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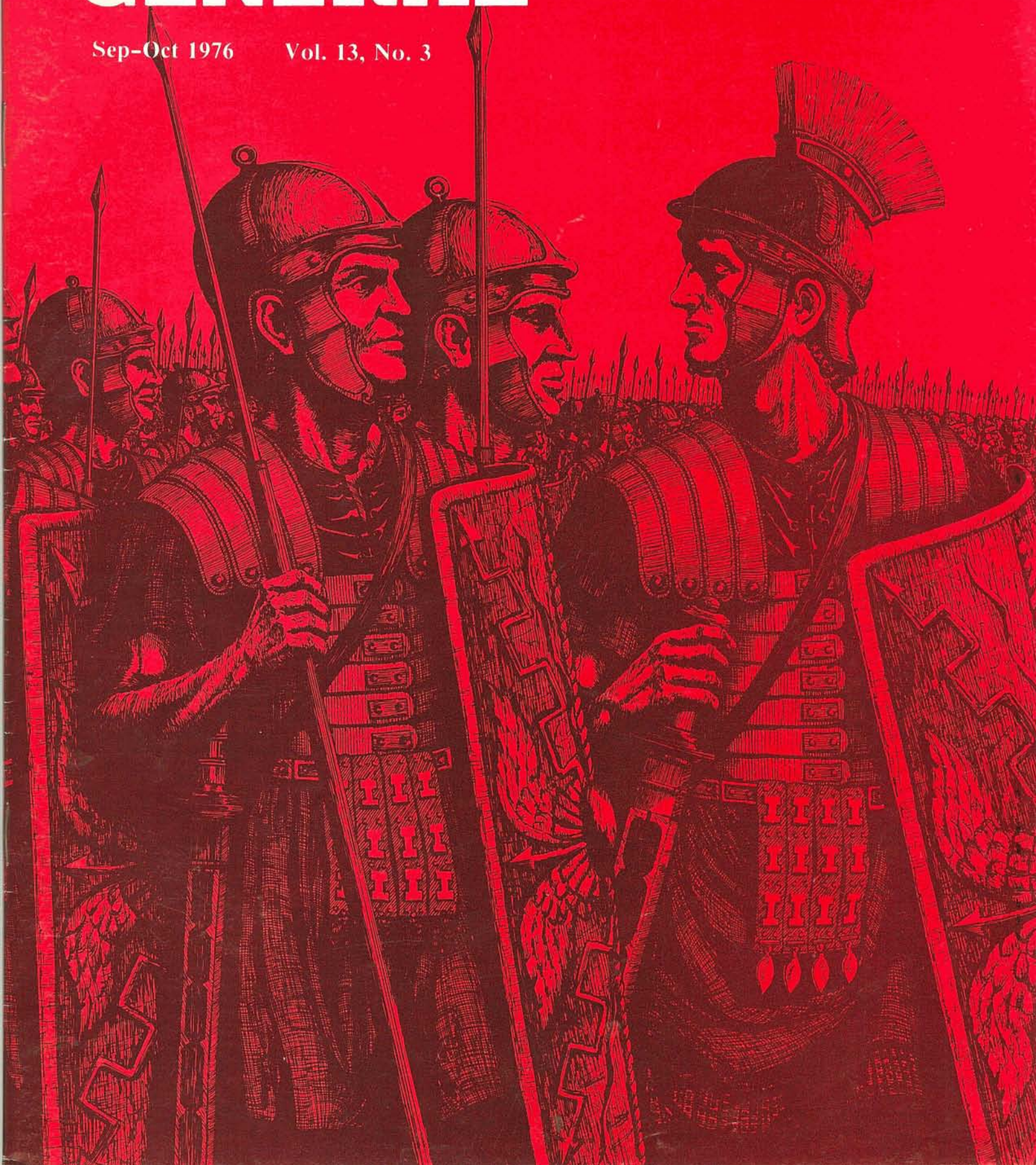


The AVALON HILL

# 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 57

*The GENERAL has rarely abandoned its conservative, yes even staid, editorial approach to endorse particular hobby groups. Our reluctance to part with our standard editorial fare has been based largely on the unreliability of clubs as a whole. National clubs seem to rise and fall with a regularity second only to the shifting of the tides. Without full time administrators such organizations seem doomed to overwork and eventual failure. It was this recognition which prompted us to start the AREA rating system so that the hobby could finally have a stable base. In many respects AREA's 3,000+ members constitute the largest wargaming club ever assembled. But AREA, for all its virtues, is still not a club in the real sense of the word. AHKS is.*

*There has to be an exception for every rule and AHKS is a good case in point. Now entering its 11th year, AHKS has passed the test of time with flying colors and still offers the same benefits of fellowship and reliability that it promised its charter members back in '66. If what follows sounds like an advertisement don't be surprised for it is written by the President of the Society. However, its very presence in this column—closed to so many others—tells you what we think of them.*

*Let there be no mistake—AHKS is not the panacea of the national wargame organization dilemma. Nor is it for everyone—as its enforced age restrictions testify. What AHKS does offer is comradeship, an open and friendly atmosphere, and good gaming fun unmarred by petty politicking or win-at-any-cost attitudes. Indeed, we question whether the day of the usefulness of national clubs is still with us. With the spread of wargame popularity in recent years, more and more local clubs have sprung up to service the needs of the local gaming populace. The trend towards more small local clubs is one which we see as the future of the hobby. But there will always be those who cherish PBM and its many advantages and it would be a great shame were they not given the opportunity to discover the fellowship of their ilk in an organization such as AHKS. We highly recommend AHKS for what it is—a group of mature and friendly wargame enthusiasts who have banded together for the ultimate in wargaming comradeship.*

### AHKS = PLAY-BY-MAIL

PBM? Play-by-mail is an aspect of wargaming that many enjoy but that many others have not tried.

Why do people play-by-mail? The primary reason is probably lack of local opponents. Avalon Hill pioneered PBM many years ago to help satisfy its many devotees who had no one with whom to play these exciting new games. Ten years ago there were fewer wargamers and, therefore, fewer opponents. Although the hobby has grown tremendously, there are still gamers who do not live conveniently near possible opponents. For them, PBM is about the only way to play.

Another reason is convenience. Even those who have a near-by opponent do not always have large blocks of time to spend gaming. They do have an hour here and there and are able to

complete one move at a time; PBM is the best answer here.

Some minor, but not insignificant reasons, are speed of move and error. Some people take a very long time to get through one move, and as a result, feel guilty or have to put up with their opponent making bored noises. Those who find themselves making errors in face-to-face play have an extra chance to find the error because they can check and recheck each move; they can even let it sit overnight and look at it more objectively the next day. PBM is the better answer for gamers in both categories.

After Avalon Hill devised a way to play-by-mail, it still became necessary to find opponents. One way has been through the GENERAL's Opponents Wanted page. Another way is to join an organization.

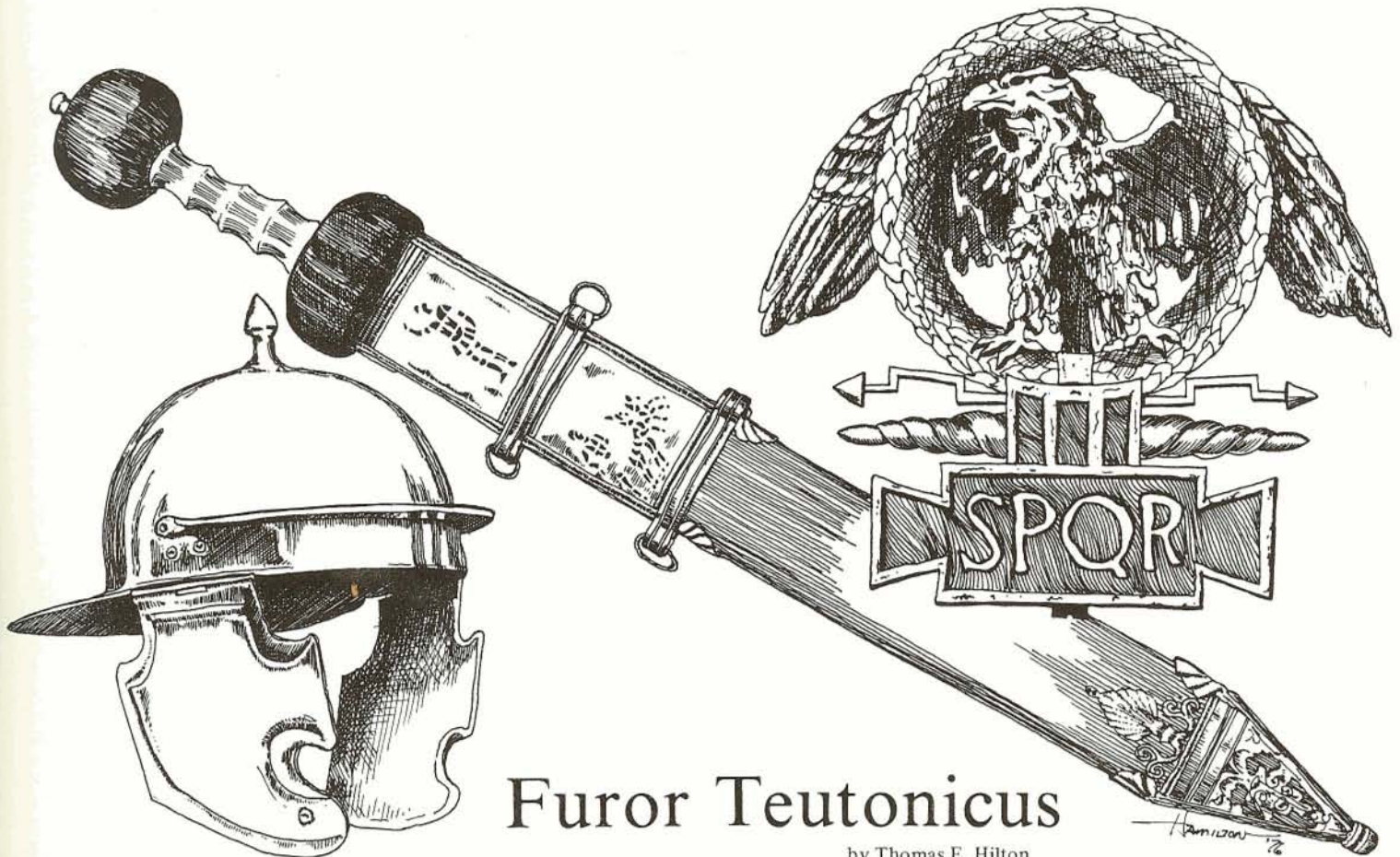
The premier play-by mail organization is AHKS. AHKS stands for Avalon Hill intercontinental Kriegsspiel Society (it has no connection with the Avalon Hill Company, although several of its members are on the staff of the GENERAL; the reason that "Avalon Hill" found its way into the name of the Society is that at the time of its inception—1966—Avalon Hill was the only publisher of board wargames). AHKS does sponsor get-togethers; the European Region has two meetings a year in Britain, the three U.S. Regions have get-togethers at irregular times. The main purpose of AHKS, however, is to play games by mail. This is necessary for the most part, because AHKS is truly intercontinental. There are members in Australia, Africa, and continental Europe, although the bulk are in Great Britain and North America.

Since AHKS was founded in 1966, other wargaming clubs have come into existence (notable were Sparta and IFW), and passed away. Probably the main reason for its longevity has been the lack of politics within the group. Instead of having two or three strong individuals or groups demanding different policies, AHKS has had to scramble to find officers—often pressing the unsuspecting member into a vacant office. They have been uncommonly lucky over the years to find men willing to spend part of their hobby time doing necessary chores for the Society. Exceptions have occurred, of course. A president faded away, leaving the Society without a head for a few months. Editors have occasionally found the work of publishing the Society newsletter too much to handle. But in the main, AHKS has been luckier than most of its members appreciate.

AHKS is run by its Executive Committee. The Chairman is the President, the Vice-Chairman is the Treasurer, and the other elected officers also serve on the committee. The decisions of the committee for the most part are subject to ratification by the membership in the annual ballot.

Society-wide offices are those of the President, Treasurer, Judge, ICRKmeister (who sends out the material for games and keeps records of the games), Match Coordinator, Editor (of the newsletter), and Secretary (who keeps the printed matter up-to-date).

The membership is divided geographically into (at present) four regions, each with its own



## Furor Teutonicus

by Thomas E. Hilton

### I - Siste Viator -

Through the forest primeval an army of infantry and horse is passing with soldiers' senses tensed and alive to every moaning sound of the wilderness, a wilderness rendered more strange, more incomprehensible by the mysterious glimpses of the vigorous life it contains, and contained. Woods ancient as the hills unfold lighted spots of greenery which by contrast made the rest all the more gloomy and ominous. A deep and profound fear is found in the hearts of these Mediterranean warriors who see not the civilization, orchards, and sun-drenched vistas of the south, but only great foreboding trunks of oaks all around them and a thick, impenetrable canopy of foliage above them. There is more than just the suggestion of things vague and uncontrollable here, but a real contact with pure unmitigated and merciless savagery manifested through nature, in all its forms. The intrusion it has upon civilized nerves does not allow relaxation. The soldiery is not confident as it pushes forward deeper into the wilderness.

Upon every ancient and massive tree trunk, or in the mind itself, seemingly is carved "siste viator," stop traveller, used on roadside tombs in the soldiers' native lands. For this forest is nature's crypt for an army, and an Imperial dream of expansion. Through gloomy solitude and over swampy soil they march on. And then in the distance the horrible sight came in view.

Although six years of rain, snow, and sun have beaten down upon the remains they are clearly recognized; the spectre of a past battle. The ditch and embankments precisely laid-out could only have been the work of Roman legions and central enclosures indicate that they were three. Nearby are the ruins of a rampart where the last brave members of the XVII, XVIII, and

XIX legions had made their hopeless stand. Gazed upon with horror-stricken eyes are the white plains covered with the bleached bones that give it its ghastly color; in some places thin where attempts were made to flee, in others a dense jumble of rusting armor, rotting leather, and those seemingly endless bones betray the location of some desperate Centurians' last charge. The few, the very few, men who had been taken alive in the disaster and who later broke their bonds and made the harrowing journey to freedom, pointed out where, in adjacent woods, the pagan altars of sacrifice to Wotan remained and that here the officers were tortured and immolated by the barbarians. They did not have to draw attention to the numerous tree trunks where there are still human heads nailed into the wood. The survivors see again their commander, Varus, taking his own life, and his German counterpart, Arminius, insulting and defiling the captured standards and eagles of Imperial Rome. He had treacherously lured the three legions into an ambush and destruction, and then sought to scorn them by haranguing their most precious possessions, their eagles. The memory is fresh to those who saw it. They are here now to avenge it.

In command of eight legions and huge auxiliary forces is the great Roman general Germanicus who pauses in pursuit of that same Arminius to bury the remains of three legions. Funeral rites are held, and then an army burning with grief and revenge continues onward into the heart of this province Germania after their eagles and Arminius.

On the expedition the eagle of the XIX legion was recovered, although many years would pass before the others returned to Rome. Arminius

too escaped Roman wrath, only to later suffer a more appropriate fate - assassination by one of his own countrymen after he attempted to set himself up as a king. And although Germanicus' legions had defeated the warbands that sought to repeat their past triumph, Roman civilization would forevermore terminate on that boundary of barbarism, the Rhine. Punitive expeditions are designed only to punish, not civilize. Romanization of Germania would never occur now owing to Arminius' great ambush which destroyed three irreplaceable legions vital to the settlement of that province. The ramifications are immense. If not for Arminius England would never have come into existence since the *Angles* of western Germania would have become a part of the Roman Empire and not have migrated northwest to Britannia. And if there was no England there would be no English. There would also be no America as we know it as there would have been no Englishmen to settle it. Germany itself would not exist, nor would any distinct Germanic culture be found. History is often like a series of ricocheting billiards; the action of one sets into motion and changes the location of others, who, in turn, collide with still more. The Western World would bear little resemblance today if the German called Arminius never lived.

Thousands of miles away from the furthest frontiers of Caesar Augustus and his generals, the ultimate historical cue-ball was being set into motion in a land unknown to even learned men. In China the magnificent Han Dynasty, compared to which even Rome paled, attacked and routed their barbarians, the Huns, commencing a titanic migration westward which would climax with the pillage of Rome itself four centuries later.

## The Germans —

The Romans faced a formidable foe in the immense forests of the frontier beyond the Rhine. These tall Germans were physically somewhat more powerful than the Roman and were hardened by their vigorous activities of hunting and warring. They lived a semi-nomadic life and, like the Celtic inhabitants of Gaul, were organized into tribes. But unlike their neighbors to the west did not possess as much in the way of material goods and large towns, and so felt no need to defend them. The Germans lived in villages only and did not fear to fade into the forests at the approach of enemy forces. The Celts' attempts to defend their towns helped bring about their subjugation.

Germanic warriors were loosely organized into battlegroups of some 5,000 men led by a chief. When attacking they used typical barbarian tactics of a sudden, rapid onslaught against a section, preferably an exposed corner, of the enemy position, which would be hopefully swamped by bravery and sheer weight of numbers. If successful, axe and mace swinging horsemen supported by speedy infantry would burst through the gap and cut down the enemy now being taken in flank and rear. Although they were courageous, fast, maneuverable, and experts with their weapons, the Germanic tribes on a mass basis could not stand against a trained machine like a Roman legion which was not in disorder or ambushed in terrain unsuited for deployment.

The cavalry was a strong point of the Germans. In fact, it was their horsemen in a mercenary capacity who decisively contributed to Julius Caesar's victories over the Gauls in 52 B.C. They were ferocious and the horses comparatively huge. They rode bareback and used spear and the common barbarian two-edged, long slashing sword. Spears were also used by the infantry whose armor was, like the cavalry, relatively light. But it was not armor or scientific military skill that the Germans excelled at. It was their hardiness and determination which prevented Roman conquest. In the woods, refusing to meet the Roman on his terms of open combat, they were a most formidable foe.

## II — Virtue et Armis —

When Rome was still a Republic, ruled by the Senate — not the military dictators or Emperors of later times, its great enemy was the Carthaginian Hannibal who, two hundred years before the success of Arminius, inflicted upon Rome the disaster of Cannae. Although the manpower loss was great, the battle proved to be of comparatively little strategic importance.

After the final annihilation of Carthage, internal troubles began for Rome. The leading figures of Pompey, Crassus, and Caesar emerged to rule as a triumvirate in 60 B.C. after years of strife. This Crassus, the same Crassus who crushed Spartacus, controlled the eastern province of Syria and made every effort to enrich himself at the expense of the people in the region. His stubborn, nonsensical policies resulted in an attempted invasion of the Parthian Empire and the destruction of his army of 40,000 by the cavalry and horse-archers of Parthia who shot the legions to pieces. Crassus was taken alive and apparently executed by having the gold he so treasured melted and poured down his throat. The two remaining rivals, Caesar and Pompey, would in four years begin the civil war which would see both eventually killed and the rise of Octavian, or "Augustus," as Emperor.

While Cannae and Carrhae, where Crassus met his end, were huge military disasters, they could not surpass that of the German, Arminius, for lasting significance. The Empire of Augustus would henceforth end on the Rhine.

During the early part of the Empire, the Roman general Drusus established permanent camps along the Rhine and successfully invaded and traversed the lands east of it. Tiberius succeeded him in 9 B.C. and he continued to defeat German forces. However these were all more raids than colonizations, and the province Germania remained to be Romanized. In 6 A.D. a massive invasion of six legions from the Danube and six from the Rhine began, but when the final goal was about to be reached the news of a great revolt to the southeast in the provinces of Pannonia and Illyricum terminated the invasion. While Tiberius and the bulk of Roman forces were away, the disaster at the hands of Arminius occurred.

No campaign was more significant, nor the situation more fascinating, than that which faced the new Roman commander Publius Varus in the forests of Germania. Avalon Hill's *CAESAR'S LEGIONS* reflects this well. By "virtue and arms" the Roman must seek to pacify the region by not only traversing it, but by constructing permanent forts in the villages of the various tribes. The German cannot hope to turn back the advance of Varus by military means alone, for in open combat against the legion he will lose. What actually exists here is a classic guerilla warfare situation.

In *CAESAR'S LEGIONS*, as in most such wars, the irregular soldiers will prove inferior in conventional battles, so the German must avoid meeting the enemy except in the most favorable terrain at the most favorable combat odds. Rough terrain eliminates some Roman advantage, and woods benefit the barbarians much more. Favorable adjustments in the die roll are only part of it, the *stacking limitations* upon the legions in forests make for considerable problems for the Romans. The placing of just one German light infantry mob on a stack of mediums causes further helpful advantages with the die roll.

Both sides have to concern themselves with the Tactical Results Matrix and other distinctive features of this type of continuing-battle combat. The choosing of a mode of attack or defense is, needless to say, a matter of outguessing the opponent, or perhaps using superior intuition. However, a player of *CAESAR'S LEGIONS* must realize that at some point in the combat the issue no longer will be in doubt, that it is only a matter of time before he is totally destroyed. As soon as there is no longer any reasonable chance of the opponent suffering loss of units a withdrawal should be sought, or, against an experienced attacker looking for the same thing and prepared to launch a frontal assault to stop it, an enfilade for minus two in the die roll. In this type of continuing-battle combat, attacks at lower than usually acceptable odds are often desirable and excess units are not wasted. For instance, an attack of 40-21 would be 3-2 and apparently "waste" ten factors. However, as both units suffer losses the *proportions* increase, a 15 factor subtraction from both yields a 25-6 ratio or 4-1, which would be only 2-1 were it not for those extra factors.

The above are tactics applicable in all the *CAESAR'S LEGIONS* scenarios. The third, Teutoburger Wald (the wilderness where the three legions were trapped and destroyed), most thoroughly simulates the lack of knowledge Varus had of the German intentions. And while the Roman is seemingly on the offense, he is in

fact completely on the defense. It is the German upon whom the burden of attack rests for this is a *guerilla warfare* situation.

The Roman is in a Vietnam of the ancient world with nothing at the end of the tunnel but his own unbending ignorance. Technology can defeat an enemy idiotic enough to stand and fight, and can burn his villages, but conquest of a united, outraged foe is another matter entirely. Let the Roman advance at the outset, while you follow Mao's treatise "Yu Chi Chan" (Guerilla Warfare) and consider its teachings of advance where enemy is weak, retreat where strong. Varus will take the western villages, but his enemy will have disappeared into the forests. "When near make it seem you are far away," and "accommodate yourself to the designs of the enemy." This can be done by judicious use of ambushes and concealed movement counters. When setting an ambush, the number depending upon the amount of tribe support (average is about six), do not expect the Roman to blunder into it. Use it to *conceal* positions letting him advance *past* you, and then attack isolated cohorts while the main force is far to the east. Concealed movement counters also can confound the Roman and it is often advisable to mass a large number of mobs on one flank while the other group of CM counters are but a few weak warbands, thus gaining maximum advantage in the German concealment.

The Roman has the difficult task of occupying enemy villages in a limited amount of time with limited forces. He will have little in the way of a mobile field army towards the end of the game, and it is at the point he is *most over-extended* that Arminius can lead his army out of the woods into battle against the Roman garrisons holding his villages. He most definitely has the advantage; popular support, familiar base terrain and communications, and his own leadership all are detrimental to the Romans whose major advantage lies in their internal unity (a minor point since the Germans are just as unified *against* them), fortifications, and combat expertise.

In this scenario Varus could attempt to seek out the German and bring him to battle in his forest sanctuary, but even if successful the Roman would have long run out of time. No, the situation's initiative is all in the hands of the German who must make the most out of a stretched enemy army.

## The CAESAR'S LEGIONS Mapboard —

In playing this simulation, the gamer may wish the names of the terrain features he encounters to facilitate play and add historical interest. As with all simulation mapboards the geography is abstracted to a certain extent and therefore locations of features, and tribes, is approximate.

**Rivers** — from hex-edge CC21 to KK7, the Moenus; from GG22 to QQ25, the Niker; from DD31 to Z23, the Moselle; I6 to Q1, the Albis; F10 to FF10, the Visurgis; S11 to W7, the Alara; C16 to V14, the Amisa; I30 to R29, the Mosa; L23 to L21, the Lupia; R22 to V17, the Rura; Y22 to Z20, the Lagona; SS16 to UU15, the Liccia. **Forests (Silva)** — W30 to AA26, the Arduenna; MM26 to RR21, the Marciana; T20 to X20, Silva Bacenis; K18 to S17, Saltus Teutobergiensis; W8 to DD10, Semana Silva; AA17 to QQ15, the Hercynia; NN4 to QQ4, the Gabreta. **Forts** — EE29, Augustus Treverorum; DD25, Rigdulum; and N to S on the Rhine — Batavorum, Noviomagus, Castra Vetera, Colonia Agrip-pinesus, Confluentes, Bingium, Mogontiacum,

Borbetomagus, Noviomagus, Argentoratum, and Vindonissa.

Of note is the similarity of names between contemporary cities and these Roman camps. For example, today's Cologne was Rome's Colonia Agrippinesus and Koblenz was Confluentes.

The Roman Army -

The immense power of a Roman Legion is well reflected in CAESAR'S LEGIONS, even in rough terrain it is possible to concentrate 110 factors, less commanders, on one hex. Although the legionary possessed better armor and arms than his barbarian enemy, this alone did not significantly alter the course of a battle. Military science was the factor making the Roman usually unbeatable.

The Roman Army was revised following the Punic Wars by the great general Marius who made the cohort the principle tactical unit. It consisted of close to five hundred men and was divided into six centuries. There were ten cohorts to a legion. Cavalry was of minor consideration and was comprised of allied auxiliaries. The legion was proficient in the construction of fortifications and siege machines, besides fighting.

In actual combat the legion would ideally deploy each of its ten cohorts 10 men deep and sixty wide and normally in three lines, the first of four cohorts and those behind of three. Each cohort varied according to experience and generally the veterans would be in the majority in the front line. The legion would advance at the march until about 60 yards from the enemy when it would break into a run and at 20 yards hurl their pila (spears) at the enemy and then go to work with a short thrusting sword called the gladii. The depth of the Roman line permitted the replacing of fallen or exhausted troops in the front lines. Additionally, the second line would, as soon as the first made contact with the enemy, advance and hurl their pila before charging them in a second wave. The third line would finish the job if needed. When on defense the Roman relied heavily on earthworks in a circle or square formation. The standard of the cohort was carried by a signifer, and the legion's prized eagle by an aquilifer.

In all respects the Roman Army was a first class fighting machine. When well-led it was invincible. The German Arminius well knew this and sought as his principle weapons against it surprise and ambush.

III - Ad Majorem Caesar Gloriam -

To the greater glory of Caesar, Caesar in 58 B.C. advanced out of Narbonensian Gaul, that region bordering the Mediterranean, and routed the Helvetii at Bibracte, and the Germanic Suevii who had crossed the Rhine by his superior tactics. These victories considerably increased Caesar's power and prestige and paved the way for the subjugation of all Gaul, without which there would have been no Rhine frontier for Augustus to worry about fifty years later. Following these successes, Julius Caesar went on to defeat the Belgae of the northeast, the Veneti to the northwest, and the Aquitani in the southwest corner of Gaul. He campaigned against the Bretons across the sea, and when threatened by several German tribes who crossed into Gaul, Caesar routed them, crossed the Rhine, and burned the villages of hostile tribes. A revolt of the Belgae was crushed and in 53 B.C. a second crossing of the Rhine undertaken. A year later all Gaul erupted in rebellion, Celts and Belgae, and in a long, epic campaign Caesar defeated their main forces under Vercingetorix at Alesia and by 51 B.C. had permanently pacified Gaul. He then proceeded with the civil war against his arch-rival Pompey, and his fate in 44 B.C. at the hands of Brutus and Cassius.

Caesar's first campaign in Gaul and his first crossing of the Rhine are the subjects of scenarios I and II of CAESAR'S LEGIONS which well illustrate the basics of the simulation. The Germans under Ariovistus must seek to avoid major combat against the powerful legions. If cornered, refuge should be sought in the fine defensive terrain of the Arduenna Silva forests. The cavalry is the ace-in-the-hole and unless the Romans are careful they can slip through and re-occupy an important village. Therefore, Caesar's forces have to operate in tandem, as a team, so as to prevent a wild chase of the Germans across the board. Time is limited, so a Roman who does not endeavor to slowly but very steadily tighten the noose around the neck of Ariovistus will find victory to have escaped him.

In scenario II the German is confronted with a more difficult situation as four legions enter from the west and seek to rout their enemy in Gaul and then cross the Rhine. There is no way to stop this with the available forces, however, by dispersing several mobs west of the Rhine the Roman may be forced to significantly weaken his force in order to hunt them down. The remainder of the mobs should be withdrawn across the river and concentrated so as to be able to counter-attack Caesar when situated on the poor defensive terrain of the Rhine river hexes. If, however, the legions are well-handled the German will be hard-pressed to avoid defeat. Several cohorts of legionary forces and auxiliaries can be assigned to eliminate any mobs or warbands attempting evasion in Gaul. The rest of the force should be split into four columns of legions with each containing the remaining auxiliary units, which helps protect them more than the legion. In preparing to cross the Rhine all four have to be ready to do so at one time therefore minimizing the effect of German attacks. Once across the German must seek, difficult as they may be, delaying tactics. Since he can never be able to re-cross the Rhine once on the east side, and since the burning of a village is the key victory condition, a stand may be elected to be made on that village where stacking limitations increase to five.

IV - Quis Custodiet Ipsos Custodes?

Germanicus' avenging expedition following the disaster of Varus in 9 A.D. is the topic of scenario IV. In 16 A.D. such campaigns were discontinued because of excessive cost, and, not surprisingly, thereafter the German tribes began fighting among themselves. Germania was free to enjoy the benefits of barbarism, as they saw them.

In the simulation we are confronted with a massive invasion of Germania by Romans seeking to kill Arminius and recover their eagles. Historically, the conflict was reasonably close with Germanicus establishing Roman combat superiority, but recovering only one eagle (therefore losing 8 points to 4). All tactics and strategies appropriate for both sides in the three previous scenarios generally apply now also, although such special rules as "concealed movement" do not. Certain factors are intrinsic to this scenario alone.

The German must carefully place his chiefs so that those tribes not likely to be mobilized into war by a Roman invasion can be rapidly reached by Arminius. This is especially true with the Lugii, Langobardii, and Suebii. These are large forces vital to the German's successful defense and, if the Roman suffers any catastrophes, offense. When initially placing the tribes nearest to the Rhine the German must keep them out of reach of the initial Roman advance. In the case of the Marsii their chief will be destroyed on the first turn, but keep the warbands away nevertheless, at least they'll survive to fight in a more equal battle. And of course, the eagles must be kept well away from the Romans at all times.

Germanicus is in many ways in a similar strategic situation to that of Caesar against Ariovistus; he must use his large force as a team, never independent legions, to corner and destroy the German warriors guarding the eagles. It is a straightforward assignment, although one requiring much care, and patience within the time frame.

When deploying in The Campaign for the Eagles, the German has to consider the Marsii chief as lost. He must be set-up on the village, and that is within range of Drusus' legions. It should therefore be axiomatic that the Marsii warbands should be placed on R18 or O19 out of Roman reach. The Tenceteri can all be deployed safely in their village as no Roman infantry can reach it. The other chiefs should be considered best positioned in MM2, DD4, KK9, Z6, AA14, Y17, and Q9.

Arminius' main value is bringing the German tribes into an alliance, and this must be done as quickly as possible. Place him with the Lugii chief at MM2 enabling him to move north and northwest triggering off the adjacent tribes; Suebii, Hermandurii, Langobardii, Chatii, and Chaucii. The Hermandurii, along with the tribes near the Rhine will probably be mobilized by direct Roman invasion. When he invades, legionary cohorts should precede auxiliary so there will only be one die roll for German activation.

According to the required deployment of legions, and the advantage to movement of the Xanthen bridge, Drusus' main advance will come in the areas north of the Sugambrii, with XIII and II legions advancing across Hermandurii territory to the south. Auxiliaries, as usual, should attempt to cover the flanks of the army and the gaps between the legions. Drusus must use these considerable units to advance as a team against the German temples.

Patience is as important as timing for the German. He has to slowly withdraw into the forests as Arminius and the Roman advance

Abbreviations

The Legions

I	GER	1st Germanica (Killer of Germans)
II	AUG	2nd Augusta (Emperor Augustus' Own)
II		2nd Adiutrix ("Secondary" formed from several contingents of Marines during the Civil Wars of '69-'70 AD)
V	AL	5th Alauda (Larks - so named due to lark's wings on helmets)
VII		7th Legion (untitled this period)
VIII		8th Legion (untitled this period)
IX		9th Legion (untitled this period)
X		10th Legion (untitled this period)
XI		11th Legion (untitled this period)
XI		11th Legion Claudia O (named after the Emperor Claudius)
XIII	GEM	13th Gemina (Twin Legion)
XIV	GEM	14th Gemina (Twin Legion)
XV		15th Primigenia (named after Goddess of Luck)
XVI		16th Legion (untitled this period)
XVII		17th Legion (untitled this period)
XVIII		18th Legion (untitled this period)
XIX		19th Legion (untitled this period)
XX	VAL	20th Valeria (in honor of General Valerius)
XXI	RAP	21st Rapax (Ravengers)

mobilize the barbarian tribes, and the German takes a central position around the land of the Langobardii. The Roman will by turn six be in an exterior position, and his enemy capable of counterattacking in force either flank of Drusus' legions.

If any care is exercised by the two forces no eagles will be lost, and neither Arminius or Drusus will be killed. The victory conditions therefore revolve around the German retention of the eagles of the XVII, XVIII, and XIX legions. The German can win by losing only one eagle, as occurred historically. Therefore if he can hold onto two, victory is assured. The sacrifice of one eagle can be a valuable strategem. By a sudden onslaught against the Roman right flank the area held by only two legions, two eagles can break out into the land of the Chatii and Hermandurii as the third eagle moves with strong cavalry and light infantry escort into the land of the Suebii NE of the Greater Chaucci. This will force considerable Roman troops to chase it down while to the south the other eagles are screened by the German masses (the destruction of barbarian warbands matters not for victory conditions). By the time the legions have cornered them and fought through covering mobs the game time limit will have expired.

The slightest gap in the Roman line can be disastrous, and therefore is reminiscent of Scenario I against Ariovistus. Each legion has to be regarded as just one part of a greater whole, all have to work together to hunt down and secure the lost eagles.

Over half a century has passed since the campaign to recover the eagles, it now being 69 A.D. and the last and most complex scenario of *CAESAR'S LEGIONS*; the Batavian Revolt.

In the first century A.D. the Rhine was more a geographic boundary than an ethnic one, many people of Germanic origin lived to the west of it. German auxiliaries had long been used by the Roman (Arminius himself was once one) rulers, as were Gauls. One of the two legions now guarding the decrepit frontier was actually recruited mostly from Romanized Gauls, this being I Legion (Germanica). This factor, combined with an incompetent and arbitrary reign, and numerous oppressions against the Batavii tribe, resulted in a tremendous uprising which eliminated all Roman influence on the Rhine, and could have permanently thrown off the Imperial yoke if reasonable aid was forthcoming from all Gaul, which to the disgust of many was by now all too Romanized to want independence. It was here that Civilis, the Batavian leader and organizer of the revolt, miscalculated. Although many Romans were disgracefully deserting, and in some cases murdering their commanders, and Germanic tribes united to destroy Roman power, there was far too little Gallic aid to ward off the counter-attack of Cerialis and his nine legions. After pushing back up the Rhine, a bitter battle took place at Castra Vetera where Civilis made a stand. As usual, the Roman in open combat emerged victorious and the Batavians, now alone, made a final defense in their island fortress between the Mosa and Rhine. Eventually their inevitable surrender was accepted with surprising magnanimity on the part of the Romans. From then on the frontier was to be held by legions not likely to be sympathetic to a national rebellion and consisting of troops recruited from other parts of the Empire. Auxiliaries, though still mostly Gallic and Germanic, were kept away from local leaders or home towns. This prescription worked for subsequent Roman Emperors.

This revolt makes for a fascinating Scenario V of *CAESAR'S LEGIONS*, and additional strategic considerations for the opposing commanders. There is little the Roman can do at the outset except attempt to burn the bridge across the Rhine, and, since the Batavians will probably take over one fleet, position them initially close together so as to counterattack and destroy it. The odds state that a little more than a third of his legionary cohorts will desert and that twice that proportion of auxiliaries will join with the Batavians. After the second turn when desertion no longer takes place it is advisable to concentrate, if able, the remaining loyal forces on two or three forts to make their conquest all the more difficult. Nevertheless, against a good opponent all forts should fall within 15 turns, in which case the roles reverse and the Roman attacks. Once this occurs an economy of force must be sought to create successful sieges at *minimal* cost and not waste needed cohorts in overkill.

As Civilis, the Batavian player must move rapidly at first to occupy the Roman forts. There may well be an unexpected paucity of time if he does not carefully look ahead as to what is needed in the way of sieges. If he has foolishly allowed Roman forces to concentrate in the forts it will be difficult to storm them and a lengthy siege will be required. When Cerialis attacks with his nine legions the strategic situation reverses and it is the Batavian attempting to concentrate in the forts, and, equally important, seek to keep some Gauls and deserters west of the Rhine and thus thwart Roman victory conditions.

In the Batavian Revolt Rome had forgotten the old rhetorical question, "quis custodiet ipsos custodem?" (who guards the guards?), and had nearly allowed the internal chaos which followed Nero to bring about the elimination of its northwest provinces. As it was, Rome would survive as a vibrant power for almost two more centuries, until the arrival of the barbarian nomad-horsemen from the East. In 70 A.D. as Civilis was being crushed, the Huns were already on their way. Sic transit gloria del Roma.

★★★★★



*A.H. Philosophy . . . continued from page 2*

Regional Director. The 350 members of AHKS are fairly evenly divided into the four Regions.

## SERVICES OF AHKS

**Introductory Booklet** The "booklet" is actually a series of loose pages that can be put in a looseleaf binder. Pages are occasionally updated and some are added. The booklet includes a brief history of AHKS, a section on how to PBM, a section on how to use the ICRK (Individual Combat Resolution Key), uniform grid coordinates for games without them, a copy of the constitution, and a sheet for outlining a game question to the Judge (new ones are sent with the Judge's answer). More sections will be added to the booklet as their need becomes known. One possible addition would include player aids to PBMing.

**The Match Coordinator** The main function of one officer is to match opponents. Members who want opponents for certain games write to this officer. If he is not able to fill the request from other orders on hand, he will advertise for opponents in the newsletter. Some of the

requests for more obscure games are very difficult to fill, but usually patience is rewarded.

The Match Coordinator also tries to match opponents who wish to play under AREA ratings.

The Match Coordinator in 1975, Dave Turansky, initiated an AHKS rating system, also, for those members who wished to be rated within the Society. Many members are not interested in ratings, but others are. Dave's system keeps everyone happy.

**The Judge** When opponents disagree over a rule in a game, they are urged to solve the disagreement themselves. In the relaxed atmosphere of AHKS, many do. Some solve their disagreements and continue playing but still want an "official" view of the problem. There are others who honestly cannot come to a mutual agreement on a rule. For these members, the Judge arbitrates the dispute. This allows the game to progress without long delays.

In the last few years, the number of games has become astounding. How the Judge over those years, Tom Oleson, has kept up with them is even more astounding. But even he is about reaching his limit. AHKS may in the near future have to have a judge for each game company. Even that may leave too many games for one man to handle, in which case, further breakdown may be needed.

**ICRK** For each game assigned, a member receives an ICRK (Individual Combat Resolution Key). The ICRK allows members to resolve combat immediately and without any possible cheating.

The ICRK consists of 20 lettered columns; each column has ten "die rolls." When one opponent makes out his attack sheet, he will list one column and one roll in that column per attack (for instance, attack #3 may call for B-7). The defender, when he receives the OOB sheet, will fill in the die results, clip the column, and return it to the attacker for verification.

There has never been any incident of hanky-panky with the ICRK, mostly because of the members, but also because of safeguards in the ICRK system. Each ICRK is a unique, computer-printed sheet. Each column is coded for one ICRK, which is assigned for one game, and the "rolls" in each column are totaled at the foot of each column as a double check.

The ICRK allows members to use a one-through-six system without conversion, and it allows them immediate resolution and simple verification.

Figure 1

K	N
12B	12B
1-2	1-2
2-2	2-1
3-2	3-1
4-1	4-5
5-3	5-5
6-4	6-3
7-4	7-3
8-5	8-1
9-5	9-4
0-1	0-1
29	26

Figure 1 shows part of an ICRK sheet including columns "K" and "N." The entire sheet contains A-T columns (20 in all). The letter at the top indicates the column. The second line ("12B") indicates the number of this ICRK—no two are the same. The number at the bottom is the sum of the die rolls for that column. If N-8 were indicated for an attack, the result would be a "roll" of 1. The defender would clip the entire column N and mail it back to the attacker for results confirmation.

# INITIAL IMPRESSIONS OF RUSSIAN CAMPAIGN

by Dean Miller



Dean Miller is one of our favorite contributors – and not just because he likes Avalon Hill games. A charter member of the “hard core,” Dean is familiar with a wide variety of games by varying publishers, and he is as fast to give us a verbal crack on the knuckles as the next guy. It is interesting to note however, that the change in the Automatic Victory rule which he attributes to Avalon Hill is actually John Edward’s ruling as he intended it in the errata of the Jedco version. Dean is quite correct in pointing out the large differences caused by this rule but we would be remiss were we not to inform you that the designer intended the rule exactly as it is worded in order to cut down on excessive and unrealistic use of the Automatic Victory rule. However, if players agree that the game is better suited to their tastes under the spirit of the original AV rule, it is a simple matter to adapt Dean’s suggested change.

Any discussion of *THE RUSSIAN CAMPAIGN* will eventually take in a comparison to *STALINGRAD*. Old timers among the readership will remember how the play balance position in *STALINGRAD* varied with the experience of the players. Novices found it easiest to win in the role of the attacking Germans. Once the tricks of the trade were discovered the Russians were loudly proclaimed to have a “forced win” before they started. It was only with the passing of many years that the experts demonstrated that with “perfect play” it was the Germans who had the edge – winning frequently on the last turns of the game. It was this ‘play balance shift’ phenomenon which prompted us to ask Richard Hamblen to author the two modules included in the presentation below so that we might have a second opinion on which to provide our base for what is sure to be an ongoing progression of “perfect play” and changing opinions.

*RUSSIAN CAMPAIGN* is a game which many of us have long awaited. For those of us wargamers who are primarily interested in the games as historical simulations, there has long existed a void in the field, one which was created for us by the game of *STALINGRAD*. For *STALINGRAD* is just that – a game – albeit a damned good one. It does not live up to the expectations which motivated its purchase by the amateur historians among us – the desire to recreate in as accurate and realistic fashion as

possible the Russo-German struggle of 1941-45, which would permit us to understand what took place, and more fascinating, what might have taken place. It does not constitute in any but the most general manner a duplication of the actual conflict. No one gets to the gates of Moscow by December of 1941 in *STALINGRAD*, except against the most inept of opponents. Break-throughs and encirclements such as characterized the early stages of the war are not possible. Air units and sea movement are not contemplated. The historian-gamers have been looking for a means to rectify these shortcomings ever since *STALINGRAD* came out. Variants have been suggested from time to time, some of which have been pretty good, but always pose problems of finding opponents and agreeing on interpretations. New games have come out over the years which have also answered many of the requests of our group, but have always managed to fall short in some important respect. *BARBAROSSA* was on too small a scale. *WAR IN THE EAST* and *DRANG NACH OSTEN* were too big. Most of the other good ones dealt with only one campaign of the war, or included the whole European war in their coverage, *KURSK* and *MOSCOW CAMPAIGN* exemplifying the former; and *WWII* and *THIRD REICH* the latter. *RUSSIAN CAMPAIGN* may be the answer.

The game features all of the items listed above as missing from *STALINGRAD*, plus many more. Like *STALINGRAD*, it is a corps level game, and covers much the same scale, which many of us believe is ideal. Of the other new features, a more historically accurate OB, an automatic victory rule and more realistic victory conditions are probably the most notable. The game was developed in Australia by JEDCO. For the first couple of years of its existence it was relatively rare in the United States, and expensive. The rules developed by Jedco were generally good, but contained several gaps which led to spirited arguments between those few gamers who possessed copies. Now it is being marketed by Avalon Hill, who have undertaken to correct the problems which existed in the JEDCO games, largely successfully, it seems. Unfortunately, it may be that in correcting the minor flaws in the JEDCO rules they have created a good sized one themselves – at least in the eyes of the gamer-historian, which is the very group who have most anxiously awaited this game. It appears that the

playtesters at AH must have been concerned about play balance. They have added three optional rules better to provide that result, all of which appear to favor the Russian side. These optional rules are of no harm, as they are just that – optional. But the AH people also tinkered with the automatic victory rule, and in so doing, managed to add some extremely unrealistic limitations upon what the German player could subsequently do with units which participate in an automatic victory. The result is that the rules are needlessly complicated, and contain limitations upon the movement and combat of the German’s units which have no relationship to conditions which one would expect units which have just overrun their enemy to be subject to. Most grievously the revised restrictions on automatic victory seriously limit the German’s ability to effect breakthroughs, and have the effect of forcing him instead to attempt to win in the critical first few turns through large scale attrition. This makes for an interesting game – perhaps one that is more balanced, although I will dispute that – but it also makes for a less realistic game. Frankly, it is a return to the *STALINGRAD* type of game. Thus AH may have only managed to create another game which is most satisfying to the game players rather than the historical simulators, if you will. In any event, for either group, what follows will be my analysis of how to play the game and win.

The German wins if he occupies or controls every city on the mapboard, or occupies Moscow and eliminates the Stalin piece. For purposes of strategic planning, he should think in terms only of accomplishing the former, as to accomplish the latter, he will require the assistance of opponent ineptitude. If the German is to win, he must do it early in the game – he had better plan on doing so before the end of 1942. After that, the Russian’s increasing strength is at such a phenomenal rate as to preclude much opportunity to win, and the strategy must change to trying to get a draw.

The Russian’s objectives must be the obverse. He must avoid defeat in the first year and a half, and then obtain victory in the remainder of the turns, by occupying every city on the board, or by occupying Berlin and destroying the Hitler piece. Neither of these is easily accomplished, although the Russian’s task is easier, in my opinion.

In his first moves, the German must make a strategic decision — whether to go for a breakthrough, or to try to kill units. The former is tempting, but my opinion is that initial restraint is a better policy — particularly in view of the crippling limitations which have been placed upon the use of automatic victories. The German is better served, in the first two turns at least, if he destroys as many Russian units as possible. Even if the German should get to Moscow before year end, if a significant number of original Russian units still are in existence, he is in trouble. Beginning with the third turn the flood of new Russian units joins the steady parade of his ample replacements. If these serve to augment an already significant number of remaining original units, the Russian can begin going over to the offensive almost immediately, and the probably over extended German forces are in peril. Taking Moscow or Leningrad before the end of 1941, therefore, while desirable, can only be accomplished if at all, at great risk, unless the German obtains better die rolls or greater Russian ineptitude than he is entitled to expect.

As early as possible, the German must start taking replacement cities. This is the second way he can hurt the Russian — by limiting his capacity to generate replacements. Until this can be done, the flood of replacements which he will face at the beginning of each turn serves as an effective check on his progress. The easiest such cities to take are: (1) Kiev; (2) Kharkov; and (3) Stalino. The first few moves should have as their objectives the capture of these cities, and the German's resources are better spent if they are approached in this order, rather than Moscow and Leningrad first.

In addition to being easier to take, these cities are more consistent with the longer-term strategy which the German should adopt. Look at the map. See how many Russian cities are in the south. All must be taken to achieve victory. In the process of taking these cities, the German removes them as locations for the new worker units as they come onto the board. Finally, note that there are two oil fields in the South. Possession of these hexes can have a tremendous effect on the German capacity to wage a continuing, blitzkrieg, as they permit a greater replacement of the panzers. Thus, the major effort of the German should be directed to southern Russia.

Because of the terrain and initial unit placement of the Axis forces, an early drive into the Ukraine is difficult to mount. The weak forces in Rumania are not capable of attacking across the rivers they face. Army Group South faces a formidable rough terrain and river combination of defensive positions in the narrow area through which it must proceed. This makes rapid progress impossible, particularly in view of the limited resources available to it on turn 1, phase 1. Diversion of units from Army Group Center is necessary to help out if this is the direction in which you wish to push, and this must wait until after the initial attack.

Accordingly, I prefer to approach the South indirectly with AGC, augmented for the first few turns with the SS Reserve, and the 40th Panzer. This group should drive just north of the woods before Minsk, from thence to the Dnepr between Smolensk and the Pripyet marshes, and then to the south, one wing perhaps diverting to threaten Moscow through Tula if opportunity presents itself of making such a move. The main thrust must be at Kharkov and southeastward, with a complementary drive at Kiev to cooperate with AGS. Because of the breadth of the area which

opens up to this Group at this point, all Reserves should be given to it, except, of course for the Axis reserves which must join or support AGS simply because of the limits on where they can start.

In this grand strategy, the other Army Groups' roles are coordinative to the major role of AGC. AGS must plunge ahead, break through the unfavorable terrain SW of Lvov, and drive toward Stalino, with one wing taking Kiev. The units in Rumania, too weak to accomplish much on their own, should be initially positioned so as to hold a line on the Prut; with their excess strength working with AGC along the Hungarian-Rumanian border to make the breakthrough into the steppes. The Rumanian Mountain and Panzer Grenadier units particularly can help this latter effort. The border forces, plus Rumanian reinforcements, will simply follow the retreating Russians along the Black Sea coast as AGS provides the muscle.

Army Group North must move straight East, south of Riga, break the Divina river line, and threaten Leningrad with one wing while proceeding through the Divina-Dnepr funnel toward Moscow with the remainder of its forces. Theirs should be the principal responsibility for Leningrad and Moscow from the frontal approaches. In this, AGN should move with deliberate speed, being aggressive, but not taking undue risks of losses through exchanges. This group is going to have to spread itself thin somewhat to cover AGC's left flank as that group plunges into the south — in the process, it should not impose a drain upon the supply of reinforcements. After Leningrad, the left wing should join the Finns in a drive on Archangel.

Finnish forces are too weak to mount an offensive. They should remain in threatening positions so as to hold at least two Russian units against them. As AGN approaches Leningrad, the Finns should attack in conjunction therewith. Thereafter, they should form the extreme left wing of AGN, and supply the backbone of the drive to Archangel.

1942 is the year in which the German must win the game — if not completely, so closely as to leave but a mop up operation remaining by the close of the year. Through this year he should still enjoy a superiority of his forces over the Russians, unless he has been unwise or unlucky. Even so, this will be on an ever diminishing basis, and subject to local exceptions. Unless the German can cripple the Russian warmaking capability during this period, he is going to lose his superiority and have to assume the defensive for the rest of the game.

From 1943 on, the roles of the players reverse. However, the dissimilar resources of the two sides dictates that the Russian player take a different philosophy. His vast replacements and reinforcements permit him to attack with more abandon. Exchanges are never totally bad for the Russian. As the game progresses, they are acceptable even on an unfavorable basis. In addition, the possibility of AE or A1 results are less and less to be feared. They should be risked more and more frequently; particularly the latter, since he can control the attendant retreats. Just as it is desirable for the German to go for elimination of as many units as possible at the beginning of the game, after the turning point it is desirable — more so — for the Russian to seek to achieve this end. The German can less afford losses, as he cannot easily replace them. While he has had to be mindful of exchanges and A1's during the early stages of the game, the post 1942 Russian does not, and he can risk counterattacks with increasing impunity. Thus, the drive for Berlin

should at all stages be a war of attrition. The Russian should go for units, not real estate, in 1943 and 1944. He should not be concerned if he is not recapturing the cities needed for victory very rapidly, if he is eliminating lots of Axis units. The end, if it is victory for him, comes quickly. When the Axis is so weak that a defense can no longer be maintained, it becomes a slaughter. At that point, the end of the game is in sight, and occupation of the objective cities is more a matter of transport than of overcoming serious opposition. By 1945, the Russian should develop a two-pronged strategy — companion drives for Berlin and Bucharest. While the terrain should make the latter the more difficult goal, his troop allocation to either objective should be flexible, according to the German dispositions. He should not overlook the appearance of the garrison units, which can tip the balance in a close game. The Russian should also remember that any remaining Hungarians will disappear as soon as he puts 5 units in the country. Finally, he should keep in mind that the alternative condition of victory may be easier for him than it is for the German. At this stage the Hitler piece may have no place to go. If it can be trapped on the board edge and eliminated, then only Berlin need be taken. An ideal result would be to trap Der Fuhrer in Berlin!

For the German, 1943 is a year in which a painful decision must be made. As that year progresses, it usually becomes obvious that he isn't going to win. His realization of that fact and resultant strategy and tactics determines whether he will lose. As clear weather arrives, the German is tempted to take the SS and try once more to use his superior mobility and individual unit strength and mount an offensive. Such an initiative, while it may have more immediate success, bears a great likelihood of becoming a Kursk. If the German instead realizes soon enough that he can no longer win, and turns to a defensive posture, he is almost guaranteed a draw. His superior mobility permits a more flexible defense than the Russian. The second movement phase possessed by most of his units permits counterattacks and fall backs to strong defensive positions. Thus he can keep the Russian off balance and keep down his losses while giving up Mother Russia only grudgingly. And that strategy will produce a draw, which after all, was the best most of the German generals hoped for after Stalingrad.

Several special characteristics of the various pieces must be taken into account for the most effective tactics. Stuka units can be employed to advantage in several respects. They of course are invaluable to assist in achieving automatic victories. However, the gamer should not overlook other potentials. For one thing, consistent with the "unit killing instead of breakthrough" strategy, AV's should be held to a minimum so as to permit attacks on more units — particularly when you consider how many units an AV ties up under the AH rule mentioned at the beginning of this article. An excellent means of employment of Stukas is in forcing doubled positions. Obtaining odds which are not prohibitive against a 6-3 or 5-3 behind a river may be impossible without tying up all of the German units. But if enough are put into an attack against a doubled unit to get a 1-2 or 1-1, a Stuka added to the attack makes it a 3-1 or 4-1, respectively, and facilitates forcing such positions with a minimum of units.

The Russian player must keep the devastating effect of the Stukas ever in mind in making his dispositions, particularly initially and in the early



## ANOTHER MAN'S VIEW OF THE RUSSIAN CAMPAIGN

By Richard Hamblen

In *THE RUSSIAN CAMPAIGN* general strategy is built around the need to break the enemy army – to reduce it below its ability to defend itself. The Russians start the game with large resources of space, units and time (time is on the Russian side because of the worker units); the German player must whittle away at these resources and bring the Russian army within manageable proportions, while keeping the German army intact. Once the Russian army has been crippled the German player can resort to mass attrition attacks that repeatedly cause more casualties than the crippled Russian production can replace. The Russian player must be careful to maintain his army at a level of strength where it can defend itself; he must be particularly cautious in 1941, when his units are scarce. In the long run, however, the Russian player needs to execute a strategy of mass attrition to bring the German army within manageable limits. In particular the Russian player must bring the German army low early enough so that the slow Russian units have time enough to cross the board and fulfill the victory conditions. Consequently, the Russian player must continuously tread a fine line in making attrition attacks that do not play into German hands. As the game progresses and the Russian army swells while the German attack capability dwindles the Russian attacks must rapidly grow in number and risks taken.

In practice the German must dedicate 1941 to making crippling attacks against strategic objectives – too many Russians arrive safely during the winter. Best German play in 1941 calls for the widespread destruction of Russian units while they are scarce – the Germans can then exploit into the void left by the eliminated Russians. This whittles away at Russian unit, space and – later, when breakthrough attacks are needed – in taking strategic points. In 1942 the German player must either break the Russians or so completely cripple them that a 1943 attack can succeed. With the Stukas dwindling and Russian replacements doubling, the Russians really have to be crippled to break in 1943. After 1943 the Russians can go over to the attack wholeheartedly.

Now let's see what tactics are required to fulfill the above strategies. Remember, the German player starts the game under the necessity of crippling the Russian war effort, which means attacking worker counters, rail net centers, and ports while eating up space and eliminating Russian units.

Certain things fall into the German hands almost automatically if they have eliminated enough Russian units on the first turn. The Germans should be able to get near Leningrad, fairly near Moscow, to Bryansk, past Kiev and to Dnepetrovsk just using moderate-sized armies and the Stuka attacks. This ignores a large reserve – the Army Group Center Panzers – which can be committed anywhere the German player wants to make an extra push. In practice, with these panzers the German player can either: 1) take Leningrad; or 2) take Moscow (if the weather holds); or 3) destroy a fair number of

Russian units and take Tula; or 4) get close to Stalino and Kharkov (from the south) and probably take one of them; or 5) secure Dnepetrovsk and possibly take Rostov and/or Stalino.

There just isn't time for the German army to get to Kharkov in 1941 by passing north of the swamps, so the panzers (and the panzer reinforcements) have to use rail movement to get to the southern theatre.

Where the panzers should be committed depends on the situation after the first turn, of course. There are a few standard opening moves whose success or failure can determine how the panzers can and should be used.

The first thing to remember is that Leningrad is very vulnerable to a Finn-Stuka combined attack made before the Guards armies have a chance to appear. If the Finns can get next to Leningrad while a HQ is in Stuka range, Leningrad may fall without the help of the panzers.

In the south, the Germans should plan to maximize their use of the Black sea. Taking Odessa on turn 1 (second impulse), Sevastopol on turn 2 (first impulse, using the Rumanian cavalry), and invading Rostov with the Hungarians on turn 2 can create an insoluble problem for the Russians around Rostov and Stalino. If it looks like this Black Sea ploy will work (it is usually a matter of whether the Russian can spare the units to garrison the ports), then a gigantic debacle is possible in the South if the panzers are committed there.

On the other hand, access to the whole southern front is controlled by the pass that runs between the swamp mountains and the Hungarian border mountains. If the Russians stand there just for a turn or two, they prevent the German armor from being able to shift south early enough to get in on the action. The German cannot shift south unless he controls the swamp mountains – a consideration that should be reflected in his first turn attacks.

Lastly, the German player must recognize the value of the Bryansk area. Without it, attacks on Moscow are channelled into the Divina-Dnepr funnel, and this funnel is just a cityless trap for German units. Bryansk widens the front against Moscow and threatens the southern replacement cities. It is a fine place to winter, and it is a beautifully central location from which to start the 1942 campaign.

About the only problem with the Bryansk area is that the Russian also recognizes its value so the German has to fight to maintain a presence there. This is most unfortunate since the German is not threatening any vital strategic locations while he is tied up around Bryansk. Generally speaking, the German player must win around Bryansk or he must win in the south, or he doesn't stand a chance of winning the game. This requires that the reserve panzers get to the Bryansk area by the start of the 1942 campaign at the latest.

The net result of these considerations is that the panzer reserve has three options: 1) go to the

south if things are going well there and a debacle is possible; 2) go to Leningrad if needed to take that city; 3) move to Bryansk and winter there. At the start of the game there are 8½ replacement factors in the north (counting Archangel at its average yield of 3½), 6 in the south (2 of which fall almost automatically at Kiev), and 10 points that arrive during 1942 and can be placed anywhere. This balance would seem to call for emphasis in the north, particularly since the two great rail net cities – Moscow and Leningrad – are also in the north. Since Archangel cannot even be threatened until either Moscow or Leningrad have been taken, it is necessary to take at least Leningrad in 1941 or the Russian player can convert the north into a vast unbreakable fortress. The conquest of Leningrad might not require the panzers, however, and if they are free they can be best employed in stretching the Russian lines in the south and/or around Bryansk. If the Black Sea has created opportunity, and if the swamp mountain pass is clear, the south is the place for them to be; otherwise, a drive on Tula and wasting attacks against the Russians around Bryansk, Tula and Kursk – and even to Kharkov, with luck! are the best employments for the panzer reserve.

It is generally NOT worthwhile to go up the funnel to get at Moscow. In my experience, the Germans never get there and just have to retreat again in the winter.

The Russians, of course, must try to frustrate all this. The first Russian priority in 1941 is to save units; their second priority is to prevent the breakthroughs that can trap units; and thirdly (but also vital), they must block the panzer advances. This means hanging onto any swamp hex south of Leningrad, and keeping the Finns at least one hex away from Leningrad; holding onto the swamp mountains and blocking the pass into the southern front; garrisoning at least Rostov, and fighting for Odessa if at all possible – German units before Odessa are away from the Russian vital areas, and if Odessa stands a worker unit can transform it into a major incursion behind the German lines! And, when the Russian replacements start arriving the Russian must form his lines of defense to protect Moscow – and to fight for Bryansk.

The traps, swindles and normal defensive and offensive tactics I leave to your discovery. This article is above such canards as retreating forward on first impulse, paratroopers in Helsinki, Hitler guarding railroads and "railroad raids" deep into enemy territory along never-reclaimed railroads. The Russians can put workers in some mighty funny cities – and did you know it is exactly 8 hexes from Odessa to Bucharest?

Your opponent does.

Balance? The Russians have a slight edge, with perfect play. But then, who knows what perfect play is at this stage of the game?

## THE OTHER SIDE OF THE A. V. COIN

The authenticity of any rule has to be considered on two levels: how accurately does the individual rule simulate the historical activity it represents; and how historically accurate is the interplay of the rule in the game? Obviously the best solution would be to have a rule that was absolutely accurate both in itself and in the ways it interacts with the other rules. Not so obviously, this is impossible. Some historical factors have to be left out of any wargame (even the ones played on giga-computers at the War Department), which creates holes in the historical interactions; game rules have to be stretched to cover these holes (if the holes aren't covered the interplay is not correct), which means that the stretched rules are no longer historically accurate, taken by themselves. Individual rules have to be distorted to preserve the integrity of the whole.

That's exactly what the AV rule in *RUSSIAN CAMPAIGN* does. Taken by itself the rule is certainly objectionable — units that overwhelm a defender should be less tied up by that action than units that got tied up in contested battles. Mr. Miller, you're right. But . . . the game interplay is more important than the individual rule! (Did I hear a gasp out there?) The AV restriction is necessary to make the game play realistically as a whole.

Consider: with no limitation on first impulse AVing, the German player would create AVs more easily — because of his Stukas, which fly only on first impulse — and he would get enormous exploitation because the AVs would happen on his first impulse when every unit has its maximum movement. The result would be to implement all of the inaccuracies inherent in "classic" AV rules — the rear units create the AVs and the front units get to move through with their full movement factors, as if it took no time at all for the rear units to move up!

Admittedly, this just shows that the "classic" AV rules should not be used. (Looking at the historical campaign it was the German armor that made the breakthroughs — the infantry barely caught up in time to do the mopping up.) Other rules could be written to approach this problem, but with the game system as it stands the AV rule is good — it forces the German player to make the strategic and tactical choices that existed in the real campaign. Territory or units? Attrition or breakthrough? Encirclement or strategic objectives?

If AVs were unlimited, they would also be the best percentage attrition attacks — which certainly seems unrealistic when you consider that the German penetrations were largely matters of zipping past slow Russian units, rather than steamrolling them. The indirect approach and tactics required by the limited AV very nicely simulate the indirect tactics which were the essence of Blitzkrieg.

My conclusion is that the AV rule is most desirable as it stands. Breakthroughs are possible and desirable when done peripherally, in the larger interests of encirclements and positional advantages. The German player has a number of strategic and tactical options, rather than having one tactic that is superlatively superior in all respects. The presence of these game alternatives, which require alternative tactics in each battle, strikes me as a far more accurate representation of the problems and opportunities that faced the German army in Russia.

The inaccuracy of the AV rule creates accurate interplay and an accurate game — which is to be preferred.

going. No position is impregnable! If the German can get a 1-1, the addition of a Stuka will give him a 4-1, and permit him to be virtually assured of taking the position. And if he can muster enough troops for a measly 1-4, the Stuka changes it to a 2-1, which is a respectable risk for him to take with a minimal troop commitment. Thus, the Russian should go for defense in depth, rather than trying to construct a strong line. Put the weakest units in front — he'll only be able to AV a limited number of them, and it will tie up a large number of his troops when he does. To the extent he has to use infantry for automatic victories, it slows their advance into your territory. Further, keeping the larger units in the rear lessens the chances of a breakthrough. If the German has to attack them on the second phase, he does not have the benefit of the Stukas, and an AV, which usually is essential to getting through into the clear, becomes much harder. This is especially apt in view of the automatic victory rule in the AH game, which tends to force the German to use it only on the second phase. The Russian should try, therefore, to present the German with an endless succession of deployed units with which he will have to cope, at odds which will force him to risk exchanges, and if he is daring, AR's and AI's. Never stack units until going over to the offensive!

As indicated at various points in this article, I do not like the AH limitations on automatic victories. Even with its limitations, however, it can be profitably used. It is easier in the first phase, because Stukas can be used to get the necessary 10-1 odds. However, the cost in units which are immobilized for the remainder of the turn is usually too much to pay. In the second phase of a turn, this is no longer a penalty, because the participating units could have moved no farther anyway. Without the assistance of the air units, it can only be accomplished on this phase against weaker positions, but can permit the German to break through a defensive line and occupy some important objective.

If possible, the German should give preference to attacking Russian armored or guard units. These are the only ones which have a second movement impulse. A Russian who cannot make many 2nd impulse moves is severely handicapped in shifting defensive units or mounting counterattacks.

In moving units, arrange the infantry so as to take the routes which will go through wooded areas. The same, of course, goes for mountain troops. This usually means that infantry must be on hand to take a direct route, with the armor conducting a swing around the flank. Woods are not too good as defensive terrain, in spite of the "no DR" characteristic. A contact will either give you another chance to attack, perhaps with added units, on the next phase, or will force the defender to attack, hopefully at unfavorable odds, on his move. For that reason, I try to bypass units in woods on a first phase, then hit them with a no retreat attack on the second. Since the attacker controls all retreats, an AR result can often be handled in such a way to leave the unit still surrounded, so that on a 2-1, only a 1 result will be bad, and even it might be acceptable.

Another difference in the rules of *RUSSIAN CAMPAIGN* from other games should be remembered, particularly when attacking the larger Russian units which are alone. The exchange rule does not require removal of a unit having factors equal to the defending unit, if an exchange is rolled. The requirement is only that each player

remove a unit of his choice. Thus, it is advisable to include a weak unit in each attack in which an exchange is a possibility. An ideal unit to keep in mind for this is one of the Axis units — particularly the weak ones with low movement factors. With their inability to move during the second impulse, they are most expendable. An exchange of an Italian 2-3 for a Russian 6-3 is a very good deal, obviously.

The DS (Defender Surrender) result causes an enemy unit to be no longer available for replacements. This, for the German, isn't much comfort, because the wealth of units possessed by the Russian is such that very seldom will he be unable to supply replacements by reason of having had his units removed through surrenders. Thus, in my opinion, it is not worth the expenditure of the added units necessary to produce odds that increase the likelihood of a DS result. The additional units can better be used for added attacks. It is more important for the German to eliminate more Russian units with fewer DS's, than to eliminate fewer of them with more DS's. This is also somewhat true for the Russian player, although less so as the game goes along. The German has fewer units, so that removing them from availability for replacements may hurt him. But since he only gets replacements once a year his losses are usually such as to provide sufficient material. A possible limited exception to the foregoing rule relates to some of the rare or special capability units on each side. The SS units, the mountain units and the panzers, for the Germans, and the armored units and Guards units for the Russians, are or may at times be, limited in number, and valuable to their owner for their special characteristics. As to these, trying for a DS may occasionally be justified.

Partisans increasingly become a factor as the game progresses. After game turn 2, the German has to reckon with their appearance. Since supply can be traced to a friendly city, the effect of partisans is not as severe as if it must come from Germany. Nevertheless, the introduction of partisans makes supply an ever present problem for the German, and requires a constant commitment of troops behind his lines. The SS Res unit could almost be renamed the German anti-partisan group, as that quickly becomes its principal employment. In the second impulse of each turn the German should move this unit to a position where it will have the greatest effectiveness in impeding the creation of partisans — particularly where they might put a front line unit out of supply. The German must always exercise care that units are in position to eliminate partisans — in this railroad movement is most helpful. As a matter of fact, it is desirable for both sides to have as many units as possible on rail hexes at the end of a move, to permit the option of rail movement on the first phase of the next move, and attacking with them on the second. If the German will ensure that no partisan unit can be created in a city immediately behind the front, or on a rail line between such a city and the front, he can eliminate any partisan unit created further to the rear on his initial phase if he has a unit on a railroad hex in this area at the beginning of the turn. The unit merely moves adjacent to the partisan by rail movement and eliminates it. The German must thus ensure that each rail line has a potential "partisan killing" unit. In addition, as he gets deeper into Russia, he should keep such units in cities close to the original border such as Brest or Lvov, to assist in the event that two partisans are created on the same line. He should not let partisans panic him. Remember, all a unit

needs is a supply line to a friendly city — not to the board edge. Thus, only the partisans which are placed relatively near the front are likely to be lethal, and they can usually be eliminated by regular movement. Nonetheless, partisans can delay the flow of reinforcements and replacements. They can also tie up or delay the transfer of German units, and thus be used to counter-balance the German's mobility. In this respect, the Russian can most effectively use them in conjunction with offensive or defensive actions, to assure local supremacy and obtain the initiative.

The Russian paratroop units present similar problems and opportunities, depending upon your side, as the partisans. But because these units have a ZOC and must be eliminated by combat, the German must employ different counter-measures. While these units can't be dropped in German ZOC's, woods or mountains, they can in cities and swamps, somewhat anomalously. About the most the German can do, if he still is going to try to deal with the forces in front of him, is to try to limit the harm which can be caused by an airdrop. Cities within the 8 hex range of the Stakva unit during a snow month should be garrisoned. If possible, a chain of ZOC's should be maintained from the front lines to any such cities. Since the German offensive capabilities in winter are quite limited, this necessity almost dictates a defensive posture in the area near Stakva during snow months. For the Russian, the parachute units can be very effectively employed in his winter offensives. They can be dropped into positions to block German lines of retreat. They may be utilized multiply with partisans so effectively to block a supply line as to prevent the German from clearing it. Either mechanism can result in the elimination of Nazis. These units may also be employed defensively, as in the first winter, to stall the German advance, although this should only be a last resort, as the units can only be dropped once.

Sea movement is another addition found in this game. While some of the limitations are hard to understand, particularly those on the Germans in the Baltic, the possibilities opened by this capability should not be overlooked. For the German player, sea movement is best used to supplement troop movements in winter, when railroad moves are limited. It can be particularly helpful to bring replacements to the northern front after Leningrad is captured, with but a 1 in 6 chance of loss. In the Black Sea this is also useful, after one or two of the ports are captured. Invasions may also be attempted, but the German must be mindful of their limitations. An invading unit must either link up quickly with its advancing army, or capture a city. Playing the German side, I have found an invasion useful to assist in forcing an approach to Krasnodar in the drive for the Caucasus oil fields, for example.

For the Russian, sea movement is a more viable maneuver, simply because of the greater expendability of his units. An invasion can be attempted with a throwaway unit to cause a temporary embarrassment, particularly if the German leaves one of the coastal cities ungarrisoned. One invasion (remember, only 2 per game) should be reserved for the endgame period of late 1944—early 1945 to assist in the march on Bucharest. The terrain around this city is conducive to a defense; with the mountains and river configurations permitting successive defensive lines in doubled positions. An attack from the sea can extend the defender's resources at a time when he is likely to be hard pressed for man-

power. Sea transport may also be used by the Russian with more frequency than the German, such as to augment bypassed garrisons, and to speed the flow of new units to the front, particularly as the game progresses and his capability of accepting losses increases.

So much for the strategy and tactics of victory for each side. Properly applied, the foregoing principles will result in a Russian victory more often than one for the German player — but most often by far it will result in a draw. Perhaps this is not an historically realistic ratio. Of course, no one really knows what it would have taken for the Germans to defeat Russia, so the question is not completely susceptible of analytical evaluation — as a matter of fact, no one can be certain what it would have taken to achieve a stalemate or draw. For the "game player" gamer, it is immaterial — he is interested only in playing a game, and balance is foremost to him, with historical realism of minor importance, once the game is designed. But to the historian wargamer, to which group I belong, it is troubling that the game as presently limited by the Automatic Victory rule does not permit the tactical duplication of what was available to both combatants in the actual conflict after which the game is patterned — the breakthrough and exploitation thereof. For that reason I submit that the AH rules to *RUSSIAN CAMPAIGN* should be modified by adding a revision to Section 16, to read as follows:

- 16.1 (no change)
- 16.2 (Substitute "impulse" for "turn" in line 4.
- 16.3 Add "on that impulse" after "attack" in line 4.
- 16.4 Delete entirely and replace with: "Units attacking at 10-1 odds may in the second impulse if permitted by the Movement Allowance Chart and participate in combat or Automatic Victories again."

While we're suggesting modifications to provide bases for a better recreation of the 1941-45 conflict, let me offer another, of a less critical nature. As noted above, after Stalingrad, most of the German generals came to believe that the best which could be hoped for on the Russian front was a stalemate, and their strategic and tactical recommendations usually reflected this conclusion. For that reason I have regarded a drawn game as also being a German victory, albeit a marginal one. I therefore suggest that the victory conditions be so amended. This should be coupled with the utilization of the optional rules — at least 26.2 and 26.4. (I'm not convinced that 26.3 is soundly premised — such a distinction between armored and infantry units makes more sense in a tactical level game than one at a strategic level.)

Either way, *RUSSIAN CAMPAIGN* is a great game, which I'm glad to see on the Avalon Hill bandwagon. It guarantees that we will be able to enjoy it over the years, not just the next month!



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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.

PANZERBLITZ . . . Continued from page 23

long. These weapons were inadequate against the T-34 and the KV-1 and more than one author has blamed this technical limitation for the failure of the German invasion in 1941. By 1942, most of these machines had been upgunned with the 50mm L60 piece, the same A-T gun provided in the game. The other main battle tank was the Czech Pzkwf 38(t). This tank was armed with a 37mm gun and, in combat capabilities, was very similar to the Pzkwf III with the 37mm gun. As support vehicle, the Germans used the Pzkwf IV, armed with a 75mm howitzer. Finally, there was a light tank, the Pzkwf II. This tank is identical to the Lynx, so this counter can be used.

Let's suppose that we want to use some of these units to simulate 1941-vintage battles. The necessary counters have been provided in the middle insert section of this magazine. Those not included are provided in your *PANZER LEADER* and/or *PANZERBLITZ* sets. Then we must decide on the force levels for each side. The tables in the *PANZERBLITZ* Campaign Analysis booklet are very useful for this purpose. We only have to replace the more modern machines with the 1941 units as needed. Following are some situations using these units.

References:

*Fighting Vehicles of the Red Army*—B. Perret  
*German Tanks of World War II*—F. M. von Senger und Etterlin  
*Infantry Weapons*—J. Weeks  
*The Guns 1939-45*—I. V. Hogg  
*Grenades and Mortars*—I. V. Hogg  
*T-34*—D. Orgill  
*The Defense of Moscow*—G. Jukes  
*Panzer Division*—K. Macksey  
*Strategy & Tactics*—(No. 28)

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- \* PANZERBLITZ
- \* STALINGRAD
- \* WATERLOO

# JUST ONE MORE HEX . . .

By J. Richard Jarvinen

## FORCED MARCH TABLE ANALYSIS

The Forced March Table of 1776 is another feature of that popular game that lends itself quite readily to mathematical analysis. The principal question always seems to be: How far should I attempt a Forced March in order to minimize the opponent's chance of catching me? The answer is not obvious as the further you attempt to Force March, the less likely is your chance of success. The problem is further compounded by the fact that in some cases one-half the units involved are eliminated. (See Table I for a description of the Forced March Table.) Other factors that may have some influence on a Forced March are terrain, tactical or strategic considerations, and the ability to roll a one or a two. For purposes of this discussion, however, we will assume that one player is always trying to get as far away as possible from his opponent and that terrain and other effects can be ignored. This implies that both forces will be using all of their available movement points.

Since it is generally the case that the American player is trying to escape the British, I will treat this situation first. The chance of the British successfully catching the Americans (assuming the British are willing to Force March in order to engage the enemy) is strictly a function of the original distance apart (in Movement Points) of the two forces and the number of Movement Points that the American attempts to Force March. Following is a table that summarizes the chances for the British:

Attempted Force March (in MP) by Americans

	0	1	2	3	4	5	6	7
Orig. MP	.67	.56	.47	.50	.50	.44	.47	.44
Apart	.50	.39	.39	.42	.36	.36	.33	.36
1	.33	.33	.33	.28	.25	.19	.22	.22
2	.33	.33	.25	.25	.19	.19	.19	.22
3	.33	.22	.22	.19	.17	.17	.17	.17
4	.17	.17	.08	.08	.08	.08	.08	.08
5	.17	.06	.06	.08	.08	.08	.08	.08
6	.17	.06	.06	.08	.08	.08	.08	.08

The table itself is easy to read. All one has to do is determine the distance apart (far left column) and cross index it with the Forced March attempt by the Americans (top row). The resultant figure is the chance that the British have of successfully catching the Americans. For example, if the two forces were separated by one movement point and the American attempted to Force March 3, the British would have a 42% chance of reaching him during his turn. The table only lists up to 6 in the "MP Apart" column because if the Americans are seven or more MPs away from the British there is no chance that they will be caught (proof left to the reader).

The next logical step would be to summarize the data into an "Optimum Forced March Table" which would indicate the Forced March attempt to be used in order to minimize the chance of being caught. However, one must take into consideration the losses that may occur due to an unfortunate die roll. If escape is the only factor to be considered, then the optimum values would be those entries in the table that yield the lowest percentage. But if the possible losses are not acceptable risks, then one would only examine the first four columns of the table as these are the only ones in which there is no risk. The

following table summarizes the optimum case for both situations: (Whenever two Forced March attempts give the same probability of success, I have always listed the lower numbered Forced March first.)

American Optimum Forced March Table

MP Apart	Risk Acceptable		Risk Not Accept.	
	Opt. FM	%	Opt. FM	%
0	5	.44	2	.47
1	6	.33	1	.39
2	5	.19	3	.28
3	4	.19	2	.25
4	4	.17	3	.19
5	2	.08	2	.08
6	1	.06	1	.06

As an example, assume that an American force was two MPs away from a British force. The above table indicates that the American should attempt a Force March of 5 in order to minimize the chance of the British player catching him. If the American is not willing to take the chance of losing some units due to a bad Forced March, he should attempt to only Force March 3. This, however, gives the British player a 28% chance of catching him, as opposed to a 19% chance with an attempted Force March of 5.

Although rare, it does happen that the British player tries to escape from the American. Because of the discrepancy in the Movement Allowances, it is much harder for the British to escape. The following tables reflect these facts:

British Optimum Forced March Table

MP Apart	Risk Acceptable		Risk Not Accept.	
	Opt. FM	%	Opt. FM	%
0	7	.64	3	.78
1	6	.64	2	.69
2	7	.39	2	.47
3	7	.31	1	.39
4	7	.17	3	.28
5	7	.17	2	.25
6	4	.17	3	.19
7	2	.08	2	.08
8	1	.06	1	.06

Attempted Force March (in MP) by British

	0	1	2	3	4	5	6	7
Orig. MP	1.00	1.00	.83	.78	.69	.69	.69	.64
Apart	1.00	.78	.69	.69	.67	.67	.64	.64
1	.67	.56	.47	.50	.50	.44	.47	.39
2	.50	.39	.39	.42	.36	.36	.33	.31
3	.33	.33	.33	.28	.25	.19	.22	.22
4	.33	.33	.25	.25	.19	.19	.19	.17
5	.33	.22	.22	.19	.17	.17	.17	.17
6	.17	.17	.08	.08	.08	.08	.08	.08
7	.17	.06	.06	.08	.08	.08	.08	.08

As expected, the British have a lot of trouble when they are trying to elude the Americans. In some extreme cases it might be justified to accept the chance of a unit-costing Force March as it increases the chance of escape considerably. When only zero MPs apart (you are both on the same hex), you gain 14% by going for the maximum Force March.

One case that is not covered by the above tables is when one of the forces contains Tory Militia. As their movement factor is 8, as opposed to the British standard of 7, there is a slight change in the computations to allow for this difference. Whenever one of the forces involved (it doesn't make any difference whether they are the pursuers or pursuees) is Tory Militia, add one to the actual distance separating the two forces and use the British Optimum Forced March Table. If one of the forces contains both British Regulars and Tory Militia, you have even more problems, but I'm sure you will be able to solve this without my help.

This analysis is not guaranteed to improve your game to the extent that you will always win, but it may provide you with that one extra Movement Point that sometimes is so desperately needed.



## Forced March Table

MP	1	2	3	4	5	6	7	MP
ATT								ATT
DIE								DIE
1	1	2	3	4	5	6	7	1
2	1	2	3	4	5	4½E	3½E	2
3	1	2	2	3½E	3½E	3½E	3½E	3
4	1	1	0	0	0	0	0	4
5	0	0	0	0	0	0	0	5
6	0	0	0	0	0	0	0	6

**KEY:**

number of Movement Points gained in Forced March attempt. 3½E casualties, if any, suffered in attempt. '½E' means half (rounded UP) of all Strength Points involved in attempt are eliminated. Units are removed as per the type priorities listed in the Advanced Game CRT.

# BASIC PROBABILITY FOR WAR AT SEA

## AT SEA WITH THE FUZZY WUZZY FORMULA

By Richard Hamblen



In days of Yore—back around the time of *GUADALCANAL*, more or less—the *GENERAL* once published an intriguing little article entitled “The Fuzzy-Wuzzy Fallacy.” One of the best of the early *GENERAL* articles, it demonstrated precisely that doubling a unit’s firepower does not double that unit’s value—in fact, multiplying firepower by 2 multiplies the value of the unit by the square root of 2! This is because of the feedback from enemy fire—the doubled unit still is eliminated by a single hit. As a general rule, increasing firepower by a factor of  $n$  increases a unit’s value by the square root of  $n$ . As a simple example, consider unit “A” with a firepower of 4, fighting unit “B” with a firepower of 1. 100 “A’s” will attack; how many “B’s” are needed to stand up to the “A’s” with perfect equality (i.e. both sides will be eliminated at once)? In time  $T$ , say, both sides will eliminate each other; we are looking for  $X$ , the number of “B’s” needed to balance 100 “A’s”.  $T * 100 * 4 = X$ , which is to say that 100 units firing 4 hits for  $T$  time will get  $X$  enemies.  $X * 1 * T = 100$ , which is to say that  $X$  units firing 1 hit for  $T$  time will get 100 enemies. Solving the equation, we get  $X$  squared =  $400 * 100$ , or  $X$  equals 200. Thus, each “A”, with a firepower of 4, is equal to 2 “B’s” each side with a firepower of 1.

Now, for most games this calculation is not very useful; firepower is defined as the number of hits per attacking unit, and in most games a combat unit does not have a number of hits directly related to its combat factor. An 8-point unit does not get twice as many hits as a 4-point unit; the number of hits each can get varies greatly because their point values are interpreted through a combat results table that modifies the hits caused by taking into account how the units are combined against enemy combinations. There’s no direct relationship between combat factor and kill ratio.

So, for a long time the Fuzzy Wuzzy Formula (relative value = square root of relative firepower) was useful only in games where combat ability was defined in terms of hits caused per unit—usually miniatures games, where each unit fires individually. When it could be used it was handy for calculating the real relative values of units, which helped no end in balancing scenarios.

Interesting, but just not very useful in board games . . .

Until *WAR AT SEA* came along.

In *WAR AT SEA* each unit fires individually at the enemy, and neither attacker nor defender can combine to change the percentage of hits caused by a firing. This constitutes Fuzzy Wuzzy firepower: the Fuzzy Wuzzy Formula can be used to calculate the real combat strengths of the units! Summing these, it should be possible to predict the winner (assuming equal luck) in a *WAR AT SEA* naval combat—the side with the greatest Fuzzy Wuzzy total has the greatest combat strength and should win!

That’s exactly the sort of thing you want to know when deciding whether to commit your forces to a naval battle. With a whoop of glee at finally being able to use the Fuzzy Wuzzy Formula, I leapt into calculating the real combat values of each ship in the game.

(If mathematics bores you, you’d probably do well to skip this next section and go straight to the ship values listed below.)

A few problems cropped up in applying the Fuzzy Wuzzy Formula to *WAR AT SEA*. In the first place, an attack factor of 4 is not really four times the firepower of an attack factor of 1 because the 4 points all have to fire at the same ship, causing wasteful doubling up of “disabled” or “hit” results. By listing all of the possible results for each type of attack factor I calculated an effective firepower for each ship; generally speaking, a combat factor of 1 is a firepower of 1, c.f. 2 has firepower 1.8, c.f. 3 = f.p. 2.5, c.f. 4 = f.p. 3.1, and c.f. 5 = f.p. 3.6.

Another problem arose because two different types of things are happening in the game at the same time: battles are being won, and ships are being destroyed. Thus, I calculated two different sets of numbers for each ship: battle points which reflect a ship’s ability to win battles (taking into account “disabled” results), and killing points which reflect a ship’s ability to destroy enemy ships (ignoring “disabled” results). Opposing fleets could be equal in total battle points (indicating that the battle could go either way) while one fleet could

have twice as many killing points—indicating that it should eliminate twice as many enemy ships as it loses during the battle.

Another problem arose because of the number of hits a ship can take varies in the game. Fortunately, the Fuzzy Wuzzy Formula applies to hits as well as firepower: an increase of “ $n$ ” in the number of hits a unit can take increases that unit’s value by the square root of “ $n$ .” In calculating battle points, however, “disabled” results had to be factored in as “hits” that took effect regardless of the number of defense points a ship had; and for all ships the probability of a clean miss had to be factored in. Finally, since most ships don’t sink until the second hit, it was necessary to modify each ship’s defense factor into real hit points on the basis of surviving two hits, instead of just one. For example, a defense strength of 4 would survive against two hits on total rolls of 2, 3, or 4—a  $1/6$  probability. A 6 point defense strength would survive against two hits on a total in two rolls of 2, 3, 4, 5, or 6—a  $15/36$  probability. Thus, the 6 can take  $2\frac{1}{2}$  times the damage of a 4.

Factoring all of this together, I came up with the following list of ship values in the game. See Chart A. Admittedly there was a lot of fudging involved and the treatment of multiple hit units is based on the ideal case (stepwise calculation of multihit units shows that the square root formula is inadequate, but close), but the results are at least reasonable.

## THE FUZZY WUZZY STRATEGY AT WORK

Using the ship values given in Chart A, it is possible to calculate the relative maximum strengths of the antagonists throughout the game. See Chart B. Negative numbers indicate enemy points that can be negated before action begins; Allied/British UB points are German UB points that can be negated *first*. To calculate any action, add Allied UB to the negative German UB points in that area; if the result is negative, subtract that number from the British surface total in that area. Negative air points are then subtracted from both

sides to find the probable strength at the commencement of surface combat.

**SPECIAL:** if the surviving U-Boats will fire at aircraft carriers, then for every four negative U-Boat points remaining, one carrier will be assessed only -3 per air point instead of -4.

**EXAMPLE:** Two British 3-3-6's and the Hood (4-4-7) are fighting two German 3-5-7's. The British also have the Courageous in the area providing two air factors. The German player wants to know what will happen if he puts 3 U-Boats into that area to help out. The situation looks like this:

	British—	German—
Surface:	40bp, 32kp	32bp, 26kp
Air:	-8bp	0
UB:	+6	-12
UB Phase:		-6

If the German applies his U-Boats to the surface fleet the British are left with 34bp, the German (after air) 24bp. If he applies them to the carrier, the carrier will get -3 per point at a cost of 4 UB points. The Germans will be left with 26bp, the British (after remaining UB go against surface ships), 38bp. The Germans do slightly better by addressing all their U-Boats vs the surface fleet, but they will probably lose in any case. If they added a 2-2-5, they would have about an even chance to win.

Now let's look at Chart C and check the probable ratio of forces throughout the game.

Chart C deals only with surface craft; the U-Boat and air units have to be analyzed separately.

U-Boats decrease the British strength by 4 per boat, plus 1 for the British for each Anti-Submarine Warfare (ASW) point in that area. Turn by turn the ASW/UB ratio is 2.9, 2.5, 2.4, 1.8, 2.0, 2.1, 2.1, 2.1. If the British attempt to hold three areas on the first

turn the UBs can expect to reduce British surface strength by one point. If they attempt to hold two areas, they should expect no U-Boat losses. It is always assumed that the U-Boats will clump together and hit the weakest area.

Air power must be handled differently because only that part engaged will affect the German forces' strength (while all surface craft affect the British strength). Assuming that the British will attempt to break their carriers into equal groups, and that they will try to occupy a number of areas equal to their battle ratio rounded UP (so that with a battle point ratio of 2.5 they will stretch to cover 3 areas), the effect of the carriers becomes:

	NEW RATIO WITH CARRIERS (battle point ratios only)	Vs. Germans & Italians	Vs. Germans & cruisers
TURN	Vs. Germans		
1.	3.3	1.5	2.5
2.	2.9	1.4	2.4 (two areas)
3.	2.7	1.5	2.3
4.	2.6	1.5	2.4
5.	2.8	1.6	2.4
6.	3.0	1.6	2.5
7.	3.0	1.5	2.5
8.	3.0	1.5	2.5

So WHO CARES???, you scream.

Well, I'll tell ya. The British/German ratio indicates how many areas the British can afford to cover AND DEFEND AGAINST THE GERMANS. Admittedly, these ratios are based on both sides being at full strength, and casualties will make

the later parts of the charts useless—except insofar as they show what kind of strength ratio will tend to occur later in the game. The early parts of the chart show how many areas the British can contest and still have a better than 50% chance of winning. Against Germans only, on turn 1 they can hold three areas with a 50-50 chance of surviving. If the British attempt to hold the South Atlantic they will have to face the Italian Cruisers as well; and they can safely contest only one other area. If the British try to go into the Mediterranean, they will be outnumbered 2-1 anywhere else they try to hold.

To put it simply, if the British ratio is 3.0 over the Germans, then the British can divide into 3 groups, each of which is equal to the whole German fleet.

Now, in terms of battle points (bp) the British are clearly outmatched. Throughout the game they can never hold down more than 2 areas without being at a disadvantage in the battle (OK, so on the first turn they can handle the Germans in 3 areas. It's a long time before they can do that again). Holding 2—or even 3—areas a turn leads to a POC catastrophe for the British, so they cannot plan to win by winning battles.

The big British advantage is in ship-killing ability. Their killing ratios are always superior to their battle ratios; the lesson is clear. The British must calculate to win by attrition of the German forces. This requires a somewhat chancy strategy in the beginning: settling for inferiority in battle points, but loading the killing points so that the Germans get hit with crucial damage.

There are two other game phenomena that reinforce this strategy: Britain is airstrike proof, while German ships can be bombed while they repair; and equal attrition of forces is hugely in the British favor. If the British battle ratio is 2.5, the Germans must kill 2.5 times as many British as the Germans lose; otherwise the lesser British casualties will push the ratio up.

Thus, as a general principle in the game, the British should arrange their forces so that either the kill ratio or the battle ratio is overwhelmingly superior, no matter where the Germans go.

A final note on this point: what makes this risky is the fact that the loser of a battle tends to take extra casualties when a few ships remain and try to escape. This effect is minimized by kill ratio superiority because killing points tend to indicate relative hits—the inferior killing point total will take more hits, which means even if they win the battle they will 1) have their speed lessened, and 2) Germans that have taken a hit will lose their German bonus, making them considerably less dangerous.

There is one more point that sticks out from the ratio charts: The British cannot afford to go into the Mediterranean until the Italians have been whittled down. You had probably figured that out by yourself, but it's nice to know exactly when it is safe to shoot for the Mediterranean: assuming that the British want to hold two areas in the Atlantic they can go into the Mediterranean when Axis losses in points equal about one third of the British full strength at that point in the game. This runs about 100 battle points, which means that five Axis Capitol Ships must be out of action—more if the British have taken losses.

Now, assuming you are going to try this plan of forming kill groups and battle groups, which areas should you plan to hold by battle? Obviously, the North Sea. It would be wise to make sure that this area is as safe as can be afforded. What other areas? Well, the North Atlantic is sort of meaningless to control (except for its victory points); this area is ripe for a kill group, blasting any German attempt to pick off the extra points. The South Atlantic is nice to control, but the presence of the Italian cruisers

<b>CHART A</b>					
<b>GERMAN FLEET</b>			<b>ITALIAN FLEET</b>		
Ship factors:	battle points:	killing points:	Ship factors:	battle points:	killing points:
4-9-6	21 (17)	29 (21)	4-6-6	16	17
3-5-7	16 (13)	16 (11½)	4-3-5	14	12
2-2-5	13 (10)	5 (3½)	1-1-7	7	2
1-2-7	10 (8)	3½ (2½)			
U-Boat averages	-4 to enemy or +1 per air factor attacked when attacking carriers				
Air Factor averages	-4 to enemy				
1-2-8	10 (8)	3½ (2½)			
and	-8 to enemy				
<b>BRITISH FLEET</b>			<b>AMERICAN FLEET</b>		
5-5-3	16	19	5-5-4	16	19
4-5-6	15	16	4-4-4	14	14
4-4-7, 4-4-4, 4-4-3	14	14	1-1-7	7	2
3-3-6	13	9			
1-1-7	7	2			
Air Factor averages	-4 to enemy				
Each anti-sub point averages	+1 towards cancelling U-Boat points ONLY.				
1-2-4	8	2½			
1-3-3	8	3			
carriers	-4 enemy/air factor				
<b>RUSSIAN FLEET</b>					
			3-3-3	13	9
<b>NOTES:</b> Battle points are a ship's value towards winning a given battle					
Killing points are a ship's value in giving and taking hits					
Numbers in parentheses indicate value WITHOUT the German fire bonus					
Other German numbers include the German Fire bonus					
Submarine and air points are averages, indicating average performance. Actual performance fluctuates greatly.					
Battle points cannot be meaningfully compared with killing points; only points of the same type can be meaningfully compared.					

CHART B

TURN	GERMAN FLEET				ITALIAN FLEET		BRITISH FLEET			ALLIES		
	Battle	Killing	UB	Air	Battle	Killing	Battle	Killing	Air	UB	Battle	Killing
1.	91	54	-12	-12	116	90	276	228	-44	35	--	--
2.	122	86.5	-16	-12	116	90	306	250	-52	40	--	--
3.	143	115	-20	-12	116	90	323.5	269	-60	47	26	9
4.	153	118.5	-28	-20	116	90	341	288	-60	51	91	62
5.	153	118.5	-28	-20	116	90	356	304	-68	55	91	62
6.	153	118.5	-28	-20	132	107	358.5	307	-68	58	91	62
7&8.	153	118.5	-28	-20	148	124	358.5	307	-68	58	91	62

CHART C

TURN	BRITISH/ALLIES (Average Luck)		GERMAN FLEET		RATIO		GERMAN & ITAL.		RATIO		GERMAN & IT. CRUISERS		RATIO	
	1.	276	228	91	54	3.0	4.2	207	144	1.3	1.6	119	62	2.3
2.	306	250	122	86.5	2.5	2.9	238	176.5	1.3	1.4	150	94.5	2.0	3.2
3.	330	272	143	115	2.3	2.4	259	205	1.3	1.3	171	123	1.9	2.2
4.	359	300	153	118.5	2.3	2.5	269	208.5	1.3	1.4	181	126.5	2.0	2.4
5.	383	323	153	118.5	2.4	2.7	269	208.5	1.4	1.5	181	126.5	2.1	2.6
6.	392.5	332	153	118.5	2.6	2.8	285	225.5	1.4	1.5	181	126.5	2.2	2.6
7.	398.5	337	153	118.5	2.6	2.8	301	242.5	1.3	1.4	181	126.5	2.2	2.7
8.	403.5	341	153	118.5	2.6	2.9	301	242.5	1.3	1.4	181	126.5	2.2	2.7

Italicized numbers refer to Killing Points (kp); others relate to Battle Points (bp). Ratios are British/Axis in every case.

makes it hard to do so. Again, it is a nice place to put a kill group, especially in the early game when the German player is tempted to run there to circumvent the North Sea blockade that should immediately spring up. The Barents is possibly the most complicated area on the board, especially at the start of the game. The British position is complicated by the presence of German air power and by the fact that the British can get there with only their fastest units until Russia enters the game. Eventually the British have to contest it for the sake of the convoys, but they should wait until they have the Russian port and enough fast ships to make a fight of it; with a secure North Sea blocking the German path to the South Atlantic, the British should be able to concentrate there for a showdown that will lock the Germans into their home ports once and for all.

The German strategy has to react to the exact British placement, so general rules are hard to make. They should blow open the North Sea whenever a chance arises to win a battle—but be careful of getting into a kill point disadvantage. Winning the North Atlantic is strategically barren for all its victory points; before you go there, make sure that you are not giving up strategic advantages in ship kills or blockades. The South Atlantic is more valuable, but the German player must be CERTAIN that the area is not controlled by the British—U-Boats or battle points must assure that the zone is at least uncontrolled, or the British can concentrate there and squash whatever comes out from the neutral port on the next turn. Battle points are the crux here, although, as always, the Germans must be careful not to give up strategic ship kills nor blockades for the sake of an adventure. The Barents is German territory, but sooner or later the British are going to try for it in strength. That point can easily be the crisis of the game, since the British have enough strength to hold two areas at once—the Barents and the North Sea. If the Germans have been point gathering they can survive this blockade, but it is more likely that British victory will come with control of the Barents. This is the point where battle is probably mandatory, if not at once then just as soon as the British can be whittled down by air strikes and U-Boats. The ship kill ratio crunches here; this is the point for which the Germans have been saving their ships and chipping away at the British.

Finally, the point ratio system gives the German player a fast rule of thumb: when facing a battle group, make sure you have a safe port; when facing

a kill group, make sure you win the battle. Battle groups tend to not cause many casualties, so a battle group can be fought and escaped—if there is a place to escape to (a British battle group in the North Sea really doesn't stop sending the German fleet to France, for example). A kill group does cause casualties, however, and if you lose a battle to a kill group its units will exact a fearful toll as you try to retreat with ships slowed by damage.

Oh, yeah, and all of this discussion is based on average performance; as I'm sure we all know, *WAR AT SEA* is a game where a few die rolls can make a BIG difference.

Now that we all know how best to determine our relative chances for success, let's complicate the matter by adding the following variant situation.

### WAR AT SEA IN THE MEDITERRANEAN

*WAR AT SEA*'s strong point as a simulation is its recreation of the strategic level of naval combat in the Atlantic during World War II; individual ship battles are crude and luck-infested, but the total interaction of the fleets does a nice job of showing the strategic struggle for the seas around England. Consequently, criticism about the game's lack of realism in individual ship actions is justified—but not particularly important. Since the game is strategic in nature, it is the strategic aspects of the game which should be considered when judging the accuracy of the game.

Generally, the game does reflect the strategic choices open to the combatants in the naval war—with one important exception. During the war, there were definite strategic motives that made the British want to control the Mediterranean, and there were definite factors that made it possible for the British to overcome the Axis forces there. In the game, on the other hand, the British get murdered if they try for the Mediterranean—and even if they do gain control they show little profit. Effectively, the British player stays out of the Mediterranean until his air strikes have whittled the Italians down to manageable proportions (if this ever happens). The British player can't do anything else, and he really doesn't want to do anything else.

It was very different in the actual history of the war. The Atlantic was the vital theatre for the British (possibly for the entire war effort, according to Winston Churchill and other writers), but the

Mediterranean was crucial to the British both offensively and defensively. Control of the Mediterranean broke the supply line of the Axis forces that were threatening Suez, and control of the Mediterranean also allowed the Allies to attack the "soft underbelly" of Europe—which not only drove Italy out of the war but also forced large German forces to be diverted to defend the long coastline.

Clearly, if the game is to reflect the British strategy at sea, the British should be motivated to go into the Mediterranean, and given a chance of survival when they do go there. Obviously, the best way of pushing the British player in this direction is to recreate in the game the factors that were actually present historically.

So I would like to suggest the following variant:

#### I. CHANGES TO THE MAPBOARD

Add the port "Gibraltar" at the eastern end of the Mediterranean. This port borders on the South Atlantic and the Mediterranean, and disabled British ships can return to this port from either sea area. Gibraltar has one point of repair facilities, and cannot be bombed. Other rules concerning movement to and from the Mediterranean remain the same. Gibraltar is a British port only, of course.

#### II. ADDITIONAL UNITS

##### A. THE FRENCH NAVY

Units: *Dunkerque* (4-3-7), *Strasbourg* (4-3-7), *Algerie* (1-1-7), *Tourville* (1-1-7)

The French Fleet belongs to the Allied player and is available on turn 1; it must start based in Malta (which represents its actual base in Oran).

At the end of the first turn the French ships roll for defection (just like the Italian ships do under rule 15.7 in the rulebook). However, if the Mediterranean was controlled on the first turn, the player who controlled it may choose to destroy the entire French Fleet before it rolls for defection—he must make this choice before any French ships have rolled for defection, and he must destroy all the French ships at once, leaving no survivors. If the Mediterranean was not controlled, or the player who controlled it decides to let the French ships live, then the French ships must roll for defection.

French ships that go over to the Axis return to Italy at the end of turn 1 and are Axis ships thereafter. Ships that remain with the Allies return to Malta or Gibraltar and remain Allied for the remainder of the game.

No matter whose side they are on, French ships may sail out of the Mediterranean and dock at any friendly port.

Facsimiles of the proposed counters can be found on the center spread of this issue.

##### B. THE SOUTHERN CONVOYS

Units: *Tiger* (1-3-3), *Torch* (1-3-3)

The "Tiger" convoy represents the convoy of tanks that the British snuck through the Mediterranean to reinforce the British in Africa late in 1941. This convoy must start in Britain, is available on the second turn, and is worth 3 victory points when it arrives at MALTA. If disabled en route, it must return to Gibraltar.

The "Torch" convoy represents the convoy that made the North African landings at Casablanca in late 1942. This convoy starts in the USA, is available on turn 5, and is worth 3 victory points when it arrives at MALTA. If disabled en route, it must return to England.

The *Tiger* and *Torch* convoys do not receive points for entering England.

## C. THE ITALIAN FROGMEN

The Italian navy had a small group of frogmen who crippled the British fleet at Alexandria in a surprise raid in December 1941.

Unit: Frogmen (1-0-Med.)

This unit is available on turn 4; it functions like a U-Boat except the first time it is used it attacks *before* the British make their anti-U-Boat attacks. If it survives, thereafter the frogman unit functions like another U-Boat counter. In any case, the frogman unit can be used only in the Mediterranean, and it can never be replaced once lost.

## III. VICTORY POINT CHANGES

Control of a sea area was more important if there were military operations in progress that required control of that sea area. Double the victory points awarded for controlling the following areas on the specified turn(s):

TURN:	AREA:	CAMPAIGN:
1.	BARENTS	Norwegian campaign
2.	NORTH SEA	Operation Sea Lion (German invasion of Britain)
3.	MED.	Crete
5.	MED.	The Crisis in the Italian supply line to the Western Desert
7.	MED.	Operation Husky (invasion of Sicily)

The Mediterranean is now worth THREE victory points to the Axis player. This doubles on the appropriate turns.

## IV. RULES CHANGES

*WAR AT SEA* was originally designed to provide the players with the relative forces available (assuming a more aggressive Axis naval policy) at the outbreak of hostilities. It made no effort to add or remove ships from the OB which were later dispatched to other theatres of operations. Instead, it just relied on a 'law of averages' technique to omit ships which were largely utilized elsewhere. We will amend this slightly by adopting the following two rules. Players will find they have drastic effects on play balance.

The *Prince of Wales* and *Repulse* were sent to the Pacific to reinforce Singapore just before the outbreak of the Pacific war. They were sunk by Japanese air attack in the initial onslaught. To reflect this the British player must remove two British units from the game immediately before the start of turn 4. He may choose which ships to remove EXCEPT that he *must* remove the *Prince of Wales* and/or the *Repulse* if they are still in the game at that point.

The Italian player must roll to free ships sailing from Italy, just as the Russians roll to sail from Leningrad. Each turn the Axis player rolls a die for each Italian ship that starts that turn in Italy; on a roll of 5 or 6 that Italian ship may sail that turn. This reflects the passive leadership of the Italian Admiralty.

The Italian frogmen unit may go to sea without rolling; Italian ships may sail freely from ports other than Italy.



## DESIGN ANALYSIS



## KINGMAKER DEVELOPMENT NOTES

By Mick Uhl

I'm the type of person who has to know why a certain thing works before he can comprehend its significance. That, sometimes, makes life pretty difficult, especially when it comes to things nobody really understands. Back in 1965, I decided to subscribe to the *GENERAL* for 3 reasons:

1. to keep up to date with the "works in progress";

2. To stay attuned to the latest errata and "questions and answers";

3. and most importantly, to get a look at the reasons for some of the design decisions made concerning my favorite AH games.

It is one thing for me to understand how a certain rule applies. It is much easier for me to apply that rule if I understand the reasoning behind it.

I would like to give you a brief glimpse at some of the design and development decisions behind *KINGMAKER*, and, hopefully, impart, in the process, a better understanding of the reasoning behind them. I think it will make rules applications easier in future games.

## TIME LENGTH

One important point that Andrew McNeil, designer of *KINGMAKER*, stressed during our lengthy correspondence was that the turn length for the game is not constant. He states in one of his letters; "But the turns or rounds of play have no time span. They are not weeks or months or years." This explains why a piece summoned by a raid and revolt card can be moved *immediately* (i.e., picked up bodily from one place and put down in another). In a wargame, this would be ridiculous as would the summoning of Parliament and all that follows it. But if you realize that there are no fixed time periods then it can be understood. The time has passed between the players' moves, if you like, just as it would in a film. Mowbray and Neville may still be besieging Corfe, which is where they were left at the end of Player A's move, but Percy, who was part of that force, has left them and marched north to defend the borders from the Scots by the time Player B starts his move. You could say that 6 weeks have passed, if you like. But if the raid and revolt card only entailed a small distance, then you could say it took only a few days. It doesn't matter and it isn't the same for every player. Time is flexible. Hence, also, the use of free move cards. Although they represent the favorable wind or the forced march, they also represent the speeding up of time."

With this in hand, it is easy to perceive the summons and movement rulings for Parliament. Since the time required for a Parliamentary turn is assumed to be a fairly long period of time, any Noble on the board may be summoned from anywhere including aboard ship or on an island (the messenger could get the summons to a Noble anywhere on the mapboard in this period of time). There are but 2 exceptions and both involve Nobles who are unable to move to Parliament (i.e., on an island or Calais without a ship to transport them, or "under siege"). Even a Noble on an island or Calais without a ship could attend if another player is

willing to loan one of his vessels. Being allowed unlimited movement during the Parliament period, ships have the privilege of landing at any port to which they legally could land.

## DEFINITION OF NOBLE

Another point, although mentioned in the "Designer's Notes", which needs reemphasis is the dual role of the Noble. He represents himself plus, as the head of the family, the relatives of his family and the family's power. If the head is killed, the power reverts to the next in line in the same manner as the throne of a monarchy. A Noble can be killed over and over and still reappear in the game since it is the new head of the family whom he represents. He can have two or more bishoprics awarded to him since, in actuality, they would not all go to him but to relatives. In fact, within this definition of a Noble, there is no historical reason why he could not be awarded more than one office and title, each being given to a relative. It was simply not done in the game for playability sake.

## PLAYABILITY

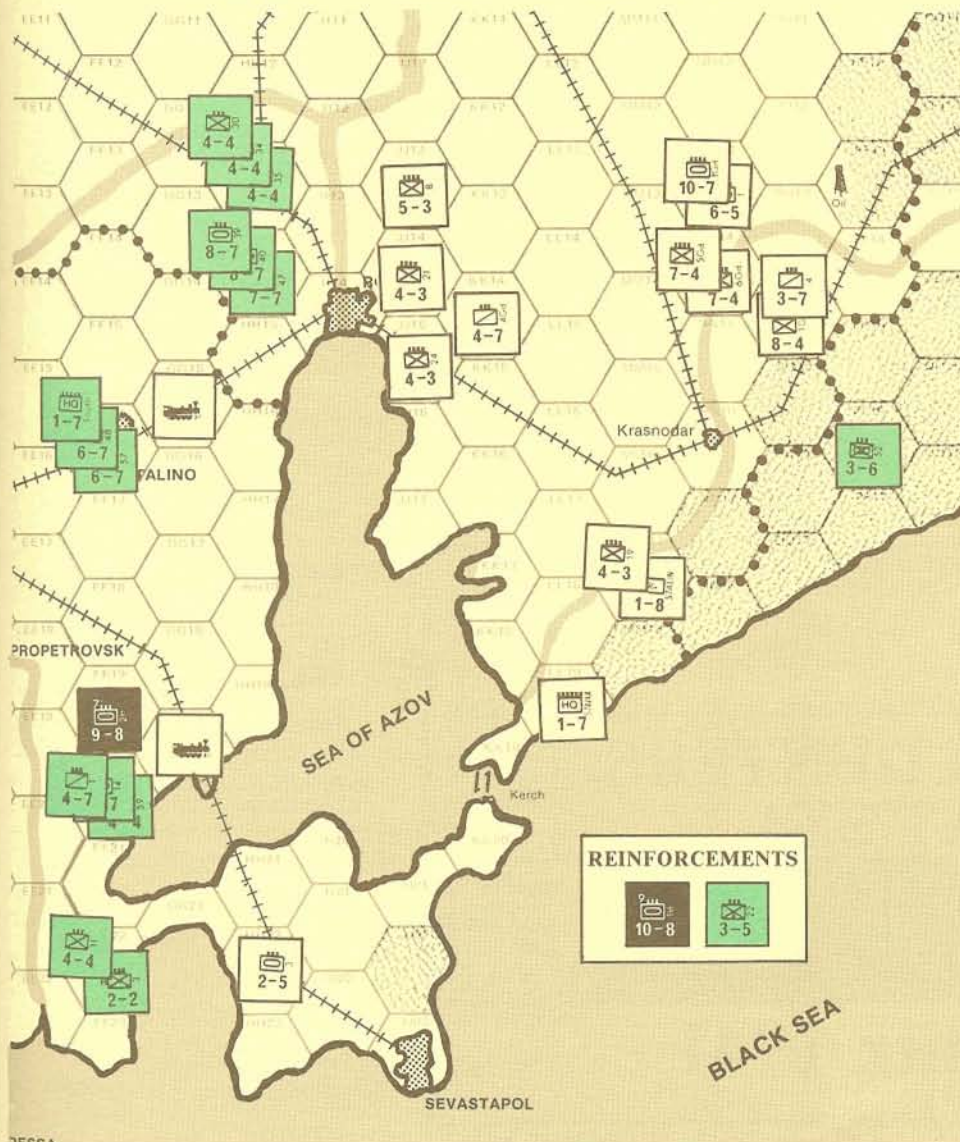
One of the major criticisms directed toward the AH version of *KINGMAKER* after it appeared concerned the advanced combat system; the specific complaint being that it did not fit in with the spirit of the game. Admittedly, this is true. The decision to place this combat system and the Optional Victory rule into the game evolved from my attempts to alter the playability of the game. Throughout the playtests, the flow of play consistently degenerated into a stalemate once all the crown cards had been distributed. Much analysis was put into determining exactly what in the game mechanics caused this to occur and how best to solve the problem without altering the game's flavor. Our conclusions indicated that the defensive syndrome was thoroughly built into the game's structure. The balance of gain versus loss tipped the scale firmly in favor of the defense.

For example, the troop bonuses offered by many of the office cards and by the garrisons of the fortified towns and cities channel players into a "stay in place" strategy in order to take advantage of the strength bonus(es) offered. In other words, a player usually maintains a higher troop strength sitting than he does moving. To alter this aspect of the game was considered too radical a step and consequently was not contemplated. A solution had to be found elsewhere.

The other area of play which promoted the defensive syndrome was the combat system. A player has to get at least a 2-1 strength superiority in battle just to acquire a 50% chance of winning. This becomes increasingly more difficult in the later stages of the game when large numbers of troops are in play. Even success in combat does not always mean improving your chances of winning versus your opponents. For, if another strong faction is in play, your victory helps him as much as yourself without his entailing any risk. The potential losses due to "Nobles Killed" during combat, also increase as the game progresses as more and more Nobles are



# CONTEST NO. 73



## A.R.E.A.

### FACTS TO REMEMBER:

1. AREA members are responsible for the care and maintenance of their membership materials. Lost cards or victory sheets must be purchased for \$1.00 apiece.
2. ALWAYS include a stamped, self-addressed envelope whenever you expect a reply of any kind.
3. Whenever you change your address your AREA number changes also. You must return your old AREA membership card along with the \$1.00 fee for an address change and a stamped, self-addressed envelope.
4. Once you have played 11 or more rated games you are considered a *Verified* player and your points gained or lost in a match are halved to stabilize your rating.
5. Whenever submitting a victory claim it is important to identify yourself as a *Verified* (11+ rated games) or *Provisional* (less than 11 rated games). Do so by printing a capital V or P as the case may be before the name of each player on the Victory Claim.
6. Keep AREA correspondence separate from other mail to Avalon Hill and address it to the attention of AREA technician Ron La Porte.
7. All decisions of the AREA technicians are final—there is no appeals process for what you may feel is a mistake in your rating.
8. Those who request Match service from AREA are required to play the games they have requested. Failure to reply to an individual who has been matched with you by the matching service is grounds for dismissal from the AREA pool.
9. Players are reminded that the purpose of AREA is not to determine who the best players are—but to promote mature and friendly play. Those who act in an offensive manner, cheat, or drop out of games without the courtesy of a reply are subject to dismissal. Once dismissed their AREA numbers will be published as invalid.
10. Players are urged to file complaints with AREA *only* as a last resort. Those who criticize too freely and for little cause are just as apt to be expelled themselves. Always try to settle disputes amiably and give an opponent a one month waiting period plus a warning letter before complaining to AREA. A copy of your complaint must also be sent to your opponent.
11. All AREA members are subject to the general rule of thumb that if a move is illegal it must be returned to the opponent for correction.
12. AREA members who post no games played over a 3 year period are subject to expulsion.
13. You can obtain a listing of other AREA members in your vicinity by requesting "same and forwarding a stamped, self-addressed envelope and \$1.00 fee." You will receive the addresses of the four nearest members by Zip Code listing. There is no guarantee that the members listed will be receptive to your proposals or previously unknown to you. No refunds or alternate names are available.
14. The TOP TEN listings in the *GENERAL* will rely heavily on Qualifiers. Just because you have a higher numerical rating doesn't make you eligible for this ranking.

### THIRD REICH RULES

The Second Edition of the Third Reich rules is now available for \$2.00 plus 50¢ postage. These rules have not been rewritten. They are still in the original lengthy and somewhat ambiguous style. Those expecting a crystal clear revision will be disappointed, and should not order the revision.

What the second edition *does* have is a 5 page Appendix of Questions & Answers on play—many of which have appeared in the *GENERAL* previously. Marked in the margins of the rules themselves are 35 changes to the actual copy. All of the important changes have been published in the Design Analysis column of Vol. 13, No. 2 of the *GENERAL* so that previous owners need not purchase a new set unnecessarily.

### HEX SHEETS REVISED

The standard 5/8" (for use with 1/2" counters) hex sheets have been reprinted and now include the AH numbering system which features a combination letter-number identification number printed inside each hex. These sheets are 22" x 28" and sell for \$1.00 each or four for \$3.00 or twelve for \$7.00. Usual postage charges apply.

### 4th EDITION BASEBALL STRATEGY NOW AVAILABLE

*BASEBALL STRATEGY*, originally published in 1960, is now available in its 4th edition. The game had been restructured and repackaged in 1974 to accommodate the bookcase format. Over 500 playtest games later, the Avalon Hill Baseball Strategy league discovered apparent flaws in the remake. The game developed into a scoreless pitching duel between ace pitchers and expert defenses with super defensive plays being the rule rather than the exception.

The new version puts more offense into the game and allows for intentional walks, stretching base hits, and increasing the negative effects on tiring or ineffective pitchers.

Owners of the previous bookcase edition need not purchase an entire new game to update their set. A new playing board will do the trick, although a purist should also get the slightly amended rules to complete the update. Although the basic matrix system of the game remains largely untouched, a variable die roll has been introduced after the matrix phase to add further variety to the range of results for each interaction of the offense and defense. Owners of the 3rd edition should be sure to update their present sets.

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Dunkerque F 4 3 7	Strasbourg F 4 3 7	Algerie F 1 1 7	Tourville F 1 1 7	Torch Convoy 1 3 3	Tiger Convoy 1 3 3	Frogmen 1 0 Med.
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## Panzerblitz 1941

60 (H) 25 152mm 1 0	5 A 3 7.266 5 6	5 A 3 7.266 5 6	2 A 3 7.40 6 10	2 A 3 7.40 6 10	6 H 6 7.126 7 10	6 H 6 7.126 7 10	50 H 10 KV.2 10 8
5 A 3 81.5 5 13	5 A 3 81.5 5 13	5 A 3 81.5 5 13	5 A 3 81.5 5 13	5 A 3 81.5 5 13	5 A 3 81.5 5 13	10 A 5 81.8 5 13	10 A 5 81.8 5 13
10 H 6 7.136 9 6	10 H 6 7.136 9 6	10 H 6 7.136 9 6	10 H 6 7.136 9 6	12 A 6 KV.1 13 10	12 A 6 KV.1 13 10	12 A 6 KV.1 13 10	12 A 6 KV.1 13 10
5 A 2 37mm 3 0	5 A 2 37mm 3 0	5 A 2 37mm 3 0	5 H 8 30.8 12 8	5 H 8 30.8 12 8	5 H 8 30.8 12 8	5 H 8 30.8 12 8	5 H 8 30.8 12 8
8 A 3 75.8 5 6	8 A 3 75.8 5 6	8 A 3 75.8 5 6	5 A 2 75.8 6 8	5 A 2 75.8 6 8	5 A 2 75.8 6 8	8 A 3 75.8 6 8	8 A 3 75.8 6 8
8 A 3 82.8 6 8	8 A 3 82.8 6 8	8 A 3 82.8 6 8	8 A 3 82.8 6 8	5 H 8 75.124 7 8	5 H 8 75.124 7 8	5 H 8 75.124 7 8	5 H 8 75.124 7 8

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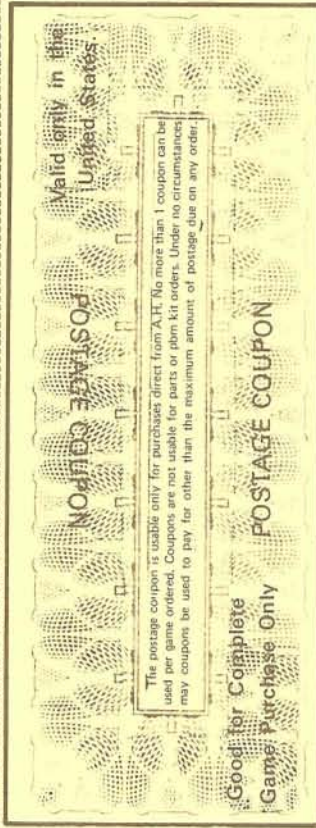
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**INSTRUCTIONS:** Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). **EXCEPTION:** Rate item No. 10 in terms of minutes necessary to play game 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 \_\_\_\_\_
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- 3. Components \_\_\_\_\_
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- 5. Completeness of Rules \_\_\_\_\_
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- 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. 73**

It's the German May 1943 turn and victory is in sight - if the Germans strike quickly. Moscow has been taken so the Germans need only to destroy Stalin to win the game.

Can you move the German units pictured so as to GUARANTEE the destruction of Stalin?

Write down the first impulse and second impulse positions of all the German units, and all of the German attacks and retreats (if any). Assume the worst die rolls possible for the Germans - and still it is possible to GUARANTEE the destruction of Stalin.

**SPECIAL NOTES:** no German unit may enter a hex numbered "11" or less - the Germans may not enter I111 nor JJ11, for example.

The German corps at PP16 used the only invasion so far in the game last turn.

German units: 1st Impulse:	2nd Impulse:
1 SS	_____
2 SS	_____
3 Rumanian	_____
11 inf.	_____
59 inf.	_____
30 inf.	_____
34 inf.	_____
35 inf.	_____
1st cav.	_____
14 pzd.	_____
57 pzd.	_____
48 pzd.	_____
40 pzd.	_____
39 pzd.	_____
47 pzd.	_____
52 pzd. grndr.	_____
22 Mt.	_____

**Opponent Wanted**

1. Want-ads will be accepted only when printed on this form.
2. For Sale, Trade, or Wanted-to-Buy ads will be accepted only when they are dealing with collector's items (games no longer available from AH) and are accompanied by a token 25c fee.
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.

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State \_\_\_\_\_ Zip \_\_\_\_\_ Phone \_\_\_\_\_

Attacks:	1st Impulse:	2nd Impulse:
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____

illustration on Page 17

If no one submits a solution that GUARANTEES Stalin's elimination, the winner will be the solution that has the best probability of eliminating Stalin.

In case of ties, the solution that has the fewest average German casualties will win.

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

Best 3 Articles:

1 _____	NAME _____
2 _____	ADDRESS _____
3 _____	CITY _____ STATE _____ ZIP _____

required to fight a battle or siege. And during any attack, they risk several ambushes while they remain in the open. All this coupled with the fact that several successful battles are necessary in order to win, usually, prompts players to sit in strong defensive positions and let some other player do the dirty work. The best solution to the stalemate situation was thought to lie in the combat resolution. As a result, I developed Advanced Combat. It may seem to be out of step with the simple game mechanics but it does solve two problems. It puts more weight in the attackers balance pan by giving the larger force a better probability of success and it drastically reduces the probability of an indecisive or postponed combat. It was included in the Advanced Game (which, in itself, is no more than an oversized optional rule) to be used by those who want their games to move more quickly once all the crown cards have been distributed.

REFUGE

Another situation which sometimes causes stalemates and which had to be resolved concerns taking refuge at sea or on an island. Once there, a force can only be attacked by invasion and that depends on how large a fleet the opponent(s) can gather. If the hiding faction controls a large portion of the ships, it can prove impossible to dislodge them. In this case, a solution was felt to be reached by giving a player the opportunity to win the game without having to eliminate all the rival heirs. The result was the Optional Victory Rule. It can only be accomplished by a faction which remains in England and is sufficiently difficult not to be completed in less than 5 or 6 turns. If an opponent decides to take refuge outside of the mainland, all one would have to do is capture enough cities and towns by siege to gain at least 79 votes in Commons. Once Parliament is summoned (and you may have to wait until a "Parliament Must Be Summoned" card for this), the opponent must come to Parliament or lose even though he may have a royal heir.

CLARIFICATIONS

1. Preston is a port. The anchor symbol was omitted from the mapboard but note of its function as a port is stated on the back cover of the rules manual.
2. The port of Penzance is included in one sea square (e.g., a ship can sail from Milford Haven to Plymouth in one move or vice versa).
3. In the mapboard Terrain Key, under "ROAD", it should state "... blocked by neutral or hostile town or castle."
4. On p. 3 of the rules manual, under "Battle", it should state that there are "5 steps . . . to resolve combat", not "6".
5. On p. 3 of the rules manual, under "Siege", para. 1, the second sentence is amended to read: "If any Noble(s) is inside, he may add his strength to the garrison."
6. Add to the last paragraph of "Commision", p. 8; "It is, then, placed on the discard pile."
7. On p. 9, under "Optional Victory Conditions", modify the first sentence to read: "... (half the total vote plus one, i.e., 79 votes) . . .".

QUESTIONS AND ANSWERS

1. Can more than one Noble be sent on a commission?
 

A. Yes. The restriction of one card per Noble refers to the Nobles being named on the Raid and Revolt card and not to the number of Nobles who are being substituted for that Noble.
2. Are the city votes considered as town votes for determining most town votes in Parliament?

- A. Yes.
3. When Parliament is called because there is no sole crowned King, who is considered to have called Parliament for purposes of proposing Titles, Offices and Bishoprics?
 

A. The Chancellor if attending (he also gets the King's 20 votes unless Henry is the sole King), otherwise the next in order of distribution. See Optional Parliament, rule 4 of the rules manual.
4. In the advanced game, what happens to Richard of Gloucester if Calais is captured by the French?
 

A. He is expelled into the open and may be captured by the first Noble who lands on the continent.
5. Does the King (Queen) get 10 votes for being the head of his (her) Royal House in addition to the 20 votes for King in the House of Commons?
 

A. Yes.
6. Exactly which sea squares reach a port?
 

A. The sea square whose coastal border is closest to the anchor symbol of the port in question. There are 2 exceptions: Calais borders sea square at F-6, and Pevensey borders the sea square at G-5.
7. Exactly what happens when the advanced event card "Parliament Must Be Summoned" is drawn?
 

A. The player who drew the card must immediately choose any legal town or city as the Parliamentary site. Nobody is required to attend in which case there is no Parliament. If at least one Noble chooses to attend, Parliament is in session. Parliament runs as explained in "Optional Parliament", p. 8 of the rules manual. If the Chancellor is not in attendance, the player controlling the greatest number of votes in both Houses has first opportunity to distribute the Chancery. Upon conclusion of Parliament, the player may continue his turn.
8. In ambush attacks, do you use both rows of the "Nobles Killed" Table for each ambush, one for the selected piece and the other for the rest?
 

A. No. The ambushing player chooses which type of ambush he wishes to make. He cannot do both.
9. Can a Noble aboard a ship be commissioned by a writ?
 

A. No.
10. What happens to mercenaries at sea if told to go home by an event card?
 

A. They ignore the card.
11. What is the difference between the terms "majority" and "most" in the Parliament rules?
 

A. "Most" is defined as being a majority of the votes that are actually cast. For example, if only 15 votes are cast in the House of Lords over the question of whether Courtenay should receive the office of Marshal of England and he receives 8 votes "yes", he would have the most votes. "Majority" is used once and is defined as being half the total vote in the Commons plus one, or 79 votes.
12. Does Plague Calais have the same effect as an ordinary plague?
 

A. Yes, except that it is used in the Advanced Game only. It is important to note that a plague only affects the town or city named on the card and never the square in which it is located.
13. When can a Noble in an alliance be allowed to attack?
 

A. The only restriction in an alliance is that a Noble can never move or attack in more than one turn in a round. This means that a Noble cannot move twice in a round or attack twice in a round. He can move in one turn of a round; form an alliance; and, then, attack in another turn of the same round or vice versa. A round is defined as encompassing the consecutive turns of every player starting with the player who made the initial move of the game.
14. Must ships at sea with passengers which are summoned to port by a raid and revolt card be required to go?
 

A. Yes. Unless the Noble who is called in association with the ships is also at sea.

A.H. Philosophy . . . continued from page 6

**OOB Sheets** With each game assignment, a member also receives two OOB (Order of Battle) sheets. The AHKS OOB sheet allows up to 16 moves to be recorded on one side and up to 78 combats to be recorded on the reverse side. For many games, one sheet is enough; if more are needed, they need only be requested.

		AMERICAN ORDER OF BATTLE				Date
ARMOR		16 <sup>th</sup> AM	16 <sup>th</sup> AM	17 <sup>th</sup> AM	17 <sup>th</sup> AM	
2 CCA	8-4					
2 CCB	8-4					
2 CCR	4-4					
3 CCA	7-4					
3 CCB	7-4					
3 CCR	4-4					
4 CCA	7-4					
4 CCB	7-4					
4 CCR	4-4					
7 CCA	7-4	LL13	LL13	FF14		

The above is a portion of an AHKS OOB sheet for *THE BATTLE OF THE BULGE*, showing the first four American Turns. Each unit is accounted for; so none are forgotten. The actual sheet is 8½ x 14 inches. Combat is recorded on the reverse side. The German player has his own OOB sheet. Seventeen moves can be recorded on one sheet.

**The KOMMANDEUR** The *Kommandeur* (usually called "the K") is the newsletter of the Society. Over the years its publishing schedule has run from rotten to very good, depending on the editor and any personal problems he may have experienced. Starting in 1976, Pete Menconi has been putting the K out every two months, and it has been a quality effort. It contains articles from all of the officers, game reviews, comments and observations from the members, notices, a Swap Shop, and the like. Back issues are available from the Archivist for a nominal fee.

Some of the more notable members of AHKS are: Don Turnbull, winner of two Charles Roberts awards; Richard Berg, author and game designer (*TERRIBLE SWIFT SWORD*); Malcolm Watson, who is SPI-UK; Tom Eller, game designer (*MANASSAS*); Tom Oleson, author, redesigner of *ANZIO*, and top AREA player; Joe Angiollilo, author and game designer (*FOUR ROADS TO MOSCOW*); Omar DeWitt, author and game designer (*EYLAU*); Mark Saha, author; Don Burdick, author; Dean Miller, author; Ralph Vickers, author; to mention only a few.

Members of AHKS are 21 or over. The age restriction is not because they feel older players are better players, but because they have found that they are more settled and tend to be more reliable opponents. Dues are \$8 a year; these are pro-rated (if you joined in July, you would pay \$4 for the first year). There is a once-only initiation fee of \$5. All services of the Society are included in these figures.

If you are interested in joining AHKS, write to the appropriate Regional Director for application forms. Send no money until you receive the forms. Please ask for forms only if you are 21 or over.

**Western Region** (west of Mississippi River and west of Ontario): John T. Ratzemberger, 3224 Ella Lane, Manhattan, KS 66502.

**North East Region** (north and east of Pennsylvania, New Jersey, and Ontario inclusive): Mike Truex, 304 White Road, Little Silver, NJ 07739.

**Eastern Region** (east of Mississippi River except North East Region): Jerry Schott, 720 Pine Ridge Drive, Plantation, FL 33317.

**European Region** (Great Britain, Europe) write their Secretary: Alan Youde, 5 Vallance Road, Wood Green, London N22, GB.

Those who live in other areas write the nearest address above.





outclassed by the German Panzers and was withdrawn in 1942. Numerically, the most important pre-war Soviet AFV was the BT. This was a "light-medium" vehicle, weighing 14 tons, but with very thin armor. BT stands for a very ugly Russian word which means "fast tank." And Fast they were indeed, making up to 37 mph. These tanks were actually a series ranging from the BT-1 to the BT-8. The early models had a 37mm gun, replaced in 1932 with the 45mm gun and, finally, with the 76.2mm gun. Most of them were armed with the 45mm piece. Destroyed remnants of these tanks littered the battlefields of the world from Manchuria to Finland to Spain and, finally, Western Russia. Its polluting days were finished with its retirement in 1942. Another tank introduced in 1935 was the heavy T-35. This vehicle crammed 10 men inside its 45 ton frame. Armed with one 76.2mm L26 gun, two 45mm A-T guns and 5 mg's, with 5 turrets, this vehicle must have been a commander's nightmare. The T-35 replacement was the KV-1, introduced in 1939. The KV-1 was armed with the same gun as the T-34c, but had much thicker armor. The KV-1 was eventually replaced with the KV-85, which we know already from PANZERBLITZ. As for SP guns (apart from the M-13), the only one the Russians had in 1941 was the KV-2. This was a 152mm howitzer mounted on a turret on top of a KV-1 chassis. The turret was a tall box, much like a warship's turret and giving a clumsy appearance to the vehicle. The whole thing was over 11 feet high and quite difficult to hide. It did not last long in service.

Now it's the German turn. In 1941, the standard anti-tank gun of the Wehrmacht was the 37mm L45 gun. Tsk-tsk, too bad for them. The German infantry had to drag that useless piece of ordnance around for another year. Fortunately for them, it was rather light, weighing only 990 lbs. The 50mm piece is all right, but not the 75mm A-T gun, which did not see service until 1942. All the other towed guns are O.K., excepting the 120mm mortar. This weapon was just a direct copy of the Soviet 120mm mortar and was not used by the Germans until 1942. As with the Russians, the Infantry and the CP's are all right, as they were basically unchanged through the conflict. The same can be said of the transport units. Of the armored cars, however, only the Sdkfz 234/1 should be retained, to represent the armored car used in 1941, the model 231.

Let's see now the heavy German armor. In 1941, SPA was just a good idea, so those units can be deleted. The only assault gun around was the StuG III, armed with a 75mm gun, 24 calibers long. This machine was widely used, being in service since 1940. It was later armed with the 75mm L48 gun and this is the version shown as a tank destroyer in the game counters. The only German tank destroyer available in 1941 was the Panzerjäger 47. This thing consisted of a Czech 47mm gun behind a tall shield and mounted on top of a Pzkwf I chassis. The Pzjg 47 looked (and was) awkward and it was useless against the T-34 and the KV-1. There were never more than about 170 of these machines available and they were replaced in 1942 by the Marder and the other tank destroyers shown in the game.

In 1941, the Germans had two main battle tanks. One was the Pzkwf III. A few hundred of these were old models, armed with a 37mm gun, while the others had a 50mm gun, 42 calibers

## PanzerBlitz Situation #2

**ESCAPE FROM ENCIRCLEMENT (8/41).** German strategy was based on the destruction of the Red Army by massive encirclements, before it could retreat to the interior of Russia. The German motorized forces were not enough for the task and many encircled units managed to escape by punching their way out of the ring.

Map Configuration

**RUSSIAN FORCES**

The Russians move first, entering from the West edge of the map. Russian units may enter at any time, from any hex. They do not have to enter all together.

3	1	1	10	1	3	5	3	2	3
4	1	1	8	1	3	5	6	6	10

4    4    2    2

**GERMAN FORCES**

The Germans set up first, anywhere on the map.

5	2	20	12	5	8	3	1	6	3	12	0	C	0
3	0	2	0	12	8	8	1	3	1	1	12		

2    2    12    16

**VICTORY CONDITIONS:**  
The Russians win by getting 8 units off the East edge of the map.

**RUSSIAN FORCES**

The Russians move first, entering from the West edge of the map. Russian units may enter at any time, from any hex. They do not have to enter all together.

3	1	1	10	1	3	5	3	2	3
4	1	1	8	1	3	5	6	6	10

4    4    2    2

**GERMAN FORCES**

The Germans set up first, anywhere on the map.

5	2	20	12	5	8	3	1	6	3	12	0	C	0
3	0	2	0	12	8	8	1	3	1	1	12		

2    2    12    16

**VICTORY CONDITIONS:**  
The Germans win by avoiding Russian victory conditions.

Rus moves first	Turn	1	2	3	4	5	6	7	8	9	10	END	
-----------------	------	---	---	---	---	---	---	---	---	---	----	-----	--

## PanzerBlitz Situation #3

**TANK BATTLE (8/41).** After the initial German victories, Russian defense was reduced to delaying the enemy by any means. All over the front armored battles were fought in which superior Russian numbers were defeated by German skill.

Map Configuration

**RUSSIAN FORCES**

The Russians move first, entering from the West edge of the map. Russian units may enter at any time, from any hex. They do not have to enter all together.

6	6	8	1	5	1	4	3	12	5	3	10	5	10	6	0	C	0
7	10	12	1	16	1	1	3	1	5	13	5	13	9	6	1	12	

2    3    3    2    6    2    2    8

**GERMAN FORCES**

Both sides enter from their end of the map. The Germans enter first, from the West; then the Russians enter from the East. The winner is the side which destroys more enemy units.

8	3	5	8	3	1	6	3	1	12	8	3	2	C(1)	4	5	2
5	6	7	8	8	1	1	3	1	1	6	8	4	10	6	8	

2    3    9    6    10    2

**VICTORY CONDITIONS:**  
The Russians win by getting 8 units off the East edge of the map.

**RUSSIAN FORCES**

The Russians move first, entering from the West edge of the map. Russian units may enter at any time, from any hex. They do not have to enter all together.

6	6	8	1	5	1	4	3	12	5	3	10	5	10	6	0	C	0
7	10	12	1	16	1	1	3	1	5	13	5	13	9	6	1	12	

2    3    3    2    6    2    2    8

**GERMAN FORCES**

Both sides enter from their end of the map. The Germans enter first, from the West; then the Russians enter from the East. The winner is the side which destroys more enemy units.

8	3	5	8	3	1	6	3	1	12	8	3	2	C(1)	4	5	2
5	6	7	8	8	1	1	3	1	1	6	8	4	10	6	8	

2    3    9    6    10    2

**VICTORY CONDITIONS:**  
The Germans win by avoiding Russian victory conditions.

Ger moves first	Turn	1	2	3	4	5	6	7	8	9	10	END	
-----------------	------	---	---	---	---	---	---	---	---	---	----	-----	--

## PanzerBlitz Situation #4

**KV-1 (7/41).** The Panzer Regiment of the 1st Panzer Division discovers the newest Russian heavy tank.

Map Configuration

8 turns

**RUSSIAN FORCES**

The Russians move first, entering from the East edge of the map. The Russians receive one point for each unit moved off the West edge of the map and one point for each German unit destroyed. The Russians win if they get at least 8 points.

12	6	10	6
13	10	9	6

4    4

**GERMAN FORCES**

The German units deploy in Opustoschenia. The Germans win if they destroy more German units than Russian units lost.

8	3	5	8
6	8	7	8

6    3

**VICTORY CONDITIONS:**  
The Russians win by getting 8 units off the East edge of the map.

## PanzerBlitz Situation #5

**T-34 (12/2/41).** Only 30 miles from Moscow, a battalion of the 258th Infantry Division receives a sudden night visit from a Soviet tank brigade.

Map Configuration

5 turns

**RUSSIAN FORCES**

The Russians move first, entering from any end of the map. The Russians win by destroying more German units than Russian units lost.

3	1	6	3	1	6	3	1	12	8	3
8	1	3	1	1	1	3	1	1	5	6

6

**GERMAN FORCES**

The German units deploy in Opustoschenia. The Germans win if they destroy more German units than Russian units lost.

12	6
9	11

5

**VICTORY CONDITIONS:**  
The Russians win by destroying more German units than Russian units lost.



# MIDWAY

AMERICAN: Mick Uhl  
 JAPANESE: Don Greenwood  
 COMMENTARY: Thomas Hilton

*MIDWAY has always been one of our favorite mediums for the SERIES REPLAY feature. The suspense, smooth flow of play, and easily discernible strategies stand it in good stead for play analysis. The recent movie of the same name has stirred considerable interest in the game so it appears appropriate to trot out the old set for one more round.*

*The game was played utilizing full tournament and optional rules with the exception of the crippled ship rule (much to the later regret of the Japanese player). In addition, two rule changes were decided upon. The first was outlawing of kamikaze attacks. The second was adherence to the previously published rule that permitted both sides to withdraw ships off the search board from their respective edges with the added stipulation that the American fleet could not leave the board until it had undergone at least one air attack west of Midway.*

### 0500 June 3

**AMERICAN COMMENTS:** My basic strategy is to get the first strike on the Japanese carrier fleet before nightfall of the first day and concentrate exclusively on the destruction of his carriers. The idea of allowing a limited counter strike early in the game to release me from the agreed Japanese air strike restriction against leaving the board also appeals to me. Allowing him such a blow will give me freedom of action to leave the board when I wish. It goes without saying that much of my strategy will be dictated by reactions to his moves, but I assume that he won't make any real progress towards Midway until he consolidates his various fleets. This means that I must steam full speed ahead without thought to deceptive maneuvers to evade his search patterns if I am to strike his carrier force before it can combine with the protective screens of later arriving Japanese forces. This strategy should give me the best chance of striking a telling blow and also freeing me from the artificial restrictions against leaving the board later in the game. In so doing I avoid the possibility of surface combat against his battlewagons—a very real threat once my supply of torpedo planes is exhausted.

MOVE: Fleet to G2E  
 SEARCHES: A1, A2, A3, A4  
 OPERATIONS: Ready AC

**JAPANESE COMMENTS:** Having given this same opponent a perfect example in our last encounter (See Vol. 11, #3) of how the American player can utilize his superior search capabilities combined with his knowledge of Jap intentions to toy with the Jap fleet as it makes its eventual advance toward Midway, I'm sure I can expect the same now that the shoe is on the other foot. Therefore, my gameplan is to maintain a direct course for Midway after hooking up with the *Atago*. I will not attempt evasive maneuvers but rather will concede the first strike to the Americans hoping to get lucky with my search patterns and trade him blow for blow in the ensuing slugging match which I hope to win.

My initial placement is aimed at avoiding a northern cut-off search of the board—hopefully enabling me to double back into A4 after he's searched it in hopes that he will search the southern B row on the second turn.

MOVE: Fleet to A5C  
 OPERATIONS: Ready AC

### 0700 June 3

**AMERICAN COMMENTS:** Having missed with my initial search I know he has started in the southern half of the board and will pattern my search so that his only successful evasion will be to stay in the southeast corner. I will continue my own fast linear course; angling down the board to meet him only if he takes an extremely southern tack.

MOVE: Fleet to F2F  
 SEARCH: A4, B4, B5, B6  
 SIGHTING: Enemy fleet in A4F

**JAPANESE COMMENTS:** So far so good. The fact that he didn't find me dictates my next move. Had I been located I would have moved into the B column so as to be able to search the F row where he could now have conceivably advanced. The fact that I can't launch an effective search this turn should indicate that I have remained in the A column but by that time I will be in the third row and perhaps out of his search. I will continue this charade of attempting to hide until he finds me or I hook up with the *Atago*. Once he locates me the strategy will vary considerably.

MOVE: Fleet to A4F

### 0900 June 3

**AMERICAN COMMENTS:** Having spotted the enemy with a strong likelihood of keeping his movements under surveillance I can now transfer all my fighters to the *Enterprise* which I'll keep always out of his range. In this manner I can be assured that my fleet will enjoy the best possible defensive posture with superior protection in any first day action. Although my strike capability will be impaired I feel I can less afford to lose ships of my own than possibly eliminate one more of his. Although I would certainly like to make an unreturned first strike, I will not allow the possibility of a simultaneous Jap attack deter me from attempting to strike before nightfall now that I can move with confidence that I am operating with the best possible defensive make-up. Although full speed ahead increases my chances of detection I am proceeding nonetheless.

MOVE: Fleet to F2D  
 SEARCH: A5, B5, A4, B4  
 SIGHTING: Enemy fleet in B4E  
 OPERATIONS: Transfer 6F from Midway, 9F from *Hornet*, and 2F from *Yorktown* to *Enterprise*. Transfer from *Enterprise*—6DB to Midway, 5T and 4DB to *Hornet* and 2DB to *Yorktown*.

**JAPANESE COMMENTS:** So much for the charade—now to advance into the B row to attempt to get a fix on him. I will concentrate my search in the south for I plan to use the bottom of the board as a wall to my back during my advance on Midway.

This prevents any attack from the south and cuts my defensive search perimeter in half, and increases my chance of finding the U.S. fleet as it moves into attack range. The problem therein is that it eliminates my own southern evasion possibilities, but remember I plan a straight advance on Midway and expect to be spotted the entire time anyway.

MOVE: Fleet to B4E  
 SEARCH: 5F, 6F, 7F

### 1100 June 3

**AMERICAN COMMENTS:** I am faced with the possibility that he might be able to launch an airstrike during the next three turns if we both continue in the same direction. Having not sighted me to date however, his probable intention is to move to A as he certainly has no wish to take an unreturned strike with so little support this early in the game. I have not split the *Enterprise* off from the main body because I don't want him to suspect what I'm doing until it's too late. I'm sure we both want to launch 1700 air strikes so we can lose our foe in the dark.

MOVE: Fleet to E2E  
 SEARCH: C3, C4, B3, B4  
 SIGHTING: Enemy fleet in B3H  
 OPERATIONS: Ready AC

**JAPANESE COMMENTS:** Having been spotted again, I am moving north in hopes of drawing attention away from the south where my ultimate advance will take place. In the meantime I intend to demonstrate just outside of his maximum possible strike range while continuing my shot-in-the-dark searches.

MOVE: Fleet to B3H  
 SEARCH: E4, E5, F4

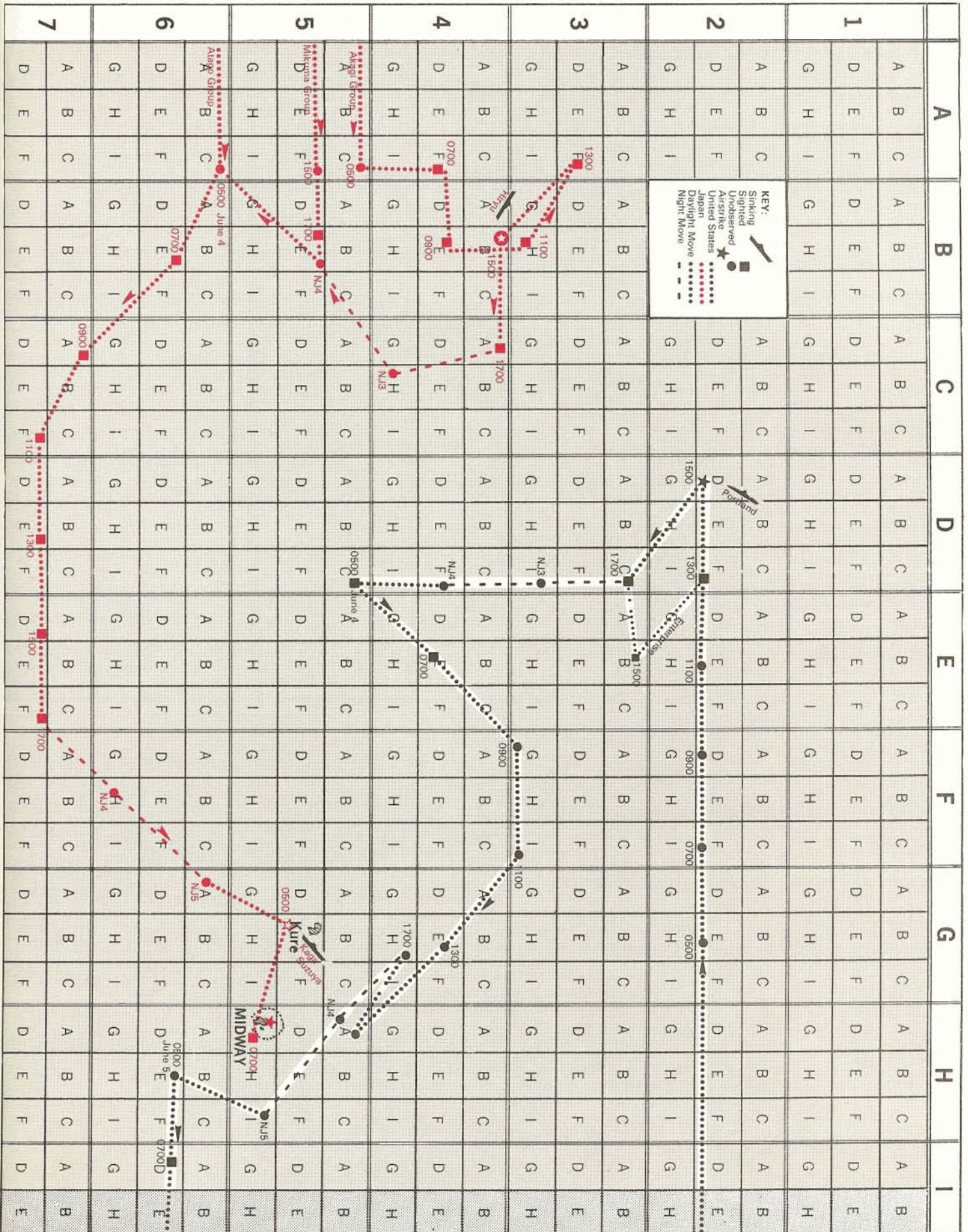
### 1300 June 3

**AMERICAN COMMENTS:** No pre-search commentary.

MOVE: Fleet to D2F  
 SEARCH: B3, B4, A3, A4  
 SIGHTING: Enemy fleet in A3F

**JAPANESE COMMENTS:** His hypothetical maximum advance forces me to withdraw from the preferable center column of B with its increased evasion possibilities and into A3 where I plan to combine with the Mikuma group next turn. The move to zone F as opposed to C gives me a 33% chance of evasion on the next turn should I care to exercise it. His second announcement of readying aircraft last turn meant that he has transferred planes from Midway and is now ready to strike at any time. My searches must now be aimed at the possibility of a maximum advance as the danger of a first day strike at 1700 before I hook up with the *Atago* is very real. I do not feel he has taken his maximum advance but is lingering somewhere in the E column. Safety dictates that I pursue the conservative strategy however.





MOVE: Fleet to A3F  
 SEARCH: 1D, 2D, 3D  
 SIGHTING: Enemy fleet in D2F

1500 June 3

**AMERICAN COMMENTS:** His moves indicate that he is preparing to link with his cruiser force entering next turn. He is being careful to stay out of my range, but by continuing my maximum advance I can guarantee a strike at 1700 if he continues back towards the board edge. Now that I've been spotted I will split the "Big E" from the fleet and prepare to meet a possible enemy air strike.

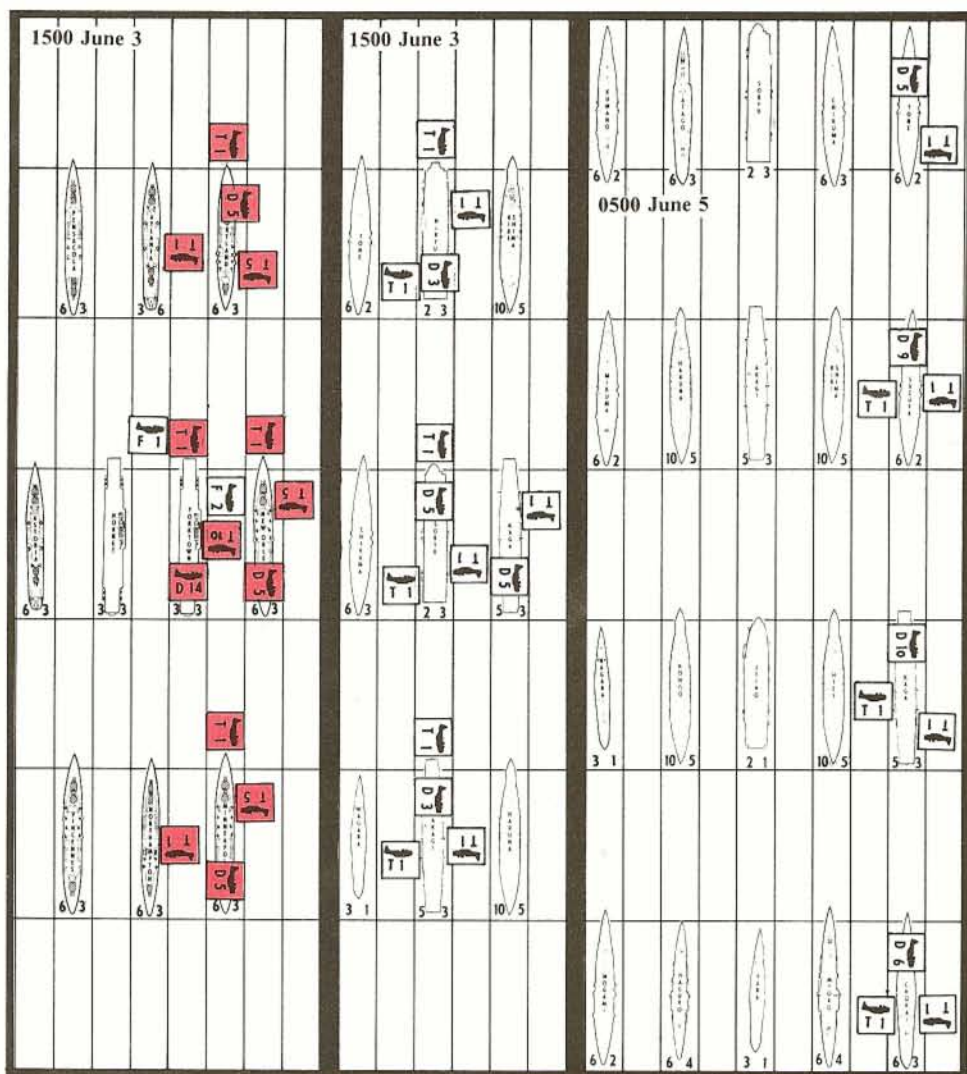
MOVE: Fleet to D2D, Enterprise to E3B  
 SEARCH: A2, A3, A4, B3  
 OPERATIONS: All Fighters CAP over D3A; 10T and 16DB to B4B 5T and 14DB to B2H

I am in a terrible position as I have been spotted within range of the Japanese fleet yet failed to locate him. This speaks well as a lesson against over-aggressiveness. My only solace is that if he attacks me this turn, I will probably be able to hit him next turn. The only problem with that theory is the matter of how many carriers will be floating from which to launch my strike. I must give the survival of my own fleet primary consideration. If I launch my fighters as CAP now and he delays his strike until 1700, I'm in serious trouble. He could still hit me next turn and force me to abort my own attack by keeping his fighters on CAP. If he doesn't attack this turn I have a 50% chance of escaping his follow up search but that isn't a very large safety margin in a factor as important as this. On the other hand were I to keep my planes on deck and he did attack this turn he would have an excellent chance of knocking out a carrier—even in the face of my fighter superiority. This leaves me with the very unpalatable recourse of a one carrier strike against a fleet with full CAP. Both options are unacceptable—a more drastic step is needed.

Looking at his possible locations I see he can be in one of four possible zones—B2G or H or B4A or B. As he probably did not realize this situation would occur during his move, I am betting that he did not move into A or G as these zones would guarantee that I could spot him next turn if spotted this turn. This leaves me with two possible target zones and I am inclined to pick B4B as this is a more central position with which to attempt escape during the ensuing night turns. Yet, if I'm wrong it means the game. The advantages of launching an attack against both suspected target zones are fivefold:

1. I probably wouldn't do better next turn when you consider the probable loss of aircraft on a carrier loaded with readied planes.
2. I feel confident that my chances of locating him in one of the two suspected zones is far better than the straight mathematical chances of 50%.
3. He will not expect a strike during a turn in which he was not sighted and may even have readied aircraft on deck. Certainly, I would not expect to encounter any CAP.
4. A successful guess relieves my carriers of readied planes and lessens the risk of putting up CAP this turn. Even if he decides to wait until next turn to attack in an effort to fake my CAP into the air I will have hit his fleet first with readied planes on his decks instead of vice versa.
5. There is no 100% guarantee of spotting his fleet next turn anyway. If I'm going to risk losing a carrier (and therefore it's planes) I want to lose the planes in combat—not on the deck of a sinking ship.

Taking all this into consideration I've decided to half my gamble; sending the larger force to B4B and a smaller one to B2H.



**JAPANESE COMMENTS:** I was amazed to spot him in D2 last turn as I presumed his advance would be more subtle. If I advance or hold my position a battle is possible, but I think that he would withdraw after being observed. An equal exchange of blows is much to my advantage and I feel confident that, realizing this, he'll withdraw leaving me to combine my forces and pursue my southern advance as originally planned. However, my searches will be repeated in D to guard against the remote possibility of an unreturned strike this turn. The search at E3 is a concession to my gut instinct that he has withdrawn. An enemy advance into 1D cannot hurt me anyway. My own advance into B4 is a bold step for a conservative player such as myself. If there is an exchange of strikes this turn I will give up the additional shielding of the Mikuma group now entering. However, this is the strategy—I am known for conservative play and he will expect me to combine with the cruisers—thus wasting his first 3 searches in A giving me a 67% chance to escape detection. If this happens and he has boldly advanced I would be guaranteed an unreturned initial strike. That could well sew up a victory on the first day! In a mutual strike swap my losses would be horrendous with so few shielding ships for my carriers but the aircraft losses would be fulfilled in my own vicious wave attacks against his fleet. This is a gamble which is unlikely to end in more than conjecture but a nice theory to contemplate nonetheless. The prospect of an initial strike against the American fleet is too good to pass up—I will advance back into B.

THE ATTACKS

1500 June 3				
ATTACKING:	DEFENDING:	TARGET:	ODDS:	RESULTS:
28F	Hornet, 1F	Yorktown	1-2	Jap 4 Sq/ U.S. 3 Sq
T1	Yorktown, 2F	Atlanta	2-1	1H/2 Sq
D13	Atlanta	Yorktown	1-1	1H/4 Sq
T10	Portland	New Orleans	1-1	2H/1 Sq
D5	New Orleans	New Orleans	1-1	2H/4 Sq
T5	Northampton	Minneapolis	1-1	1H/2 Sq
D5	Minneapolis	Minneapolis	1-1	2H/3 Sq
T5	Northampton	Minneapolis	1-1	2H/1 Sq
T1	Minneapolis	New Orleans	1-1	1H/1 Sq
T1	Portland	Portland	5-1	Sunk
T5	Portland	Portland	5-1	—
D5	Portland	Portland	1-1	-1 Sq
T1	Portland	Portland	1-1	-1 Sq
0500 June 5				
ATTACKING:	DEFENDING:	TARGET:	ODDS:	RESULTS:
D5	Kaga	Kaga	1-1	1H/2 Sq
T1	Kaga	Kaga	1-1	1H/1 Sq
D5	Kirishima	Soryu	1-2	-3 Sq
T1	Nagara	Hiryu	1-3	-1 Sq
T1	Hiryu	Soryu	1-2	-1 Sq
T1	Tone	Soryu	1-3	-1 Sq
D3	Soryu	Akagi	1-2	1H/3 Sq
T1	Haruna	Akagi	1-3	-1 Sq
T1	Chikuma	Akagi	1-3	-1 Sq
T1	Akagi	Akagi	1-1	2H/1 Sq
D3	—	Hiryu	3-1	2H/3 Sq
T1	—	Hiryu	1-1	Sunk/1 Sq
T1	—	Hiryu	1-1	-1 Sq
T1	—	Hiryu	1-1	-1 Sq
1500 June 3 (continued)				
ATTACKING:	DEFENDING:	TARGET:	ODDS:	RESULTS:
T1	Tone	Tone	1-2	-1 Sq
D5	Chikuma	Tone	1-1	1H/4 Sq
D10	Myoko	Kaga	1-1	1H/4 Sq
T1	Suzuya	Kaga	1-5	-1 Sq
T1	Kirishima	Kaga	1-1	2H/1 Sq
T1	Kaga	Chokai	1-3	-1 Sq
D6	Hiei	Chokai	1-1	1H/3 Sq
T1	Chokai	Chokai	1-3	1H/1 Sq
D10	—	Suzuya	10-1	Sunk
T1	—	Suzuya	1-1	1 Sq
T1	—	Suzuya	1-1	1 Sq

MOVE: Carrier force to B4B; Mikuma group to A5E  
 SEARCH: D2, D3, E3  
 SIGHTING: Enemy fleet in D2D; Carrier in E3B  
 OPERATIONS: All aircraft to D2D

My early elation at finding the enemy and not being discovered myself has been tempered by reflection on the unusual splitting of his forces. His strategy is at once obvious and excellent!! By withdrawing the carrier he need protect only two carriers while using the third which is out of my attack range to CAP the attack fleet. This will probably result in his getting an attack of his own off next turn as my evasion possibilities are slim. I am almost tempted to try to fake his CAP into the air, move south next turn and hope to spot him again for a 1700 raid. However, the thought quickly vanishes as his chances of evasion are good and I will not disdain the chance of an unreturned first strike. The question now becomes one of fighter coverage. I have decided not to try anything cute such as sending an unescorted attack force while maintaining all fighters as 1700 CAP against his counter-strike. Instead I will send my entire force and gamble on sinking a carrier. If I succeed the loss of aircraft should cost him the game. If I fail—his return strike will undoubtedly do better than mine as I have more vulnerable targets. However, I can take solace in that I will be able to combine with the cruiser force before the strike and that there will be no readied aircraft on my decks. All in all, the first day has gone better than I had hoped—regardless of the outcome of the impending airstrike.

**BATTLE RESULTS—1500 June 3:** The Japanese player is surprised to find no aircraft on the decks of the enemy carriers, deduces what has transpired, and immediately shifts the focal point of his attack from the coveted but empty carriers to the more exposed escort vessels in an attempt to save more of his attacking planes. The U.S. CAP aids the defense greatly however and only the *Portland* is sunk although the *Minneapolis*, *New Orleans*, and *Atlanta* are crippled. Two additional hits are scored on both the *Northampton* and *Yorktown* at a cost of 17 T and 8 DB.

The American is delighted to find the Japanese carriers in B4B without CAP. He sacrifices all of his torpedo planes and 11 of 16 DBs to sink the *Hiryu*, and secure 3 hits on the *Akagi* and 2 on the *Kaga*.

**1700 June 3**  
**AMERICAN COMMENTS:** Considering the predicament I got myself into I am quite pleased with the outcome of our exchange. Had I guessed wrong I might be in a bad way, but as it is now I have a 5 point lead. My strategy now is to avoid further combat and thereby protect my battered screening force, move toward my edge of the board, launch one more strike (from Midway if possible), and escape off the board with a lead in points that can't be overcome by the loss of Midway.

MOVE: All ships converge on D3C  
 SEARCH: B3, C3, C4, B5  
 SIGHTING: 4 cruisers in B5E; carrier force in C4A  
 OPERATIONS: Ready AC

**JAPANESE COMMENTS:** His "guesstimate" attack on B4B was both unexpected and costly. He now has a 5 point lead which, fortunately is not enough yet to enable him to run and hide. I will revert to my original strategy of combining forces and pursuing a southern advance on Midway. As all his planes flew last turn there is no need to combine forces until 0500 June 4 and I'll use this lull to throw him off the track by advancing my forces.

MOVE: Carrier force to C4A; Mikuma group to B5E  
 SEARCH: C3, D3, E3  
 SIGHTING: Combined enemy fleet in D3C  
 OPERATIONS: Ready AC

**NIGHT June 3-4**  
**AMERICAN COMMENTS:** My position is not an ideal one for avoiding detection. I fear a follow-up raid which could knock out my cruiser screening relatively easy. His last location indicated that he was trying to close with me. Therefore, I am moving due south as I believe that to be the direction he would least expect me to proceed.

MOVE: D3J followed by D4F

**JAPANESE COMMENTS:** The loss of 21 squadrons in this attack makes carrier loss almost irrelevant insofar as reduction of strikepower is concerned. If I can knock out his damaged cruiser screen in the next attack without allowing him to grab more than a 9 point lead in sinkings I stand a good chance. I calculate that he'll get 6 points for Midway before it falls—thus giving me the maximum 9 point edge. This is important for it is the only thing that will keep him from hiding or leaving the board. Proceeding south to rendezvous with *Mikuma* and *Atago* groups.

MOVE: Both fleets move to B4H and then to B5E

**0500 June 4**  
**AMERICAN COMMENTS:** No pre-search commentary.

MOVE: Fleet to D5C  
 SEARCH: D3, D4, D5, E4

I never expected him to let me get to my edge of the board and, as a consequence, he has spotted me. As I have little defense against this attack, I am in great jeopardy. This time he may well get an unreturned strike in as I have no idea where he is. Hopefully, he will try to fake my fighters into the air first but I think he realizes that he can gain the upper hand by attacking this turn. Since a concerted attack at this point will definitely lose the game for me no matter what I do, I'll take the chance he is bluffing.

**JAPANESE COMMENTS:** Having completed the rendezvous, I estimate arrival at Midway at 0700 June 5th with a raid scheduled for 1700 against the island at maximum range. This will allow no alterations in course other than diagonal advances. The cat and mouse game begins anew. My searches are directed at mid-board so as not to risk giving away the southern advance prematurely.

MOVE: All three fleets combine at A6C  
 SEARCH: 3D, 4D, 5D  
 SIGHTING: Enemy fleet in D5C

I was amazed to find the U.S. fleet on my first attempt while remaining hidden from his own search. I'd gladly launch another strike now but he's out of range. My only course of action is to make him think I'm holding back my strike intentionally in an attempt to get him to commit his CAP prematurely while advancing at full speed. Hopefully, I can keep him under surveillance while shortening the range.

**0700 June 4**  
**AMERICAN COMMENTS:** I've been so preoccupied with my own fleet that it just dawned on me that perhaps he didn't pursue me after all. My searches this turn will be aimed at finding the *Atago* with special emphasis on determining if they've linked up with the carriers.

MOVE: Fleet to E4E  
 SEARCH: B3, B4, B5, B6  
 SIGHTING: Combined enemy fleet in B6E

**JAPANESE COMMENTS:** I wonder how long I have before he attempts to pick up the *Atago* group.

If I can remain undetected throughout the day I'll be both amazed and victorious! My failure to fake his CAP into the air last turn is worrisome, mainly because I probably won't be able to maintain contact long, CAP or not. I will attack if given the opportunity, for a successful unreturned U.S. strike will give him the points he needs to run and hide.

MOVE: Combined fleet to B6E  
 SEARCH: D4, D5, E4  
 SIGHTING: Enemy fleet in E4E

**0900 June 4**  
**AMERICAN COMMENTS:** Great! My search revealed that he did not turn back to rendezvous after all. Now all I have to do is move to the west edge, launch a strike, and leave the board. He must take Midway by 0700 June 6, or he loses. He must come to me eventually. I'll continue my westward trek, keeping out of range, until he commits himself to reducing Midway. I am transferring all my fighters to Midway so that I can provide CAP for the island without revealing the location of my fleet.

MOVE: Fleet to F3G  
 SEARCH: C7, C6, C5, B5  
 SIGHTING: Enemy Fleet in C7A  
 OPERATIONS: All fighters to Midway; 7T and 19DB to *Hornet*; 12 DB to *Enterprise*

**JAPANESE COMMENTS:** Well, I lost the golden opportunity last turn. Had I ducked down into B7 he may have been totally in the dark as to my whereabouts. Now the advantage is back with him and all I can attempt to do is maintain a search barrier through which he must pass to attack.

MOVE: Fleet to C7A  
 SEARCH: D5, D4, E5

**1100 June 4**  
**AMERICAN COMMENTS:** None.

MOVE: F3I  
 SEARCH: C7, C6, B6, B7  
 SIGHTING: Enemy Fleet in C7F  
 OPERATIONS: Ready AC

**JAPANESE COMMENTS:** I assume his failure to strike last turn was due to being out of range for had he been in E4G or H he could have cooked my goose with those readied aircraft on my decks. My move to the bottom most row of the map insures that he can't attack me without coming through my search screen—this turn anyway.

MOVE: C7F  
 SEARCH: D5, E5, F5

**1300 June 4**  
**AMERICAN COMMENTS:** He continues his southerly course to Midway. I cannot risk a surprise attack on him at this stage as he is searching the areas 7 zones to the north from which I would have to attack from.

MOVE: G4E  
 SEARCH: D7, C7, C6, D6  
 SIGHTING: Enemy fleet in D7E

**JAPANESE COMMENTS:** The fact that he just readied aircraft means he was fooling around with Midway transfers. I hope I can catch some on the ground when I launch my 1700 strike. He must be maneuvering for a strike soon and my search screen can be penetrated at C5 this turn. I'm maintaining my present screen nonetheless and trusting to luck that he doesn't sail behind me. I will again avoid CAP this turn unless I find him.

MOVE: D7E  
 SEARCH: D5, E5, F5

## 1500 June 4

**AMERICAN COMMENTS:** Although I am moving south I cannot escape his search range without an extra move so I'll remain content to prepare myself for his attack on Midway at 1700 which will probably be forthcoming.

**MOVE:** H5A  
**SEARCH:** E7, E6, D7, D6  
**SIGHTING:** Enemy fleet in E7D

**JAPANESE COMMENTS:** His failure to even feint an attack last turn leads me to believe he is not even concerned with flanking my search screen, but I am extending it to the extremities anyway. He may well be stalking the Yamato group due on next turn which is fine with me. Such a strategy would put my main fleet between him and his friendly edge of the board.

**MOVE:** E7D  
**SEARCH:** B5, C5, G5

## 1700 June 4

**AMERICAN COMMENTS:** That last search was too close for comfort. I'll not risk trading a strike with him yet by reducing the range as he still has to reduce Midway to win and I can pick my spot tomorrow. I'll attempt to spot both fleets with this search pattern.

**MOVE:** G4H  
**SEARCH:** E7, A7, A6, A5  
**SIGHTING:** Carrier force in E7F  
**OPERATIONS:** All fighters CAP over Midway

**JAPANESE COMMENTS:** My opponent is making one foolish effort for which I am thankful—he is making no effort to fake operations and put my planes in the air. I will attack Midway this turn unless I find his fleet in range. In either case he has lost his opportunity to hit my carriers with readied aircraft on board. I fear the real danger is to the Yamato group which has 6 easy points for him to knock off in the *Hosho* and *Sendai*. This would enable him to win 20-18 if there was no further combat and there is absolutely nothing I can do to safeguard these weak vessels. EXCEPT—not bring them on. Technically I must bring the ships on the board when stated but under our agreed upon rules I do not have to keep them there. Therefore, the Yamato group will enter and leave the board this turn.

**MOVE:** Carrier force to E7F; Yamato force off the board.  
**SEARCH:** C4, C5, C6  
**OPERATIONS:** All aircraft to Midway

**BATTLE RESULTS:** 28 Japanese fighter factors attack 29 American squadrons at 1-2; losing 4 fighters to 3 for the Americans. Midway is reduced 15 points in a 1-1 attack and now has a reduction factor of 5.

## NIGHT June 4-5

**AMERICAN COMMENTS:** Now is the time to move my force to the board edge and prepare to attack when he moves to Midway. My fighters on the island will evacuate at dawn so I should attack then as Midway will not hold out long.

**MOVE:** H5A and then to H5I  
**OPERATIONS:** Ready AC

**JAPANESE COMMENTS:** I feel confident he has opted to ambush the Yamato group out of range of my carrier strike force. Although I'll miss having those fine battleships on the board, even minus their weaker accompaniment, it was too dangerous. Had they come on alone he would have known that I suspected his plans. I want to keep him guessing and searching for that group for many turns to come.

**MOVE:** F6H and then to G6A  
**OPERATIONS:** Ready AC

## 0500 June 6

**AMERICAN COMMENTS:** I am moving slightly away from the board edge in case he decides to search it this turn. I have a choice either to wait one more turn guaranteeing my escape or attack now and hope he can't manage a counter-strike on his turn.

**MOVE:** H6E  
**SEARCH:** G5, C3, C4, C5  
**SIGHTING:** Carrier force in G5E  
**OPERATIONS:** All planes to G5E

If I send my fighters up over Midway and his CAP is over his fleet I'll have blown the attack and given away my position. He would once again have the advantage. If I delay a turn in hopes of catching all his planes in the air this turn I'm just pressing my luck. Sooner or later he's going to get desperate and find me—possibly even with a ship search. Therefore I'm sending everything to his fleet in hopes of sinking enough points to enable me to get off the board. If he hasn't attacked Midway I'll have to do considerably better than that to avoid losing to his retaliatory raid next turn because he is guaranteed to find me if he uses ship searches. To win—he must attack Midway this turn with all or most of his planes while I sink 5 or more points of ships.

**JAPANESE COMMENTS:** My opponent has managed to completely lose himself while pinpointing me. I open this new day extremely vulnerable to attack at any time. Therefore I will send the necessary 5 bombers to finish off Midway with full fighter escort and disperse the rest to search the surrounding area—if only to get them off my decks.

**MOVE:** G5E  
**SEARCH:** 3F, 3G, 3H  
**OPERATIONS:** 5 DB and all fighters to Midway; other 33 squadrons split up and search zones in E3, E4, E5 and E6

**BATTLE RESULTS:** The American player set up his attack with the idea of gaining at least 5 points while giving the Japanese formation the least number of screening factors with which to intervene. The torpedo planes were all split into one factor attacks to maximize the number of 1-1's.

For his part, the Japanese player set-up his forces with only one goal in mind—prevent the sinking of 5 points worth of ships. Therefore, the weakest ships—regardless of value—were protected the most. This explains how the *Kaga* fell victim to a rather weak attack for the sake of saving a cruiser. By directing the *Kaga's* screening factor against the other TI and allowing another 1-1 attack on the *Chokai* instead, the chances of both ships surviving the battle were slightly better (2.66 average hits on the *Kaga* as opposed to 2.83 on the *Chokai*). Both ships needed 3 hits to sink and despite the far greater value of the *Kaga* circumstances and statistics dictated that the *Kaga* add her screening value to the *Chokai* reducing the probable hits on that vessel to 1.67. The *Suzuuya* was sacrificed in an effort to save the other three. All of which turned out to be purely theoretical however as the "6" on the 1-3 attack on the *Chokai* would have sunk that vessel also had the attack been the 1-1 denied by the *Kaga's* guns.

## 0700 June 6

**JAPANESE COMMENTS:** The enemy position at H6E really took me by surprise as I felt sure he was stalking the Yamato. Hindsight makes me look foolish as I should have guarded against the raid from the board edge but it was just too obvious a strategy to guard against—especially in light of how this same opponent almost did me in on that western board edge two years ago. I was extremely foolish to

put so much faith in a hunch and disregard an obvious, but nonetheless optimum, strategy. This game was extremely close with one more hit my way or one less in his favor making the difference, but I trace my defeat back to the 1500 June 3rd turn in which I let subconscious habit defeat me by continuing the trend of always going to a central zone rather than a corner one. My opponent was able to rely on this trend to pull victory out of a very difficult situation that could have well resulted in his defeat.

**SUMMARY:** The game is now all but over as there is nothing the Japanese player can do to prevent the American fleet from withdrawing prior to another attack. He leaves with a 27-18 victory which was much closer than the score indicates. Midway fell to the Japanese as was predicted on 1500 of the same day.

## THE LUCK FACTOR

Die rolls did not play a major role in this game as the overall luck of both players registered close to the norm. The Japanese player made ten attacks in which the die played a crucial role. The probable number of hits for these attacks (one 2-1, and nine 1-1's) was 13.65 and he actually scored 14. The American player made 14 attacks (seven 1-1's, four 1-2's, and six 1-3's for a probable hit total of 12.32 while scoring 11.

At first glance this would appear as if the Japanese enjoyed a slight edge in the luck department. But how do you equate the 2 hits scored on the *Atlanta* with the two scored on the *Kaga* at game end? There is something to be said for having good die rolls at the right times also. Had the Japanese player gotten an additional hit on the *Minneapolis* or *New Orleans* instead of the worthless "6" on the *Atlanta* he could have well afforded to give two ships to the last Japanese attack and still enjoyed an advantageous position. But all in all, the luck of the die played it pretty straight this time and only a 12% chance of escaping defeat was presented to the Japanese player by the last American attack, which was not decided until the final die roll.



## AREA TOP TEN

Rank	Name	Times On List	Rating	Previous Rank
1.	R. Chiang	2	EGK2031	1
2.	T. Oleson	3	HHN1959	2
3.	C. Todoroff	1	CEH1840	—
4.	S. Hejnowski	1	CEH1705	—
5.	S. Packwood	1	CEA1592	—
6.	J. LeJeune	2	CDE1562	3
7.	D. Barker	1	CEF1549	—
8.	E. Miller	1	CEH1425	—
9.	S. Napolitano	2	CCA1409	7
10.	J. Garrett	3	EFJ1294	8

The above players represent the 10 highest verified (11+ rated games) of the 3,000 member AREA pool. Players with an opponent qualifier less than C were not calculated among the top player ratings.

The "Times on List" statistic is considered as "Consecutive" times on list. If a player slips out of the Top 10 for any length of time his next appearance is considered as his first.

## NEUTRAL COMMENTARY

by Thomas E. Hilton

**0500 June 3:** Initial strategies dictate that the aggressive American admiral must play a faultless game and execute his air strikes with precision to prevent being deep-sixed by the more conservative enemy. In this sort of situation the burden is all on the American to seek out and dispatch a disunited foe.

The opening is the basic 1A, 2A, 3A, 4A sweep which covers as much area as possible while pinning the Jap into the SW corner of the board. For variation, an important factor as stereo-typed maneuvers breed disaster, a 7A-4A or a 6A-2A pattern is quite efficacious. As Nagumo and his carriers were not located at 0500, a search next turn stands a 50% chance of finding them.

**0700 June 3:** The Jap move to 4A attempting to infiltrate through the search screen by backtracking already covered areas is not likely to fool any experienced player. It obviously didn't.

**0900 June 3:** The American's shifting of fighter cover to a carrier out of range is quite clever, however it means he is kissing good-bye to his Devastators and Dauntlesses, and his chances of victory, if the Jap has fighters on CAP over the fleet. The American initial strike had better be a good one.

**1100 June 3:** The U.S. search pattern continues relentlessly and the I.J.N. is probably right to expect to be sighted most of the way. He, in turn, is making as good use as possible of his limited search capabilities.

**1300 June 3:** As with all tactics and strategies in MIDWAY none should be used too often, and although keeping away from corner squares (A, G, C, and I) benefits the fleet attempting to evade the search by affording more possible subsequent areas to move into, certain proclivities in this regard can prove very debilitating if used with regularity. The Jap has now set up the possibility for his own destruction, or, if he has sufficient perspicacity, the enemy's.

**1500 June 3:** The Japanese movement into area 4B has evaded the U.S. search, while friendly planes have spotted the entire U.S. fleet for the Mikado's CV's. The glorious opportunity of an "unreturned first strike" apparently has contributed to the Jap sense of security for his own force. WRONG! He should realize that the American is no fool and will not leave his readied planes on the decks of Yorktown and Hornet to contribute to his carriers' doom. The Jap also should have known that considering his last known position at A3F and the U.S. search patterns, he could only be in four squares. Considering the likelihood of two-square movement and the penchant many good players have for moving into more central zones and avoiding the corners, an attack by the U.S.N. into B4B looms as a distinct possibility.

Showing considerable acumen during the course of the maneuvers the American realizes his chance; a chance to send every carrier to the bottom and end the game right there. Incredibly he seeks to hedge his bets and splits his attacking planes into two groups! Brilliance is followed by blunder! The "sum of the parts is not greater than the whole," and his attack proves it. Considerable, but not critical, damage is inflicted on the Jap force, but virtually every air factor, including 10 precious torpedo-bombers, is lost. If the smaller force had come upon the Jap fleet it would have been slaughtered. The division of forces is an inexcusable miff of a golden chance. At least his CAP over his own fleet was effective and saved several ships.

The Jap would have been well-advised to CAP his force, annihilating the Americans, and then go after the U.S. fleet at 1700.

**Night June 3-4:** The heavy damage to the U.S. cruiser screen is just begging for a follow-up smash the next morning, and the American knows it. However the Jap has quite clearly been shaken by what was obviously a nearly fatal raid. Instead of keeping up with the U.S. CV's, he turns timid and does not rendezvous with CruDiv 7 at C5F, but retreats into the A column.

**0500 June 4:** The coup de gras can be administered to half the U.S. force, but the Jap is too far to reach even the not-too distant position of D5C. This is now the second time the Jap has been "amazed" to find the enemy. Two chances may be all he gets.

**0900 June 4:** The original Jap plan to advance with united forces against Midway is now in effect. The American does have the distinct advantage owing to time and his ability to leave the board. The Jap could have used delayed movement this turn (moving only one zone to B7c) and thus evading the search. However this narrows down the possible areas—B6 or B7. The American would have found him again soon enough. This turn the Jap loses all contact with the U.S. fleet.

**Remainder of June 4:** The opposing fleets keep their distance throughout the rest of the day, however the Jap has become obsessed by the thought of an "ambush" of the Yamato group and ends up desperately searching the Pacific for the imagined threat. That force is sent off the board immediately as it entered (so why was there consternation in the first place?). The Jap could have at least transferred Hoshio's aircraft to a CV before it departed. As it happened, he wasted search after search and has totally lost the Americans. The attack on Midway at extreme range is strictly routine.

**0500 June 5:** The ambush is against the Japanese fleet from the U.S.N. which has adroitly placed itself in H6E, and soon I.M.S. Kaga is at the bottom and with it all chance for victory. The Jap's shouted Banzai's (equivalent to Vive L'Empereur!) echo across an empty sea as the U.S. leaves the board, and thus ends the game.

**Conclusions:** Strictly from a 'hit' standpoint the game was very close, Kaga's ten victory points being the margin of victory and that by no means a certainty when the attack was launched. An extra hit or two on the U.S. cruisers would have accrued considerable points for the Jap. But although the U.S. strategy was somewhat over aggressive in movement, it was for the second half of the game, after the battle of 1500, quite good. Except for the blunder of splitting his air factors that turn, a possibility created only by a very wise conception, the U.S. executed faultlessly on both search and battle board alike.

The Japanese strategy was fixed at the beginning of the game and unfortunately (somewhat in keeping with the actual Japanese mind) was not flexible. Even after being given a reprieve from the almost game-ending events of 1500 the Jap played with a considerable degree of inertia and lack of inspiration. Even a modest pursuit of the U.S. carrier force could have proved terminal on the morning of the 4th to the Americans. Tactically, on the battle board, the Jap did show virtual parity with the U.S. player, and that means excellence. The only questionable placement involves the Hiryu in the first attack. The thin-skinned carrier is too susceptible to anvil attacks and should have exchanged places with Akagi.



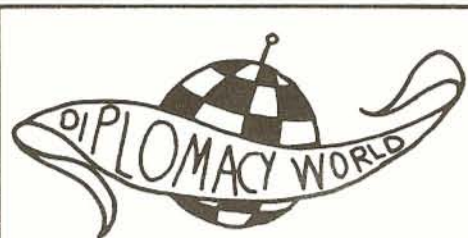
## PANZERBLITZ BOOKLETS

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

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

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

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



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

# STALINGRAD: THE FINNISH FRONT

By Mark Saha

Mark wrote this little variant piece for us several years ago before the *STALINGRAD* rules were revised and the replacement rate for the Russian player changed to 4-5-6. This rule change plus the now more commonly used "exchange at attack factors" has actually unbalanced *STALINGRAD* in favor of the Germans between skilled players. Therefore, those trying out Mark's rule change should be sure to play using the old 4-6-8 replacement rates — a good idea in any case against a skilled German player

Rather than wade through the virtual ocean of variants for *STALINGRAD*, some readers may wish to try the following simple variation which often leads to some historically accurate, exciting, and very critical strategic decisions for both sides.

**The rule:** The German player is allowed to reinforce Finland with up to 8 German combat factors, as before. Then, on the *second* turn and thereafter, he is allowed to transfer up to 8 combat factors per turn from Warsaw to Helsinki. The units (factors) to be transferred must be in Warsaw at the beginning of the turn — but they may move their full movement allowance upon transference to Helsinki! The German may also receive German or Finnish replacements there, but he can never receive more than 8 factors per turn in Helsinki (replacements and transfer combined).

At first, this seems like a Russian catastrophe, leading to an almost immediate fall of Leningrad, but in fact this is not so, as the German player will quickly discover, it takes a while to transfer a sizable force in this manner, and the Russian has plenty of time and mobility to counter such a move. What, then, are the actual consequences of this rule?

First of all, it prevents Finland getting knocked out of the war in the first few months of the game — unless the Russian is extremely lucky, Finland is in the war to stay. Having played this variation out a few times with an experienced opponent, the following appears to be the general drift (so far):

(1) Since there's no "first turn surprise" rule or other gimmicks the Russian should play his usual careful defensive withdrawal on the main front and *launch an immediate heavy offensive into Finland!* The objectives of this offensive are: (a) at best, with astonishing luck (which almost never materializes), overrun the country and thus liberate this Northern Russian army for service elsewhere (b) failing that, at least force the German to pour German units into Finland to stave off such a defeat . . . this drains these same German units off the main front where the ultimate decision must, after all, be reached, and (c) finally, the Russian seeks to drive deeply enough into Finland to shorten the front; thus, when events elsewhere force him to call off the offensive (usually around October or November) the shortened front will allow him to transfer the excess troops elsewhere.

(2) The German strategy is pretty much the opposite: (a) at first, he *must* pour additional German units into Finland since collapse of the country would liberate a large Russian force for service elsewhere; (b) once the Russian has switched over to the defensive, the German should continue the buildup and launch a counteroffensive . . . as he drives the Russian

back, the front again widens, and more Russian replacements must be drained off from Leningrad to fill the gaps; (c) finally, of course, anytime a major crisis develops for the Russian anywhere else on the board (thus absorbing his replacements) the German can exploit this with a further Finnish offensive toward Leningrad.

(3) The variables of play resulting from these opposing strategies are numerous, often subtle, and always exciting. For example, (a) let's suppose a major crisis develops for the German on the Central front on the first couple of turns of play . . . suppose he rolls a couple of exchanges at 3-to-1 and his panzers are badly mauled, and moreover his infantry is badly chewed up from soak-offs. Under these conditions, he will be hard pressed to support the Finns, and a strong Russian offensive may well lead to complete collapse of the country . . . including loss of German units already invested there. This is a real "domino effect" and beautiful to see in action. It's even further escalated by the release of Russian forces in Finland and usually leads to a decisive Russian victory. (b) However, it's also possible that just the opposite can occur; i.e., the Russian offensive in Finland hits a heavy series of "exchanges" and "retreats" while the main German assault up the Ukrainian slot is rolling nothing but "1" and "6" results today. Thus, the Russian can find himself deeply engaged against heavy forces in Finland while his Southern front is literally disintegrating . . . again a domino effect that soon puts the German on the offensive everywhere, including Finland, for a clean sweep to victory.

(4) Those are the possibilities; but, between two experienced players, here's what *usually* happens: the Russians launch a skillful Finnish offensive, driving as deeply into the country as they can before switching to the defensive and transferring excess units to the main front. The Germans launch a counteroffensive as soon as feasible, but because of the considerable demands of the main front on their resources this counteroffensive will usually grind to a halt and the front is stabilized. There is usually only minor tactical action in Finland for the remainder of the game, unless a major collapse by either side on the main front allows a resumption of activity here.

Thus, in such a usual "experienced" game, who "wins" in so far as the play of Finland is concerned? The answer is quite simple: whoever has forced his opponent to commit the larger forces there, effectively drawing them from the main front!

I like this variation because, when properly played, Finland remains in the war as a secondary front not especially crucial to the outcome of the game (as it should be); nonetheless, its strategic importance is very exciting and very real . . . and this variation illustrates more beautifully than anything else I've ever seen that unique "domino effect" whereby the outcome of a battle in one theatre can have further catastrophic effects in another distant theatre.

## TIPS ON STRATEGY

(1) The German player will quickly discover to his dismay that, in Finland, Russia has absolutely decisive advantages of mobility and supply; she has an overland route into the

country, complete with railroads and a local replacement center (Leningrad). Thus, in good weather, the Russian can transfer huge armies into and out of this country at a moment's notice.

The German lacks all these advantages; and for this reason, among others, any German player who transfers his heavy Panzer units to Finland is either a genius or an idiot, and probably the latter. The Panzers in greater Russia threaten everything on the board; in Finland, they threaten nothing except possibly Leningrad. They are "pinned down" and can be easily contained or destroyed, while little progress is made on the main front during their absence.

(2) However, the German should *not* pass up his option to support Finland, simply letting the country fall, and perhaps evacuating a few weak units (evacuation from Helsinki to Warsaw is allowed by the same rule). This just puts you back in the standard game, which we all know the German hasn't won for years (not since about 1917).

The Finnish option *does* in fact give a slight compensating edge to the German; not enough to balance the game, but at least enough to put the issue a little more in doubt. Basically, the tying down of strong Russian forces in Finland gives a German panzer drive up the Ukrainian slot slightly better battle odds . . . resulting in lighter German losses and correspondingly heavier Russian ones. This benefit is slightly offset by a German shortage of soak-off infantry, since most of them will be in Finland. But he'll probably have a stronger force "in being" for that all important summer campaign of '42 and so a better chance for victory.

(3) And the Russian is not without his own problems in Finland. The most crucial decision he must make there is *when* to call off his initial offensive, and begin transfer south of the excess units; if he waits too long and winter hits, these units are likely to be "in transit" and effectively out of the game until next spring.

It's an especially difficult decision if, late in the season, the Russian sees he may actually have a chance to take Helsinki and cause resistance in the country to collapse (by isolation & supply rule). Should he press onward and go for it? The consequences of failure are dire, but so are the fruits of victory almost certainly decisive!

(4) Finally, what should not be overlooked, is a deliberate and skillful German/Finnish withdrawal deeper into Finland in late Autumn, toward Helsinki, luring the Russians in deeper also . . . with the hope of indeed freezing them in for the winter. This gives the German an excellent chance to force a Panzer decision somewhere between Kiev and Kharkov during that same winter/spring — and by the following summer it may well be too late for the Russian to do anything about it!

Thus, as you can see, with this variation you can no longer simply figure the odds, count the spaces, and "play against the board". You must observe carefully the extent to which the German reinforces or evacuates his forces in Finland and try to ferret out the true motives and intentions that lurk deep within his mind. What is he *really* up to? Where does he *really* intend to make his play — and take his chances? And this, perhaps, is the most challenging and exciting war of them all.

# A QUESTION OF BALANCE

By Jim Stahler

Have you ever lost a game through no fault of your own, but only because the game wasn't balanced? Of course you have. How many games do you have gathering dust, games which are historically accurate, with good mechanics and fine components, but with the fatal flaw of having one side always losing? I bet most of you have more than one. There has been a lot of talk about play-balance in wargames, and many attempts to balance games on a case-by-case basis. I propose a simple solution to this problem of balance that is guaranteed to balance any two-player wargame.

Rather than play just one game, play two boards of the same game simultaneously, with you being one side on one board and your opponent being that side on the other board. For example in *STALINGRAD*, you, as the Russians, do your best to hold off the German assault, while, on the other board, you, as the Germans, do your best to smash through the Red Army to Moscow. Since you both have the same situations, the combination must be balanced by symmetry.

It may not always be possible to play both boards simultaneously, since this requires that both you and your opponent each have a copy of the game. In this case you may play the two boards in tandem, although this eliminates some of the symmetry; there is nothing to prevent your opponent in the second game from copying your brilliant Russian setup from the first, for example. This also takes longer and reduces the excitement level somewhat. Whichever way you choose, both boards would have exactly the same optional rules, rule interpretations, and situation to maintain symmetry and therefore balance.

Now you may ask, how do you decide who wins the game? If you beat your opponent on both boards, you clearly win. But suppose the game is really unbalanced, and you win on one board while losing (because of imbalance, of course) on the other? Who wins? Is it a draw? It seems that we are back to where we started.

Not really. To determine the winner of the entire game, establish criteria for how great the win is; the side with the bigger victory, wins. Let us continue with our *STALINGRAD* example. Suppose that you and your opponent both win with the Germans. The winner would be the player who achieved his victory conditions first. If they were both achieved on the same turn, give victory by elimination of all Russian factors precedence over victory by capturing the three cities, Leningrad, Moscow, and Stalingrad. If both Germans won by capturing the cities, victory goes to the player with the most German combat factors left (include replacement factors accumulated). If you are still tied (!!!), the winner is the German player facing the fewest Russian combat factors at the end of the game. If it is still a tie, congratulate yourselves on the closest game in the history of wargaming, and don't worry about who won.

In short, the criteria for a double German win is:

- 1) Turn of victory
- 2) Type of victory
- 3) German factors left
- 4) Russian factors left

A similar set of criteria can be made for a double Russian win:

## VICTORY CRITERIA FOR SELECTED GAMES

### AFRIKA KORPS, British:

- 1) Turn of victory
- 2) Type of victory – eliminating all German units beats capturing both fortresses and home bases which in turn beats avoiding German victory conditions
- 3) Control of more fortresses plus home bases
- 4) British factors left
- 5) German defense factors left

### German:

- 1) Turn of victory
- 2) Type of victory – eliminating all British units beats capturing both fortresses and home bases
- 3) German defense factors left
- 4) British factors left

### BLITZKRIEG, (either side):

- 1) Turn of victory
- 2) Type of victory – eliminating all enemy factors beats capturing all enemy cities
- 3) Number of city hexes controlled
- 4) Own factors left
- 5) Enemy factors left

### WATERLOO, French:

- 1) Turn of victory
- 2) French factors left

### P-A-A:

- 1) Turn of victory
- 2) Type of victory – eliminating all enemy factors beats avoiding enemy victory conditions
- 3) P-A-A factors left
- 4) French factors left

### BATTLE OF THE BULGE, German:

- 1) Turn of victory
- 2) Type of victory – eliminating all U.S. factors beats 50 factors across Meuse, which beats 5 panzer units plus Bastogne, St. Vith, Spa
- 3) Number of factors (or panzer units) across Meuse
- 4) German factors left
- 5) U.S. factors left

### U.S.:

- 1) Number of German factors across Meuse
- 2) U.S. factors left
- 3) German factors left

### D-DAY, Allied:

- 1) Turn of victory
- 2) Type of victory – eliminating all German factors beats ten divisions across Rhine
- 3) Number of divisions across Rhine
- 4) Allied factors left
- 5) German factors left

### German:

- 1) Turn of victory
- 2) Type of victory – eliminating all enemy units on Continent beats avoiding Allied victory conditions
- 3) Number of Allied divisions across Rhine
- 4) German factors left
- 5) Allied factors left

### MIDWAY, 1914, GUADALCANAL, (either side):

Total points on both boards

### CHANCELLORSVILLE:

Higher ratio of remaining Union factors to Confederate factors (doubling Confederate factors as appropriate).

# MORE FRENCH ALTERNATIVES

by Phil Kosnett

## THREE FRANCE 1940 SCENARIOS

### SUPER-MAGINOT!

Most people familiar with the French Campaign of 1940 will blame the French defeat upon the Maginot Line. The arguments usually go, "They should have extended it to the sea, sealing France off from Germany.", or, "It was a throwback to the days of siege warfare; the money should have been spent developing the French mobile forces."

The second argument is, in retrospect, undoubtedly correct. *FRANCE 1940* Orders of Battle 1, 2, 3, 5, 7, and 9 all show the effect upon the balance of power when the French introduce powerful armor and air forces; the game usually becomes an exciting exercise in in-fighting and maneuver, with the better air commander winning.

But what about the other possibility? The Maginot Line as built extended slightly under ninety miles between the Sarre and Montmedy. To extend it to the seas at Dunkirk, 240 miles away, would have required money that France simply didn't have. Even if it was extended, the Germans would doubtless have been able to break through with the aid of their paratroops. With almost all the French military budget spent on static defenses the Germans would have been in Paris in a matter of days.

Despite this, in the early thirties there was a possibility that such a fruitless undertaking would have been attempted. If France had come up with an extra ten billion francs, and if they had imported men from the colonies to man the larger line, and if they had developed mobile forces to back it up, and if the government and the military had agreed upon it... it probably wouldn't have been built anyway. But why not try it?

The Maginot Line is extended through the line of hexes 444-508-541-701-698-730-877-876-1007-1006. This means an additional 25 hexes are covered by the Line. These new hexes are identical to the hexes already printed on the map.

The Germans should use OB 6 simply to give the French something resembling a chance. For the Germans to win, they must have taken Paris, Metz, and Calais or the French get an automatic Moral Victory. If the Germans *do* capture the cities, the game is decided on points (with each destroyed Maginot hex worth four Victory Points). Remember, this scenario's primary goal is to show the fallacy of the Maginot mentality. Playing the French in this scenario on a regular basis could lead to serious feelings of inadequacy and paranoia.

### THE GRAND ALLIANCE

Up until 1936, France and Belgium had had a mutual defense pact which would have allowed French troops to enter Belgium if war with Germany seemed imminent. If this situation had existed in 1940, the campaign might have gone quite differently. As it was, Belgium (and the Netherlands, for that matter) not only refused to allow French troops on their soil for fear of antagonizing Germany, they refused to discuss coordinating their defense lines. This lack of coordination was just one more reason why the German victory came so quickly. To introduce

the alliance to the game, use the following procedures:

Allied OB 11 and German OB 2 are used. (You may use others, but these are best.) At the beginning of the game, the Allied player rolls two dice. This number (two to twelve) is the number of French units that may set up in Belgium. Belgium is considered belligerent from the start of the game. Note that Belgian units may not set up in France, and British units must start the game in France. The Netherlands is neutral.

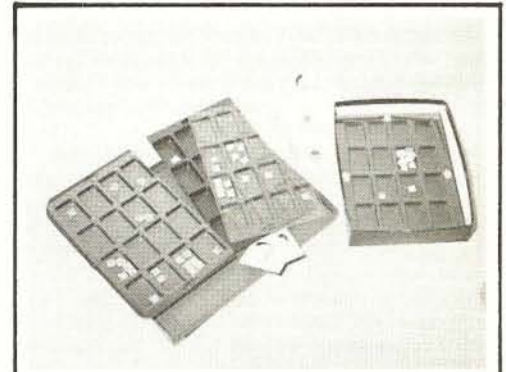
In this scenario, the German will be hard-pressed for a big breakthrough. The Allies have more room to conduct a fighting withdrawal, and might even consider a limited offensive toward Aachen. The Luftwaffe's superiority will still be the key to victory, though.

### MINI-GAME DUNKIRK!

By May 24 (Turn 8) the Allies had been pushed back to a small perimeter between the Aa and the Lys Rivers. Pounded by the Luftwaffe, constantly pressured by tanks and infantry, the British and French still managed to hold the line while 338,000 men escaped.

The Allies hold the city of Calais and the Dunkirk Perimeter, which is bordered by the line of hexes 1032-1033-1007-1008-983-877-848-845-785-782, inclusive (18 hex perimeter). The German infantry and air units set up north of hex 849, the mechanized forces south of it.

The scenario lasts four turns. The Allies receive five points for each British unit which evacuates off the coast, three points for each non-British unit, and a bonus of five points if the entire BEF escapes. The Germans win if the Allies receive less than fifteen points. Sixteen to twenty-one points is an Allied marginal 'victory', twenty-four points to twenty-seven points substantive, and anything higher a decisive 'victory'.



## COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen 1½" x 2½" compartments ⅜" deep which will accommodate up to 400 unit counters and 4 dice.

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

## France 1940

### ALLIED ORDER OF BATTLE ALTERNATIVE NO. 12

#### Extended Maginot Line

French extend Maginot Line to sea at expense of infantry. Armor forces are developed, but air units are neglected (all troops underground). The BEF is strengthened to provide a mobile reserve. Dutch and Belgian forces are unaffected.

French				Belgians		Dutch
<b>STARTING UNITS</b>						
5-6	4-6	3-4	2-6	2-2		
x7	x3	x2	x9	x6		
<b>British</b>						
4-6	8-8	-18-	1-6			
x1	x3	x1				
			<b>Belgians</b>			
			4-6	2-7		
			x9	x2		
					4-6	
					x2	

### REINFORCEMENTS

Game Turn--

<b>5</b>	<b>6</b>	<b>7</b>
4-6	1-8	2-6
x1	x4	x3



Dear Sir:

After playing hundreds of *MIDWAY* games with various opponents I have devised a few rule changes.

Each side gets one search for each carrier on the board. These searches, for both the U.S. and Japanese, are limited to a 12 space range from their respective carriers. The U.S. also has 2 searches of unlimited range until Midway falls to the Japanese.

This rule gives the American more searches, but only 2 of these are useful in the early stages of the game thereby giving the first Japanese fleet greatly expanded operating room and flexibility of strategic options. If the American brings his other 3 searches into play too soon he is broadcasting his own location to the Japanese. This rule change also throws more emphasis on the importance of the carriers, particularly the small Japanese carriers. The *Hosho* is not 4 points, it is 4 points and another chance to escape detection.

This rule also increases the chance of surface combat. If the Japanese take Midway and sink a carrier, the U.S. may be hard pressed to avoid surface combat with only 2 searches.

The above rule favors the Japanese. They too can now run and hide and do something besides cover in fear while awaiting the *Atago* fleet and then steamrolling their way to Midway.

To help balance play the following rule changes are suggested:

- 1) No anvil attacks allowed.
- 2) Each dive bomber hit on a readied carrier takes 3 squadrons of enemy planes with it. The victim gets to select which 3 readied squadrons are destroyed.
- 3) Torpedo hits have no additional effect due to the presence of readied aircraft on board.
- 4) Bring back the B-17. Don't laugh, the possibilities are enormous. The B-17 attacks twice per day until Midway is reduced to zero fortification strength. This gives the Japanese another reason to attack Midway even if the *Atago* is sunk.

When a Japanese fleet is sighted the American only states which TYPE of ship is being attacked by the B-17. The B-17 scores a hit on a roll of 4 or 5 and 2 hits with a 6, unless the fleet had fighter cover. If the fleet had air cover, and the U.S. did not send enough fighter escorts along with the B-17 to engage the enemy fighters at 1-1, then subtract 1 from the die roll. That means the B-17 could score a maximum of one hit with a roll of 5 or 6. If a hit is scored then the actual target is selected at random from the TYPE of target attacked.

What this does is almost force the Japanese to keep some fighters on CAP against possible B-17 raids. These fighters are lost to other engagements and a threat to being caught on the decks making the carrier more vulnerable.

Many players already outlaw anvil attacks, but under these new search rules it is vital that they not be allowed. It is too much of an advantage to the Japanese.

Many players use the B-17 as a crutch for a weak American. However, now the B-17 is needed. But it must be used strategically. Should the American send it now or when he is close enough to supply escorts? Should the Japanese put up CAP? If so, how many? And the American will rarely, if ever, score the devastating 2 hits possible in the original rules. He will be lucky to score 2 hits in a game, but the harassment factor to the Japanese is considerable.

So essentially we have two rule changes: a reapportioning of the searches and the destruction of readied planes by dive bombers.

If ships sink one hit early because of readied planes exploding then I see no reason the first 3 hits wouldn't take out a few planes.

The Japanese searches are already tied to their fleet so there is no reason not to tie a few of the American searches to theirs. Also since ALL the ships present are not represented, then the destruction of a CV can represent a reduction in the possible search planes available to a force. But whatever the roundabout reasoning, the rule opens up an exciting game. Try it.

Kenneth E. McGurn  
Torrance, California

★★★★★

Gentlemen:

I strongly feel that *LUFTWAFFE* is an excellent game, worthy of high acclaim. One point that I am against, however, is the very low effectiveness of the P-38 Lightning. Although it

Letters to the Editor ...

was twin-engined, came off the scales at over 15,000 lbs., and was 38 feet long and had a span of 52 feet, it deserves much better ratings in *LUFTWAFFE*.

Although it was no Zero, it was surprisingly agile, and many Messerschmidt and Focke-Wolfe pilots made the fatal mistake of believing that the big Lightning was also clumsy. Few people could believe that the Lightning could actually turn inside the Bf109 G and the Fw190 D. A special maneuvering position for the flaps caused them to give more lift than drag and increase maneuverability.

In a shallow climb, the P-38 could outclimb the Zero, with greater forward speed than the Zero as well. The P-38 also had special flaps to prevent compressibility when the large fighter dove from higher altitudes, giving the plane more maneuverability in a long dive than any other WWII fighter. A Lightning had good forward speed, as well. A P-38L, with twin turbocharged Allison's of 1425 hp apiece, trued out at 385 mph.

As for firepower, it had four 50 calibre machine guns and a 20mm cannon, all mounted in the nose, all bore-sighted dead on. Thus, the pilot had no worries of converging fire and most effective range. The armament was very deadly to a thousand yards, more than twice the range of single-engined fighters. At any range, the guns had the effect of a buzz saw.

Lastly, the P-38 was a very durable fighter, with every bit of the ruggedness of the P-40 and the famed B-17 Flying Fortress. This remarkable fighter from Lockheed had one feature no other famous fighter had and that the pilots absolutely loved—the second engine. How many P-38's, badly battered and flying on one engine, landed safely I don't know. Any person who saw one come in and touch down with one engine realized that if it weren't for the second engine, the pilot wouldn't have made it home. To most pilots, it was the sweetest fighter plane produced.

I, for one, feel that the P-38 Lightning deserves more than a 2 E rating and A rating of .247. If any of you disagree, all I can say is that if I had been a pilot in WWII, I would pass up any fighter for the P-38L. I would even attempt to dogfight any fighter except the Mitsubishi Zero.

Norman Kluksdahl  
Woonsocket, SD

★★★★★

Gentlemen:

I am always pleased to see an article on one of my favorite games, and one of your best efforts, *1776*. Mr. Gross' article "Occupation as the Key to Victory" (Vol. 13, No. 1) was most interesting, but the essence of his strategy, to capture the South Central area quickly (1st quarter '76), can be defeated once British intentions are fathomed by the American player.

The British strategy entailed embarking the majority of the Boston garrison in January, 1776, and sailing south. In the February turn, these forces would land at various points in the South Central area. Finally, in the remaining turn of the winter quarter of 1776, they would occupy each of the strategic towns with at least one strength point, and thus gain control of the area for the Spring interphase. This is made possible by the fact that the Americans there have no supply unit and cannot attack, and that American presence in the towns is ignored.

However, by the time the British have landed, the American should be able to figure out what's up. By forming a cordon around Charlottesville with 6TM on the February turn, the American is guaranteed that the British cannot take the town on the final turn of the quarter (no automatic eliminations in winter, remember?). The Americans may lose a few factors of militia, but they'll all be resurrected, and more. The keeping open of Charlottesville will permit 10TM and 2CA, plus a supply unit, to appear next to that town. The British will probably try to destroy this force in April, but with some thought on the tactical cards, you can pull away without much harm, reverting to the normal application of tactics—selective attacks against weak British garrisons and columns.

With South Central open, Washington's army making waves around the Susquehanna, and the large numbers of Rebel militia and great

distances in the Deep South, the British will be extremely hard-pressed.

Sun Tzu, in *The Art of War* (c. 500 BC) gives some words of encouragement and advice to the neo-Colonial. "For if he prepares to the front his rear will be weak, and if to the rear, his front will be fragile. If he prepares to the right his left will be vulnerable, and if to the right there will be few on his left. And when he prepares everywhere, he will be weak everywhere."

Again, this letter's purpose is not to attack Mr. Gross' conception of strategy, or even his implementation of it. I'm writing this merely in the vein of "For every strategy there is an equal and opposite strategy." Mr. Gross' strategy is certainly viable for the British, but against a clever American player it's no panacea (but then no strategy ever was or will be).

Mark G. Matuschak  
Uniontown, PA

★★★★★

Dear Sirs:

I am writing this letter to propose an additional optional rule to your "*RICHTHOFEN'S WAR*" game. As it now stands, it is never feasible to "bounce" an opponents aircraft, for in his turn he merely executes a tight turn and "bounces" you right back. Sort of like two boxers toe to toe slugging it out. Whoever hits harder wins.

Well I thought about it and I tried to place myself in the pilots seat. What would I do if while I was flying along, my wing started to shred from an attacker's bullets. I would probably do one of three things. A. Panic. B. Evade. C. Counterattack.

Of the three choices available, B would be more likely to happen. So my friend and I devised what we call the pilot reaction rule.

A. "Any plane that sustains a hit through either offensive or defensive fire must roll the die to determine the pilot's reaction in this movement phase".

1. Die Roll 2-3: Panic reaction—Aircraft flies straight ahead at present speed and altitude.
2. Die Roll 4-9: Evasive maneuvering—Aircraft may evade but not counterattack.
3. Die Roll 10-12: Counterattack—Aircraft may counterattack if it is able to.

B. If Critical Hit #9 is scored, that aircraft does not roll for reaction as the situation is out of the pilot's hands.

C. An ace adds "2" to all die rolls, thus eliminating a panic reaction and increasing the chances of counterattacking.

I have found this rule to be extremely useful, especially in the Campaign game, as it allows the fighter escort, with its superior maneuverability to engage the intercepting fighters, and allowing the recon or bombing aircraft to proceed on its mission.

I thank you for your time and hope I have not wasted it. I would also like to thank you for all the pleasure I have received from the Avalon Hill Game Company.

Mark V. LaPlante  
FPO San Francisco, Calif

ED. NOTE: Sounds feasible, but I would, of course, incorporate an extra plus modification to that die roll for "Double Ace" status . . . .

★★★★★

Gentlemen:

Re Mark Saha's critique of *PANZERBLITZ* Sit No. 4 in the May-June *General* . . . as I see it, the description of the Kraut tactic ("Delaying Action Against a Mobile Force") is indeed misleading, but the situation is far from unplayable. My considered opinion has it that Sits No. 1, 4, 9, and (to a much smaller degree) 10 are the only ones with any play balance between competent opponents.

Saha's mistake is to assume that the "burden of victory" falls on the Germans—the Russians simply pour 30 units on to Board 3 and the game is over. Nothing could be further from the truth! Possessing numerical superiority, the *Russians* must bring to battle and destroy at least 5 Nazi units to achieve even the slimmest of marginal victories.

Which brings us to Gruppenfuhrer Brazas' solution to this tactical problem: how to destroy or keep off Board 3 at least 21 units of the Red menace, while losing only 4 of one's own.

Ivan will reach 2m-5 on Turn 1. Set up a movie screen at approx. Row D on the same board. Two of your trucks should be hauling your 75's back toward Opustoschenia—Wespe and Hummel should also be moving in this direction, bearing the 88's, while Nashorn and JdgPz IV, slow but feisty, occupy Golod and thus remain on the road. For Gott's sake occupy 2C-3—he can't hit it, he can't overrun it, but if you miss it, kiss your armor goodbye. . . .

When he rushes at you like a blood-crazed dog, fall back as slowly as possible. You can take a stand in clear terrain as long as you count your spaces *carefully*, secure your flanks, and keep just out of overrun range. The trick of this defense is to time and space your delay so that Stalin's boys come across that western gully in the teeth of Wespe, Hummel, and the erstwhile 88's, all located at 1B-6, and find no shelter in either Zabvenia or the neighboring woods, occupied, of course, by your units. Sceptics may scoff and say that this accounts for only 3 T-34's—but notice if you will that the only unexposed "staging areas" the Russians have for their big push across the gully are the five hexes of Opustoschenia and a couple more behind the nearby slope—providing a tailor-made opportunity for that most Napoleonic of tactics, "defeat in detail."

Don't verbally Panzerblitz me until you've tried it a few times and gotten the timing right. Even then the game is still up for grabs, and a bad die roll can do you in. Most of the action should occur around those clusters of woods at the western edge of Board 3—I usually deploy my 75's in 3CC-3, where they provide some savory "bait" to lure the infantry into overrun and/or HE fire. In order to win, the Russian has to charge like hell, and because the time pressure is on him (rather than well-prepared you), odds are that he will make the mistake.

Mark Brazas  
San Francisco, California

★★★★★

Dear Editor:

I am not the one in my family who reads every syllable of your worthy magazine and then rereads it; then rereads the Series Replay, or any other article which happens to be particularly exciting. No, although I do peruse the *General*, it is my husband who clings to your every word.

I feel quite sure that I live with the average wargamer. He is currently involved in two PBM campaigns, and contemplates more postal battles with the same relish that most folks around here reserve for the chance of getting season tickets to the Flyers' games. He has his special room where laid out at all times, at first carefully covered with clear plastic now discarded, are the game boards. I am under strict orders to display utmost care when I enter so as not to jostle the counters from their hexes. And occasionally, there are nights when, once dinner is finished, I can only sight my husband from across a room in which he and a friend lock horns over *RICHTHOFEN'S WAR*, usually.

As I have said, it is my husband, and not I, who is so deeply immersed in the world of Avalon Hill. But before I end this letter, Mr. Editor, I wonder if you would let me pass on a tip to wives of other wargamers. At first, when my husband began this interest, frankly I thought he was acting irrationally. But once I passed through that first impression, I actually attempted to play a few games with him—something simple like *KRIEGSPIEL*. From there, he put me to an *AFRIKA KORPS*. I may take three or four hours, but I have actually found it stimulating—especially when, as the German, I win! From there, it was on to *RICHTHOFEN'S WAR*. I guess, ladies, what I'm trying to say is that you can avoid the state of "wargamer widowhood" if you put aside your reserves and actually tackle an A.H. game with your husband. He may still be the one who devours the *GENERAL* like there's no tomorrow and he may still dream of playing by mail in more games than you could count, but if you once dare to enter this wargame world not only may you surprise yourself at how well you do, but you may see more of your husband!

Carol W. Laforet  
Doylestown, PA

READER BUYER'S GUIDE

TITLE: KINGMAKER

SUBJECT: A multi-player quasi-diplomacy game of the War of the Roses

KINGMAKER was the 27th game to undergo analysis in the RBG and fared well with a 2.60 cumulative rating good enough for 8th place on the current list.

The game placed in the top half of seven rating categories; failing badly in Completeness of Rules (20th) and Realism (18th). The former came as a surprise as our nutmail on this game has been especially light with relatively few problems discovered in the rules presentation. This is especially distressing considering the efforts made via the Sample Game to further illustrate the formally presented rules. We had considered our rules a major improvement over the English presentation and are inclined to consider this relatively poor rating a reflection of the difficulty players had adjusting to this totally new game system, rather than due to any serious shortcoming in the rules. This theory is seemingly reinforced by the relatively poor showing in the Ease of Understanding category. The Realism rating was more palatable as it was expected that players would find it difficult to grasp the principles of an abstract turn with no set time equivalent.

KINGMAKER shattered the previous record for Play Balance by besting WS&M by 21. The multi-player aspects of the game preclude any type of Play Balance problem. Whenever a player becomes too strong, diplomacy takes over and the field joins forces against the leader. The random dealing of

starting forces to the various factions further strengthens a Play Balance rating that may never be topped.

We were pleasantly surprised by the mapboard rating; having feared a hostile response to the smaller AH board. The high production cost of the Crown and Event cards necessitated a small board if we were to hold the price at \$10. The problems caused by the smaller board were increased by a subsequent need to increase the size of the counters to avoid die-cutting problems. Looking back on the matter, KINGMAKER should have probably been done on a 3 ply board, but that's hindsight and the clarifications made on the AH version seem to have more than compensated for the decreased size of the AH playing surface.

1. Physical Quality	2.26
2. Mapboard	2.84
3. Components	2.34
4. Ease of Understanding	2.83
5. Completeness of Rules	3.07
6. Play Balance	1.86
7. Realism	3.65
8. Excitement Level	2.14
9. Overall Value	2.41
10. Game Length	3 hr, 22 min.

THE QUESTION BOX

BATTLE OF THE BULGE:

Q. Utilizing the optional weather rule, is the German movement rate affected the day the weather changes or the day after?  
A. The day after.

Q. Must units advancing after combat adhere to terrain restrictions?  
A. Yes.

Q. Must a unit(s) defending in a fortress abide by a contact and either withdraw or counterattack as a result?  
A. No. The unit may remain in the fortress and is under no obligation to counterattack.

Q. Are units in fortresses still subject to an Engaged combat result?  
A. No.

Q. Are isolated units permitted to attack?  
A. Yes, unless the optional German supply rule (p. 16 of manual) is being used, in which case, isolated

German units may not attack even if participating in a combat with non-isolated German units.

Q. Under what cases may a unit leave a road rough terrain hex to enter a non-rough terrain hex?  
A. A unit may never enter a non-rough terrain hex from a road, rough terrain hex unless it started its move in that hex, or it enters that hex along the road.

RUSSIAN CAMPAIGN:

Q. Must all necessary soak-offs be made prior to executing an AV attack or may the AV be used to create an unoccupied hex to soak-off from?  
A. Before movement can be made through the AV situation all necessary soak-offs must be made.

Q. May either player voluntarily move units off the board?  
A. No.

BALANCE... continued from page 31

- 1) Time of victory (they can win at any time by eliminating all German units or at the end of the game by avoiding German victory conditions.)
- 2) Number of cities (Leningrad, Moscow, Stalingrad) that they have at the time of victory
- 3) Number of Russian factors left
- 4) Number of German factors left

Think about what this does to the game now. If you win as both sides, you certainly have overcome any imbalance in the game. If both Germans are winning, the situation becomes a race to conquer Russia. If both Russians are doing well, they now have the burden of counter-attacking, because if your opponent goes on the offensive and wipes out the German army while you merely sit safely behind your river lines, he will win the game, even though you win one board.

A system like this does great things to games like FRANCE '40. I always liked its mechanics, but the historical situation is too unbalanced, and the other situations are too ahistorical, as well as giving little opportunity for a war of movement. Fortunately, FRANCE '40 lends itself very well to this duplicate system. Just add your points as the German to three times your points as the Allied player, and compare that total to your opponent's points. Even if you demolish the French Army, you still have to do it better than your opponent demolishes your French Army, in order to win. Rather than a dull one sided slaughter, FRANCE '40 becomes an exciting race to Paris (a two sided slaughter, if you will).

Most games will tend themselves to the criteria system, similar to the one suggested for STALINGRAD above. Games with victory by points fit easily into the FRANCE '40 duplicate system. There are two ways to treat the level of victory (Marginal, Tactical, Decisive) system of PANZERBLITZ and PANZER LEADER. Either award 1, 2, or 3 points to the level of victory (Marginal = 1, etc.) and add points in this way, or convert the results directly to points rather than to a level of victory. For example, if the level of victory depends on German units eliminated, give a point for each German unit eliminated instead of awarding levels of victory for certain numbers of units eliminated. Then total the points that you and your opponent received on both boards to determine the winner.

Carrying things a bit farther, this duplicate system can remove other unbalancing factors in addition to inherent play-balance. Of course I refer to luck. Reducing the luck in combat results has been treated in previous articles. There are many other die rolls inherent in the situations that always occur at the same time in each game.

Good examples of this are die rolls for supply in AFRIKA KORPS and die rolls for weather in STALINGRAD. Let's go back to our duplicate game of STALINGRAD. Playing simultaneously, both boards move along at the same rate, and the die rolls for weather come at the same time. Merely roll the die once and use that result for both games. This keeps the chance in the game, but makes Lady Luck somewhat less fickle. The mud slowing you down on one board is also bogging down your opponent on the other. True, it may be more critical on one board than the other, but that is not quite the same thing as you getting mud while your opponent breezes along in warm Russian sunshine.

I suggest using this unified die roll for supply in AFRIKA KORPS; weather in STALINGRAD, RUSSIAN CAMPAIGN, ANZIO, BLITZKRIEG, and BATTLE OF THE BULGE; French intervention in 1776; defections in CAESAR'S LEGIONS (Scenario 5); and forts in ANZIO. Note that this does not apply to a tandem system because the element of chance would be eliminated in the second game but not the first. Also, do not use this for die rolls that may occur at different times in different games, such as second invasion reaction in 1st edition ANZIO.

This system is ideal for tournament competition, since it removes all the lack of play-balance in a game and some of the imbalance due to luck (without removing the luck). It should also make tournament games easier to adjudicate. You may not be able to tell if the German player is winning, but in most cases it will be obvious that one German player is doing better, or at least not quite as bad, as the other German. It could also lend itself to team play, in which a team supplies a different player for each board of each game. The victory in each game now depends on the skill of both teammates. (I would like to see team matches in which teams compete in three, five, or seven different games, each consisting of two boards. The captain of each team can substitute players on a turn basis, saving the experts for critical moments... "Coming in for the Brooklyn Panzers as the U.S. player in BULGE is their star defenseman..." but I digress.)

Whether you use the duplicate system in tandem or the simultaneous method, you will find that the results of your gaming depend more on your skill and less on the design of the game; and previously hopeless games are now exciting. Use your imagination in determining victory criteria, but be consistent with the objectives given in the Conditions of Victory in each game. Suggested criteria for selected games are given below. Perhaps some day rules will include duplicate victory criteria.

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.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
2. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
3. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
4. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
5. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
6. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
7. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
8. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
9. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
10. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
11. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
12. JUTLAND	2.83	2.84	-	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
13. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
14. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
15. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
16. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
17. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
18. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
19. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
20. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
21. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
22. D-DAY	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
23. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
24. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
25. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
26. GETTYSBURG	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
27. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8

WARGAMING T-SHIRTS

The wargaming t-shirts are now available and although these black and white photos do not portray the vivid colors and sharpness of the artwork you can take our word that these shirts sport an exact full color likeness of wargaming's most widely recognized box cover.

The back sports an enlarged, silk screened version of the Avalon Hill logo. The neck and sleeves feature attractive red collars to present a very pleasing overall appearance.

The shirts sell for \$5.00 each plus the usual postage charges based on the dollar amount of your total order. Be sure to specify size. Maryland residents add 4% State Sales Tax.

Small Large  
Medium Xtra Large



Vol. 13, No. 2 of the *GENERAL* polled a cumulative rating of 3.32 despite the protests of those who held no interest in either *DIPLOMACY* or *WS&IM*. The August issue was almost entirely devoted to these two games, and as a result held little of interest to those not having either game. Under the circumstances this proved to be quite an acceptable rating. The voting for individual articles under our 1200 point maximum scoring system looked like this:

Fighting Sails .....	424
Wooden Ships vs Europe .....	299
Series Replay Diplomacy .....	154
Core & Feeding of a Square Rigger .....	144
Design Analysis .....	95
Avalon Hill Philosophy .....	84

Metro Detroit Gamers' 9th major convention, MDG Wintercon V Gamefest, will be held on December 3-5 at Oakland University in Rochester, MI (northern Detroit area). Over 30 wargame, adult game, and miniatures tournaments have been scheduled including an AH Classic tournament, a *RICHTHOFEN'S WAR* Demolition Derby, *DIPLOMACY*, and *KINGMAKER*. Special guests are Gary Gygax, Rob Kuntz and Brian Blume of TSR. For further information write or call Bill Somers, 1654 Chandler, Lincoln Park, MI 48146 (313-381-7152).

Our favorite wargaming club (OOPS) has announced its 8th annual tournament schedule. The club, which is headquartered in the Southern California area, also now has a chapter in Phoenix, AZ. All competitions are FTF. Their competition schedule for the coming year is as follows:

**STRATEGY OLYMPICS**—Now in its 3rd year, this event runs continuously throughout the year. Competition is held in all the A.H. classics plus a variety of other adult games.

**WORLD WAR VI**—January 8th & 15th will see the 6th year of competition in a variant of *RISK* using simultaneous movement.

**GRAND PRIX CIRCUIT**—The month of February will see the 5th year of competition in a variant of our old *LEMANS* game. Players build cars according to their own specifications for races on 5 different tracks.

Other events include a *BASKETBALL STRATEGY LEAGUE* (March 12-June 4); *ORIGINS OF WWII CAMPAIGN* (June 25-July 2); *KINGMAKER* (Aug 13-20); and the 8th consecutive year of their *FOOTBALL LEAGUE* (Sept 10-Dec 17). OOPS also frequently takes part in AH playtests and is currently engaged in the 1976 Avalon Hill Team Championships. Inquiries should be addressed to Jim Reilly, 2609 W. LaVerne, Santa Ana, CA 92704.

ELITE Club members are reminded that discounts are applicable only to Mail Order Only games. Therefore, members can use their discount ticket to deduct \$1.00 from the price of *RUSSIAN CAMPAIGN*, *CAESAR'S LEGIONS*, *CAESAR (ALESIA)*, *FRANCE, 1940*, *CHANCELORSVILLE*, *JUTLAND*, and *ANZIO*. Other games are not subject to the discount.

Interest Group Baltimore and the Avalon Hill design offices have moved to 900 St. Paul St. in Baltimore. The gaming public is invited to attend the Saturday game sessions every weekend from 10 to 5. Half-price, damaged games will be available for sale at this location, but parts, magazines, and new game purchases must be made by mail for the time being.

## Infiltrator's Report



From left to right: Gordon Stone, Burt Labelle, and Mike Schundler.

The First Annual Southern Maine Wargamers *STALINGRAD* tournament was held on July 18th in Saco, Maine. Taking home the hardwood plaque for first place was Mike Schundler of South Portland, ME. Mike went undefeated through 5 rounds to take top honors. Gordon Stone of Rochester, NH placed second, losing to Mike on the last turn of the final game. Information on next year's event can be obtained from gamesmaster Burt Labelle at his Forest Park No. 23, Biddeford, ME 04005 address.

Congratulations are also in order for Ken Snow and Vernon Gonzales who won the Annual Wargame Tournament of the El Paso Conflict Simulations Society.

**WINTER WAR IV**, the 4th Annual convention of the Conflict Simulation Society of the University of Illinois, Urbana, will be held in the Foreign Language Building Jan 14-16. Among the many scheduled events are tournaments in *DIPLOMACY*, *WS&IM*, and *PANZERBLITZ/LEADER*. Further information is available from Rusty Rutherford, 1005 So. Race St., Urbana, IL 61801 (217-367-9504).

A combination of inflation and consumer complaints has brought about another change in Avalon Hill production techniques. Effective October 1st, all multi-panel Avalon Hill games will be assembled unhinged. In the past consumers have complained that their map sections were hinged off center or that the hinging tape was ripped. Under the new system players will just butt the sections together in a manner similar to that used with the geomorphic mapboards such as *PANZERBLITZ*.

The much publicized (in some quarters) **THIRD CHICAGO INTERNATIONAL TOURNAMENT & EXPOSITION** of Simulation Gaming (CITEX) scheduled for Aug. 15-17 in the Midland Hotel was cancelled. Harry Galloway, a spokesman for the hotel, said he did not know the reason for the cancellation. Efforts to reach Gordon Anderson, organizer of the tournament, were unsuccessful. Fortunately, the *GENERAL* did not publicize this event. However, it serves as a good warning to our readers that we cannot vouch for the authenticity of convention announcements which appear in these pages. The *INFILTRATOR'S REPORT* merely acts as a medium through which the hobby can make announcements of interest to the readership. It is up to each reader to contact the source given and make his own judgements on the relative reliability and quality of the proposed events.

*BULGE* enthusiasts will recognize the name Joachim Peiper who commanded the famous PEIPER regiment (10-5) of the 1st SS Panzer Division. Peiper died in a firefight July 28th with unknown men who attacked and burnt his house in the French town of Traves. Peiper had been sentenced to death by an American court in 1946 for the murder of 71 unarmed American prisoners in the vicinity of Malmedy in Belgium. The sentence was changed to life imprisonment and Peiper was released in 1957, only to be arrested again for the mass murder of inhabitants of Boves, Italy. Set free in 1969, Peiper lived the last 7 years of his life in Traves where he was the recipient of several death threats.

The solution to contest number 72 relied on two considerations: cutting down on British mobility and minimizing French losses. Since the British are assumed to have best play and best die rolls, they will win if the French allow an even fight to happen, so the French must carefully maneuver to get into a situation that maximizes the greatest French advantage: chainshot fire at 3-hex range, out of range of the carronades. Most of the solutions recognized that it was imperative to cut down on the British mobility so that British "best play" was minimized; most of the solutions failed because they let the British get too close, where the British carronades could get one crucial extra turn's worth of fire in.

The first order of priority is to prevent the British from turning to catch the wind (British move "R") by threatening to rake their stern if they do. The proper first move is 1(FS)R. Other moves are inferior because they allow the British to get a close-range shot using carronades; 1R is better, even though it gives up a turn of fire if the British go "L." The next correct move is "R1L1"—and from then on the French just stay 3 hexes away; they have just enough firepower to destroy the British rigging before the French gunnery is reduced to ineffectiveness (table 3 is ineffective because we assume the French roll as badly as possible). If the French took just one more gun hit they would be ineffective before the British would strike—which makes it imperative to get out of carronade range on that first move. Of course, the British can bring down the full sails by concentrating on the French rigging on turn 2—but in that case the French gunnery is not threatened, and the French superior mobility (since they are before the wind while the British must be into the wind to be able to fire on turn 2) allows the French to stand off and destroy the British rigging safely.

"1R2" is a close second choice for the second move; second, because it allows the British to move "R," "R" and be heading in the opposite direction to the French—which means that eventually they can get away. After "1R," the preferred first move is "R1," since it at least minimizes British fire at that range. And of course, the French have to load chainshot and fire at rigging throughout the battle—that's their only way of firing effectively with worst luck. Chainshot at a range of 2 brings down the British sails on the first turn—and sets up the rest of the solution.

The winner of Contest #72 was Robert Purnell of San Antonio, TX; followed by A. Carlson, Minneapolis, MN; C. Wood, Glendale, MO; D. Corey, Rockaway, NJ; J. Wirt, Chula Vista, CA; R. Cuppola, San Antonio, TX; R. Hensley, North Versailles, PA; S. Hay, Indio, CA; V. Poltoratzky, Nashville, TN; and B. Willard, E. Hartford, CN.

