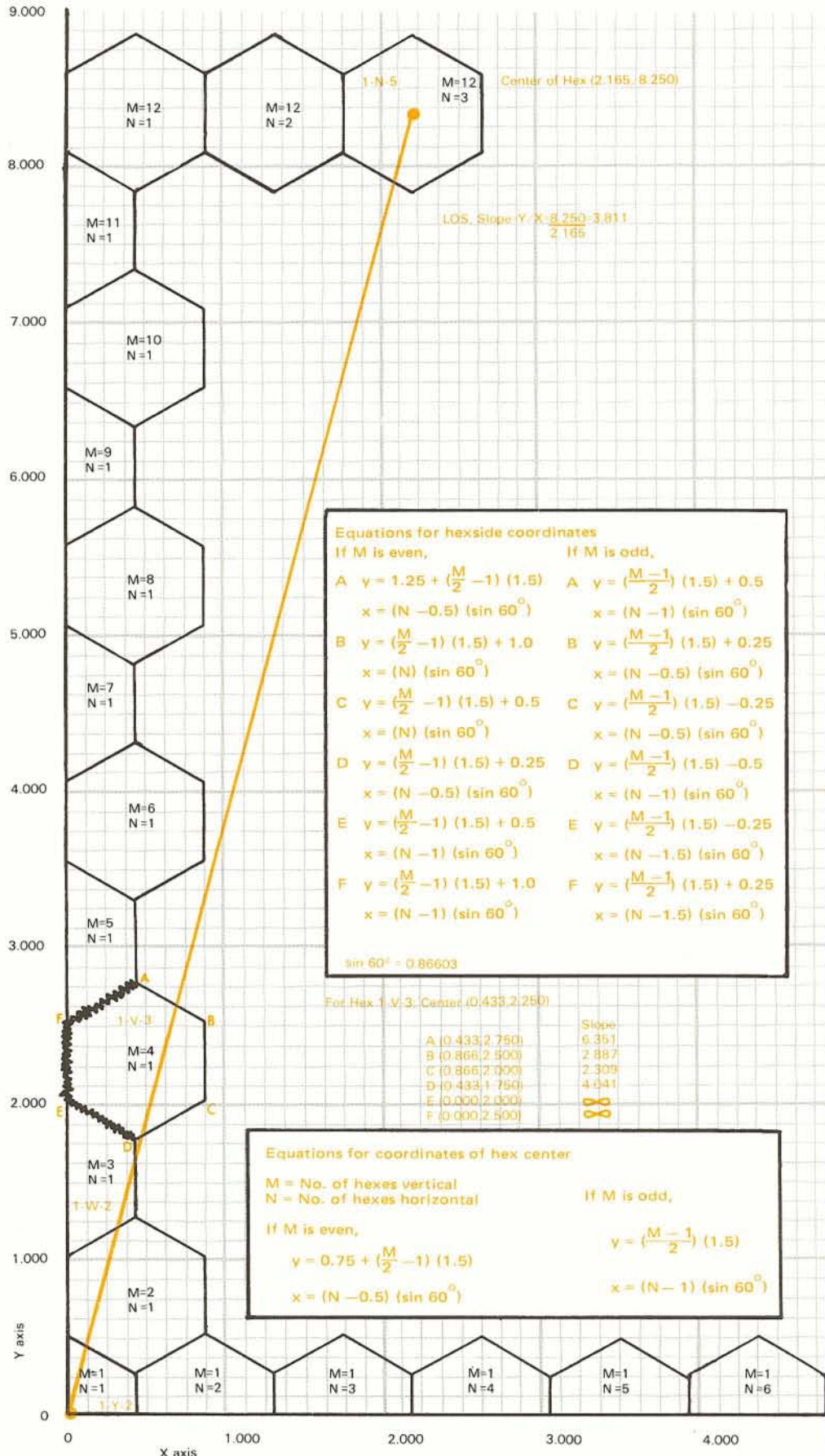
Mathematics has been a part of war games since their creation. The most familiar aspect is probability, but for games such as *PanzerBlitz* and *PanzerLeader*, there exists yet another aspect. Unlike other games where combat occurs when units are in adjacent hexes, the main method of attack is direct fire across more than 1 or 2 hexes. Hexsides block the line of sight (LOS), also the line of fire (LOF), if they are at the appropriate elevation and intersect the LOS. The LOS is a line from the center of the firing hex to the center of the target hex. Even when using thread as a straight edge, situations arise where the obstruction of the LOS is in doubt. By superimposing a set of x,y coordinates on the board, graphical analysis can answer these questions.

The x,y coordinates are situated such that three conditions are satisfied. First, the origin (0,0) is at the center of the firing hex. Second, the x axis bisects every hexside and passes through the center of each hex in one row. Finally, the y axis is coincident with the hexside of every other hex. This is obvious in the example provided. The equations of the lines connecting the origin with the center of the target hex (LOS) and the extreme ends of the blocking hexside in question, are of the form $y=mx$, where m equals the slope of the line. If the slope of the LOS has a value between those slope values of the extreme ends of the blocking hexside, then the LOS is obstructed, provided the hexside is at the proper elevation.

To calculate the coordinates of the center of the target hex it is necessary to first determine the M and N values for the target hex. M is the number of hexes in the vertical direction and N is the number of hexes in the horizontal direction. The firing hex, whose center is located at the origin has M=1 and N=1. The hex just to the right or left would be M=1, N=2. In our example, the firing hex is 1-Y-2 and the target hex is 1-N-5 (M=12, N=3). Since M is even we use the equations, $y=0.75 + (\frac{M}{2}-1)(1.5)$ and $x=(N-0.5)(\sin 60^\circ)$, to calculate the coordinates of the center of the target hex. When dealing with situations where the target is located in the first quadrant, as in the example, ignore the fact that either M or N should be negative, because both the target hex and the hexside in question are both in the same quadrant, which eliminates the apparent error.

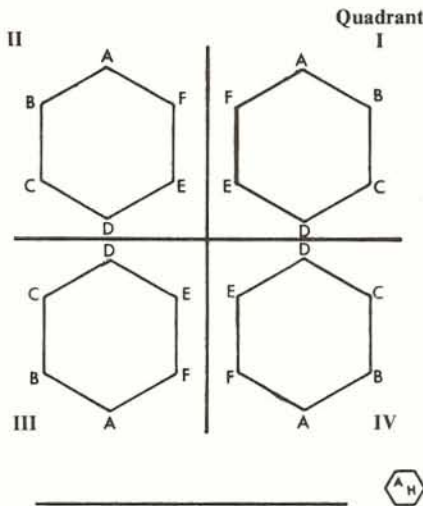
The hexside that may obstruct the LOS, in the example, is common to both hexes 1-V-3 and 1-W-2. After determining the M,N values of this hex (1-V-3 in this case), it is a simple matter to calculate the coordinates of the six points that define the hex using the equations supplied and noting whether M is even or odd. In actual practice, it is sufficient to calculate the coordinates for the two points that are the endpoints of the hexside in question. Note that depending on which quadrant both the target hex and blocking hexside are in affects the labeling of the six points that define the hex. For demonstrative purposes all six sets of coordinates are calculated in the example.

At this point we have the coordinates for the hexside endpoints and the center of the target hex. The line connecting each of these points with the origin has a slope equal to the value of



the y coordinate divided by the value of the x coordinate. If the slope of the LOS is greater than the slope of one end of the hexside and less than the slope of the other, then the LOS and the hexside intersect. In the example, the LOS crosses AB and CD ($A(6.351) > LOS(3.811) > B(2.887)$) and $C(2.309) < LOS(3.811) < D(4.041)$). The LOS does not cross BC because the slope of the LOS is greater than the slope of both ends of the hexside ($LOS(3.811) > B(2.887) > C(2.309)$).

Besides resolving disagreements in face to face competition, this system can be used in games played by mail to avoid this response from your opponent, "I'm sorry, but it appears to me that in your third attack the LOS goes through the hexside common to 1-V-3 and 1-W-2." It seems appropriate to introduce this type of analysis to wargaming at this time when calculators are becoming more readily available.



SERIES REPLAY *Continued from Page 24*

Only an analysis of a number of close games played with this approach would prove conclusively whether or not I took more risks than the situation justified. Therefore, my last statement to the Reader is, if you want to settle the question of whether or not this Napoleon knew what he was doing, get out your Waterloo game and play some games for yourself!

Overall Commentary:

Dave Roberts is one of the few people to have beaten my PAA strategy. He has therefore an effective strategy assuming average luck. My only disagreement with his strategy is that making low odds attacks early in the game irrevocably commits one to continue doing so. For example; when Brian made the errors I pointed out above Dave was unable to capitalize on them due to his early losses. I always plan my games on the basis of worst possible luck. That way I assume that I can always return to low-odds attacks if they become necessary. Thus, I never let luck dictate my strategy until no other alternatives are available. As to Dave's statement that a conservative player such as Brian Libby cannot be beaten by 3-1's, soak-offs and delay unit attrition, I strongly disagree. At any rate this was an excellent game between two of the finest players in the country. Plaudits to you both.

DESIGN ANALYSIS



CHANCELLORSVILLE:

FIRST AND FOREMOST, A GAME-PLAYER'S GAME

By Randall C. Reed

One highly visible characteristic of the PWA /AH 500 tournament at ORIGINS I was the predominance of the Avalon Hill 'classics' as opposed to some of our newer titles. Even during casual play, *D-Day*, *Afrika Korps*, *Waterloo*, *Stalingrad*, *Midway*, and *Battle of the Bulge* seemed to be the most-played titles. Why, we asked ourselves, is there this big attraction to the classics? For many different reasons obviously. But the bottom line still seems mainly due to the quality of the *game-experience* these titles generate when played. There is some sort of pristine simplicity in their mechanics that hasn't gone stale after a decade of steady, intense play.

Not all ten-year-old games become classics. Witness *Gettysburg* (still the product with which we are most readily identified in the minds of the general public), *Guadalcanal*, *Tactics II*, and *1914*, which, while they may still have their own devoted following, never made it into that select inner circle. What then, one might well ask, makes a game a classic? In general, the classics tend to have relatively fluid and straight-forward game mechanics, reasonable play-balance, good situational dynamics, and a certain conciseness of play. More importantly, Avalon Hill classics seem to have a certain intangible 'player-directed-ness' which results in stimulating, exciting games. In short, my dear Watson, they are simply fun to play.

Enter *Chancellorsville*, a still-born, almost mythical title from the early 1960's. When we decided to re-release it for inclusion in the projected mail-order line, it seemed like a natural for a 'classic' re-design attempt. It was to be a game literally 'out of the classic mold.' Using the original OoB, mapboard, and play mechanics of the old version, we systematically assembled a game situation intended to appeal to game players along the aforementioned classical lines. We almost succeeded.

That's not to say we failed or the game was not a success. It was. We simply did not quite produce a classic. Perhaps we never will. Perhaps the idea of attempting to produce a game similar to the successful efforts of the sixties is like trying to create a modern day Mona Lisa: it may resemble the original, but it just isn't the same thing.

What we did produce, however, is a game that is exciting and fun to play—which isn't all that disappointing. While it was conceived in the classic image, *Chancellorsville* contains several new wrinkles worth discussing:

In many respects, the game mechanics are purely classical: mapboard and other components are 'standard.' Mechanically, conventional zones-of-control inhibit movement and trigger combat, terrain modifies defensive capabilities, and combat is still mandatory. Beyond that, however, the resemblance to the old classics ends: The CRT is not the familiar A-elim/D-elim type, but rather a retreat/disruption type. Disrupted units move at only one hex per turn, cannot attack, and defend with a nominal combat strength of '1.' Unlike most tactical/operational games, this absolutely requires the deployment of reserve units behind the 'main

line of resistance' to screen front line units in the event they become disrupted. Also, very few decisive results emanate from single-turn actions. Rather, the CRT requires a series of attacks over several turns in which more and more defending units become disrupted until no more reserves are available. When that happens, complete collapse can occur in one turn. Unfortunately for the Union player, there are only five daylight turns in each of the three game-days. The Union player must execute an intense series of attacks over a three or four turn period in order to achieve the 'coup de grace' position as night falls.

One method the Confederate player has of spoiling this 'orchestrated' attack is through the use of his artillery. The game system provides for two artillery fire phases; one offensive, the other defensive. The defensive artillery fire phase allows the defending player to fire any available artillery units at attacking units BEFORE regular combat is resolved. Thus a 3-1 attack can suddenly be turned into a 1-1 or 1-2 attack. Conversely, offensive artillery fire can be used to execute sharp, limited counter-attacks at relatively little risk of loss. Quite often, the survival of the Confederate player will depend upon how well he keeps his artillery intact.

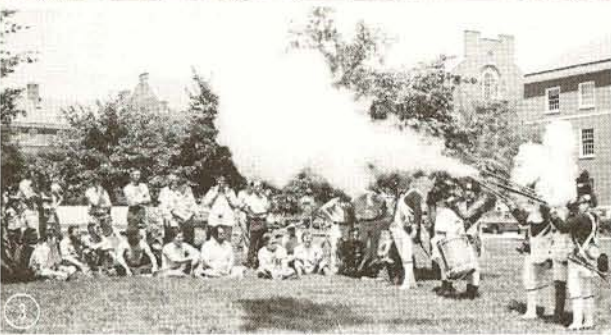
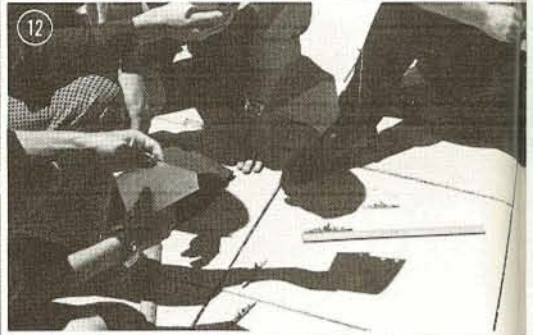
One of the least appreciated elements of the game mechanics is the 'constant stacking limit' rule. This rule has two ramifications for the Union player. Since the Union can only stack two-units high and the Confederates can stack 22-combat strength points high, the Confederate player is in a very advantageous position when fighting on a narrow front. The Union player has no choice but to constantly extend his flanks in order to spread out the Confederate defenses. Thus, the game achieves a constant dynamic fluidity until the end-game phase of play. Secondly, since stacking limits apply at all times, both sides must plan VERY carefully to avoid having simple retreats turn into eliminations. The total effect of these rules is to produce a tactical system that requires great concentration to execute well.

One of the biggest problems with the original 1961 version of *Chancellorsville* was that it paid very little attention to the actual campaign. The Union Army couldn't get across the Rappahannock without a nasty fight. The results have been best typified as "D-Day on a river." This has been alleviated to a greater degree in the 1974 version which allows the Union player THREE turns of movement BEFORE the Confederate player may respond. This 'Hooker's Right Hook' means that strong Union forces can be in position south of the river in the west before the Confederate player has an opportunity to react. Again, the effect creates and helps maintain a 'fluid' game situation.

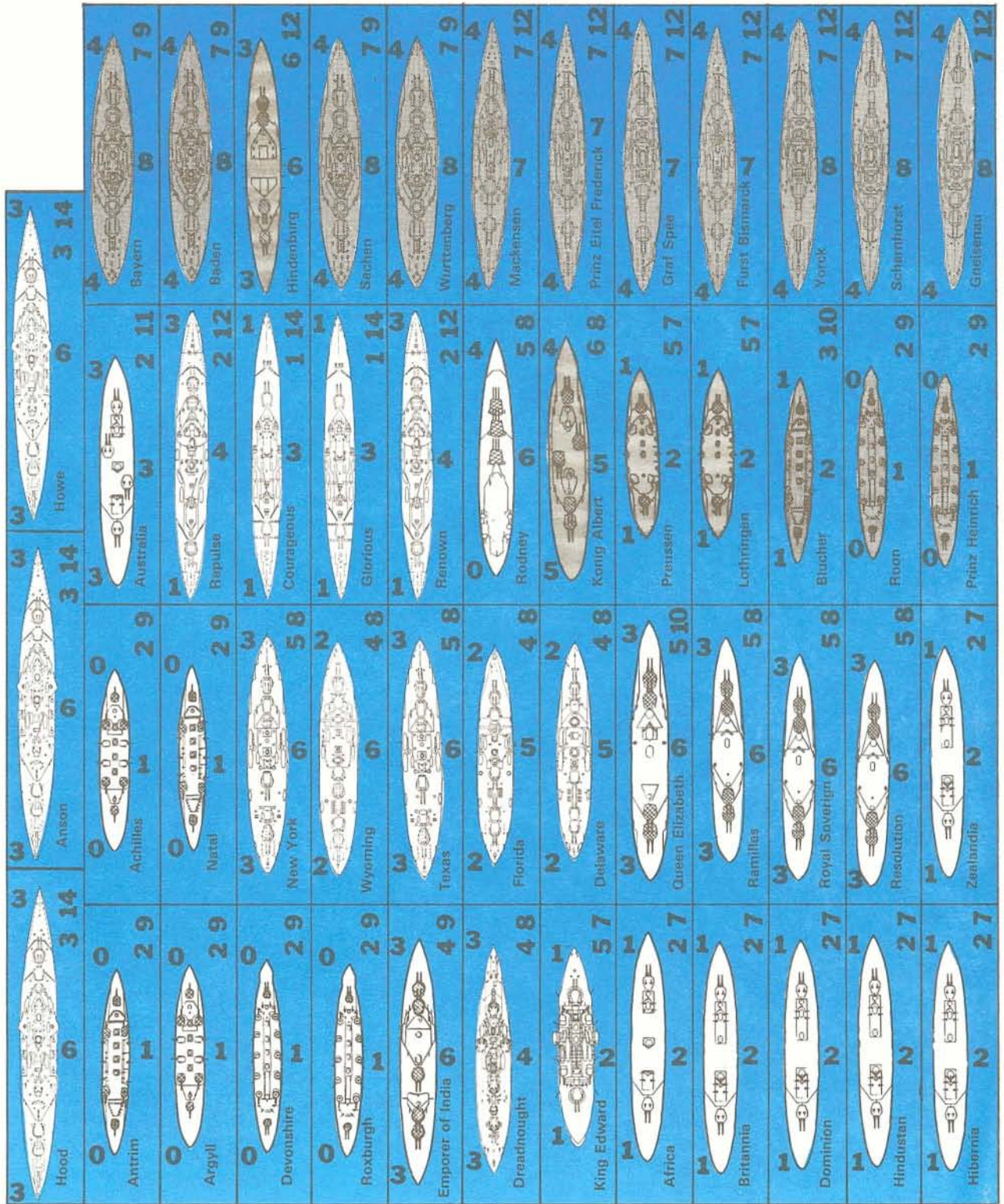
Not all of the problems have been ironed out. Player response has indicated a need for revision in two related areas. Since the next revision of the *Chancellorsville* rules is not scheduled until after the first of the year, they are 'previewed' herein:

Continued on Page 30

I Personalities



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Now available from the Mail Order Department is a pad of 30 hex sheets with normal half inch hexes printed on one side and 1/8" hexes printed on the back. The pads are useful for designing your own games, making hex overlays for actual maps, or generally sketching moves and/or concepts. The pads are available from the parts department for \$1.00 plus postage.

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BB	Emperor of India	8	
BB	Delaware	9	
BB	Florida	9	
BB	New York	10	
BB	Texas	10	
BB	Wyoming	9	
BB	Queen Elizabeth	10	
BB	Ramilles	10	
BB	Resolution	10	
BB	Royal Sovereign	10	
B	Africa	7	
B	Britannia	7	
B	Dominion	7	
B	Hibernia	7	
B	Hindustan	7	
B	King Edward	7	
B	Zealandia	7	
BC	Anson	6	
BC	Australia	12	
BC	Hood	6	
BC	Howe	6	
BC	Renown	5	
BC	Repulse	5	
BC	Rodney	6	
LBC	Courageous	3	
LBC	Glorious	3	
CA	Achilles	4	
CA	Antrim	2	
CA	Argyll	2	
CA	Devonshire	2	
CA	Natal	4	
CA	Roxburgh	2	

FLEET MAKEUP

Task Force 1	No. of Ships	6	Columns	Yard intervals
	No. of columns			
2	Ships	5	Columns	Yard intervals
	Ships			
3	Ships	4	Columns	Yard intervals
	Ships			
4	Ships	3	Columns	Yard intervals
	Ships			
5	Ships	2	Columns	Yard intervals
	Ships			
6	Ships	1	Columns	Yard intervals
	Ships			

Capital Ships: BB — Battleship B — Obsolete Battleship BC — Battlecruiser
 CA — Armored Cruiser Number — following Ship name represents Protection Factor

Each hit record box represents 1 Gunnery Factor. Mark off hits as per gunnery tables. Boxes read left to right, Bow to Stern. Arrows show directions of fire possible.

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- * PANZERBLITZ
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COLLECTORS MARKET

For trade: 1914, exc. cond., for Fall, Barba Rossa, good cond., (by Bradley and Faubert, not S&T/SPI). Write if interested. L. Robert Coatney, RR4, Box 4, Grng. Pk., I-71, Juneau, Alaska 99803 (907) 789-0046.

For trade: Verdict II, in good-excellent cond. Will trade for: 1914, Guad., U-Boat, or Civil War in same cond., or better offer. Contact: Tony Court, 1361 Wynnewood Dr., W.P. Bch. FL 33409, 683-7170.

Average player wants PBM A.R.E.A. rated D-D Grad. Want Vol. 10, No. 1, 3, 4, 6 General Lowest offer. Want Readers Response pages. Stephen Lucas, 808 Piedmont Dr., Tallahassee, FL 32303 385-9863.

Wanted: C&O, B&O. Will buy or trade Jutland (old vers.) or Orig. Both exc. condition. David E. Becker, 4721 Puffer Rd., Downers Grove, IL 60515, 969-3389.

Wanted: Guad., in good-to-excellent condition, at a reasonable price. I will answer all letters. Chuck Cote, 830 Hill Ave., Glen Ellyn, IL 60137, 312-469-9133.

Trade. Wanted: Have fair condition 1914. Best offer accepted. All letters answered. Leight D. Collins, 21 Alden St. Greenfield, MO 01301.

Wanted: Civil War. Name price and condition. Also Hex, Gett., good condition. Name price. Also pbm DD. All letters answered A.R.E.A. rated only. Kevin Combs, 11225 Old Balto. Pike, Beltsville, MD 20705, 301-937-4497.

Will trade Civil War for good condition Panzer Leader Postage arranged. Joe Pelliccia, 526 W. Univ. Pkwy, Balto., MD 21210, 366-8760.

Want General Vol. 11, No. 1, No. 3. Must be in good cond., and must be original only. Will pay good price. D. Lambrecht, Box 218, Kenesaw, NB 68956.

Wanted: B-Mark. Send condition and price. David Barber, 640 Second St., Gulfport, MS 39501, 863-7924.

Wanted: Bismarck, U-Boat. Good cond. All responses answered. Pay good prices. Trade mint Guad. for mint Bismarck. Don Burden, 159 Kling Dr., Dayton, OH 45419, 513-298-2649.

Wanted: Dispatcher, C&O/B&O. Will buy or trade. Now have Pan., BB, and original Anzio. State condition and price. Glenn E. Leslie, 507 Zephyr Ave. Erie, PA 16505, 814-838-9862.

Would like to purchase back issue of "General". Vol. 11, No. 3. Issue must be in good to excellent condition. Reasonable, price will be accepted. R. L. Richards, P.O. Box 433, Norton, VA 24273, 703-679-4494.

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For trade: 1914 & Guad. Will pay postage. For sale: Original Ed. Tac., will PBM D-Day. Lawrence A. Bobbitt, III, 918 Montclair, Cheyenne, WY 82001, 635-5084.

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letters. Will pay postage. Howard Givens, 7152 E. Eastland St. Tucson, AZ 85710, 886-7628.

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For Sale: Original Anzio, 1914 plus others. Best offer. Occasional ftf with most recent games. Michael Kennedy, 1434 1/2 Mountain, Duarte, CA 91010, 358-2736.

For Sale: good cond., 1914 \$12. Also Bismarck good cond. \$15 incl. General Vol. 10, No. 1 with "Advanced Bismarck" article. John Fund, 4524 Oak Glen Way, Fair Oaks, CA 95628, 916-967-0650.

Orig. Gett. minus 2 op. Game in playable condition. Would want trade prefer "Guad and Wat. Will consider other trade or cash. K. C. Bishop, P.O. Box P, Forest Knolls, CA 94933, 415-488-4982.

Sell cheap Orig. Jut. Want mature ftf players. Mid, Luft, Pan. Ld. Blitz, others. Age 26. Craig Burke, 611 Acacia No. 4, Hunt Bch, CA 92648, 536-2382.

For Sale: Absolutely mint condition, Bismarck, 1914, Guad., Anzio, several copies each. Bidding starts \$20. I pay postage. Richard Baker, 8 Lupine, Irvine, CA 92705, 714-552-0241.

For Sale: 1st printing 1914 (68), Anzio (69), and 2nd printing Guad. (66). All complete, unpunched and good boxes. \$20 each plus post. Keith Sasaki, 137 N. Westcott Ave., L.A. CA 90022, 261-3721.

For Sale: original Jutland in excellent condition. Extra set of search pads included. \$12.00 post paid. Robert Wen, 1634 Armacost, Apt. 6, Los Angeles, CA 90025, 213-820-5074.

For Sale: '58 Gett., excellent condition. Also Orig. Verdict-good condition. Both \$15.00. Opponents wanted for ftf in 3R, 1776, Anzio, BB, and Pl. Dan Kerlin, 5622 Strohm Ave. N. Hollywood, CA 91601, 980-1732.

For Sale: Hex Gett. in good condition. One piece missing. \$20 plus postage. Any wargamers around here? Gary A. Tornquist, P.O. Box 713, Paso Robles, CA 93446, 238-4685.

For Sale: 1914, Guad. Both in mint condition. Phillip J. Buechner, 206 4th St., Apt. 1, Roseville, CA 95678, 782-6871.

Chancellorsville, original version, mint condition, nothing bent or squashed, two complete sets of counters-one still in tree. Game is virtually unused. \$75. R. G. Heller, 246 Iris Ave. No. 14, Stockton, CA 95207.

Selling old Jut. \$19 postpaid. Will trade. Wanted: Generals Vol. 10 Nos., 6, 4 intact RR pages; Guad. pads. GM'ng Origins \$2.45 down. SASE and 10c for info. Steven Mizuno, 2326 W. 236 Pl. Torrance, CA 90501, 325-6568.

For Sale: Orig. Anzio, Guad, both in excellent cond, \$10 ea. Also any General since Vol. 9, No. 4 \$2 if out of print. Neil Wyllie, 3301 SW 13th St, R261, Gainesville, FL 904-375-2953.

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For Sale: 1914 fair condition \$6. Lemans fair condition \$7. Anzio (orig.) good condition \$6. Dean Houdeshel, P.O. Box 485, Blairsville, GA 30512.

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Sale or trade 1914 ex. cond. Played twice. Box top worn some. \$14.00 or trade for almost any two games. Send list of tradeable games. Steve West, 122 Air Park Dr., Warner Robins, GA 31093 987-0434.

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For Sale: 1914, Guad, old Jut, old Anzio, all in mint condition with extra pads and variants. \$25.00 each or best offer. I pay postage. Larry Lebowitz, 4 Monadnock Rd., Newton, MA 02167, 332-0969.

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For Sale: fair UB, make offer. Wanted: UB '58, TAC '61, Cville '61 Neuchess, DD '61, Bmarck, Guad, 1914, Anzio '69, old Generals. Will pay good prices. Jim Roebuck, 2135 Broadwater Ave., Billings, MT 59102, 406-656-5261.

For Sale: Neauchess, best offer over \$75; Air Empire B.O.O. \$35, U-Boat B.O.O. \$25 1914 for \$15; Guad-\$12; send wants and price. Steven Brooks, 4960 B. Ave. C, Great Falls, MT 59405, 727-4521.

For Sale: 1914 and three Guad. unused, no counters punched out. Highest bid over \$20 for each game I pay postage. Robert Woodington, P.O. Box 5073, Incline Village, NV 89450, 541-8339.

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For Sale: 1914 good condition, played only once. Best offer before Nov. 1st. Ftf all AH games, pbm Grad. Kevin Hatch, 241 Kentwood Blvd., Brick Town, NJ 08723, (201) 899-2347. Will trade old Anzio for Vol. 10, No. 1 and two others or \$10 or any combination. Have extra Vol. 11, No. 4 to trade for 10 no. 1 or sell. Gary

R. Parwin, 119-43 7th Ave. College Point, NY 11356 (212) FI-3-0748.

Sell: Mint cond: Guad., U-Boat, 1914, 1/1200 ships sell-trade games. \$15. Plus post. Joe Cullen, 104 E. 4th St., Apt. A, NY, NY, 10003, 212-777-8924.

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Sale: mint U-Boat, unused \$25.00. Any 3R ftf in Buffalo? Mike Hetzel, 1245 Jewett Holmwood Rd., Orchard Park, NY 14127, 662-9138.

For Sale: 1914, (2 copies) Guad (1), 1914's never played, Guad once. Bding sts. at \$15 plus shipping. each. Matt Mason, 8 So. Helderberg Pkwy., Slingerlands, NY 12159, 439-4877.

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For Sale: excellent condition Jut. and excellent condition 1914, fair condition Guad. Best offer. Any clubs in Eugene area? Any one interested in starting one? Daryl Nichols, Jr. 240 Hollywood, Eugene, OR 97404, 688-3305.

For Sale: 4-1914's. \$15.00 each. All are brand new, complete, and never been used. Will also trade for complete Guad. in excellent condition. Enclose 10c stamp with order if games already sold. Michael K. Wetherholt, 1235 Zebley Road, Boothwyn, PA 19061, GL-9-0455.

Looking for anyone in Indiana, University of Pa area to play with. Am novice player but will give good fight. Any wargame will do. Robert Koslosky, Rooney Hall, Rm 226, Indiana, PA 15701.

For Sale: all in store condition: G-canal \$28, U-boat \$32, 1st ed. Jutland \$25, 1st ed. Tactics II \$17. Also 1st ed. Anzio (played once) \$25. Edward F. Snarski, II, 33 Hillman St., Wilkes-Barre, PA 18705, 717-825-2323.

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Hey! 2 Anzios exc. condition. Unpunched units. You offer. Thanks. Will answer all letters. Also, consider selling very good condition C&O/B&O. Again, you offer. Ken Macdowell, 9353 Creel Creek, Dallas, TX 75228, 214-327-6047.

For Sale: two recently store-bought copies of Guad. Absolutely complete. Counters unpunched. Selling to highest bidders starting at \$15.00. Trades considered. All letters answered. John R. Hooper, Rt. 1, Box 255A, White Stone, VA 22578, 804-435-3803.

For Sale: very good cond. U-Boat \$14.00, 1914 \$11.00. Also very good cond. Civil War \$33.00. I pay postage. Casey Nelson, 14808 84th Ave. NE, Bothell, WA 98011, 485-4357.

Sell Guad. for \$20.00, never used, 1 month old, no counters punched, or will trade for Fr. '40 plus Jut '74, or U-Boat, 1914, Bismarck: if in good condition. Jaime Lluch, No. 831 Marti St., Apt. 6-B, Santurce, Puerto Rico, 00907, 722-4229.

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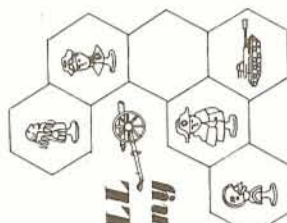
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TITLE: ALEXANDER THE GREAT
Highly detailed treatment of the Battle of Arbela, 331 B.C.

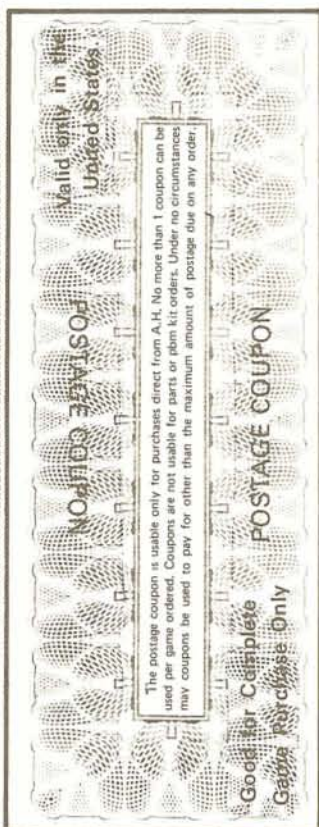
INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found 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: _____

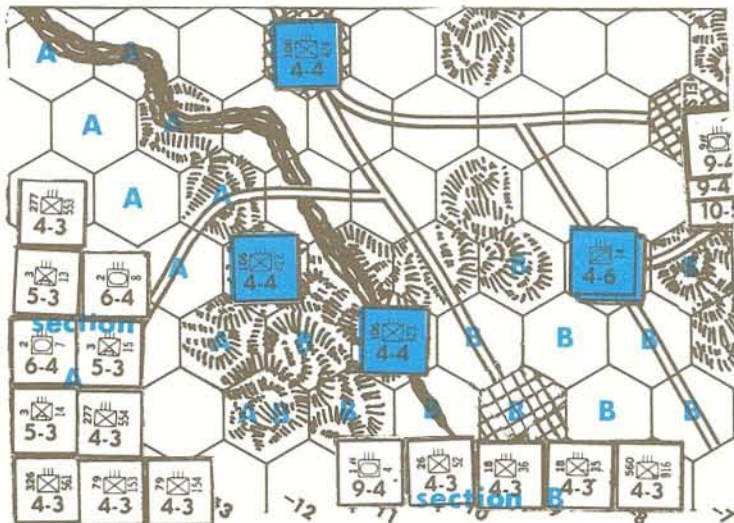


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CONTEST NO. 68



It is the German set-up for a *Battle of the Bulge* game using all Advanced rules and the regular CRT. They have already setup in all areas but the one shown. Given in the diagram, are the remaining units available for this area.

As the German player, you are to place these units in their first turn positions so as to guarantee:

1. neither 106-422, 106-423, nor 14 Cav. can escape as the first priority;
2. optimum kill probability as the second priority;
3. optimum placement of any remaining units for the next turn actions as the final priority.

Write the attack factors of each unit into the hex which you desire they occupy for the first turn combat phase with the following restrictions: units in section A must be placed in hexes marked A, and units in section B must be placed in hexes marked B. Then list the attacks in order showing the attacking and defending unit(s), the odds for the battle, and any disposition after combat.

NOTE: The German 10-9-9 attack factor stack is already committed and cannot be used.

Attacking Units	Defending Units	Battle Odds	Disposition After Combat

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

Best 3 Articles:
 1 _____ NAME _____
 2 _____ ADDRESS _____
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Opponent Wanted

1. Want-ads will be accepted only when printed on this form.
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3. Insert copy where required on lines provided and print name, address, and phone number where provided.
4. Neatness counts; if illegible your ad will not be accepted.
5. 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.
6. So that as many ads can be printed as possible within our limited space, we request you use the following abbreviations in wording your ad. Likewise with State abbreviations.

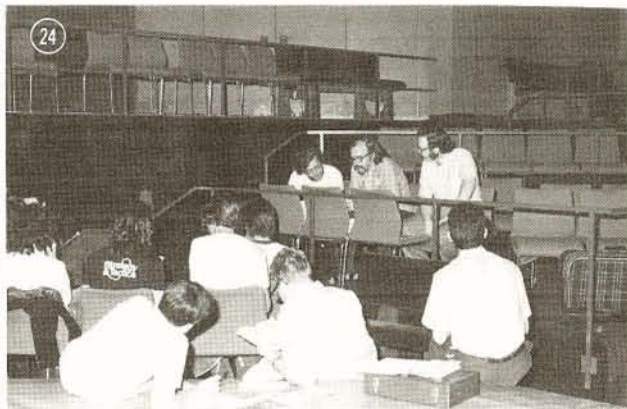
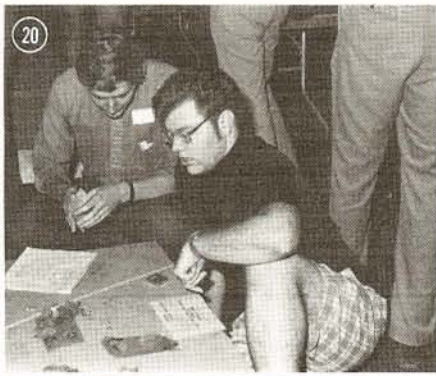
Afrika Korps = AK; Alexander the Great = Alex; Anzio; Baseball Strategy = BB St; Battle of the Bulge = BB; Basketball Strategy = BK St; Blitz; D-Day = DD; Football Strategy = FT St; France, 1940 = FR'40; Face-to-Face = FTF; Gettysburg = Gett; Guadalcanal = Guad; Jutland = JUT; Kriegspiel = Krieg; Luftwaffe = Luft; Midway = Mid; 1914; Origins of WWII = ORIG; Outdoor Survival = Out; Panzerblitz = PAN; Panzer Leader = Pan Ld; Play-by-Mail = PBM; Play-by-Phone = PBP; Richthofen's War = RW; 1776; Stalingrad = 'Grad; Tactics II = TAC; Third Reich = 3R; Waterloo = Wat.

Name _____

Address _____ City _____

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on Parade



SERIES REPLAY WATERLOO

FRENCH: Dave Roberts

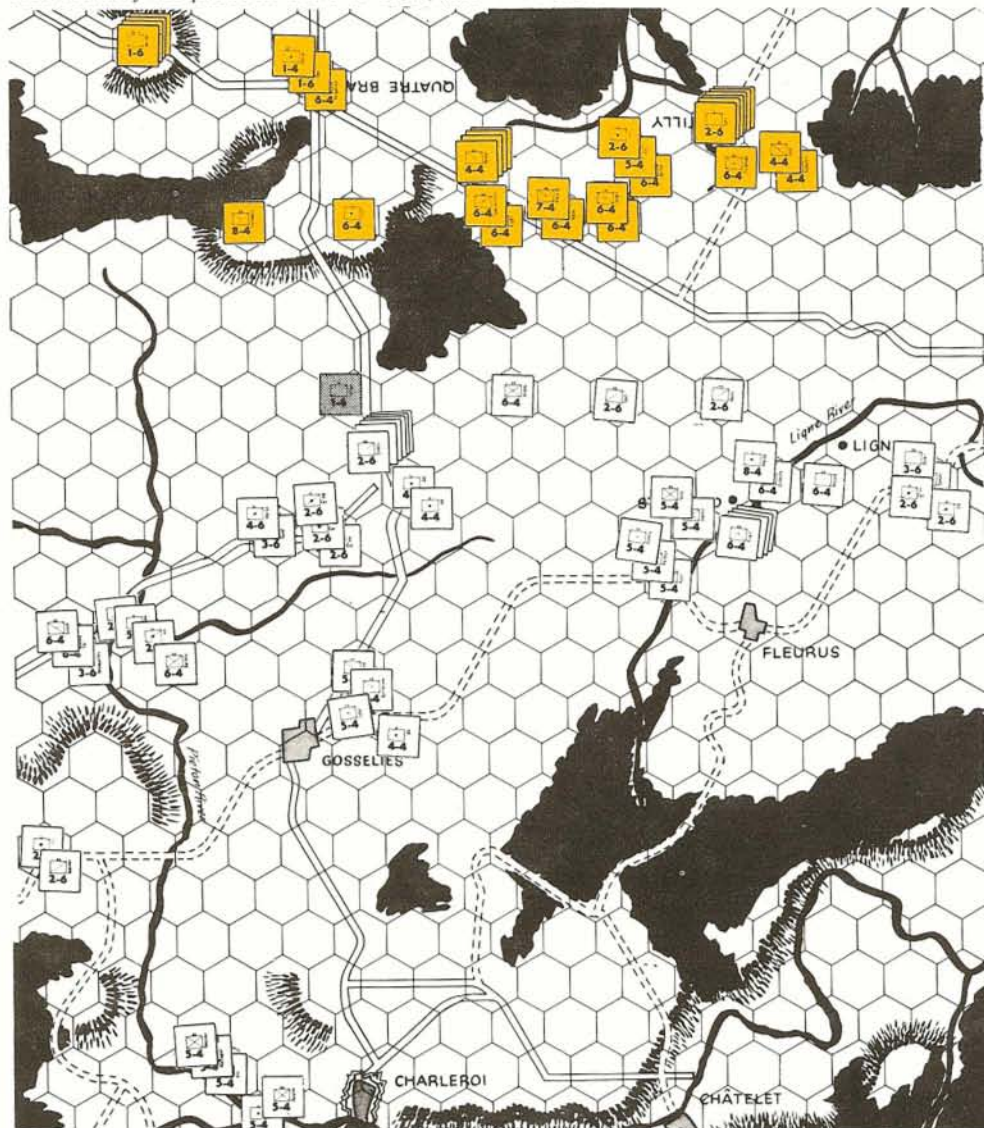
PAA: Brian Libby

JUDGE: Harley Anton

This Series Replay game was played by mail well over a year ago. Dave Roberts is a well known player among experienced gamers, having won numerous tournaments in past years. In fact, his brother Tom recently won the PWA-AH 500 at ORIGINS I over a field of 127 other gamers. Mr. Anton, whose neutral commentary is shown in italics, was the judge for that event and handles the same chores here. A graduate student in Napoleonic History, Mr. Anton is widely recognized as one of the leading authorities on the game.

Set-Up

On the left of my set-up the I Corps Infantry and Foot Artillery are placed to move to TT18, and



7 A.M. June 16: A standard opening move. The Prussian has sacrificed Lutzw (units shown in gray have been eliminated during the course of the turn) to block the Gosselies-QB road.

UUI7, and from there up the road into the center. This is the fastest way to get these units into action, much more effective than sending them toward Nivelles. Jaquinot and I Horse Artillery will go to Nivelles. Units in LL20 and LL21 will move to KK25 and JJ25 as the fastest way to bring pressure on Nivelles.

IV and VI Foot Artillery in 0016 are placed to attack AA27 at I-2 on the second turn. These 4-4's are probably the least valuable French units, and using them this way is just about the best thing they can conceivably do for their country. On the PBM tables they have 4 chances for glory, weighed against 3 chances for elimination. The Heavy Cavalry and Horse Artillery in 0016 will probably move toward Nivelles.

In answer to the question of whether to put Foot or Horse units in Fleurus, I answer, "Both!" The 7 factors of Horse can pick up any delaying 1-6's, and the 8-4 is the best unit to have a chance to push into a forward position and seize some ground while being 3-1 proof.

My game plan is to keep my options open, but to play for gradual attrition for the first 20 turns or so and then have a grand slaughter in the last 10 turns when he is outnumbered and in the open. To achieve favorable attrition I intend to apply maximum pressure all along the front, forcing him to deploy and lose every possible 1-6, or 1-4, until he has to give me bigger units. As part of my strategy of flexibility, I am going to try to tempt Brian to expose himself by pushing my 2-6's into vulnerable positions, but positions where to get them he has to risk heavy counterattacks. My first move is carefully disguised to tempt him in this way, and I hope to give you a chance to see how it can work.

A final option will be the use of selected low-odds attacks against particularly vulnerable points in his line, such as AA27, points where the implications of victory will have long range effects on the game that justify the immediate disadvantage of unfavorable probable attrition.

Set-Up

Both of the opening set-ups are relatively standard fare. I feel the French stack on MM12 should be started at RR15. Since Dave apparently plans a cautious advance anyway, they can be farther on turn 2 by way of the main road than they can be by way of Fleurus.

The PAA set-up should be slightly more aggressive with forces at EE14 and EE16. Brian has chosen to play cautiously until he feels Dave out.

7 AM-June 16

I thought Brian's set-up was a little passive. A more resolute PAA player would (I think) have his 6-4's in EE14 and EE16, and other complementary positions. He may be trying to lull my wariness by making less than precise early moves. I note some self-deprecating propaganda (which I didn't take too seriously) in his first cordial letter. Some impetuous French might rush full tilt into the terrain Brian has given up, and let Brian bloody their nose. I think my move is the best way to deal with this. If Brian wants to screen with 1-6's, he will have to pull back to row CC. But if he wants to fight and pick off Morin and Soult, he will have to expose himself to most of my army. The tactic is to push the lightest possible screen as far forward as possible, and mass the big stick behind it.

On my left flank I am maneuvering to bring maximum pressure to bear against Nivelles and west of there as soon as possible.

PAA 0700 16 June,

The French movement is routine. The only interesting aspect is the maneuvers of I and II corps. Apparently the enemy intends only to use the latter—plus some cavalry/horse artillery; no doubt—to mark Nivelles, rather than attempting a



9 A.M. June 16: The French take an early gamble losing the IV and VI Artillery in a 1-2 attack vs Steinmetz on the hills south of Quatre Bras. It is a good gamble because a DB2 would eliminate Steinmetz while an exchange would eliminate the only PAA 8

breakthrough there. But it's still too early to tell; next turn should more clearly reveal the enemy's intentions.

My own move is also unremarkable. I have left the divisions of Brause and Langen in a position where they can be attacked. If the enemy does so, it will reveal him as a bold and daring foe (I would not attack them, were I the French).

7 AM

The French 7 AM move is bold as he tries to tempt the PAA to attack his cavalry screen. There are several tactical errors and one strategic error in the French move. Strategically his Nivelles attack will either be too weak or will be delayed in unfolding. Tactically I feel that Dave should strike boldly for Nivelles with his FF22 stack, instead of centralizing it to await the outcome of his center action. Further, I feel the men on GG11 and GG13 are wasted. Not only that but they also help tip the PAA that to attack the cavalry is a trap.

The PAA move is good, but the 2-6's committed (or at least apparently so) to Tilly are a waste. The 2-6's should be kept together near W31 as the heart of a mobile counterattacking force. Already Brian takes advantage of the weak/delayed French Nivelles thrust by sending little that way. The PAA are giving up a lot of ground early in the game. This could be a decisive factor later in the contest. We shall see.

9 AM

Well, Brian knows how to conserve his 1-6's, but I think he's giving up more ground than he has to. The 1-2 against Steinmetz can have important effects on the game. If I get eliminated I will probably wait about two turns to see how things develop elsewhere before I risk more factors here.

I assume he will offer no 1-6's at Nivelles, probably put his 5-4 in Z38. I expect to see a 1-6 in AA21. If he didn't take my 2-6 bait last turn, this turn is very unlikely. But note my units in GG18, FF19, and EE19: a centralized reserve ready to support either flank in case he tries anything sharp. The units in Gossellies will probably move to EE22 and DD22 to perform this reserve function next turn.

strength unit, and with it the PAA ability to make the hill 3-1 proof. The Prussians respond by moving in the 1st Artillery to AA26 to at least force a soak-off should the French attempt the same attack again.

PAA 0900

The 1:2 attack on Steinmetz was one of those things which, had it succeeded, would be called a "daring triumph" while a failure might be labelled a stupid blunder. I would call it merely a calculated risk which was unsuccessful. However, in my opinion, such assaults should never be attempted except in grave circumstances, since the odds are heavily against them and the majority will end up in disaster.

The French army is still very dispersed. It remains to be seen whether the cavalry force at DD27 will be sent to Nivelles. I bet it will. But, if the enemy sends infantry there, no more than the 4 divisions now underway, I believe I can hold the area indefinitely. We shall see.

On the main (i.e., left) flank, now begins a series of sacrifices. I doubt there will be any more attacks on the hill at bad odds.

9 AM

Dave makes a nice 1-2 surrounded on Steinmetz, but unfortunately throws an A-Elim and is thus already 7 factors down. My argument against early chance attacks has always been that strategy should be tried first, then go to chance. Doing it this way around limits French strategy and forces more low odds attacks. Dave has done well against me with his 1-2's, however, so I cannot fault him too much.

The PAA move contains a glaring error. Reinforcements are brought in the wrong road. Since it will take them just as long to be a factor I assume both players let this stand to save time. The PAA move this time is weak. I would definitely attack the stack at AA35 at the best possible odds for attrition. To lose those 6 PAA factors of 1-6 units this early in the game would be a disaster. I would also think Brause and Langen to be vulnerable next turn.

11 AM

Brian's note for the turn had a sketch of Snoopy on his riddled doghouse with an immortal, "Rats!" An immortality that consoles my IV and VI Foot Artillery. "Curse you, Red Baron!" Well, let's see how my luck develops elsewhere, before risking a more valuable 5-4 and 3-6 combination here. I was surprised that having seen me try the 1-2 here, Brian

didn't place two 6-4's in AA26 to force me to soak-off if I try it again. I wonder if he values what's at stake here, and what he could do about it.

I think his placement in AA35 was a mistake, and I hope to make him pay for it. I could try an 8-1 and 1-3 which is the most favorable immediate attrition, but it will be worth a lot more later in the game to kill the one factor units now. My cavalry reserve in AA33 positions itself to support a possible victory here.

On the Tilly front I think he should have been in AA21 (as I said) instead of AA20. This gives me a 4.2/3.2 favorable attrition attack and doesn't hold any more terrain. In fact he holds less; if he moved all his units here one square west, I probably wouldn't be in BB21, since it would require my sacrificing a 5-4 in a soak-off without a retreat (through the woods) in BB22.

Notice I retain the potential for a major counter-attack against any attempt on his part to move out and pick off my IICav Horse Artillery.

PAA 1100

The enemy's persistence in 1:1 attacks is interesting; I do not know why he does it. However, I hope he continues.

The French are apparently going to make a major effort at Nivelles. I shall hold the area, however, and with a bit of luck inflict a defeat on him there.

On the QB front, I shall delay this turn and next—then the battle will begin. If he moves into BB23—as he will—I may counterattack since he cannot retreat through woods.

On the whole I am pleased with things so far. Two matters worry me. First, I do not like sacrificing 4 factors this turn. My 1-factor units must not be used up too fast—the enemy realizes this, I'm sure (probably why he attacked 5 of them at 1:1 this turn). Second, I may have left the Tilly area too weak.

11 AM

I liked Dave's attacks this turn. Once again the French had little luck. I do feel the move to AA33 was unwise. A good PAA move at this point would be to shift factors to Nivelles in order to stymie the AA33 stack. If it continues through the woods it should be chopped up at surrounded odds.

The PAA corrected the reinforcements this turn. As indicated above steps were taken to shift factors to Nivelles. Also key positions are being strengthened in anticipation of further low-odds attacks. So far the PAA remain in command of this game.

1 PM

Well, there's not much to say this turn. He got off lightly in combat again, but these early skirmishes are relatively unimportant attritionwise. If he continues to play this carefully and conservatively, it will be a long game which will be decided by massive low odd battles late in the game. Many Waterloo circles abhor low odds tactics by the French, but it is a mistake to allow distaste for this tactic to cloud the strategic objective, the destruction of the P-A-A Army. The situation is very much like that in Grant's final campaign in Virginia, which he won with one direct and bloody assault after another. If the French wait for 3-1 or better attacks a competent P-A-A player will delay forever. The French must get the P-A-A in the open and then hit him with all he's got.

PAA 1300

THE FOE: Well, with all my sacrifices he couldn't have done much differently. His dispositions are very good. There's a (slight) chance he may



11 A.M. June 16: The French make 6 attacks including automatics vs Schulenburg and Marwitz and a suicidal 1-10 soak-off by Soult vs Langen, Jagow, and Pirch II. Habert, run out of cavalry on the QB front if he sends a stack down the Wavre Road.

TILLY FRONT: I wish I had put a couple of 1's here, as I now must sacrifice one unit a turn. This will be a dull retreat; my only object is to spin it out until I withdraw from QB. I assume the enemy plans to wheel left as soon as reaching row R, or perhaps before. (A Frenchman who goes galloping off to Wavre without assisting his battle at QB makes the same error as Grouchy, only 2 days earlier).

QB Front: Another day, another sacrifice. Next turn, *le deluge*. Any day, if he attacks, the woods will prove fatal when I counterattack. (Discretion got the better of valor—I did not attack this turn).

NIVELLES FRONT: I got tired of pussy-footing around, so rather than sacrifice another 1—my first plan—I decided to form a battle line. By moving in two Prussian divisions, I outnumber him. However, the initiative is in his hands; he may try all sorts of things, from a frontal attack to a double envelopment. In fact, his whole ploy may be simply to have me to over-reinforce the front; maybe he'll just sit there! Whatever, this front is going to be interesting. (I will have to pull the Prussians out in a turn or two and send 'em to QB).

1 PM

Dave's comments on Strategy this turn are interesting since Waterloo is 30 turns in length. I don't believe the PAA can delay forever. Dave's early French losses have already forced him into this strategic stance. Had he munched delay units for 10 turns and caught the development of the game, before his low-odds attacks he would have been in

Berthezene, Lefol, and Friant attack Brause at 4-1 only to get a DB2. To the west, Desnouettes and the II Horse Artillery eliminate Brunswick at 5-1 securing the woods at AA36 but a *no worse position. The French advance on BB23 is exceptionally well done. It can be defended, but will tie up several PAA units. This is the next action spot. The drive at Nivelles is still much too weak and cautious. The strong cavalry stack at AA33 effectively wastes another turn.*

There are a lot of problems in the PAA move. First my earlier predictions about Tilly are realized. Secondly, he has 3 delay type units holding V44-V47. The 2-4 should be at V47 and the 4-4 at V44. The 2 delay units should be on the main front. Also his "battle line" is all wrong. One factor at Y36 would have bought him another free turn without exposing so many men. His only advantage is the wasted French stack at AA33. Near Quatre Bras, Krafft and II Art'y should have been placed at AA26 to cost any French attack on the heights 2 more factors. As it stands 1 soak-off from AA24 could suffice on everything. Sound strategy, but poor tactics this turn.

3 PM

I think Brian has misused Sandham and Kuhlman in V47, and should have placed Cooke here, and I have made the appropriate response. Otherwise he has made another fine move, and since I am falling behind what I feel to be the necessary French timetable for victory against, expert opposition, I am trying the 1-2 again, against Steinmetz.

PAA 1500

THE FOE: I am rather surprised that he did not attack more, and that he persists in his absurd 1:2 attacks. His maneuvers at QB and Nivelles are

1 by Guyot and Pire in an attempt to fell 4 PAA delay units in one swoop fails and the French cavalry is retreated. The PAA merely fall back leaving 4 delaying units to protect their rear mystifying. I must admit his Nivelles strategy seems clever.

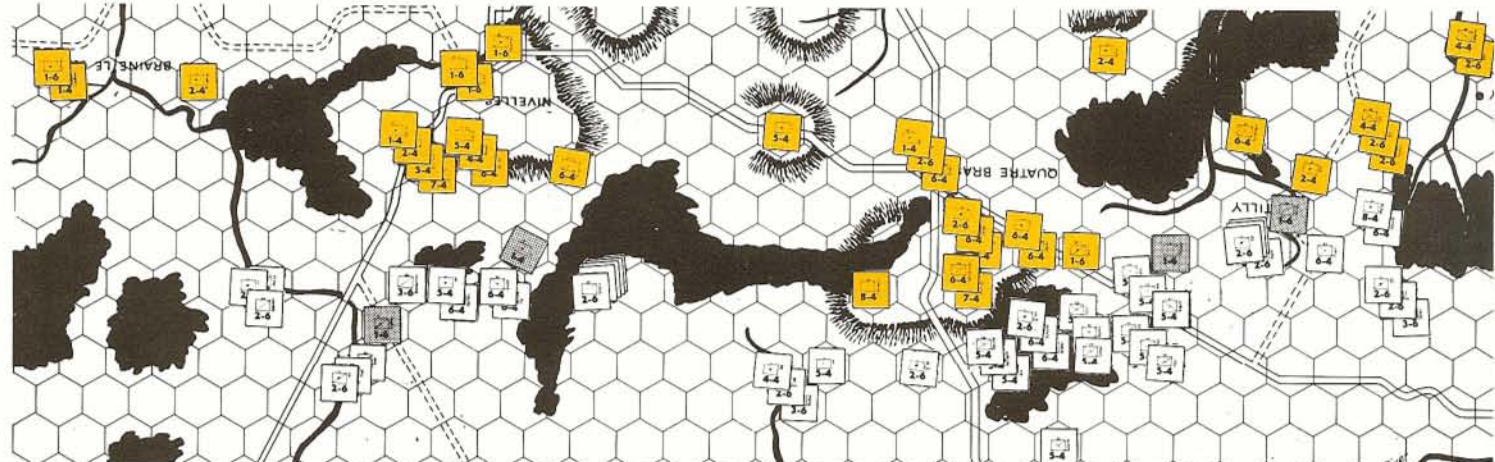
QB FRONT: I am done sacrificing. I assume he will attack this coming turn, but I'm confident we can hold him off for a good while. So far he's accomplished nothing but the loss of 16 factors.

NIVELLES FRONT: His movements are obscure. He may plan to go through with the extreme flanking maneuver he has begun or merely to lure troops west while he attacks toward Nivelles. I incline towards the former opinion as his present positions (of the infantry) are ill-suited to attack north. The only problem is that I'll soon have to send the Prussians back.

3 PM

Once again the French 1-2 on Steinmetz failed. I think a 3-1 on Tippleskirchen would have been a better attack. This would have shifted the burden of attack to the PAA player. True, some French forces would have been surrounded, but they are anyway, where they are setting. The attack on V47 was excellent. Had Dave's strategy called for a 60-70 factor Nivelles drive he probably could have hit V47 and exploited Brian's "line of battle" at will. This would have aided the QB front as Brian would have had to shift his forces that way to cope with the increased pressure. As it stands he shouldn't have too much difficulty (especially since the 1-2 failed).

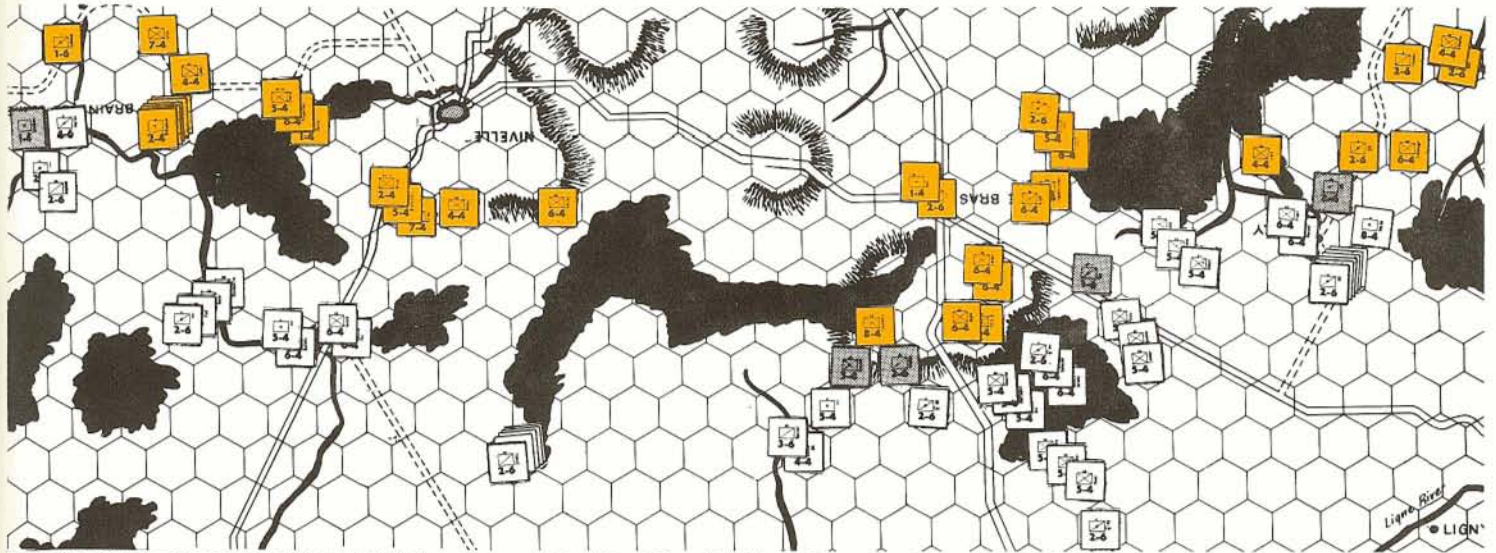
Brian remains in command with a nice PAA move. I still feel an attack on AA25 would be the best French move so I would have left one of the W25 units on AA26. Time is growing short already for the French commander.



1 P.M. June 16: An unexciting turn. The French have given up their eastern feint with Delort et al, and are satisfied with taking

automatics vs the 4 PAA delay units: Krahrmer, Lux, Lottum, and Treskow. The PAA fall back again—this time offering only two

sacrificial delay units: Gey and the III Artillery.



3 P.M. June 16: The French eliminate Gey and III Artillery in automatic attacks and Sandham in a 1-1 attack across the Samme. Elsewhere they're not so fortunate as Kuhland is

pushed back 2 in a 3-1 and Walthier and Durutte are eliminated in another unsuccessful 1-2 vs Steinmetz. The PAA counter maneuvers but does not attack, sacrificing only two units to delay

the French on the next turn.

5 PM

Well, Steinmetz shoots me down again. This is getting serious. I feel that it is necessary to try the 1-2 here again for the following reasons. I have fallen considerably behind necessary French attrition/terrain objectives. To play the game out from here taking only what he offers, would lose even assuming perfect luck. Thus I need to attack him somewhere besides where he lets me attack to give luck a chance to reverse the situation. The question is where is the best place to concentrate the chance for good luck with the least possible risk to me. Looked at from this point of view in this position, Steinmetz sticks like Caesar's thumb. Brian still has no 6-4's in AA26. Does he want me to repeat the 1-2?

He didn't have to offer the 3-1 against Luck, but since he is doubled and it is even attrition I guess he figured why not? Especially since I don't have a good combination for an exchange. However, I don't have any choice but to risk the exchange. I need to kill everything I possibly can.

PAA 1700

THE FOE: The enemy is either carrying out a grand maneuver far beyond my simple mind to comprehend, or is playing less well than I expected.

TILLY FRONT: Apparently nothing will happen here. He has sent so much cavalry to the Nivelles area that any advance towards Wavre would leave him no light troops in the QB area. He may try a "left hook" through the Bors de Mez-Thil River area, but in any event the Tilly Front is no longer significant.

QB FRONT: He's handling this poorly. Half his troops are in useless positions. He persists in 1:2 attacks, which is a dumb tactic (which he nonetheless apparently intends to pursue, in view of his comment that "1-2 is a most favorable attrition ratio and Steinmetz has got to die." Nonsense. Eventually he'll probably roll a "lucky number" and get a DB2 or Exch. but even so he's wrong, for any strategy which depends for its success on "rolling a lucky number" is ipsofacto erroneous).

At his present rate of progress, he may never break through at QB.

NIVELLES FRONT: This area has me worried. I certainly erred in not defending the Samme better, and now he has flanked me. Nothing to do but fight it out. I think he'd be better advised, though, if he at least threatened me in the X38 area, which, as things stand now, can be defended by one division. Of course, he may still shift troops east, but he seems

determined to go through between the forest and the boardedge.

Overall, I am pleased with the game so far.

5 PM

Despite Steinmetz's seeming invincibility the French had a good turn this time. The French drive is active on all fronts. I would have once again attacked AA25 instead of Steinmetz. A 3-1 on AA25 would have forced massive counterattacks just when the PAA line is thinnest.

The PAA counterattacks were well planned. I cannot help but wonder how well he would have come out if forced to counterattack to retain AA25 as well. Brian's luck was good but the odds were in his favor. The game's first day ends with the PAA still clearly in control.

The units on V46 however, are somewhat unprotected. Brian could be hurt by this if Dave plays a good series of attacks.

7 AM June 17

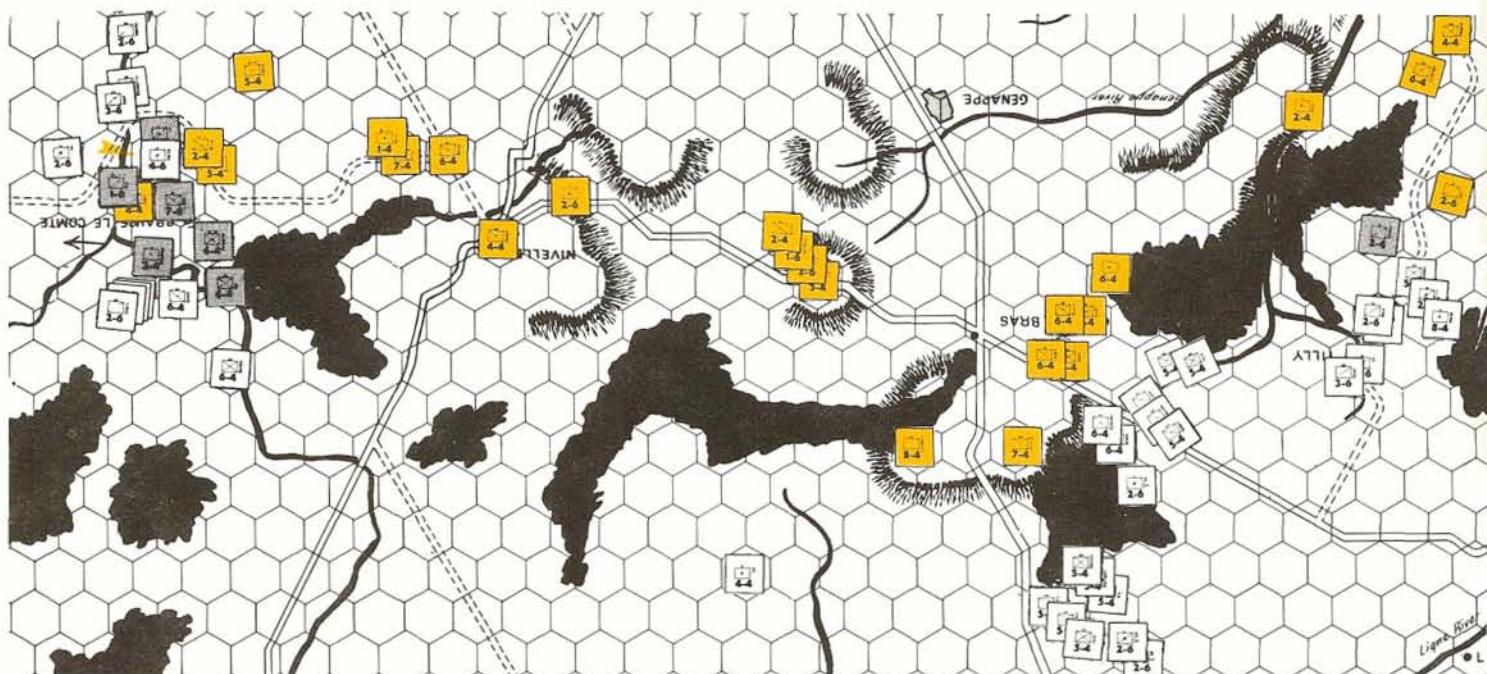
Disaster again against Steinmetz! Brian informs me that Steinmetz has just been put up for the iron cross. And the conventional attack on the east road



5 P.M. June 16th: Disaster continues to dog the French player as his 1-2 vs Steinmetz is again repulsed with an A Elim. Friant is lost to an exchange in a 4-1 vs Tippelskirchen on the East QB

road. III Horse Artillery is lost in the soak-off as are the PAA delay units Kuhlman and III Horse Artillery. Elsewhere Luck is lost to a 3-1. The Prussian immediately counterattacks on the East QB

road and eliminates Morand at 4-1 and the IV Horse Artillery at 7-1. Only Moll is lost as a soak-off. To the west Heineman is sacrificed in a soak-off to allow a 7-1 on Pire.



7 A.M. June 17th: The French fare a bit better—wiping out Perponcher with Foy in a 1-2 soak-off across the Samme. Merlen and Ghigny are eliminated in a 3-1 further up the river with the I Horse Artillery and Imp. Guard advancing into the hex.

Williamson and Thumen are eliminated in automatics while Subervie is lost in a 1-4 vs Alten. The PAA counterattacks on the Samme, and eliminates the I Horse Artillery. As this game was played under strict PWA rules the illegal move last turn of Alten

and Trip has resulted in their elimination. This may be the last opportunity for the French.

to QB did even worse, losing Friant and Morand! Statistics say that 78.6% of the time Steinmetz would have been destroyed by now. 2.7% of the time you get three straight A-Elims at 1-2. Will the statisticians out there permit the statement that the odds of the desired result versus this disaster are 29:1? Of course, you can say that if I simply hadn't made the series of 1-2's, I would now be 7 factors ahead in attrition, instead of 17 factors behind. But 7 factors wouldn't win the game either. The 1-2's were a better bet than what I'm going to have to try now, and therefore should have been made. The question now is, what course of action is most likely to reverse this rapidly deteriorating situation?

Less than precise play of Brian's has given me a chance to destroy or cripple his right flank on the Samme River. Merlin and Ghigny should have been on S46 instead of T46. However, with his reinforcements coming up it is almost as likely that I will be destroyed as that he will, especially if my luck continues as it has. With luck I will deal him a decisive blow here, and be able to deal with his reinforcements as they dribble in piecemeal. Hopefully he will have to shift forces from the QB area and make things easier for me there. If luck goes his way on the Samme, I will be hard pressed to escape with any of my force! But the attack must be made, and awaiting its result I am reorganizing my battered main force.

PAA 0700 17 June

THE FOE: His situation worsens with each passing hour.

TILLY FRONT: Having sufficiently delayed him, I will now withdraw my troops there, and defend behind the Thil. If he heads for Brussels, so much the better.

QB FRONT: What, no 1:2's? I'm surprised he stopped attacking altogether. I shall stay on the defensive.

NIVELESS FRONT: The 1:2 Exch. suits me fine. He does have me at a tactical disadvantage, and may inflict considerable damage next turn. But reinforcements are coming up, and I PROPOSE TO FIGHT IT OUT ON THIS LINE IF IT TAKES ALL . . . DAY. At the very least I'll wear him down to a nubbin.

7 AM

The French attack on the Samme River was brilliant. Unfortunately, the other two fronts are now almost totally stagnant. This is an auspicious beginning for the second day as the PAA will have to do some scrambling to cover his errors. This move gives the French back a chance for victory.

The trap that slammed shut at Brane Le Compte is now the only French chance for snatching victory from the jaws of defeat, and even it is a small one.

9 AM

Luck was mixed on the Samme, reasonably good for me, but I'd obviously have preferred to have gotten D back against Perponcher. An occasional exchange like this is more favorable to the PAA since even elimination of factors on a gradual basis will result in a PAA victory as long as losses don't approach a horrific level that would knock the PAA entirely off the board. Possibly you might think in the Exchange I shouldn't have advanced my I Horse Artillery, since it gave him the Automatic "kill and die," whereas if he had attacked a 3-6 at 4-1, he risks an unfavorable exchange. But the Exchange would have been Cooke, which I am killing anyway. I would just have risked a bigger piece of my own.

Having drawn large P-A-A forces to his right flank, the correct strategy for me is to "pull in my horns" and make him come to me on the Samme, while hitting at Quatre Bras. If he comes all the way out to the Samme to meet me, he may be trapped there by a breakthrough at Quatre Bras. Also it is to my advantage to concentrate my striking power here rather than rush at him piecemeal, since I would be rushing "into" his areas of concentration, and thus concentrating his forces for him.

I am pursuing down the Tilly-Wavre road with the limited purpose of picking up what he offers here. I think he should simply withdraw deeper here, and then offer delaying pieces if I send enough to warrant it. I hope he offers Heise this turn, which as I have arranged things, is the only way he can prevent 3-1 and continue to delay me.

Despite my tactical criticisms, I have to give Brian credit for a good strategic balance of force between QB and the Samme. He would be a little

safer with a slightly larger strategic reserve in the Nivelles vicinity, but his main battle forces are themselves nicely balanced.

PAA 0900

THE FOE: No real change.

TILLY FRONT: This episode is now closed. Stulpnagel and Kampfen will reinforce the QB area; if the enemy tries to send troops to Brussels, it makes little difference, because I will probably be back to Mont Jt. Jean soon.

QB FRONT: The battle royal begins! Glad he got no D-Elims this turn. I ought to be able to hold out 2 turns before pulling back.

SAMME FRONT: Well, I paid for my blunders. Now he must decide whether to attack or just wait. If he picks the former, we'll have a jolly fight.

9 AM

The French luck is still below par. The French attacks were well conceived, but the results hurt. I think the wait and see attitude is right on the Samme River. What the unit at AA31 is doing I do not know. He could have been much better employed at EE32.

On the PAA move Brause moved illegally ignoring the attack rule about reentering enemy zones of control. Apparently his opponent let the move stand. This rule is one of the most abused in Waterloo. I suggest all players watch it carefully in tournament or otherwise important games. I feel the PAA move was basically sound. I would have sent two 1-6's more to T40 if I were the PAA.

11 AM

Well, another mild disaster in luck. Probable attrition for the 9AM battles was 13.5 to 20.3 in my favor. Actual attrition was 19 to 13 in my favor, for a net luck advantage of 12.8 points to him for 9AM. Needless to say, the French cannot possibly win this way. With the accumulation of bad luck against the French, the only way they will win this game is to now achieve a corresponding balance of good luck in their favor. The most likely way to achieve a run of good luck is to concentrate your risk in a few battles, rather than spread your luck out in many conservative battles. This does not mean that you

3 PM and 5 PM

Dave's luck stayed bad and Brian simply sat back and reaped the fruits of his labor.

5 PM

Well, with this latest result, there hardly seems to be any more point to talk about the possibility of his losing, therefore I surrender. Probable attrition for my attacks was 8.8 for me, 11.0 for him, but as usual Lady Luck pays no attention to that. Of course at this point, average luck would have done me no good anyway, I needed D-elim to keep me in the game.

Aftermath: Due to the unfortunate accumulation of bad luck against me, I feel that this game illustrates far less of the merits of my *Waterloo* strategy than it would with normal luck. It should be clear to every experienced *Waterloo* player that the French cannot win against a competent and conservative P-A-A player such as Mr. Libby, by only taking offered delaying pieces, and 3-1 and soak-off attacks. Some combination of low-odds attacks must be utilized by the French. But the extent of use of low-odds attacks for the optimum chances of victory is a most delicate question, to which there will never be a definitive answer, because it depends to a great extent on the caliber of the P-A-A opposition, a widely varying commodity.

My method of analysing the extent to which low-odds attacks should be used in *Waterloo*, and in similar games such as *Stalingrad*, has been to play out a great number of solitaire games assuming "near perfect play" by the defense, and to try various mixes of low-odds attacks by the offense assuming near "average" luck. If the offense uses a great number of low-odds attacks in the beginning, and having reasonably good luck, then wins the game easily, my conclusion would be that the offense probably took a greater level of risk than was necessary. Thus in the next solitaire test game, I would use a lower "mix" of low odds attacks in the beginning of the game, and see how that comes out. When I reach the level of use of low-odds attacks where the attacker just about establishes a winning position with reasonably normal luck, I assume I have found the proper level of low-odds attacks, and thus taking the minimum risk of reverse through a run of bad luck, with the maximum chance of defeating the conservative "near perfect defense." This is a most crude outline of the basic analysis that lies behind my decisions of the level of low-odds attacks in this game. Obviously in any game, any conclusions reached as a result of such solitaire analysis must be continually reassessed on the basis of your estimation of the ability of your opponent, how luck is running in the game at each decision point, and special tactical, terrain, and strategic considerations that are constantly arising. If you come to the conclusion that your opponent is incompetent, and will make mistakes that will enable you to win without taking risks in low-odds attacks, then obviously you should eliminate or decrease your use of low-odds attacks. On the other hand, if luck starts to run against you, you should immediately step up the priority of use of low-odds attacks, in an effort to reverse the flow of bad luck as soon as possible with minimum risk.

I hope this explains why I took the risks I did, risks that led to my defeat in this game, but in itself, the above paragraph cannot justify my strategy.

Continued on Page 15

PHILOSOPHY

Continued from Page 2

Financially speaking, ORIGINS I was not a tremendous success although it did manage to pay all the bills. IGB spent in excess of \$9,200 on ORIGINS while taking in approximately \$10,000. This, of course, does not take into consideration the income lost to Avalon Hill due to the failure to put out another game, nor such items as free use of the *GENERAL* to promote the convention. We have assumed, however, that the bulk of the readership is at least curious about the national convention and as such, reporting on it in depth is a justified practice. In any case, IGB now has some money in its coffers with which to sponsor ORIGINS II.

We have gone on record several times that Avalon Hill cannot sponsor another national convention. This statement remains true. Too much time was lost for too little income to justify doing it again. This does not mean, however, that we cannot help IGB (which has every intention of repeating ORIGINS again next year) with free publicity, sponsorship of Avalon Hill competitions and perhaps use of our mail drop. IGB gained much practical experience in last year's effort and is convinced they can improve greatly in future years. Considering they now have some money to work with and don't have to do everything the cheapest way possible we tend to agree. If all the other companies support IGB in the same manner they did this year there is no reason why a truly great national con can't be looked forward to every year.

Make no mistake about it. Although Avalon Hill took the initiative in getting ORIGINS I off the ground to the point where the entire hobby sat up and took notice, and took financial responsibility for any losses that might have been incurred, ORIGINS I was successful primarily due to the volunteer work performed by IGB members. We can't speak highly enough of the work performed by IGB officers Neil Topolnicki, Dale Wetzelberger, Gary Sipes, Craig Ransom, Jim Rumpf, Paul O'Neil, Russ Vane, George Uhl, Steve Hagy, Steve Stawick and a host of others. They've even refused to touch any of their cash surplus for the post-con club party—pledging it all to improving ORIGINS II. In many ways it is better that a well organized group of gamers sponsor the national con than any one company. Otherwise charges of favoritism or "making a buck" at the hobby's expense might spoil the growing sense of hobby comradery coming out of ORIGINS I.

Newly elected I.G.B. officers Wetzelberger, Topolnicki, and Sipes have convinced us of their sincerity in wanting to annually promote a

showcase national convention. Just as important, they have shown their *ability* to do so and gained experience from a magnificent, albeit flawed, first effort which shouldn't be wasted. Therefore, we are going on record as endorsing I.G.B. in their promotion of ORIGINS II. Avalon Hill employees will continue to work on the convention—although to a far lesser degree than last year. I.G.B. will continue to use the AH address as their mail drop and Don Greenwood will remain treasurer for the organization. Barring a large uproar from the readership, the *GENERAL* will carry regular progress reports and generally promote the Convention as the Second Annual National Gaming Convention.

Several other companies had expressed an interest in running the national convention in future years. One of these (Battleline Publications) was contingent on getting a \$1,000 sponsorship grant from Coca Cola which was turned down. Another was dependent on I.G.B. turning over its funds for their own use in sponsorship of the next national convention. I.G.B. was quite naturally reluctant to turn over resources which they had worked long volunteer hours to acquire to any company who might use those funds to pay their own employees for the same tasks they had performed gratis for the benefit of the hobby. Yet another company had been so plagued by financial problems in recent years that we doubted the wisdom of turning over such an endeavor to them. Credibility is a major factor in sponsoring a national convention and a company with a history of financial problems just doesn't exude credibility. Given these choices we had few alternatives other than backing I.G.B. in sponsoring a bigger and better ORIGINS II in Baltimore next year. Should the con continue to grow and be successful it may be possible for I.G.B. to pack up and sponsor a national con in the midwest or the west coast in future years.

At this point we'd like to lay to rest some rumors which have been making the rounds of late in reference to our participation in ORIGINS. The most ludicrous study is that Avalon Hill was on the verge of bankruptcy and was saved from that fate by the convention. Avalon Hill *did* receive approximately \$2,000 of the Convention proceeds in payment for the hundreds of man-hours it's employees had put into the planning, organization, and promotion of ORIGINS I. That is *all* Avalon Hill received—small compensation for the sacrifice of another mail order title. In addition, Avalon Hill ranked first in sales among the dealers present with \$3,500 as compared to the \$22,000 grossed by the show as a whole. To be blunt, this amount is insignificant in the overall scheme of things. Despite constant

EVENT	No. of Participants	CHAMPION	ORIGIN	2nd PLACE
PWA-AH 500	128	Tom Roberts	Houlton, ME	P. McNevin
Blue & Gray	64	Joe Angiolillo	Hartford, CT	J. Walker
20th Century Tactical	59	John Semon	Cleveland, OH	G. Taylor
Dungeons & Dragons	120	Barry Eynon	Ann Arbor, MI	A. Sabo
Football Strategy	61	John Armstrong	Laurel, MD	J. Strand
Wooden Ships & Iron Men	40	Gary Breman	Fairfield, CT	J. Greene
Diplomacy	105	Robert Fanelli	Philadelphia, PA	C. Spiegle
Armor Miniatures	24	Charles Cottle	East Haven, CT	L. Haine
War In the East	24	Jim Carr	NY, NY	E. Rains
Origins of WWII	55	Gerry Huang	Chicago, IL	G. McFarland
Richthofens War DD	102	Steve Bradford	Culwan, AL	J. Burnett
Imperialism	26	Tim Carleton	Evanston, IL	J. Coil
SPI Napoleonic	64	Jonah Ephraim	Hamilton, ONT	C. Starks
Panzer Leader Macro	150	Jim Mehl	Alexandria, VA	D. Huss
Statis Pro Indy 500	33	Larry Lingle	Harrisburg, PA	A. Costa
Diorama	17	John Trotta	Baltimore, MD	R. Fischer

claims to the contrary from other quarters, Avalon Hill remains the largest manufacturer of simulation games both in unit sales and dollar volume. Our sponsorship of ORIGINS I was, as trite as it may seem, done to benefit the hobby. Our real pay-off was in the goodwill generated by the Convention. Why else would we use our considerable "pull" to provide thousands of gamers with a showplace con where they can see the products of over two dozen competitors? Why indeed would we mention the next Con in our annual Xmas mailing—a list far larger than that possessed by any of our competitors—were it not with the best interests of the hobby at heart?

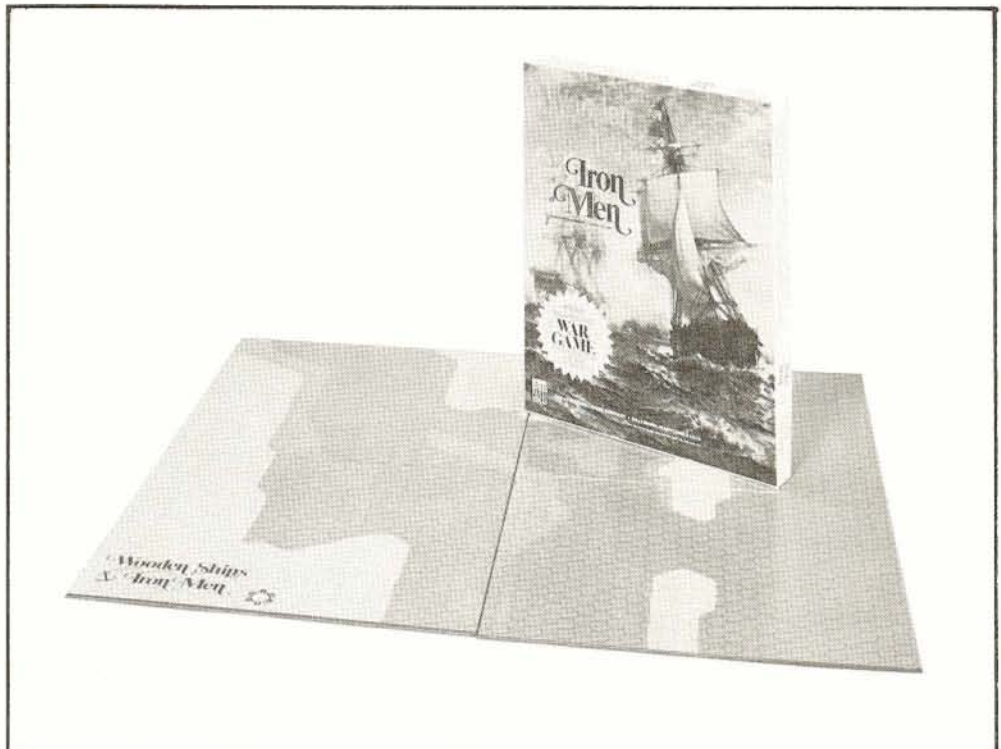
In summary, Avalon Hill will do everything within its power to back I.G.B. in the sponsorship of ORIGINS II. We welcome other companies to attend the trade show and/or sponsor competitions. We solicit your ideas on how to improve the national convention and welcome any volunteer group which would like to lend its expertise to organize and run a competitive event.

FOUR NEW GAMES

Effective October 15, our catalog will show 4 new games available for sale. The first is, of course, *TOBRUK* which will enter the mail order line after being updated from the pre-publication edition. Response to this super detailed tactical game has been very favorable among *GENERAL* readers who ordered the pre-publication edition. However, we fear it might be too complex (i.e., too many die rolls) to make it on the retail shelves. We'll test it in the Mail Order line with our fall catalogue mailing. If the response is still favorable with this less "hard corps" audience, we may move it into the retail division next spring.

ALEXANDER THE GREAT will move into the retail division immediately so you'll begin seeing it in your local stores prior to Xmas. *ALEXANDER* has proved to be a good short wargame which can serve as an introductory vehicle to newcomers while still being innovative for veteran players due to its 'miniatures' design background. It also fills a need in the retail division for an Ancient period game and should sell well due to a stunning box. The rules have been revised to clarify the hazy points noticed in the first edition. More importantly, the game was given a much needed facelift by providing two-sided counters with half-strengths printed on the reverse side. These small improvements greatly enhance *ALEXANDER* as an enjoyable game. Present owners of the game may wish to obtain the new rules and counters for *ALEXANDER* to improve their own sets. The counters sell for \$1.00 and the rules manual for \$1.50. Usual postage fees apply.

Our brand new retail release is *WOODEN SHIPS & IRON MEN* (*WS&IM* for short). It is described amply elsewhere in this issue. This game has been extensively playtested. It sold 2,000 copies in "prototype" format while owned by Battleline Publications. That edition got rave reviews from practically everybody and quickly became the favorite game in our Saturday afternoon playtest sessions with IGB. AH developer Mick Uhl and designer Craig Taylor have collaborated to improve on that remarkable first effort and focused the game on the American Revolution for what should prove to be a popular tie-in with the Bicentennial. We are extremely pleased to have added Taylor and



WOODEN SHIPS & IRON MEN

WOODEN SHIPS AND IRON MEN is a realistic, yet highly playable, ship vs. ship game played on a 22" x 28" mapboard with over 180 counters which accurately represent individual ships participating in some 27 scenarios, ranging from single ship duels to the massive fleet engagements of Trafalgar and the Battle of the Nile. A unique form of simultaneous movement is utilized to reproduce the "fog of war" without the bothersome record keeping of other si-move games as play flows quickly from one turn to the next. This, coupled with a revolutionary new method of combat resolution using no odds computations makes *WOODEN SHIPS AND IRON MEN* the best pure "fun" game that Avalon Hill has put out in recent years.

The original designer, S. Craig Taylor, developed the basic game over a period of 8 years—culminating in its production by Battleline Publications; a fledgling wargame company out of Douglasville, Georgia, under the aegis of J. Stephen Peek. Under their direction *WOODEN SHIPS AND IRON MEN* became, in our opinion, the best game ever by a new publisher. So much so that we immediately bought the rights to the game and have been busy for the past 6 months modifying, expanding, and generally improving the Avalon Hill version. Mick Uhl, newest member of the in-house Avalon Hill design team, in charge of the game's development, has added new dimensions in realism to the game—making the combined product a veritable masterpiece of enjoyment—regardless of where the player stands on the realism-playability scale.

The Basic Game retains the same classic playability it had in the original version with the added benefit of further refined and clarified rules. The Advanced Game has been

extensively revamped for the ultimate in realism. It utilizes a revised Gunnery Table and strengthened ship specifications for more realistic and prolonged battles; split broadside capability, variable wind speed, different types of shot, critical hit tables, etc.

Owners of the original version should consider purchasing the new edition as much has been added. New counters accurately depict ships-of-the-line, frigates, merchantmen, privateers, sloops, fire ships, bomb ketches, galleys and even gunboats. Melee resolution has been adjusted to put it in a more realistic time scale with the movements of other ships. A Campaign Game has been devised covering the series of 5 Revolutionary War battles between the French Admiral Suffren and the British East India fleet under Hughes. Rules for a "Situation 13" allow players to devise their own scenarios of chance engagements ad infinitum in the manner of the often discussed Open Ended game design approach.

WOODEN SHIPS AND IRON MEN is especially enjoyable as a multi-player game with extra players commanding separate ships or whole squadrons. Playing time will vary from a half hour to 6 hours, depending on the scenario chosen. But whether you are a "gamer" searching for the challenge of the open seas or a "simulation" student of the great age of fighting sail; *WOODEN SHIPS AND IRON MEN* is a game that you'll play over and over again. Never before have we had players volunteer to playtest a game in such numbers as was the case with *WOODEN SHIPS AND IRON MEN*. The game will retail for \$8.00 and is also available direct from Avalon Hill for \$8.00 and a postage coupon.



(Battleline Publications head) J. Stephan Peak to the AH stable of fine game designers. We're sure that *WS&IM* will be one of the most popular games of recent years.



Also making its appearance in the retail line will be the *BEAT INFLATION STRATEGY GAME* by Dr. Kenneth Strand. Dr. Strand holds a Ph. D. in Economics which he teaches at Washington State University. He is teamed with Dr. William Wolman who is senior editor of *BUSINESS WEEK* and co-author of the book "The Beat Inflation Strategy" published by Simon & Schuster soon expected to hit the Best Seller lists. The game, like the book, deals with how to beat inflation with new investment techniques. The game will be simple, abstract in terms of strategy, and fun to play. It will retail for \$8.00 in flat box packaging.

The newest entry in the Mail Order division is *CAESAR'S LEGIONS*—an adaptation of an earlier GDW game by Loren Wiseman. Like *WS&IM* this game received considerable exposure in its initial form as the game "EAGLES." Unlike *WS&IM* however, it received mixed reviews. Yet we saw potential in the game system and after a lot of redesign effort and adding additional scenarios we feel we've improved the game greatly while retaining its good features. In effect, however, it is an entirely different game and *EAGLES* is only remotely recognizable as Scenario IV of *CAESAR'S LEGIONS*. Ancient buffs and those who enjoy the 1776 game system should really appreciate *CAESAR'S LEGIONS*.

ELITE CLUB

Since the creation of the Elite Club last fall, we have been constantly barraged with requests for information pertaining to it. Briefly, the Elite Club was formed to give regular customers a price break on bulk shipments. This is possible because it is far cheaper to send 6 games in one parcel than in 6 different shipments. Thus, in order to encourage readers to order in large quantities we passed the savings on to them in the form of a special deal. Last year, the offer consisted of 6 games, a year's subscription to the *GENERAL*, and lifetime membership for \$50. Lifetime membership brings with it a 5 year booklet of discount coupons worth \$1.00 off the purchase price of Avalon Hill games. As long as the booklet isn't lost it can be traded in upon



CAESAR'S LEGIONS

CAESAR'S LEGIONS is a two player, strategic game dealing with Rome on the Rhine frontier for a period of roughly 100 years during the height of the Legion as a military force. Play is based on 5 scenarios ranging from Julius Caesar's defeat of the Suevii Chieftain Ariovistus of 58 B.C. to the Batavian Revolt of 69 A.D.

The game utilizes a form of Programmed Instruction in that the rules are presented in six parts; a Fundamental section presenting the rules to be utilized throughout the game, and an "add-on" section for each of the scenarios. In this way, players need not read the entire rulebook in order to begin play.

Scenario I is an introductory learn-to-play type with extremely simple mechanics. The Roman player (Julius Caesar) enters the board with 6 Legions and a mixed force of auxiliaries and has 12 turns to completely rout a force of barbarian Germans.

Scenario II is just a shade more ambitious. This time Caesar has but 4 Legions and 15 turns to wipe out a leaderless, marauding German tribe (the Usipatii), cross the Rhine, and burn German villages on the other side before leaving to campaign in Britain.

Scenario III jumps ahead 64 years and many degrees on the complexity scale. In 9 A.D. while attempting to subjugate Germany, 3 Legions under Publius Quinctilius Varus were ambushed and annihilated at Teutoburger Wald. The German player, utilizing Hidden Movement, a variable Rebellion Climate Table, and Ambushes, has 15 turns to try to duplicate this feat. This scenario has proven to be very exciting with the outcome almost always settled on the last turn.

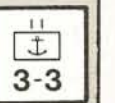
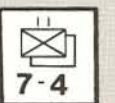
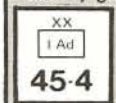
Scenario IV—Idistavio—is set 3 years later, 9 A.D., as Rome attempts to revenge the defeat at Teutoburger Wald. The Roman General Drusus Germanicus invades Germany with 8 Legions. However, as he penetrates into the German frontier more and more German tribes rise against him. His problem is magnified by the fact that he cannot approach the German temples directly without allowing the captured Roman standards which he must recapture to escape. It turns into a rather deadly game of cat and mouse tactics.

Scenario V is based on the Batavian Revolt of 69 A.D. during the Year of the Four Emperors, and varies greatly from its predecessors. The scenario is split into two 15 turn segments. During the first segment pressure is on the Batavian player to unite Gauls, Batavians, deserting Legionnaires, and the numerous German tribes in a common rebellion against Rome. During this time span he must eliminate all Roman garrisons on the Rhine and move forces off the board into Gaul. If he fails to do this the Roman player wins at that point. Otherwise, the Roman General Petilius Cerealis enters with 9 Legions. The burden of the offense is then placed on the Roman player as he must retake the Rhine fortifications and cross the Rhine to burn the Batavian village. Special siege and fortress assault rules vary play greatly.

CAESAR'S LEGIONS is loosely based on the *EAGLES* game by Loren Wiseman of GDW. It was extensively redesigned and expanded by Don Greenwood. The combat system was completely scrapped in favor of the popular partial elimination and multiple combat system utilized in 1776, with a Tactical Card Matrix. If anything, the matrix system works better in the ancient period than it did for the American Revolution.

Play of *CAESAR'S LEGIONS* calls for widely diverging tactics brought about by the great differences between the capabilities of the Legion and their barbarian adversaries. As such, it is a good simulation reflecting the difficulty the Germans had defeating a prepared Legion in the open. Yet, the German player's cause is not futile and he stands an excellent chance of winning if he uses his forces according to their abilities. Playing times vary between 1 and 4 hours depending on the Scenario.

CAESAR'S LEGIONS sells for \$8.00 and a postage coupon and is available only direct from Avalon Hill. The game includes over 400 unit counters, a 22" by 28" full color mapboard, two sets of Tactical Maneuver Cards, and an Ambush and Concealed Movement Sheet.



expiration for a new booklet and so on ad infinitum—thus cutting the owner in on special discounts for a lifetime. This privilege alone makes the Elite Club a good deal—even without the savings realized on the games themselves.

As promised, we are opening the Elite Club for new membership effective immediately until December 31st, 1975. To qualify for membership you must be a subscriber of the *GENERAL* and send us a \$50 money order with the coupon found on the Reader's Response Page. For your \$50 you get any 6 Avalon Hill games postage free plus membership in the Elite Club for future years. You must select at least 2 of the 4 new games and may not select more than one of any individual title. This offer will be void Jan. 1st, 1976, and is not open to current members of the Elite Club.

A.R.E.A.

A.R.E.A. is picking up steam and now has over 1,000 members. This is the base figure we had aimed for in setting up a worthwhile rating system. Therefore, effective Jan. 1, 1976 A.R.E.A. membership will increase to \$4.00. Listings of top A.R.E.A. players will appear as soon as 10 members reach the Provisional Level. To handle the increased paper work, we are looking for an individual in the Baltimore area who would like to work maintaining the A.R.E.A. files. If interested, direct your inquiries to the attention of the editor.

Several individuals while applauding the concept of the A.R.E.A. system have criticized the fact that it deals only with AH games. The reason for this is rather obvious. We hardly have the expertise to rule on the play of other games with which we have no familiarity. In addition, readers should recognize that the A.R.E.A. system in no way pays for itself and is, in fact, sustained by AH as a service to its customers. Should other games be included in the rating pool, it would seem appropriate that they help finance the operation of the pool. To date, none have been interested in doing so.

A.R.E.A. players who fancy themselves good enough should feel free to volunteer their better pbm matches for use in the *GENERAL* as Series Replays. Players willing to go that route should make their turn by turn commentary as they play—accumulating it until game end. The players should then replay the game move by move looking for illegal moves they didn't catch before. If no imperfections come to light, feel free to send the manuscript to our editor who will, in turn, send it on to a neutral judge for evaluation.

Price increases for the rest of the year will be limited to *BLITZKRIEG* which will go up to \$10.00 effective immediately. *BLITZKRIEG* has long been an expensive game due to the great amount of cardboard used in the mapboard. The rest of the flat box games may well be raised to the \$10 level in January.

ANZIO fans will be pleased to hear that we're once again offering *ANZIO* pbm pads as a service to the hard corps. The kit which includes 4 pads plus instructions sells for \$4.00 plus a 75¢ postage charge.

There have been a growing number of "For Sale" ads sent in without the necessary 25¢ token fee or trying to sell current games. The "For Sale" column is for use in finding discontinued games only and those ads which attempt

to sell games still in print will not be used. The 25¢ does not even come close to the cost of printing such an ad. Therefore we do not claim responsibility for any lost quarters, or ads not printed due to lateness, duplication, or subject matter.

Vol. 12, No. 2 of the *GENERAL* was rated 3.10 overall—one of our less popular efforts thus far. Presumably this can be attributed to the great amount of space devoted to the Historical Notes and Designer's Notes for *TOBRUK*. You never know until you try. The rest of the issue looked like this in our 200 random vote survey system:

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Design Analysis	126
Which City First	125
Surface Raiders	120
Avalon Hill Philosophy	63

CAPTIONS

Photos found on Page 16

1. Park of the Registration Log Jam. Despite the hard work of our volunteer staff (from the left: Harriet Wetzelberger, Mary Kay Kuhns, Jim Rumpf, Stephanie Greenwood and Dewey Kuhns), it took literally hours to get through the line. A complete by-mail registration should be used to avoid this hassle in future years.

2. The *Football Strategy* Finals. From left: Art Hamilton—judge, winner John Armstrong of our own AHFL, 3rd place holder George Callen of Birmingham Alabama and runner-up John Strand of Mound, Minnesota. Final score: 25-21.

3. Members of the Maryland-Delaware Light Infantry discharge their muskets as part of their demonstration of Revolutionary War weaponry and tactics.

4. GHQ fashioned this 3-D facsimile of a *PANZER-BLITZ* board for use with their 1:285 scale micro-armor.

5. Gary Gyax of Lake Geneva, Wisconsin is shown leading one of the 8 groups of 15 dungeon adventurers which descended into the catacombs of his paper and pencil game—*Dungeons and Dragons*.

6. Award time found Don Greenwood (left) presenting Dale Wetzelberger with the Unsung Hero Award for having donated the most volunteer time in making *ORIGINS I* a reality.

7. Harley Anton (right) of the PWA presents Tom Roberts with his plaque and a check for \$100 for winning the PWA 500.

8. Gary Breman of Fairfield, Connecticut accepting the plaque and \$50 for winning the *Wooden Ships and Iron Men* tournament.

9. Randy Reed resplendent in his *Richthofen's War* T-shirt, presents Steve Bradford (right) of Cullman, Alabama with his plaque for winning the *Richthofen's War* Demolition Derby. Second place finisher Jim Burnett of Clinton, Tennessee is also shown.

10. Larry Lingle of Harrisburg, Pennsylvania is congratulated on his win in the Status-Pro *Indianapolis 500* by our editor. He must be the editor to get his picture in this many times!

11. Action in the *Wooden Ships and Iron Men* tournament which drew 40 participants including IGB member Dave Peters (right).

12. Naval miniatures, although not officially scheduled, soon sprang up on the patio. Hopefully, 1976 will see Naval miniatures as an official part of the convention.

13. Part of the action in the PWA-AH 500. The 128 entrant field was sold out well before it got underway.

14. The exhibition area, featuring the products of over 30 manufacturers, during one of its less busy sessions.

15. The *Richthofen's War* Demolition Derby drew over 100 entrants but due to early departures and schedule conflicts only 70 fliers took to the air.

16. Jim Mehl of Alexandria, Virginia is presented with the plaque for winning the *Panzer Leader* Macro Game.

17. More action in the PWA-AH 500. Although everyone had to know how to play *AFRIKA KORPS* a

wide variety of games were played. *MIDWAY* and *PANZERBLITZ* are in evidence here as is noted naval miniatures enthusiast Tony Morale in the background.

18. Jonah Ephraim of Hamilton, Ontario took the honors in SPI *Napoleonics*—also a sell-out with 64 enrolled.

19. IGB member John Trotta represented Baltimore by claiming the prize in the Diorama competition.

20. Larry McAneny of 'Pieces of Panzerblitz' fame (the most popular article in *GENERAL* history) ponders a move in the Armor Miniatures competition. Many had to be turned away from this event which sold out early during Pre-Registration.

21. Dennis O'Leary of GHQ talks with a customer during trade show hours. Dennis also judged the Diorama competition.

22. "I haven't seen that many football players since the '58 Rose Bowl." This year's results will be utilized to provide a more accurate seeding structure for the '76 competition. Visible at right are Pat McNevin of Minnesota who took second in PWA-AH 500 and Mick Uhl, Avalon Hill's developer of *Wooden Ships and Iron Men*.

23. One of the four fronts in the *Panzer Leader* Macro Game which drew 160 entrants using strictly timed moves and varying OB's and victory conditions. Despite some initial confusion in the Friday Front, the Macro Game went extremely well. Perched on the window sill are IGB judges George Uhl and Russ Vane.

24. Gary Gyax is flanked by his IGB compatriots in the D&D competition, Neil Topolnick (left) and Craig Ransom. Craig also performed yeoman's chores with the computer lists of the Pre-Registration.

25. An impromptu game design seminar. Recognizable designers include from left: Al Nofi, Marc Miller, Steve Cole, Frank Chadwick, Loren Wiseman (original Designer of *Caesar's Legions*), Lou Zocchi, Dave Isby, Al Zygier, and John Prados. Plans for an official game seminar with special invited guests are underway for 1976.

26. The winning armor miniatures team included: Charles Cottle (best Tactician), Leon Glaine, and Carl Olson. All were from East Haven, Connecticut.

27. One of the more popular booths in the Exhibit Pavillion was CONSAD which demonstrated its computer space wargame for all comers. Michael Shefler (left) instructs IGB member Jim Skinner in the fine points as others look on. The computer program, incidentally, was rumored to sell for \$150—without the computer.

28. David Zea of Status Pro moderates the *Indianapolis 500* competition. All 33 cars were manned at the start but mechanical failures reduced the field to 16 by the time Larry Lingle crossed the finish line. The *Indianapolis 500* was a fun event we hope to have back next year.

Photos courtesy of IGB photographers Pat Zito and Neil Topolnick.



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 _____

Without America

Four Third Reich Variants on a Theme
by Steve Newton

When the carrier strike force of the Imperial Japanese Navy surprised the American naval base at Pearl Harbor on December 7, 1941, Adolf Hitler was just as shocked and upset as the United States Navy. Although he had attempted to involve the Japanese in a war with the British in 1940 and the Soviets in 1941, war with the United States was not something that the German dictator had desired or envisioned.

And as a member of the Tripartite Pact, plus some rash assurances by both Hitler and Ribbentrop, Germany was theoretically committed to support Japan if a war with America developed. In early December 1941, Hitler began to regret those promises. He seriously considered renegeing on the agreement (which would not, after all, have been out of character for him).

Yet Goring asserted that all the Americans could produce was razor blades (the next year Rommel was to remark that he wished that Germany could produce such razor blades). Ribbentrop, deluded by the reports of his agents in the States, was convinced that the American people would refuse to go to war for the "Jew-monger" Roosevelt. Even Mussolini wanted to take on the United States. Hitler wavered, if only for the moment. He had repeatedly claimed he did not believe that America had a great military potential. He hesitated, however, to commit himself against the United States directly.

But on December 11, 1941, apparently casting aside his doubts, in an impassioned speech in the Reichstag, he declared war on the United States. Italy would soon follow suit. By this action, Hitler had unleashed on the European war, the most powerful industrial complex in the world.

The rest is history. *Third Reich* accurately portrays the impact of America's entry into the conflict. When the U.S. appears, the balance of power immediately takes a subtle shift in favor of the Allies. If Germany does not win soon after, the change becomes more and more marked. By 1943, Germany is probably beginning to find herself busier building flak and interceptors than submarines. Any attempts by the Luftwaffe or the Regia Marina to gain air or naval superiority are overwhelmed. Then, with the majority of the Wehrmacht, in all likelihood, on the steppes of Russia, the influx of American manpower begins to erode Germany's advantage in land forces.

The strange thing is, Hitler cut his own throat. Many historians, notably among them William Shirer, have voiced the opinion that there was a good chance that had not Hitler declared war first, Congress would have either delayed or outright refused any move by Roosevelt to enter the war against Germany and Italy.




This theory, combined with several possible changes of events in Asia, produces a number of significant "what-if" situations that are explored by the four Third Reich variations below:

Variation #1—No War in Asia

Historical Comments. Probably the most unlikely of the four, this variant presumes that the military government of Hideki Tojo does not come to power and Asian peace efforts are somehow successful. The extra British forces here are those that are obviously not tied down in India and Burma. The extra BRPs result both from the fact that all Britain's resources can now be directed into one effort, and "all aid short of war" that Roosevelt can pry out of Congress.

Rules. All rules of the regular campaign game apply, with the following exceptions:

1. Delete all U.S. units.
2. Minor Variation #4 is played in the Spring 1942 game turn.
3. Increase the British Allowable Builds for Summer 1942 by the following:

 9	 54	 3-4
•2	•1	•1

4. Add 50 BRPs to the British each year from 1942 on.

Variation #2—British-Japanese War

Historical Comments. The possibilities for a limited war on the part of the Japanese were very real, and Britain and the Commonwealth was a likely target. The British-controlled areas of the Far East offered a chance to garner a large prize from an already heavily committed enemy who could not bring all his resources to bear, bearing the additional plus of not becoming entangled with the U.S.

Rules. All rules of the regular campaign game apply, with the following exceptions:

1. Delete all U.S. units.
2. Add 50 BRPs to the British each year from 1942 on.

Variation #3—Russo-Japanese War

Historical Comments. When it became apparent that the Soviet Union was not collapsing according to schedule, Hitler attempted to interest Japan in attacking Russia from the rear. The Battle of Moscow was decided, in part, by the Siberian reserves Stalin pulled out of the Far East when he knew that Japan was not going to attack the Soviet Union. What if . . .

Rules. All rules of the regular campaign game apply, with the following exceptions:

1. Delete all U.S. units.
2. Reduce the Soviet Allowable Builds for Spring 1942 by four 3-3's.
3. Add BRPs to the British each year from 1942 on.

Variation #4—Variable U.S. Entry

Historical Comments. This scenario can either be played by itself, or in combination with any of the other three. This one assumes that Hitler does renege on his agreement, or that if the United States does not become involved in a Pacific war, that Roosevelt has trouble with attaining a Declaration of War from the Congress against Germany.

Rules. All rules of the regular campaign game apply, with the following exceptions:

1. Starting in the Spring 1942 turn the American player rolls a die to determine the point of the United States' entry into the war. A roll of one sets the American date of entry at Summer 1942, a roll of two, Fall 1942, and so on, a six being the Fall 1943 game turn.

2. Add 50 BRPs to the British each Year-Start sequence in which the U.S. is not in the war at the beginning of the year.

The major effect that these scenarios have on the play of the game is to really make it sticky for the British player as far as ground combat forces. These variants illustrate what Churchill's intent to continue the war, "if necessary, alone," could have entailed—a much longer war, with a greatly increased opportunity for an Axis victory.



REVISED TOBRUK RULES AVAILABLE NOW

As promised, the revised *TOBRUK* rules are now available. Containing over 65 major changes, the rules also include many new **EXPERIMENTAL RULES**, as well as some major additions to the regular rules framework. The most important standard game change is a 'fire initiation doctrine' rule which reduced dice rolling by almost half. Also included is a 'scenario addenda' section which expands the first three scenarios to utilize the total rules package and a set of historical summaries detailing the course of events represented by the scenarios. All of the material printed in the *GENERAL* will also be included.

Many players will appreciate the unique 'summary chart' which will hopefully summarize all game functions at the standard, optional, and experimental rules level and which should greatly facilitate playing the game with ALL the rules.

New experimental rules include: Incidental AFV Damage; Stuka Counterbattery; Sustained Barrage Fire; Best Aspect Option (for targets turning towards enemy in their final hex of movement); Undulating Terrain Cover; Ammo Exhaustion, Overload, and Replenishment; 'Will Not Fire' rule; First Turn Increased Fire-For-Effect; Variable Minimum Crews; Infantry Close Assault Against AFV's; Accidental Bombing; Personnel Surrender; Intimidation, Chain Surrender; Using Captured Equipment, and more.

In short, the Mail-Order Release version of the *TOBRUK* rules represents the most complete tactical game package ever released. Owners of the PRE-PRODUCTION version of the rules may update their rules by simply mailing the COVER of their old rules along with 50¢ to cover postage and handling to: 'New Rules,' The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Md. 21214. Available after October 15, 1975.

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

Dear Sirs:
I have been an Avalon Hill simulation game enthusiast for well over six years now. After starting with *Tactic II* I have progressed to the recent purchase of *Third Reich* which I have come to enjoy very much. As with all your games, I found it to be not only a challenge but an abstract lesson in history. My hat's off to John Prados, Donald Greenwood and their staff for the creation of a cardboard monster that could well provide me with a year's worth of variables to experiment with. If I only could find the time.

This letter is intended to be more than the proverbial pat on the back. There is one period of history that I (who have never ventured into that never-never land of game design) would like to see developed into a game form. After playing *1776* a few times, I began to wonder just what naval engagements when ships really depended on the cloth and wind were like. Reduced to a tactical level I wonder just what could be done along these lines. I guess what I'm talking about amounts to *Richthofen's War* with boats instead of planes. Though I know the classic fleets of this era were French, English and at an earlier date Spanish, you could use the War of 1812 as a theme. The Scenarios of a more all encompassing theme, however, could include such things as: naval attacks on forts (which would necessitate perhaps an overlay of land on the map board), the destruction of a superior fleet in port, invasions with the help of barges, and then who could resist the chance to sail under the skull and crossbones in an effort to raid merchant shipping of the great powers. From a novice's point of view, I think the key would be to lay a framework and leave it up to nuts like myself to employ them. This is where I feel from a personal stand point *Richthofen's War* and *Panzerblitz* excel, they give the player a chance to use his imagination and still stay within the limits of what was historically possible. It is sort of a building up process from the tactical level, if you will.

Let me conclude with some ideas of tactical consideration. At the top of the list would be the weather. Players would have to face the raw elements which could turn the tide in the era of the sail. Boarding, which played a real part in many engagements. Gun fire from shore fortifications that could be deployed in various forms. Ramming, a tactic that destroyed many ships. Capturing a vessel for its cargo or in the case of Pirate tactics for its eventual fire power.

Keith Mohler
St. Petersburg, Fla.



Don Greenwood, Tom Shaw, Randy Reed and everyone connected with ORIGINS II:

Job well done! This was the first time I ever went to anything like this... It was great! I learned so much from the many people there and from all the game companies with displays.

"TOBRUK" for me was the hit of the whole affair... also the "Macro PanzerLeader Front" was exceptional! (of course I'm a bit prejudiced being a PanzerLeader freak!) There were some "bad" moments with some room mix ups but all aside a fantastic affair!

Anyhow, I just had to write and express praise for a job well done!

Regards,
Bernard C. Wodzinski

P.S. Can't wait for Starship game and the "Roman" games this fall!



Gentlemen:

I read with interest Mr. Beyma's letter concerning the "Defending Russia" article in Vol. 11, No. 3 since I, too, found that article very interesting. I agree that Mr. Beyma's method of attacking this defense is sound; however, he made a mistake in his figures that I cannot allow to pass, since I can picture someone not realizing the mistake and wondering why the attack doesn't work as well as it's supposed to.

Mr. Beyma states that, in the attack on the 7-10-4's in Brest-Litovsk, there is "a 40% chance of either killing both of them or retreating them to CC-15." This is entirely wrong! In either attack, there is a 40% chance (PBM table) of killing that unit or retreating it to CC-15; however, there is

Letters to the Editor ...

only a 16% chance of killing or retreating both units. On the other hand, there is a 64% chance of killing or retreating either one or the other or both units.

If anyone would like to see how to figure success percentages in multiple battle situations, or the figures for this particular situation, please feel free to write.

David M. Antczak
P.O. Box 5411
Raleigh, NC 27607



Sirs:

It is a mystery to me how so-called "expert" players can apparently assume as a matter-of-fact that the Germans in *Third Reich* can on the very first turn take Poland, Luxembourg, and Belgium. I would dearly love to know how these past writers in *The General* accomplish this feat without resorting to desperation one-to-one attacks.

Counterair missions are a costly way for the attacker to attempt to control the odds ratios by preventing defense support. This also yields better ratios because for every one extra defending factor the attacker would need two in order to get a 2:1, for instance. Therefore it is important for the German to knock out the Belgian and Polish airforces to start with.

In Belgium the '2-3' unit, and a '1-3,' should be directly on the capital with the two clear hexes held by '1-3's.' This defense takes advantage of the lack of armor and paratroops. An armor and infantry unit can clear a 3:1 path for another armor to Brussels and eight air factors can give a 2:1 attack. Not a certainty, but Belgium should be taken.

In Poland two '2-3's' should be directly on Warsaw with the others around it to prevent infantry from reaching the capital, and to keep the river advantage by occupying the hex west of BrestLitovsk. Only one armored unit can reach it and with air you have a 13:12, 1:1.

Can these "names" in wargaming, who made not a few blunders in their article replaying a game of *Third Reich*, expect us to believe that a 2:1 and a 1:1 attack on enemy capitals is a sure thing? I can think of no better way to attack what I consider the ideal Polish-Belgian defense. If Messers Nofi and Euler know of a better way I wish they'd communicate it to the readers and to myself.

Thomas Hilton
Brooklyn, NY



Dear Don,

ERROR! MISPRINT!! ERROR!!!

There was a major error in my Situation 22 that you published in the General, Vol. 12, No. 1. The map configuration was completely incorrect. The CORRECT Map Configuration for Situation 22 is shown below.



I would greatly appreciate your correcting this mistake in the next General.

I am in the process of determining "Z" read-outs for all of the major military vehicles in use from 1939-1975 for the PanzerLeader game system. My values will allow you to match a German Panzer Regiment of 1945 against a Soviet Tank Brigade of 1954 (or 1975). It can also be used for modern battles too. I trust this will make an interesting follow-up to Situation 22.

Roy Easton
Chemistry Dept. UCLA
Los Angeles, CA.

Dear Mr. Greenwood:

I want to thank you, Randy Reed, Tom Shaw, IGB, and the rest of the AH staff on an excellent Con.

From my own experience, each of you took at least one opportunity to drop everything to help me with directions, explanations and general good natured conversation.

The chance to discuss TOBRUK with Randy, or other games with Marc Miller of GDW made the whole thing worthwhile.

As to the convention costing a 5th title in your line this year, I think it was a sacrifice well made. At a time when other companies are telling us how good they are for the hobby, you have shown us with an excellent convention.

George Brown
Plymouth, Mass.

Ed. Note: Thanks, but don't forget that the convention would never have been such a success without the participation of those other companies.



Gentlemen:

Over the past years since Panzerblitz has been put out, there has been quite a bit of criticism of Situation #3. Let's examine the situation.

It is September 20, 1941. The vanguard of the German 10th Panzer Division is pushing towards Moscow, and encounters a pack of demoralized and ill-armed remnants of a Russian rifle division. And I mean ill-armed! Only about 1 out of every 5 men was fortunate enough to have a rifle to fight with, and Berdan single-loading, vintage 1866 ones at that! Naturally, the Germans push them over without much of a fight.

But does this happen in the scenario? Does the German even have a chance? His Panzer-kampfwagen IVs are no longer PzIVs; now they are PzIIIs with attack factor and range cut in half! Okay, I agree with the halving of the PzIVs to make them more like PzIIIs which were around then. But what about the Russians? They have those Guards and Rifle companies, and get this, with the same factors of those that we are using to recreate the Russian advance on Nikopol in 1944, three years later!

But, you say, surely the German has some artillery around to blast those 18 and 16 defense factor units around with! Well, if you consider an 81mm mortar platoon, a 75mm howitzer platoon, and two platoons of 50mm AT guns which are halved because of the soft targets, artillery with which to blast out the Russians, you are mistaken. Ahah! Did I forget about the tanks? We've [Germans] got 5 PzIIIs (AF=7, Range=4)! But alas, there are no armored targets to destroy, so they are halved down to 3 (the same AF as an 81mm mortar platoon). With this measly force and some haltracks and three platoons of infantry, the German is supposed to blow his way past 13 companies of Guards, Rifle, and SMG backed up by plenty of AT guns to use against the Germans. The Germans, with 47 total attack factors, are supposed to drive a wedge in a Russian line, a rather mobile line at that, with 225 defense factors!

The result of the game usually ends up a Russian victory. What can we do about it? Very simple, halve all the Russian infantry except SMG (we'll assume that there were a few good, well-armed troops around), and reduce the range, except for SMG by 1. This applies only to Russian infantry (Guards & Rifle types).

Usually, when we speak of balancing, it means a sacrifice of realism. For once, we can do both, i.e., make the game more playable, and make it much more realistic.

It's still going to be touch-and-go for the Germans, but this usually results in a closer, more exciting, and definitely more interesting game.

But for you who are reading this and do not have the game, do not become disinterested! I heartily believe that *Panzerblitz* is one of the best, if not THE best game ever produced. One slight shortcoming does not detract from the overall value of the game. Lest you think I am not sincere, I have about 2000 extra counters, about 150 optional rules, and about 75 new scenarios. That is my testimony to this game.

Mark Matuschak
Uniontown, PA

Mr. Greenwood:

I cannot express my appreciation to you, and all others responsible for the success of ORIGINS I. In my gaming career I have never had more fun (and less sleep), and I wouldn't have missed the experience for the world. I feel all those who attended will agree that it was the greatest thing that's happened in gaming to date.

Now I wish to express a few thoughts on the future of gaming. I believe that your Company has, and will continue to lead the field in wargaming, despite other claims to the contrary, and I hope you have learned the lesson I have. I believe the development of the hobby has reached a critical point where the company that cranks out games in quantity is headed for a fall. There are too many games on the market now, and many of us have reached the point where we are cutting back and even stopping purchases of new titles. I personally have over 60 titles of which, unfortunately, I haven't even played half. Many others are in the same situation and will be limiting future purchases. Also it appears that the number of newcomers to the hobby is declining, and the combination will cause the industry problems.

I believe the answer lies in producing quality and not quantity, as Avalon Hill has always done, and increasing services. Also getting more people to buy the same title will become necessary. Tournaments on the level of ORIGINS I will help. More people will buy games if they can see them, as we did at ORIGINS I, than if they just see a title and some comments. Also I, for one, would be willing to pay more for tournaments, to offset the loss in revenue in production, and as an inducement to sponsors.

In essence what I'm trying to say is in the answer of a question in the "Reader Response" in Vol. 12, No. 1, of THE GENERAL: "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!

Jim Graham, III
Charlotte, N.C.

Ed. Note: Oh great... just when we're getting ready to come out with 6 new games they pull the plug on new games...



Dear Sirs,

I am deeply disturbed by the shunning of Pacific Theatre wargames by Avalon Hill. The death of Guadalcanal made Midway the only one left. Many of the wargames on the market appeal to the WWII European Theatre armor freaks. Now, I'm not knocking armor freaks (some of my best friends are in that category) but not everyone is a lover of tank-to-tank warfare.

I think that warfare in the Pacific, especially naval, had a special flavor to it. New tactics had to be devised, because many conventional strategies at that time were outmoded due to circumstance.

The advent of the aircraft carrier was the major factor in the new strategies in the Pacific. The carrier was to revolutionize all warfare, but in the Pacific, it was already the nucleus of most types of operations. Proud and majestic, the aircraft carrier led the Japanese to near-victory, and it also proved to be the ultimate instrument of defeat for them.

The American carriers escaped the infamous attack on Pearl Harbor by some stroke of luck. The U.S. Pacific fleet was hurting badly, and it had to contend with a superior Japanese fleet advancing with frightening speed towards the outer perimeter of the U.S. defenses. Suffering from defeat after defeat as the Japanese island-hopped, the American fleet was committed to protecting communications between the U.S. and Australia. The American fast carrier task forces made a good showing in the Battle of Coral Sea, causing the Japanese to have doubts of their invincibility for the first time. Their doubts were to become shattering realities twenty days later in the Battle of Midway. This battle turned the tide in the Pacific, and, as in the Battle of Coral Sea, the combatants never saw each other; they were more than a hundred miles apart.

I strongly urge you to include in your new game selections a playable, realistic game of the WWII Pacific Theatre, in the name of Pacific Theatre freaks everywhere. Keep up your great work. Vol. 12, No. 1 is fantastic, by far your best ever.

Brian Thomas
Edina, MN 55424

Ed. Note: Take heart. 1976 will see Avalon Hill producing a Pacific Theatre WWII game.

READER BUYER'S GUIDE

\$8.00

TITLE: ANZIO

SUBJECT: Div, Reg't, Bde, and Bn level game of the Italian Campaign '43-45

The '74 edition of ANZIO was the 18th game to undergo analysis in the RBG and easily became the top rated game thus far—breaking the old cumulative rating record by an impressive .14. Its cumulative rating of 2.36 reflects a strong performance in every category save Ease of Understanding where it placed only 15th among games rated thus far. In all fairness to the other titles we should probably add that much of the game's strength in the ratings is due to its limited market appeal. In other words, veteran ANZIO fans may have stuffed the ballot box on this one. The same game with a broader, less erudite, audience would probably have rated lower.

But to give the game its due there's no denying the validity of its best ever performance in the Mapboard category nor its second best figures for Realism and Components (despite somewhat controversial color selections for the Allied units). The vast improvement in the playing aids probably go a long way towards explaining this high rating. Using the new set-up sheets, withdrawal and attrition/resolution of units is accomplished with a minimum of confusion.

The playing time is adjusted to reflect the 15 turn Basic Game. The Advanced Game which can continue into 1945 may take 3 times as long if played to completion.

ANZIO is not for the novice. Its 48 page rulebook would overwhelm all but veteran players. Only tested gamers would appreciate

the highly detailed mapboard, rules, order of battle, and combat resolution system. Among that unique fraternity ANZIO undoubtedly deserves its #1 spot in the game ratings.

WHAT THE NUMBERS MEAN: Put simply, the results can be considered like this: Anything under 2.00 is pretty darn fantastic. Scores ranging from 2-3 are excellent while 3's must be considered good. 4 through 4.5 would be considered fair, with the upper half of the 4.5 combination considered poor. Anything rated higher than a 6 indicates a dire deficiency and should merit either immediate attempts at redesign or dropping from the line. As you can see, what happens to the game after initial release is in large part up to you. If there are dire deficiencies we are relying on the RBG to spot them.

1. Physical Quality	2.11
2. Mapboard	1.74
3. Components	1.94
4. Ease of Understanding	3.74
5. Completeness of Rules	2.88
6. Play Balance	2.62
7. Realism	2.00
8. Excitement Level	2.09
9. Overall Value	2.15
10. Game Length	3 hr., 37 min.

THE QUESTION BOX

PANZER LEADER:

Q. Can a turreted AFV which has fired (thereby using half of its MF without moving) be fired upon immediately by Opportunity Fire?

A. No

Q. If several units are on the same woods or town hex and one of them fires, are all of the units on that hex spotted by any opposing unit with a clear LOS?

A. No—in the case of woods only the firer is spotted. But direct fire attacks on towns must still be made against all units in the hex even though only 1 was spotted. Of course, Indirect Fire can be called down on even just 1 spotted unit and must be evenly divided among all units in the hex.

Q. May a passenger unit on a truck or wagon spot an enemy unit?

A. No

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours. It should also be remembered that many games have more than one version and in extreme cases playing time can vary drastically from one scenario to the next.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
2. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
3. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
4. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
5. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
6. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
7. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
8. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
9. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
10. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
11. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
12. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
13. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
14. D-DAY	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
15. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
16. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
17. GETTYSBURG	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
18. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8

Design Analysis

Continued from Page 15

A limiting circumstance in any game design is that, given even a very long playtest period, no game can be played enough times prior to release to guarantee that the results from the playtest games will be the same as the results from the consumer games. Only after the game has been played literally thousands of times by consumers do many of the 'hidden' crotch-situations surface. During the later stages of the *Chancellorsville* playtest, players complained that the game was too imbalanced in favor of the Union side. Since the game had been in the playtester's hands for a reasonable length of time, this designer had to assume that this meant that a situational imbalance was coming to light as the player's skill in maximizing the game mechanics increased. With much reservation, an eleventh-hour change resulted in the Victory Condition ratio changing from 3-1 to 4-1. In light of consumer comments received after publication, this was a mistake. The original ratio of 3-1 will be restored in the next edition of the rules folder.

One of the biggest criticisms of the game to date has been the lack of constraints placed upon the Confederate player to avoid having his forces surrounded and cut-off from the southern edge of the mapboard. Many end-game situations find the Confederate forces 'holed-up' in the Fredricksburg area behind a maze of fortifications with the Union Army in complete control of the rest of the board. In reality, it is doubtful whether the Union Army would have galloped off to Richmond with a largely intact Confederate Army across its line of communications. On the other hand, General Lee would have avoided at all costs the possibility of having the bulk of his army pocketed by an enemy at least twice as large. Fortunately, both sides of this problem can be handled quite nicely by a simple addition to the Victory Conditions: "For the purposes of determining the ratio of respective Combat Strength Points, Confederate units are counted ONLY if they can trace a contiguous path of hexes from their location at the end of the game to a hex on the southern edge of the mapboard. Such a path may be of any length and contain hexes of any terrain type. It may NOT, however, consist of hexes occupied by, or adjacent to, Union combat units under any circumstances." This should prevent the Confederate player from employing a 'Fortress Fredricksburg' strategy, yet still not require him to defend the entire southern edge of the mapboard. As a side benefit, it should also increase game-flow which is important in this type of game. As these are tentative changes, your comments and criticisms will be appreciated.

Is *Chancellorsville* a 'classic'? Frankly, only time will tell. Or, perhaps there are no more classics—they were but the product of an era never to be repeated. In any case, the principles of the classics are still alive. These principles stress the game before the history. The game is the thing and *Chancellorsville* is, above all else, a game.

QUESTIONS AND ANSWERS

The initial reaction to the rules has produced a relatively light flow of rules queries. Most concerned artillery fire and movement after combat. Particularly important questions are indicated by a dot (•):

Movement:

Q: May units using Road Bonus cross a Pontoon at the regular rate, then continue on land at the Road Bonus rate?

A: No! A unit may only move ONTO the Pontoon Bridge at the Road Bonus rate. It must then stop. Units cannot cross the PB at the regular rate, then resume Road Bonus movement. (See 'TEC Notes,' #2)

Q: What is the movement point cost for moving into a river or stream hex?
A: It costs one movement point to enter each type of hex.

Movement After Combat:

Q: Since the loser retreats his own units, could a unit in a fort that is required to retreat two hexes move one hex out of the fort and then move one hex back INTO it?

A: No. Units forced to retreat may not re-enter the hex it occupied nor may it move through or enter the same hex twice.

Q: May units retreat through a hex containing friendly units stacked to capacity?

A: NO! (See 'Explanation of Combat Results' on the CRT card.)

Q: If a unit is retreated in the Defensive Fire Phase, may it participate in combat in either the Offensive Fire Phase or the Regular Combat Phase?

A: No. Units retreated in combat may not participate in any further attacks in that turn.

Q: May units retreat across a stream via a road hex?
A: No: "other terrain in the road hex applies during combat."

Q: If any enemy combat unit moves adjacent to a friendly HQ unit located on a hill hex, does the enemy unit have the option of advancing into the eliminated HQ's hex at the conclusion of combat?
A: No. The unit is automatically eliminated at the end of the turn, NOT attacked. Therefore, the advance after combat rule does not apply. Note, however, that the enemy unit could simply enter the HQ unit's hex during movement if there were no other friendly HQ units in the hex from which it enters. (See VI.F.,p.7)

Q: When an infantry or artillery unit is in a ford hex and attacks enemy units in an adjacent hex which is NOT that ford's 'exit hex,' may it occupy the ford in the event it defeats those enemy units even though it would NOT be exiting via the proper 'exit hex'?

A: No. The 'exit hex' rule has priority over the advance after combat rule. Therefore, the unit may NOT advance.

Zones -Of-Control:

Q: Do DISRUPTED combat units have a zone-of-control?
A: Yes.

Q: Do Assault Boat and Pontoon Bridge units have zones-of-control?
A: No. Only 'combat units' have any type of a zone-of-control. (See 'Unit Types,' p.3)

Q: Do units in woods hexes that are attacking enemy units in clear terrain have to attack ALL enemy-occupied clear terrain hexes to which they are adjacent?
A: Yes. (See VI.E.3.,p.7)

Miscellaneous:

Q: Are units defending in forts on hills doubled or quadrupled?
A: DOUBLED only! (See C.1.,p.8)

Q: When using Optional Rule III-Inverted Confederate Counters, are fortifications also inverted?
A: No.



LET ME PUT IT TO YOU THIS WAY... MOSCOW IS WIDE OPEN, THERE ISN'T MUCH LEFT OF MY ARMY, BUT ONE PHONE CALL FROM ME, ROB, AND YOU CAN THROW AWAY THE BOOK ON YOUR WIFE AND KIDS!



GUESS WHO CAN'T WAIT FOR HIS COPY OF 1776 TO COME... AND WHY

For the first time in the history of Avalon Hill, a new game was published on time. The flyer announcing TOBRUK stated that it would be shipped on or before July 25. The first 500 copies—signed and numbered—left Avalon Hill Wednesday, July 23. Because of the obvious postal advantage Baltimore area residents had, signed copies were sent to the first 500 people who ordered in *random* number order. Congratulations go to Kevin McCauslin of Virginia, Illinois, who received copy #1; and to John Gotzke of Annapolis, Md., who received copy #500.

TOBRUK was the cause of considerable distress for many of our readers who thought that the 12 promised Firefights had been omitted from their sets. The omission was by design however due to the need for added playtesting. We then rushed the promised Firefights to you in the form of Vol. 12, #2 of the *GENERAL*. Rather than answer the hundreds of letters which came in over the absence of the Firefights we let the *GENERAL* give you what you wanted immediately. The Firefights will be included in the next edition of the game which original purchasers may acquire free by returning their pre-publication edition rulebook. Others were upset because their copy was not numbered and autographed. Unfortunately, simple arithmetic dictated that only 1 in 6 of the 3,000 immediate orders we received for the game could be filled with autographed copies. Distance wasn't all that great a factor as even T. F. Cook, Jr. of Tokyo was numbered among the first 500 orders.

Metro Detroit Gamers have announced that their winter convention will be held December 6th and 7th at the University of Detroit campus. Further information is available from Bill Somers, 1654 Chandler, Lincoln Park, MI 48146.

The big winner at GENCON VIII was Alan Hasselbrook who bested 40 other contestants in the *Afrika Korps* tournament to walk away with top AH honors for the nation's oldest gaming convention. Local IGB officer Gary Sipes took top honors in the armor miniature competition as the IGB contingent reaped several awards in the competition.

The Conflict Simulations Society of the University of IL has announced "Winter War III" in Champaign-Urbana Jan. 16-18. Inexpensive dorm lodging, dealer displays and lots of gaming will be featured. Contact Gerald Delker at his 2114 Orchard, Apt. 204, Urbana, IL 61801 address for further details.

Avalon Hill designer Larry Pinsky received a mention in the Science section of the August 25th issue of *TIME* for his part in a new physics discovery—a magnetic monopole, the long-sought basic unit of magnetism. And you think you have trouble finding enough time to play the games . . .

The Cincinnati, OH area has long been one of the best organized gaming towns in the U.S. Approximately 4 different groups are active in the area with activities ranging from science fiction to sports simulation leagues. Anyone interested in organized gaming in the Cincinnati, Dayton, or Loveland areas should contact Al MacIntyre at his 2729 Stratford, Cincinnati 45220 address. A stamped, self-addressed envelope would no doubt be appreciated.

Infiltrator's Report

Paul Oldaker made it two in a row in the Avalon Hill Baseball Strategy World Series by besting Mick Uhl's Kansas City team in 4 straight games. Oldaker's Pirates have won the competition in both years of the league's existence.



It is with great sorrow that we mourn the passing of General Anthony C. McAuliffe who died on August 11th after a long illness at the age of 77. McAuliffe, who won lasting fame with his famous reply of "Nuts" to the German besiegers of the American 101st Airborne Division at Bastogne, has been retained on the Technical Advisory Staff of the Avalon Hill Game Company since 1965 when he helped authenticate our *BATTLE OF THE BULGE* game. In recent years he had played an important role in the marketing of AH games. The late General had always refused to commercialize on his war record until a grandson convinced him of the merits of Avalon Hill games as recreations of historical events. He will be dearly missed.

Despite the difficulty of playing *3rd Reich* by mail, multi-player *3R* games are becoming the latest rage. One successful game moderator, Wesley Letzin of 172 Duffern Dr., Rochester, NY 14616, has volunteered to instruct others in his craft in return for a stamped, self-addressed envelope.

No matter how hard we try to avoid them errors seem to have a way of cropping up in the magazine. The latest was a typo in the Beyma Situation presented on Pg. 9 of Vol. 12, #1. The force at GGG39 should have been listed as 10 CA, not 1. A more embarrassing error occurred on Pg. 31 of that same issue when we allowed reader James Vooyo to convince us that our printed solution to Contest #63 was in error. Without the contest author present, our befuddled editor made the same mistake as Mr. Vooyo. He looked at the contest diagram without checking it out on his own mapboard and therein lied the trick to the contest. Hidden under the T-34 counter was the fact that the gully hex was also a ford hex and as such is treated as clear terrain, making it possible for our 75mm gun to hit it after all. Our thanks to Mark Ilgen for reminding us that we were correct after all.

The Order Dept. asks us once again to remind you that the Postage coupons included in the *GENERAL* are good only for the purchase of complete games, and that under no circumstances may you claim more than \$1.40 (actual postage charges) deduction on any order. Postage coupons should be stapled to the order to assure that they are not lost during the sorting process. In addition, subscriptions should be ordered separately from games or other purchases. Direct all subscriptions to the attention of Gertrude Zombro; all other orders to Christy Shaw. Your order will be handled much faster if you follow these simple rules.

1914 is becoming increasingly hard to locate for collectors. Our parts dept. offers the following special offer to *GENERAL* subscribers who wish to complete their collection. We have twenty games in perfect condition hand assembled from new boxes and stocked with new parts. These will be sold to the first 20 takers for \$20 each plus the usual shipping coupon. In addition, we offer all of the various parts at the prices indicated below. Only the board, mobilization pad, and Allied unit counters are unavailable.

Box	\$3.00
German counters	\$1.50
Rules	\$1.00
Manual	\$1.00
Game Variation Cards	\$1.00
Introductory Game Card50
CRT50
Allied OB Card50
German OB Card50

Those desiring mobilization sheets or mapboards can utilize the following emergency procedure. We have a number of printed mapsheets on hand for 1914 unmounted. These are available for \$5.00 each. Mobilization sheets are available (1 to a customer) for use with a clear plastic overlay for repeated use for 50¢ apiece. Sorry, but demand for these scarce items makes it necessary for us to impose quantity limits in fairness to all.

Contest No. 67 proved to be our least popular effort in recent years judging from the lack of entries. Or perhaps it was just too tough for the majority of you. Certainly, it was next to impossible to get the right answer if you didn't own the 12 Avalon Hill games used to make the code. The game code was as follows: I = *TACTICS*; II = *D-DAY*; III = *GETTYSBURG*; IV = *AFRIKA KORPS*; V = *BASKETBALL STRATEGY*; VI = *ANZIO*; VII = *BATTLE OF THE BULGE*; VIII = *STALINGRAD*; IX = *1776*; X = *WATERLOO*; XI = *MIDWAY*; XII = *FOOTBALL STRATEGY*. If you were able to get that far, you should have had no trouble in deciphering the 4 precepts of gaming. A.) First, Never gamble on a run of 1s. B.) Second, don't Bug Avalon Hill when reading rules Caen Kure blues. C.) A long gain by a nice rapid road marche past Bastogne's division caps a dismal month with good fortune. D.) After a win saluda est to Baltimore. THE CODE ENDED WITH THE DEVELOPER'S NAME—Omar Dewitt.

The first 10 correct contestants were: R. Perkins, Portsmouth, VA; N. Topolnicki, Baltimore, MD; D. Dearborn, Torrance, CA; L. Bucher, Charleston, SC; D. Niday, Chicago, IL; J. Roebuck, Billings, MT; J. Reilly, Santa Ana, CA; G. Rogowski; C. Todoroff, Montebello, CA; and R. Morss, Worthington, OH.

