



The AVALON HILL

GENERAL

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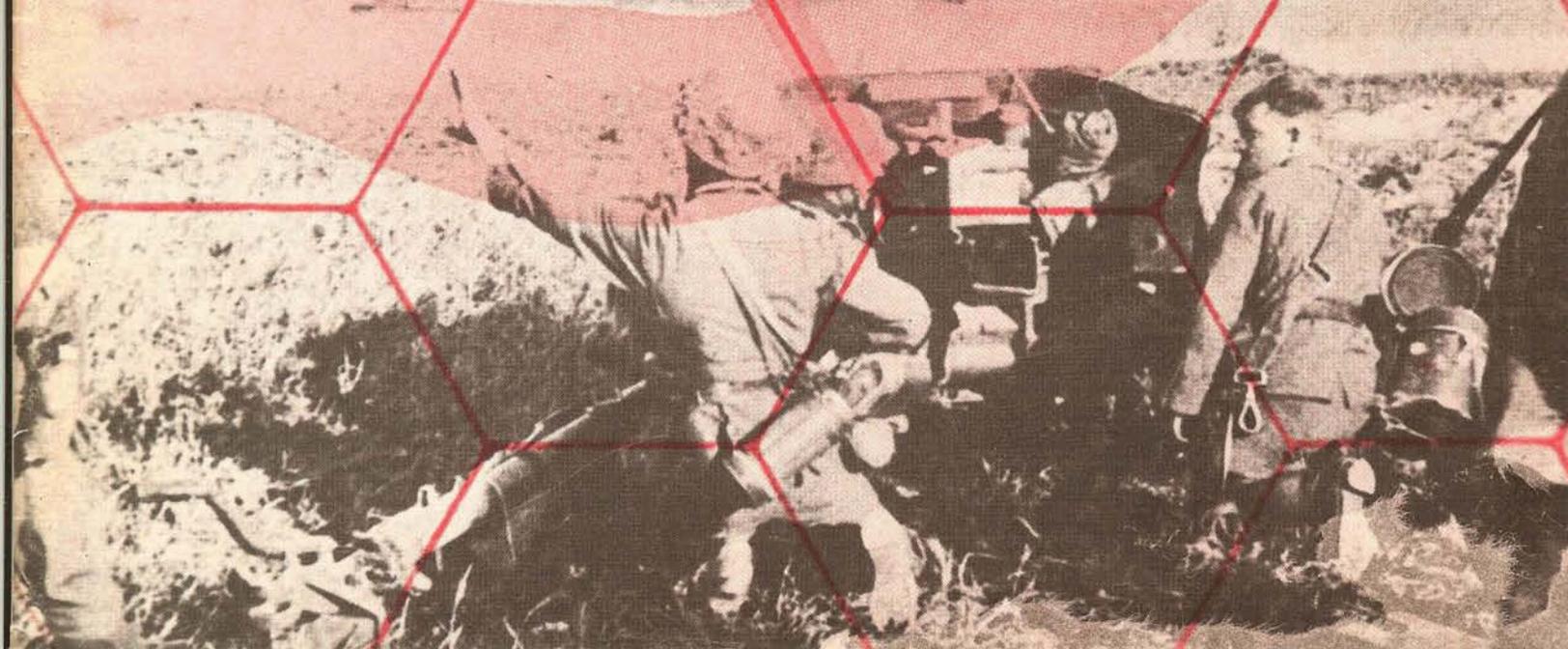


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★ The AVALON HILL
GENERAL
 The Game Players Magazine

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.

Publication is bi-monthly with mailings made close to the middle of January, March, May, July, September and November. All editorial and general mail should be sent to the Avalon Hill Company, 4517 Harford Rd., Baltimore, Maryland 21214. One year (6 issue) subscriptions are \$5.00. Please send checks or money orders only. Not responsible for cash lost in transit. All subscriptions sent via third class mail. Airmail and First Class delivery must be prearranged with the subscription department at additional cost. No paid advertising of any type is accepted. However, news of importance to the wargaming community is printed free of charge and is solicited.

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Back issues are available for \$1.00 apiece. A complete listing of those still in stock can be found in Vol. 11, No. 4.

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Avalon Hill Philosophy Part 47

Let's start with our apologies for the lateness of the last issue. Doubtless a few of you experienced considerable delays in having your mail orders processed but we are finally shipping all of the new games. The problem was primarily the slow progress of *Panzer Leader* which threw more than one monkey wrench into our time tables. One production problem led to another and ruined our time schedule. Normal press and camera breakdowns were magnified in effect by the fact that we were putting seven games through the same production pipelines which normally service only two! The situation was made worse by the timing of management who picked this year as the time to come out with a novel line of stationary items which further reduced our available press and assembly time. The net result was that we simply didn't have all the games available when the orders started to come in. Most orders were filled promptly enough but the early purchasers of *Panzer Leader* — and to a lesser extent *Thrid Reich*, had a long wait for delivery. The problem was acute only in the case of those individuals who had answered ads in *Scale Modeler* as early as August. This ad was a mistake on our part and should never have been placed. The decision to place it looked even worse in light of the fact that *Scale Modeler* pre-dates their issues — their December issues hitting the newstands in October for instance. We apologize to those of you who had to stomach such an inordinate delay, but it hurt us more than you. The Elite Club plan was formulated with the idea of taking advantage of bulk shipments. When we had to mail 2 or 3 times to complete your order, we were losing money on the special discounts we offered you. Otherwise, the Elite Club and Mail Order Line have both been an outstanding success and now that all titles are in stock we're sure that you'll not find any fault with our Blitzschnell mail order service.

Incidentally, should you see something that looks like an Avalon Hill bookcase game on a wild subject — don't swear off the bottle until you've had a second look. We are diversifying into other marketing areas and selling two "do-it-yourself" kits on (hold onto your hats) *Witchcraft* and *Black Magic*. These are extremely well packaged stationary gift items dealing with the occult and selling for \$14.00. They have no relationship to gaming other than their possible use as party entertainment. Our design staff played no part in this project; we are merely selling them through our distribution channels. If you would like to order these items as gifts we'd be happy to send them to you under our regular mail order policy.

Despite selling more games in 1973 than in any previous year, Avalon Hill operated at a loss in 1973. The prime reason was inflation which doubled and tripled our raw material and shipping costs. It got to the point where our profit margin was as small as 4¢ per game on some titles. This is why we've had to do away with the slip cases on the bookcase games and cut corners wherever cardboard and paper were concerned. Although this will help it probably won't be enough. There is every indication we may be forced to raise prices in 1975 if inflation continues at the current pace. Completing your collection this year may save you money in the end.

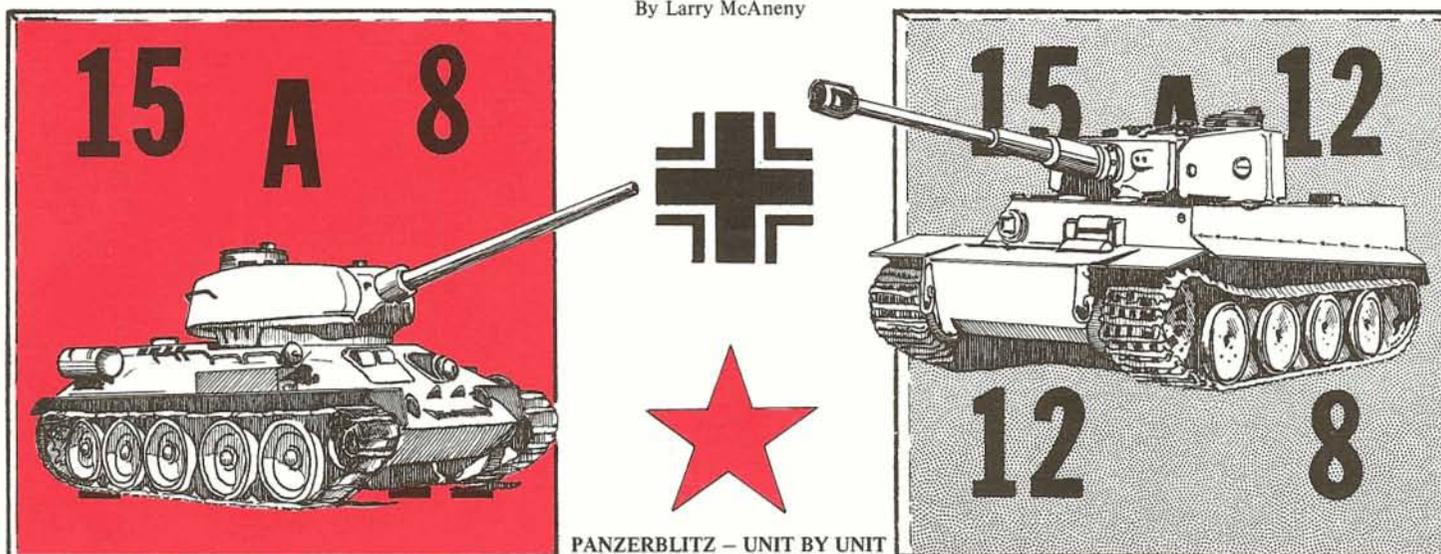
The Opponents Wanted section of the magazine continues to cause problems. We think we've latched onto a temporary solution by using the back of the Readers Response page for the overflow. However, we still have to be particular about what we'll accept in this vein lest we be buried in a deluge of ads. Over 100 ads were thrown out last issue due to sloppiness or content. We cannot allow advertisements that try to sell or trade games you've simply grown tired of. When such games are readily available new from reputable stores and mail order sources, we would be doing a disservice to the majority of the readership by printing these offers. We will print ads dealing with discontinued games that now enjoy Collector's Item status but only when accompanied by a 25¢ token fee to ensure the earnestness of the offer. Regular Opponents Wanted Ads will continue to be printed at no charge. The "For Sale" ads which appear in this issue are holdovers from earlier issues in which we ran out of room. They will be the last ones printed without the 25¢ charge. We trust this to be a viable solution to the problem for everyone involved. All that is sacrificed is the post card return system of the Readers Response items which we were dropping anyway. You'd be surprised how many people would cut out three different items, affix a 10¢ stamp to each, and mail them in rather than use just one stamp and an envelope.

We continue to get orders for new rules to the old games. None of these are available yet with the exception of *Stalingrad*. Please wait for the announcement of their availability before ordering these items. We are currently working on *Blitzkrieg*, *Waterloo*, and *Bulge* but none of them are available at present.

Avalon Hill has finally decided to sponsor a wargaming convention in Baltimore. We believe that the hobby has finally grown to the point where such officially recognized gatherings should take place on an annual basis. In the past few years we've sent our staff to many of the various conventions around the country to observe the procedures and see what's involved in running a wargaming convention. So, in conjunction with 10 talented members of Interest Group Baltimore we've launched into the project with much potential and higher expectations. Our site is among the best ever used for a wargame gathering. We have almost unlimited use of the Johns Hopkins University campus here in Baltimore including both food and lodging facilities. The services of the Professional Wargamer's Association have been obtained to run the chief tournament — a \$500 A.H. tournament which both PWA and Avalon Hill recognize as the official 1975 National Boardgaming Championship. Players will be able to play any Avalon Hill game they can agree on but in all cases must be able to play *Afrika Korps* if unable to agree on any other title. The PWA will reserve the right to adjudicate any games which take an unreasonable amount of time and hinder the start of subsequent rounds. There will be a \$5.00 entry fee for this event; \$3.50 to PWA members. The PWA is known for its handling of cash tournaments in both live

The Pieces of Panzerblitz

By Larry McAneny



Panzerblitz counters are beautiful. Particularly if you have an older set with the red or black backings. They are bigger than most counters: no fumbling. They are easy to read. The gray and brown tones on the front have a vaguely historical flavor. Some of them come equipped with silhouettes.

Some non-obvious beauties appear only after several games. The units move farther and more often and in more different directions than units do in other games. The units have a greater number of functionally distinct types than units in other games, and among the types the individual variations are more complex.

The complexity has two effects on my play: First, I am far more aware of the historical identities of my *Panzerblitz* units than I am of, say, my *Bulge* units; because in *Bulge* one 4-4 is the same as any other, no matter what regiment it is. But when I play *Panzerblitz* every unit has a slightly different factor. I am forced to learn their names just to keep me straight. I have to know, the game forces me to know, each of their weaknesses and strengths; and since I know a little military history as well, I find that all of a sudden the counters take on a life of their own, and I am following the fates of individual units, cheering this one on, holding that one back, mourning when one gets X'd out of existence.

My wife doesn't understand this.

In point of fact, it does sound a little on the twiddly side — but I've had a couple other gamers confess to the same feelings and I've observed the symptoms in a bunch who'd never confess. And it happens in other games, in naval games like *Bismark* (aren't you always just a little uneasy bringing the *Hood* into battle?) and in miniatures (cf. Featherstone), and in other land games (remember the look on that Russian's face when you smashed his 7-10-4?).

Here's the point: each wargame unit has an invisible psychological factor which affects the way the player thinks about and utilizes that unit. This is sometimes true for *Bulge* and five times as likely for *Panzerblitz*. And occasionally you can use that factor against your opponent. Occasionally.

To repeat: Each *Panzerblitz* unit has a psychological shading which affects the way you and your opponent think about it.

The second effect of the complexity of *Panzerblitz* units is the chess-like nature of play. This characteristic goes far to explain *Panzerblitz's*

sustained popularity in the polls. There are five factors printed on a *Panzerblitz* counter, and one or more of them always implies some weakness, some vulnerability. To fill the chinks in each other's armor, the units must work together. As in chess, the essential concept of play is the combinations. No unit exists which is so strong that it can perform all necessary operations unaided. (Can that be said of *Bulge*?)

As in chess, it takes a lot of thinking to put together a brilliant *Panzerblitz* combination. So you can spend all kinds of time thinking out your move, designing perfect defenses, concocting alternate attack plans . . . but, as in chess, unless you are a top-grade player you will risk alienating friends by slow play or, alternately, frustrating yourself when your grand schemes fall through.

I advocate taking a loose-and-easy stand on *Panzerblitz* combinations. Your play will be sloppier, you'll lose some games, but you may have more fun (and, I might add, a better simulation; strategic and operational commanders spend hours pondering their next move, but tactical commanders haven't that luxury).

In this kind of hip-shooting game you will have little time to think out combinations; so you must do your thinking earlier, *before you set up*. Then is the time to decide what units work together best, and how, and to what end; and if you go into a game with those problems resolved you will find that luck occasionally brings a smart-looking combination ready-made to your hand.

Please don't misunderstand. I don't mean that cooperating units must be *stacked* together—that would be a little too Napoleonic—I simply mean that you must think of each piece as a part of a certain kind of fighting machine and that you must make sure that the other parts of that machine are available at the proper range, and not otherwise occupied. That is how a "combined arms" operation works.

Let me put my thesis in a nut shell: To make the best use of your *Panzerblitz* units you must consider not only the material factors printed on each counter but also a "social" factor—how they work together and occasionally a "morale" factor—what your opponent thinks of them.

The Static Counters

The static counters are the least interesting counters in the game. Most gamers don't even

think of them as units. So naturally they tend to be decisive. None of them move, and they are all strictly defensive. The only use for them is to monkey with the normal terrain; to make predictable paths for your enemy; to channel his attacks.



1. Fortifications

Fort: Defense factor.

Foible: Movement factor. When you deploy a fortification it stays deployed. You can't retreat it if your enemy concentrates on it; you can't send it elsewhere if you misjudged the direction of his attack. Therefore, deploy carefully.

Threat: Channelizing. Expect an enemy to go by some other path.

Pals: Heavy artillery, inside the fort. An infantry unit outside helps to make things rough on close assaulters. It also prevents vehicles from moving over the top of the fort.

Natural Enemies: Heavy artillery supporting infantry assault.

Probable Fate: Survival. You may lose one fort in a game; if you lose two, you are doing something wrong.

Loss: Demoralizing. For 2 reasons; (1) When you lose a fortification you generally lose something else with it, possibly as many as three other units. (2) When you lose a fort you often lose a geographical advantage: The fort guards a crucial hill or bars an attack corridor.

Deployment: Hilltop hexes. Covered positions are a nasty trick, since moving adjacent to forts in order to spot them is work for suicide squads. Uncovered positions are temporarily tenable, but eventually your opponent will master enough force to do you in.



2. Blocks

Fort: Permanency. There's no way your enemy can get rid of them once they are placed.

Foible: Porosity. Eventually your enemy can move through a block.

Threat: Channelizing. No one will move through a block if he can find some other way.

Pals: Artillery, to give covering fire.

Certain Fate: Survival.

Deployment: Roads in the open and as slope hexes. Don't put blocks on lateral roads between or behind your own lines. It louses up your communications and makes it hard to reinforce threatened sectors.



3. Mines

Forte: Attack factor. A sure 2-1.

Foible: Movement factor.

Threat: Channelizing.

Prey: No one. Who's crazy enough to move into a minefield he can see?

Range: 0 hexes.

Execution: Eternal dispersal.

Pals: Artillery. Always cover your minefields if at all possible; you want to blow him away before he gets lucky and rolls a six.

Enemies: Engineers.

Probable Fate: Survival. Rarely does one get past a mine. Rarely can one destroy it.

Loss: So what? No cost in victory points. No loss of face.

Deployment: In the open if possible. Gullies are a particularly good place. Try to form continuous lines of mines and green hex sides.

Historical Note: Mine counters haven't much glamour, but don't underrate them. The combination of the mine and the hand-held infantry anti-tank weapon ended the blitzkrieg sometime in 1942-3. The presence of 6 mines in your OB should be far more important than a half dozen Jgpz Vs. That's why scenarios 1 and 6 had to be rewritten.



4. Wrecks

Forte: Permanency.

Foible: Cost to Deploy.

Threat: Channelizing. On a road a wreck works more or less like a block except that you can deploy it during the game if you have the spare armored unit to sacrifice.

Pals: Artillery to cover.

Natural Enemies: None.

Certain Fate: Survival.

Loss: Impossible.

Deployment: The damndest thing about wrecks is that positioning often works against you. There are lots of helpful places for deliberate wrecks, on road hexes mostly; but those accidental wrecks left over from an attack you didn't quite calculate right are terribly annoying. Two wrecks, and a hex is forbidden to Russians; three wrecks and Germans can't stay there either. If you mix too much armor into your assault force you stand a good chance of making a second breastwork around your enemy's position.



Anti-Tank Artillery

The Panzerblitz anti-tank gun is in a bad way. Historically, the advantage of the A/T artillery was that it was low to the ground and easy to produce. But here no real concealment is possible, and the A/T gun is worth as much as anything else in the victory conditions. An opponent is never surprised; he either goes around, if he is weak, or attacks, if he is strong. Accordingly the A/T guns are most difficult to deploy effectively.

5. Russian 45mm A/T

Forte: Attack factor.

Foible: Range.

Threat: Channelizing.

Prey: Vehicles. On the offense the Russian will have a lot of these weapons straggling along behind the tanks. Trying to find offensive tactics for A/T guns is historically weird and about the most difficult thing in the game. I have found 4 offensive uses; (1) To count for units across some line in the victory conditions. (2) To guard exposed flanks of an attacking force. (3) To infiltrate the enemy line in halftracks or trucks and then deploy to delay retreat. (4) To surround and contain bypassed targets while the real warriors push on. Notice that the last 3 uses are really defensive actions as part of an offensive strategy.

Likely Range: 1 hex.

Expected Execution: About 1/3 chance of dispersal. Most of the time the best you can hope for is to slow your enemy down a little. (I figure this category on the basis of Selective Attacks for fire weapons on the most common target. A combination attack is rarely profitable and then only for large weapons firing on weak targets.)

Pals: Infantry to ward off close assaults. Heavy artillery for covering fire. Trucks for "offensive" use. Carts for reserve.

Natural Enemies: Infantry. With an A type weapon and a low defense factor, a lone A/T has little chance against infantry.

Probable Fate: Death after a short delay. The first tanks to reach a 45mm may only disperse it, or may even be dispersed by it. But the infantry will surely close assault it when they come up, or a herd of tanks will overpower it. When you deploy a 45mm, expect to trade it for a little time.

Loss: Shrugable.

Deployment: Woods hexes where the enemy is likely to travel. *Not* alone in town hexes – that quadruples vulnerability to tank attack. Don't bother deploying on hill tops; this weapon hardly has the range to reach down the slope.



6. German 50MM A/T; Russian 57mm A/T

Forte: Attack factor.

Foible: Range. Better, but still inadequate.

Threat: Channelizing.

Prey: Vehicles.

Range: 1 hex.

Execution: 1/2 chance of dispersal.

Pals: Infantry and trucks.

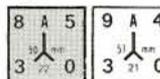
Enemies: Infantry.

Fate: Death after a delay.

Loss: Shrugable.

Deployment: As 45mm A/Ts.

Historical Marker: The German weapon is the 5.0cm Pak 38, successor to the 3.7cm Pak 36 with which they started the war. The Russian weapon is late second generation A/T gun similar to the British 6 pdr.



7. German 75mm A/T; Russian 76.2 mm A/T

Forte: Attack factor.

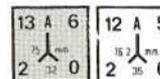
Foible: Defense factor.

Threat: Channelizing.

Prey: Vehicles.

Range: Either 1 hex or 5-6 hexes; seldom in between.

Execution: Dispersal, with normal luck.



Pals: Forts if available, also mines and blocks. Infantry a hex or two in front.

Enemies: Infantry.

Fate: Death after a delay.

Loss: Annoying. For the Germans especially, such a loss is tolerable but represents a definite decrease in fighting power.

Deployment: Woods hexes on hill tops or in the flat. When the Russians are wealthy in artillery they might consider deploying a 76.2 mm A/T behind and above a 45mm A/T; the 45 will do the stopping/spotting and the 76.2 will do the heavy hitting.

Historical Marker: The German weapon is the 7.5cm Pak 40, big brother to the Pak 38. A good gun but too heavy. The Russian weapon is a puzzle. Aberdeen Proving Grounds has a number of specimens of 76.2 mm artillery, some labelled field artillery and some labelled anti-tank, all slightly different. But as far as I can tell from what I have read – there was really only one 76.2 gun-howitzer, a field artillery piece, and since this weapon served a dual purpose, the Russians built no anti-tank gun in this caliber. The German infantrymen called the gun a "Crash-Boom" and held it in some respect.



8. German 88mm A/T

Forte: Attack Factor and range.

Foible: Defense factor.

Threat: Pressurizing. The 88 tends to hinder movement in the enemy backfield and to lean pretty heavily on any concealed position: Once an 88 is trained on you, you have to fear every potential spotter.

Prey: Everybody. The 88 made its reputation as a tank killer, but it worked well against ships, planes, infantry, and artillery. Some gamers forget this and save their 88s for the tanks alone. It's a mistake; the 88 is worth firing at anything it can spot.

Range: 4-20 hexes. Whenever enemy infantry gets closer than 4 hexes, load up and move back. Being a German with an 88 is like being a tall boxer with long arms; you can hold the short guy off with a hand on his forehead while he wears himself out swinging at the air. Don't let him get close to you; he might land a punch.

Execution: Against hard targets, a kill at close range and a dispersal at long range. Against infantry, half a chance to disperse out to 20 hexes – an 88 makes for a slow approach march.

Pals: One halftrack, to get on and off hills in a hurry. Rifle platoons to do the spotting. On defense, fortifications, mines and blocks.

Enemies: Russian infantry. When you see that the Russian has enough vehicle-borne infantry close enough to rush in and swamp you with troops, it's time to limber up. If you wait for the rush it'll be too late.

Fate: Decided by battle. An 88 can be killed, but not quietly. A massive tank attack will kill, with high Russian losses. An infantry assault will also do it in, but then the German has a chance to pack up and get out, or to reinforce for a fight.

Loss: Shocking. Because of its fame and high combat value, the German player may become depressed or disinterested after he has lost an 88. Then again he may not be historical; he may think 88 is a turntable speed. But watch for the signs of shock anyway, and if you detect them attack harder, take a few more risks. You may be favored with a careless blunder or even a resignation.

Deployment: Woods or town hexes, on hilltop hexes, if possible; wherever you find a long field of fire.

Howitzers and Flak

Historically, howitzers are the great killers, the weapons that do most of the blood letting. In the game this is not true — but most of the game scenarios take place away from the front lines, where the howitzers are at the disadvantage of their low mobility, entailing the smaller ammunition supply which they can haul around and the resulting lower rate of fire. In the scenarios where the line has had a little time to consolidate the howitzer comes a bit more into its own. (cf. scenarios 5, 8, 12)

Flak is a anomaly. There are no Sturmaviks in *Panzerblitz*, so flak can never be used in its primary role. In effect the flak units are converted to howitzers and operate in the same manner — a use which made the real-life flak commanders tear hair out by the handful. In the German army particularly, the anti-aircraft people had to battle constantly to retain or regain their weapons for air defense.

9. Russian 12.7mm MG



Fort: Attack factor. Large for a small cheap weapon.

Foible: Weapon class. An 'I' weapon can't do much against tanks.

Threat: None. Most likely no opponent will give the presence or absence of this unit a second thought.

Prey: Infantry.

Range: 1-6 hexes. You might as well let an attacking German come get you; saving the piece is a waste of time and effort unless every other unit has already been evacuated.

Execution: Half a chance of dispersal.

Pals: Infantry and one class "A" weapon. The 12.7mm is an infantry support weapon, and should be sited above and behind the infantry with at least one A/T stacked with it or close by to ward off the tanks the 12.7 can't hit.

Natural Enemies: Tanks.

Fate: A quick death if attacked. The best you can hope for is that this unit will block an important hex for a crucial turn. If it does, don't badmouth it for dying. "De mortuis nil nisi bonum."

Loss: Shuggable.

Deployment: A good place for this weapon is on the shoulders of a main artillery position. For example: with a heavy artillery piece on IM4, you might site a 12.7 on IN5 overlooking the woods where an infantry attack is likely to come.

Historical Marker: Is this weapon the U.S. .50 cal. Browning machine gun shipped to Russia as part of Lend-Lease? Or is it one of those ghastly, wheeled machine guns the Red Army was always lugging about? The poor mobility would imply the latter.

10. German 20mm



Fort: Range.

Foible: Movement factor and defense factor, as always with artillery. But the weak attack factor is the real problem.

Threat: None.

Prey: Transport and transported units. Note that the attack factor is just big enough to do in anything being carted around. Your opponent may not lose much that way, but he will have to be careful to run from cover to cover within your range. And of course this is a good unit for adding that last factor needed for a 4-1.

Range: 1-10 hexes. Not worth moving.

Execution: Kill — if you get to shoot.

Pals: Trucks for offense. A/T for defense.

Enemies: Tanks and Infantry.

Fate: A quick death. Possibly without firing an effective shot.

Loss: Shuggable.

Deployment: As with all weapons in the category of artillery: towns, woods, forts only. Never in the open. The simple 20mm is another good weapon for the shoulders of a heavy artillery position.



11. German 20mm quad

Fort: Attack factor. This is *not* the same weapon as the single 20mm. Twice the number of 20mm barrels more than triples the attack factor.

Foible: Defense factor.

Threat: Pressurizing.

Prey: Infantry.

Range: 4-10 hexes.

Execution: Dispersal half the time.

Pals: Trucks. The A/T gun which the single 20mm needs is not necessary here because the greater fire power of the quad is a protection in itself.

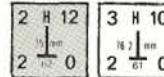
Enemies: Russian Infantry. Against a close assault you will not have the chance to intensive fire.

Fate: If attacked by infantry, a quick death. If attacked by tanks, a possible Parthian shot, providing you use the intensive fire rule. (I recommend it.) A single T-34 may still cost you the quad, but the quad will take the T-34 with it when it goes. Large H class weapons tend to be vindictive.

Loss: Annoying. There will be a gap.

Deployment: This weapon is heavy enough for a main artillery position. It can serve as the principle armament of a fort.

12. German 75mm Howitzer, Russian 76.2 Howitzer



Fort: Range.

Foible: Attack factor. Never enough.

Threat: None.

Prey: Transports and artillery. Another good weapon for factoring up to 4 to 1.

Range: 1-12 hexes. Unless you have ample advanced warning of an attack these weapons are too small and cheap to worry about limbering up and rescuing. Since they are the last thing anybody worries about saving, they will often fight until the enemy gets right up to the gun barrel.

Execution: Dispersal half the time. This makes it wasted effort to shoot at transported units if you don't suspect your enemy of wanting to dismount them right away.

Pals: Carts for reserve; Trucks, for offense if you have plenty. A/T guns.

Enemies: Tanks and Infantry.

Fate: A quick death.

Loss: Shuggable.

Deployment: Shoulder positions. If you are using these howitzers with carts or trucks as a reserve, I suggest placing them to one side of your enemy's advance rather than to his front — leave that to the infantry and the A/T guns.

Historical Marker: The Russian weapon may be the "Crash-Boom" again in its other incarnation or it may be an antique short-barrelled infantry gun. The German weapon is either the 7.5cm leIG 18 or the 7.5 cm leFK 18, probably the latter, since the infantry gun would presumably have a little better movement capability.



13. German 150 mm Howitzer

Fort: Attack factor.

Foible: Range. Rather short for an artillery piece of this caliber.

Threat: Pressurizing.

Prey: Russian infantry.

Range: 4-12 hexes.

Execution: Dispersal half the time.

Pals: A halftrack or a truck.

Enemies: Russian Infantry.

Fate: At the hands of infantry, a quick death. Faced by tanks, a Parthian shot.

Loss: Damaging.

Deployment: This unit is hard to use effectively because its short range and low mobility make it vulnerable to enemy attack, while at the same time the attack factor is a little too large to allow a cheerful sacrifice. In a static situation it makes a good mobile reserve — large enough to add some real weight to the threatened sector, with the added attraction that the range will be reasonably constant.



14. Russian 122mm Howitzer

Fort: Attack factor and range. Each as good as that of any other Russian unit.

Foible: Defense factor.

Threat: Pressurizing.

Prey: German infantry and tanks.

Range: 4-20 hexes.

Execution: Kill. You might even try Combination Attack with a unit this size as a delaying tactic. You can hope to disperse a stack of German infantry every other turn.

Pals: Russian Infantry well ahead to spot. This is true for offense or defense. Tanks can spot also if the target is worth the risk.

Enemies: Infantry.

Fate: Decided by battle. Life or death after a whopping fight, which the value of the piece forces the Russian to make as soon as he notices the danger. Expect him to reinforce if he can.

Loss: Shocking. This unit is a big eye-catching unit. A Russian player is likely to put it at the core of his defense. So if he loses it, his defense breaks down a little and so does he. When the Russian is on the offensive I suppose the shock reaction would still apply; but I have never seen it, because few Russians would care to move a piece of this size far enough forward to face serious risk.

Deployment: The main artillery position: the woods hex on the hill crest with a wide field of fire. Fortified if possible.

Historical Marker: Why can't these big batteries use indirect fire? Surely they had the equipment.



Mortars

When I talk about mortars I always assume that the Indirect Fire Optional is in effect. Otherwise mortars would be like any other artillery, and CPs would be a useless liability, as they are in scenario 1. The beauty of the mortar is that it is a high trajectory, low velocity weapon small enough to be hauled around easily and capable of hitting targets without exposing itself.



15. German 81mm, Russian 82mm Mortars (both motorized and foot)

Fort: Movement factor. These units are the only artillery units which can move around on their own. Their range is also very good for their size.

Foible: Attack factor.

Threat: None. The small mortars are like sniper's rifles firing from hidden positions. If the enemy is going to overlook any unit, it's likely to be a mortar. With their ability to change positions

constantly, and their relatively long range, it's a strain to keep track of the field of fire of an enemy's mortars.

Prey: Transport and transported units. It is altogether too easy to forget when there is an infantry counter loaded under the tank counter which has ventured out from cover. That infantry counter becomes a perfect mortar target. A mortar is also a good weapon for factoring up to odds.

Range: 3-12 Hexes — but most of the shooting will be done at the longer ranges. The small mortars need not limber quite so soon as other artillery, because they can often retreat a hex or two to the protection of another unit.

Execution: Dispersal. A second unit usually will be necessary to make the kill.

Pals: CPs and a truck. Infantry, to keep enemy infantry at bay. Mortars get along well stacked with or close by a larger artillery piece: The mortar provides an all-around defense and can contribute a last factor that will up the odds on the larger unit's attack.

Enemies: Infantry. Tanks don't pose as much of a problem, since the mortar has a chance to retreat before an adjacent tank may fire.

Fate: Killed if caught. But often these little artillery pieces will be surprisingly tough, able to retreat one or two hexes before they are finally cornered. And most of the time they can count on a larger unit intervening to save them. Less mobile artillery does not have this safety margin.

Loss: Shruggable.

Deployment: Mostly hilltops - Never alone in towns, as they quadruple vulnerability to class A weapons and are hard to retreat out of as well. With a CP unit in hand the possibilities of deployment are marvelously increased. Any position hidden from the enemy will do: Woods on the ground level, gullies, reverse slopes. Hidden clear terrain is temporarily possible, but not wise if the enemy has any armored vehicles at all.



16. Russian 120mm mortar

Forté: Attack factor, Range.

Foible: Defense factor.

Threat: Pressurizing.

Prey: German infantry.

Range: 4-20 hexes.

Execution: A kill half of the time.

Pals: CPs, a truck for the offensive. Infantry and tanks to the front to spot.

Enemies: German infantry.

Fate: Decided by battle. Another fine Soviet artillery piece, much better than the German weapon, which Ivan will have to put up a fight for.

Loss: Damaging. Almost shocking, but mortars don't get much glamour.

Deployment: Main artillery positions. There's not much point in kidding around with this piece in gullies and such, even if you do have some CPs. The Russian is often artillery-hungry, and finds the 120mm mortar a handy direct-firing companion for the 122mm howitzer. If he wastes a large weapon in an indirect-fire position, his chances for interlocking fields of heavy fire are much decreased.

Historical Marker: If you design your own scenarios, you should plan to have a 120mm mortar in half of them. When the Russians were almost overrun in 1941 they lost much of their artillery; the big mortar — cheap, simple to design and to operate, quickly emplaced and potent — became an essential portion of the Soviet artillery arm for the rest of the war.

17. German 120mm mortar



Forté: Range.

Foible: Attack factor — not quite big enough.

Threat: Pressurizing.

Prey: Russian infantry.

Range: 4-20 hexes.

Execution: Dispersal half the time.

Pals: A truck or halftrack; tanks or infantry forward to spot. And CPs, of course.

Enemies: Infantry.

Fate: The quick death or the Parthian shot. A fight for this unit's survival is unlikely. If the German has many other units, he will probably have a Wespe or a Hummel, making the mortar less vital. If he has only the long range mortar, his force will probably be too small to allow a fight.

Loss: Damaging. Particularly when this unit is the German's only major artillery piece.

Deployment: On defense, a good reserve unit. On offense, a fine unit for deploying in static positions to hold a door open or to destroy an opposing artillery piece once it is spotted.

18. CPs



Forté: Range.

Foible: Movement factor and defense factor. One would think 6 guys and a radio could move around pretty well, and conceal themselves well, too.

Threat: Pressurizing. It is not pleasant to have someone watching your every move.

Prey: Anybody, but mostly soft targets.

Range: On a clear day you can see forever.

Execution: Depends on the type and number of weapons tied to the system.

Pals: A truck or halftrack. SPA's and mortars. A large A/T gun deployed close by is also very helpful.

Enemies: Infantry and tanks.

Fate: A quick death if alone. Otherwise the unit's fate rests on the outcome of the battle for the position.

Loss: Shruggable (!!) A CP has no glamour at all. Actually with its capability for tying widely separated weapons into one system, and its high victory point value in some scenarios, the loss of a CP ought to be considered more damaging — but nobody ever seems to feel that way about it.

Deployment: Covered hilltops with good views. The historical positioning is forward of the artillery, and there is some merit in this disposition in the game, particularly when tied in with SPA's, which can't use the CP at short ranges. CPs are easily destroyed if caught alone, but then the enemy has still to deal with the gun itself. In effect, a forward deployment gives the gun two lives. A position in the rear has its merits also: The vulnerable CP is protected, and the mortar or SPA may move forward in dead ground to extend its range.

Historical Marker: Judging by function, these CPs are really OPs. Whoever named them deserves KP.



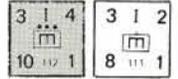
Infantry



The infantry unit is the most economical engine of war which can be built from the raw materials of conscription. Everything else requires a lot of time and fancy hardware. Remember this if you design your own scenarios, and don't burden the board with a plurality of tanks.

The odd thing about infantry is that while it seems vulnerable, being composed of soft-fleshed, unarmored humanity, it is really the toughest force available. When the front solidifies it takes infantry

to blow it apart again. When a strong point holds out, it is wasteful to send the tanks toward it; infantry will be cheaper and possibly more effective. And when ground has to be held the best holders are infantry. *Panzerblitz* shows all this rather well, and also the chief defect: Infantry is so slow. Even when you carry your troops on trucks, it takes a while to rally the boys and mount them.



19. Engineers

Forté: Unit type. That horizontal E is far more valuable than any of the factors, because it allows the deadly increase of effectiveness in close assault that is an engineering specialty.

Foible: Attack factor. Too small when the unit is alone.

Threat: Mobilizing, most of the time. That is to say, when you see an engineer unit in company with infantry approaching your position, the tendency is to move out so that the close assault which is coming will have no target. Now, sometimes the opposite will occur, and the threat will be Antagonizing: An important artillery unit, say a Russian 122mm, will be caught unlimbered by a close assault force assembling under cover two hexes away. If the Russian unit limbers, both it and its transport will die in the attack. So a desperate Russian will bring in something nasty, like a Guards company, to bolster the close assault odds and provide a counterattack. In this case, instead of producing a retreat the threat of a close assault will produce a terrific fight. You can judge which will happen by the value of the immobile unit threatened.

Prey: Artillery.

Range: Adjacent. Close assault is the preferred weapon for infantry. You aren't bugged by types, ones can be Heaven, and if the thing doesn't work you can try a bit of spotting next turn. A close assault by engineers against a unit in the open is as good as a tank attack.

Execution: Dispersal is certain, an eventual kill is likely.

Pals: Fellow infantryman, plus a fast tank or halftrack to ride on.

Enemies: Artillery and assault guns.

Fate: Blown away by fire. Engineers are a prime target, and always seem to be the first to go, particularly Russian Engineers, who are not much weaker than German Engineers in concrete terms but are a good deal weaker in relative terms. German Engineers are the strongest of the German infantry units, and so in a stack they have some protection from selective attack. Not so Russians, who are almost the weakest of their kind.

Loss: Damaging. Sometimes one badly needs engineers, especially where minefields are encountered; in those special situations the loss of an engineer is a hard blow.

Deployment: Infantrymen love woods, and engineers love being close to other infantrymen. Don't put engineers in towns, and don't leave them alone. An engineer and a few infantry in trucks make an excellent reserve for defensive positions — a real hole pluggers.

20. German Security and Russian Reconnaissance Units

Forté: Defense factor.

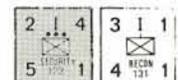
Foible: Attack factor.

Threat: Mobilizing.

Prey: Artillery.

Range: 1 hex. I've never found the German range factor to be any significant advantage for security units.

Execution: Dispersal half the time.



Threat: Mobilizing.

Prey: Artillery.

Range: 1 hex or 5-6 hexes. German riflemen have rather a dandy range; if you are looking for that last attack factor, don't overlook your rifles.

Execution: Dispersal half the time. But that means a kill if Wespe and Hummel are around.

Pals: Tanks, not only as transport but as a bolster to defensive power. Other German infantry. And of course, the SPA's.

Enemies: Russian infantry companies. And SU-152's.

Fate: Blown away by fire - from heavy artillery only. German rifle platoons can hold out a long time in a sea of Russian tanks, but when the Russian infantry comes up expect to be dispersed immediately and eliminated a turn or two later.

Loss: Damaging. German infantry are seldom many, and often they are vital to any counter-

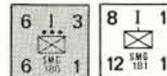
attacking or defensive blocking functions.

Deployment: In wooded areas, blocking roads. Not in towns alone.

Historical Marker: Some players mistake the quality of German infantry. I have said that the foible is the attack factor; but that is not strictly true: The real flaw is the three little dots over the infantry symbol. German platoons are simply outnumbered 3-1 by Russian companies; players who do not take unit size into account do the German rifle units grave injustice. To see how good they really were, stack three units together to make a company. You get a unit like this:



When you have plenty of infantry units to go around, I recommend maneuvering in companies rather than in platoons. This is a little clumsy, since you have to break the company up to transport, and the Germans can never put as many men into a single hex as can the Russians; and to make matters worse the company is always vulnerable to piecemeal destruction - but not by close assault. In an infantry action alone between equal forces (i.e., a ratio of 3 German counters to one Russian) you can count on the Germans getting the upper hand. Alas, the game is mostly post-Stalingrad and post-Kursk, and German parity in infantry is a thing long past.



23. Submachine gun units

Forte: Attack factor.

Foible: Defense factor, if only because the SMGs are the weakest infantry in the stack. Otherwise movement factor.

Threat: Mobilizing/antagonizing.

Prey: Artillery. And infantry for the Russian.

Range: 1 hex. Close assault is the name of the game. The German range advantage is usually worthless.

Execution: Dispersal.

Pals: Tanks. These are the boys to do the old panzerblitz assault trick. Halftracks are also good. The Russian T-34 carrying SMG is the most fearsome combination on the board - expect to see it often - because the T-34 provides what the SMG most lacks, mobility, and the SMG has the close assault capability the T-34s need to remove road-blocks.

Enemies: Towed and self propelled artillery. Assault guns. For the Germans, Russian infantry.

Fate: Blown away by fire. Generally while being transported.

Loss: Damaging, particularly for the Russian. The Germans may expect to lose some SMGs but they can do a fair job with their superior tanks alone. The Russians need the combination.

Deployment: Not in towns alone. Good reserve units with transport. Best of all in the forefront of the attack.



24. Cavalry

Forte: Attack factor. The best close assault weapon in the game.

Foible: Movement factor. Cavalry is weird. As long as everybody's on foot, cavalry is the fastest infantry around. But in a motorized army the cavalry can't keep up. Not being able to mount in trucks makes the cavalry useless in pursuits and dead in retreats.

Threat: Mobilizing/antagonizing.

Prey: Artillery. And German infantry.

Range: 1 hex.

Execution: Dispersal.

Pals: Engineers and other infantry.

Enemies: Artillery, and the tanks which can spot for them.

Fate: Blown away by fire half the time, generally while trying to cross some open space. The other half of the time the cavalry never gets into the flight.

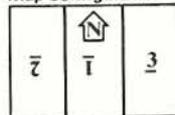
Loss: Annoying. There are only 4 of these units, and they have rather special qualities.

Deployment: Not in towns. Woods are a cavalryman's delight, because those pesky green hexsides can be ignored. If there is any question of a long retreat, cavalry should do the blocking: the units will be lost anyway.

PanzerBlitz Situation #16

GERMAN ARMORED OFFENSIVE: CENTRAL POLAND (12/44). A hypothetical situation. Hitler comes to his senses and cancels the Ardennes offensive, ordering the units involved to attack the Soviets instead. Situation depicts a German Pz. Division colliding with an advancing Russian tank corps.

Map Configuration



RUSSIAN FORCES

Russian Tank Corps sets up on Board 1. Russian sets up first.



Award German 2 points for each armored unit (excluding half-tracks) off the East edge, and 1 point for every other unit so removed.
Award Russian 2 points for each unit on Route 61 at the end of the game. Highest point total wins.

GERMAN FORCES

Elements of the 1st SS Pz Division enter Turn 1 on West edge.

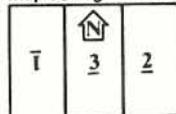


Ger. moves first	Turn	1	2	3	4	5	6	7	8	9	10	END
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PanzerBlitz Situation #17

POCKETING ACTION: VISTULA RIVER LINE (13/1/45). With the start of the Russian offensive on January 12, 1945, breakthroughs were achieved all along the Vistula River with the aid of massive artillery barrages. Intact defending units, as in all overwhelming offensives, often found themselves in danger of encirclement. In this situation, a German recon battalion races to safety with disordered Soviet mobile units in hot pursuit.

Map Configuration



RUSSIAN FORCES

Turn 1: Enter on North edge of Board 1: Enter on South edge of Board 3:



GERMAN FORCES

German enters on East edge, turn 1.



VICTORY CONDITIONS:

Award German 1 point for each unit moved off North, South, or West edge of board 1.
5 pts or under - Russian Decisive 12 pts or over - German Marginal
8 pts or under - Russian Tactical 15 pts or over - German Tactical
11 pts or under - Russian Marginal 18 pts or over - German Decisive

Ger. moves first	Turn	1	2	3	4	5	6	7	8	9	10	END
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Historical Marker: These units really do belong with the infantry. The effective use of the horse as a shock weapon died at Balaclava (which, World War II freaks, is *not* a Turkish pastry) and cavalry thereafter was best used as mounted infantry, into which category the Russian unit falls. Sensible cavalymen fought on foot; the noble steeds were for transportation, like carts. By World War II charges were laughed at by everyone except military romantics.

Transport Units

Transport is vital to a combined arms force, particularly for a force on the attack. Without transport neither artillery nor infantry can keep up with the battle. Now, most *Panzerblitz* games are so short that you rarely see the aftermath of a battle, when the survivors have to pick themselves up and move along. And so if the transport is all shot up, most players don't realize how badly the force is crippled. In point of fact, *Panzerblitz* encourages one to be a truck-burner. I find that almost all the transport which is lost is sacrificed, deliberately sent out to die while spotting, blocking, or unloading adjacent to an enemy. None of this is realistic, and it might not be a bad idea to double or triple the victory point value of transport killed in order to persuade us truck-burners to mend our ways.



25. Wagons

Fort: Weapons class 'C'. This is all that justifies their existence.

Foible: Movement factor. Soooo slow.

Threat: None. There is an excellent chance your enemy will never even notice what your wagons are doing.

Pals: Artillery, almost solely. It isn't worth the trouble to transport infantry in carts. The increase in speed is minor; the increase in vulnerability is terrific.

Enemies: Tanks.

Fate: Caught and killed. Wagons "neither have the heart to stay nor wit enough to run away."

Loss: Shrugable. If you have a friend you are anxious to alienate, I suggest that, when he eliminates a wagon unit early in a scenario, you leap up, congratulate him warmly for his generalship, and resign the game. He will not miss the sarcasm.

Deployment: Behind a static front, on a road junction hex, perhaps loaded with a defensive reserve unit. Wagons will rarely have the speed to make it across open terrain, so it is best to deploy them where there are patches of cover. In an advance wagons are sure to be left behind; during a long retreat wagons may be expended as blocks, since they will be caught and killed anyway. A road hex on a reverse slope is a good place; a wagon there will slow enemy vehicles for 2 turns. Of course blocking tanks with horse-carts is a Nasty Trick, totally unrealistic; but it is not specifically forbidden in the printed rules.

26. Trucks



Fort: Movement factor. On road.

Foible: Movement factor. Off road.

Threat: Pressurizing/Antagonizing if the trucks carry infantry.

Pals: Infantry or artillery.

Enemies: Tanks, halftracks, and enemy trucks. To trap a truck bent on staying alive it is usually necessary to surround it with vehicles and green hex sides.

Fate: Killed if caught. Frequently sacrificed.

Loss: Shrugable.

Deployment: Keep trucks on roads if at all possible. They are safer and more useful there.



27. Halftracks



Fort: Movement factor. And being armored helps, too.

Foible: Defense factor.

Threat: Pressurizing/Antagonizing. However unrealistically, halftracks are potential spotters. If they carry infantry, a wise opponent will be uneasy.

Prey: Immobile artillery.

Range: 10 hexes. Movement distance.

Execution: Depends on what the halftrack is spotting for. Halftracks may also do a little up-factoring against soft targets attacked by friendly artillery. But let me stress that both spotting and firing functions are secondary. The business at hand is transportation.

Pals: Infantry, particularly SMG units. Very important artillery.

Enemies: Tanks and halftracks. Trucks may block trucks, but halftracks have the capability of escaping encirclement with trucks by fire or overrun.

Fate: Sacrificed to spot or to overburden an enemy piece. Germans are the real offenders here. The Russian is generally a little desperate for transport

PanzerBlitz Situation #18

COMBINED RUSSIAN OFFENSIVE: SOMEWHERE IN RUSSIA (1944). A theoretical situation. Two heavily reinforced rifle regiments and an independent tank brigade take on a German infantry regiment. An illustration of problems of unit boundaries — and of the infantry support capabilities of certain German armored vehicles.

Map Configuration

7	1	3
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Soviet forces may not cross from one board to another (e.g., from board 1 to board 2, etc.). They may, however, fire from one board to another.

Russians set up first east of Route 61.

0 C 0	6 I 5	8 I 1	3 M 12	24 W 20	3 H 10	3 I 1	40 H 20
1 1 1	18 10 1	12 11 1	3 2 1	2 1 0	4 1 0	1 1 1	1 1 0

8 17 3 5 2 1 3 2

Enter on East edge, Turn: 1

Board 2:

15 A 8	9 A 4	12 A 5	19 A 8	0 C 0	6 I 6	7 A 3
10 10 11	3 2 0	12 11 1	12 11 1	1 1 1	2 1 0	0 3 1

6 1 1 1 7 1 1

Board 1:

7 A 3	12 A 5	14 A 8	12 A 6	9 A 4	6 I 6	0 C 0
3 1 1	0 2 0	12 11 1	9 11 1	3 1 0	2 1 0	0 1 1

1 1 2 6 1 1 6

Board 3:

15 A 8	7 A 3	12 A 5	12 A 6	0 C 0	3 I 1
13 11 10	3 1 0	9 11 1	2 1 0	0 1 1	1 1 1

2 1 2 1 6 3 1

GERMAN FORCES

Set up west of Rt. 61 after Russian.

14 H 12	20 A 20	12 A 8	3 I 6	3 H 12	15 M 20	0 C 0	22 A 12
12 12 8	6 10 8	12 11 1	8 1 1	3 1 1	2 1 0	1 1 1	18 11 5

1 1 4 18 2 2 4 1

3 I 4	8 A 5	2 H 12	20 H 12	13 A 6	0 C 0	12 A 8	6 I 3
10 11 1	3 1 0	2 1 0	2 1 0	2 1 0	1 1 1	12 11 1	6 1 1

3 1 3 1 3 10 2 6

VICTORY CONDITIONS:

Award points as follows: Germans get 1 point for each eliminated Russian unit; Russians get 1/2 point for each eliminated German unit and 1 point for each Soviet unit off the West edge of the map.

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

PanzerBlitz Situation #19

THE MINIGAME APPROACH: THE CONVOY (2/43). A German front-line unit is hard-pressed and needs supplies and ammunition. The relief convoy must reach them through partisan-infested territory. The Germans win if all 5 trucks (which are fully loaded and can't be used for transport) get off the board by way of row GG. The partisans win if any trucks are destroyed. The swamp hexes are frozen and considered clear hexes except at gullies. Any other result is a draw. Game Length: 8 turns. Germans move first.

Map Configuration

1

FORCES

2 M 12	0 C 0	3 I 1
3 1 1	1 1 1	3 1 1

2 4 4

Set up on board:

FORCES

2 A 4	2 I 4	4 C (I) 4	0 C 0
6 11 10	5 11 11	4 11 10	1 11 12

1 2 2 5

Enter on row A:

THE MINIGAME APPROACH: THE CROSSROADS (1/42). The first winter on the Eastern Front was one of thinly stretched lines and bitter holding actions. Here, a Russian motorized SMG battalion contests a vital road junction with a German fusilier company. The side occupying 2 or more squares of Bednost at the end of the game wins. Game Length: 6 turns.

RUSSIAN FORCES

Russians move first. Enter on any edge:

7 A 3	8 I 1	0 C 0	3 M 12
3 1 1	0 2 0	12 11 1	3 1 1

1 3 5 1

GERMAN FORCES

Set up on board:

3 I 6	3 M 12	2 H 12	0 C 0	6 I 3
8 11 1	3 1 1	2 1 0	0 1 1	6 1 1

1 1 1 4 2

THE MINIGAME APPROACH: THE PROBE (6/42). A Soviet recon battalion learns more than it bargained for. Award Germans 1 point for each eliminated Russian unit; award Russians 1 point for each unit that leaves board by row GG. Any Russian unit still on board at end of game is eliminated. Game Length: 6 turns. Germans move first.

RUSSIAN FORCES

Set up in Grabyosh:

2 C (I) 4	7 A 3	3 I 1	0 C 0
2 11 10	3 1 0	4 1 1	1 11 12

1 1 4 4

GERMAN FORCES

Enter on row A:

2 A 4	2 C (I) 4	3 I 6	3 H 12	13 A 6
6 11 10	4 11 10	8 11 1	3 1 1	2 1 0

1 4 3 1 1

Turn	1	2	3	4	5	6	7	8
------	---	---	---	---	---	---	---	---

SPW – SchutzenPanzerWagen



and has no halftracks to spare; a Russian who burns halftracks may have difficulty moving his infantry away from the road.

Loss: Shruggable.

Deployment: In the forefront of the attack – but don't run away from your passengers.

Historical Marker: The Russian counter may be another "averaging" counter rather than a counter representative of one type of vehicle. The silhouette is that of a Lend-Lease U.S. M3 halftrack, roughly similar to the German Sdkfz 251. The

other vehicle listed, ZIS-33, is a halftracked version of the ZIS-5 truck which equips some of the truck units. As far as I know, neither wheeled nor halftracked version of this vehicle (A Ford imitation dating from the early 30's) was armored or armed.

Reconnaissance Vehicles

All the reconnaissance vehicles in *Panzerblitz* are German. The Russians had some – you might find T-70 light tanks and an assortment of armored cars still around in 1944 – but they had found them to be less than useful and were phasing them out.

In the game you are likely to find the German recon units less than useful. Everything is known – terrain, enemy positions, enemy strength. The recon units are not armored well enough to spot, and, because they are frozen in place during the opponent's move, their speed is no defense for them. With their reconnaissance function denied

them, all they can do is harass, block, and transport friendly units.



Note the difference between the actual Lynx (top) and the Pzkw III (below) which it is falsely labeled in the Campaign Analysis booklet.



2 A 4
6 Lynx 10

28. Lynx

Forte: Movement factor.

Foible: Attack factor. The weakest attack factor in the game.

Threat: Very little. A Panther or a halftrack can go wherever a Lynx can.

Prey: Russian transport.

Range: 9 hexes.

Execution: Dispersal half the time, unless you overrun, and if that leaves the Lynx out in the open someone will blow it away. Not worth doing unless whatever was in the truck was very valuable.

Pals: Infantry carried as a passenger will help the blocking function.

Enemies: Russian tanks.

Fate: Sacrificed for spotting/overburden.

Loss: Shruggable. If the German is at all daring with this piece, he may expect to wind up with a missing Lynx.

Deployment: As far forward as possible.

Historical Marker: Contrary to what the Campaign Analysis book tells you, this vehicle is not a PzKw III. It is a PzKw II Ausf L. The designation was later changed to Panzerspanwagen II to indicate that its function was strictly reconnaissance. In mid-1943 the Germans finally gave up on scouting tanks and ceased production of this vehicle.

PanzerBlitz Situation #20

SCREENING ACTION (HYPOTHETICAL). SOMEWHERE IN RUSSIA, 1944. Often in defensive operations, light mobile units such as a reconnaissance battalion will be called upon to screen the flanks of line units, or fill a gap in their absence. Ideally, the enemy in these situations will be delayed by firepower, without decisively engaging the defense.

Map Configuration

RUSSIAN FORCES

A Soviet tank brigade, backed by motorized infantry sets up first on board 1, on or east of row Z.

12 A 6	14 A 8	8 I 1	7 A 3	12 A 5	3 I 1	6 I 6	3 M 12
9 10 11	12 13 14	15 16 17	18 19 20	21 22 23	24 25 26	27 28 29	30 31 32
6	2	6	3	1	1	1	1

0 C 0
1 12
14

VICTORY CONDITIONS:

Award Russians 1 point for each unit moved off west edge of board 3. Award each side one point for each enemy unit destroyed. The side with the highest total wins.

GERMAN FORCES

A German recon battalion sets up on or west of row Y on board 1.

3 I 6	2 C(I) 4	20 A 20	3 M 12	6 A 5	3 I 4	13 A 8	2 H 4
8 9 10	11 12 13	14 15 16	17 18 19	20 21 22	23 24 25	26 27 28	29 30 31
3	6	1	1	1	1	1	3

12 A 8
12 13 14
2

Rus moves first	1	2	3	4	5	6	7	8	9	10	11	12	END
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PanzerBlitz Situation #21

PANZER DIVISION IN DEFENSE: MAGNUSZEW, POLAND (8/8/44). After the collapse of Army Group Center, Russian units made deep inroads into occupied Poland, some reaching as far as the Vistula River. The 2nd Tank Army crossed at Magnuszew (pronounced MAG-noo-shev) and was stopped by the 19th Panzer and Herman Goering Divisions – 40 miles SE of Warsaw, gripped by a major Polish uprising.

Map Configuration

RUSSIAN FORCES

Assault elements of the 2nd Tank Army enter from East edge.

12 A 6	15 A 8	14 A 8	40 H 10	8 I 1	3 M 12	3 I 1	0 C 0
9 10 11	12 13 14	15 16 17	18 19 20	21 22 23	24 25 26	27 28 29	30 31 32
12	6	2	2	4	1	3	17

5 I 4	2 M 12	7 A 3	2 C(I) 4	24 M 20	6 I 8	12 A 5	3 I 2
16 17 18	19 20 21	22 23 24	25 26 27	28 29 30	31 32 33	34 35 36	37 38 39
9	3	3	6	2	1	3	1

VICTORY CONDITIONS:

Award each side 1 point for each enemy unit destroyed. Award Russian 10 points each for clearing Bednost and/or Opostoschenia. Highest point total wins.

GERMAN FORCES

Battle Group of the Herman Goering Division sets up first on boards 2 and 3.

14 A 8	16 A 12	10 H 12	12 A 8	12 A 8	40 H 32	60 H 24	3 I 6
8 9 10	11 12 13	14 15 16	17 18 19	20 21 22	23 24 25	26 27 28	29 30 31
6	4	1	2	2	1	1	15

3 M 12	13 A 6	2 C(I) 4	0 C 0	4 H 10	14 H 10	15 M 20	6 I 3
3 4 5	6 7 8	9 10 11	12 13 14	15 16 17	18 19 20	21 22 23	24 25 26
1	2	11	10	2	1	1	3

50 H 12
4 7 10
1

Rus moves first	1	2	3	4	5	6	7	8	9	10	END
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29. Sdkfz 234/1

2 H 4
3 Sdkfz 16

Forte: Movement. This is the fastest unit in the game.

Foible: Attack factor.

Threat: Pressurizing/Antagonizing. The dandiest trick to pull with this unit is to slip through your opponent's lines and take up some ambush position on the other side where you can block reserves, delay reinforcements, and generally annoy. Often when you do this, your opponent will feel insecure enough with you back there to form a hunting party to attempt to trap the armored car, thus pulling in reserves needed elsewhere and possibly creating a weak point.

Prey: Transport.

Range: 15 hexes.

Execution: Dispersal.

Pals: Another scout car, to insure that an overrun will really be effective. Infantry passengers for blocking.

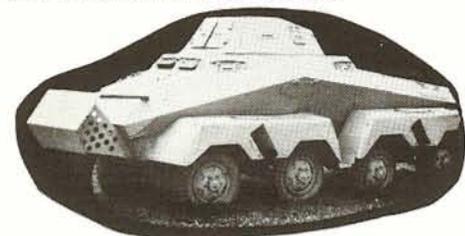
Enemies: Tanks.
Fate: Sacrificed for overrun. Eliminated if surrounded.
Loss: Shruggable.
Deployment: As far forward as possible. An excellent unit for blocking in pursuit or retreat. A Nasty Trick, possible also with halftracks, is to sit this unit out in the open on a swamp-road hex. If your opponent blows it up, the road is blocked. If he leaves it alone in the hope that you'll move it, the road is still blocked. Unrealistic and unsporting, but legal.



30. Sdkfz 234/2 (Puma) and Sdkfz 234/4
13 A 8
3 500 234 520 14
Forte: Movement factor.
Foible: Defense factor.
Threat: Pressurizing/Antagonizing.
Prey: Transport.
Range: 13 hexes.
Execution: A kill.

Pals: Infantry for blocking.
Enemies: Tanks. Even these heavily armed cars cannot afford to trade salvos with tanks, not even if they get in the first shot.
Fate: Eliminated if surrounded.
Loss: Shruggable/shocking!?! Some people are armored car freaks.
Deployment: Far forward.

Historical Marker: These armored cars were heavily armed in the hope that they might protect German armored cars from other armored cars. In the open desert it might turn out that way. On your *Panzerblitz* board the best use for these units is as anti-tank blocks. You will note that these units are the equivalent of 50mm and 75mm A/T guns. The main differences are the magnificent movement factor and the abominable defense factor against tanks, only a fourth as good as a towed gun's. Still, they block a tank, and if you assign them that job at the right spot and the crucial time, that may be good enough to warrant the sacrifice.



Schwerer Panzer Spah Wagen - 1938 Heavy Armored Recon Vehicle 231-233 model which was the forerunner of the 234/2.

Self-Propelled Artillery

Only the Germans have self-propelled artillery. Because of a czarist tradition of close-in combat dating back to Napoleonic times, the Soviets virtually avoided the development of motorized artillery, and remained faithful to the towed gun until the end of the war. The strength of the Soviet army depended largely on infantry and tank units which do not fight effectively at a distance. Unquestionably this Soviet doctrine cost them something in the way of continuous fire support during an offensive; but before you sneer too hard remember who won the war.

The Soviet infantry and tank units, massively numerous, form a broad base; the Soviet army may be clumsy, but the destruction of only a few units will not shake it. The German army, however, rests like an upside down cone on the fire support of the self-propelled artillery. Without the big guns to smash obstacles the German's tanks will stall.

Without the backup threat of shellfire his thin defensive lines will be overrun. Therefore, both historically and in the game, the German's SPAs are pillars of strength to him - with plenty of Slavonic Sampsons loose on the premises.



31. Maultier
50 H 12
4 610 10
Forte: Attack factor.
Foible: Range factor.
Threat: Pressurizing.
Range: 3-12 hexes, most likely at the long end of that range. The Nebelwerfer is an odd weapon to deploy, since it lacks the *sine qua non* of self-propelled weaponry; i.e., long range. There is a temptation to give it an armored escort and send it in to do assault-gun work - but it is so weak that the move is likely to be a suicide against any organized opposition in strength. The factor which keeps this

unit in the SPA class is its movement factor; in pursuit or retreat, the Maultier is just nimble enough to be able to choose its own range.

Execution: A kill half the time.
Pals: Other SPAs. Infantry in front to spot. A wirbelwind is handy for up-factoring.
Enemies: Russian infantry. A close assault will give the Mule no chance to kick.
Fate: Eliminated if surrounded. Since that isn't easy, the Maultier will probably survive the game.
Loss: Damaging.

Deployment: Because of the short range it is futile deploying the Maultier in orthodox SPA positions on hilltops. If you do, you will likely find that your targets scurry around carelessly at the end of your reach or beyond. Better to give up the visibility advantage of height and deploy in cover at ground level, closer to the front than other SPAs, with as good a field of fire as the situation will allow.

PanzerBlitz Situation #22

RUSSIAN FORCES

Advance elements of the Soviet 131st Rifle Corps enter on East edge.

5	1	4	3	1	8	1	7	1	0	40	20	15	A	8	3	M	12
16	143	3	1	4	12	157	1	12	1	3	3	0	1	1	1	1	1
9 3 6 3 2 1 2 5																	

24	M	20	14	A	8	12	A	6	0	C	0
2	1	0	12	157	11	9	157	11	1	1	12
2 2 6 15											

Russian wins by: 1.) clearing the power plant (Bednost) of all German units, or 2.) cutting both power lines west of the plant (along the 2 roads leading from Bednost to the edge of board). This is accomplished by leaving a unit on the road - uninverted - for a full turn. When the wire is cut the unit is automatically eliminated. The process must be repeated on the other road.

GERMAN FORCES

Forward units of the 6th Mountain Division set up anywhere on board.

3	1	6	1	3	8	A	3	3	M	12	15	M	20	3	1	4	2	11	2	12	20	M	12
8	157	1	1	1	3	7	0	3	5	1	2	1	1	10	112	1	2	1	0	2	1	0	1
18 6 2 4 2 3 4 1																							

12	A	8	0	C	0	0	-	0	C	0	
12	157	6	1	157	3	1	157	0	1	157	12
2 4 1 6											

VICTORY CONDITIONS:
German wins if Russian cannot fulfill victory conditions.

Map Configuration

E	2	1
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Rus moves first Turn	1	2	3	4	5	6	7	8	9	10	END
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PanzerBlitz Situation #23

RUSSIAN FORCES

C-MG Pliyev enters from the West edge; 6th Guards Tank Army from East edge.

10	1	3	8	1	5	1	4	12	A	6	14	A	8	40	H	10	24	M	20	0	C	0	
8	157	3	12	157	1	16	157	1	9	157	11	12	157	11	16	157	7	10	157	0	1	157	12
4 3 8 6 1 1 1 10																							

16	A	8	0	C	0	2	C	0	1
15	157	8	1	157	12	2	157	10	1
1 7 7									

12	A	6	15	A	8	24	M	20	40	H	10	8	1	1	6	1	5	3	M	12	9	1	4
9	157	11	10	157	11	2	10	157	0	16	157	7	12	157	1	16	157	1	3	1	3	1	0
7 6 1 1 4 7 5 1																							

GERMAN FORCES

Armeegruppe Woehler (elements of the 8th Army) set up first anywhere on board.

14	A	8	8	A	3	3	1	6	3	M	12	6	1	3	2	C	0	4	0	C	0		
8	157	8	3	7	0	8	157	1	3	1	1	1	1	4	157	1	4	157	1	157	12		
10 1 13 3 3 8 14																							

40	M	32	16	A	12	12	A	8	20	A	12	13	A	6	15	M	20	0	-	0	3	1	4
5	157	8	12	157	10	12	157	8	16	157	6	2	157	0	2	157	0	1	157	0	10	112	1
3 8 4 2 2 2 2 1 1																							

VICTORY CONDITIONS:
Russians win if they have cleared a corridor, 3 hexes wide and free of German units, from East to West edges. Germans win if they can maintain a similar corridor from North to South edges. Anything else is a draw.

Rus moves first Turn	1	2	3	4	5	6	7	8	9	10	11	12	END
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Historical Marker: The Maultier is an improved imitation of a Russian weapon not included among the counters – the famed M-13 Katyusha mounted on a truck. This weapon is given among the additional units in the Campaign Analysis booklet. It is almost the only true Russian self-propelled artillery.



40 H 32
WESPE
5 622 8

32. Wespe

Forté: Range. Highest on the board.

Foible: Defense factor.

Threat: Pressurizing. The Wespe makes it hard for the Russians to move for great distances. Even infantry must hide. Every possible spotter becomes a deadly menace.

Prey: Any Russian unit.

Range: 5-32 hexes. The Wespe can fight closer, but in a mobile situation it is seldom worth the risk. If anybody gets that close, just move back and blast them.

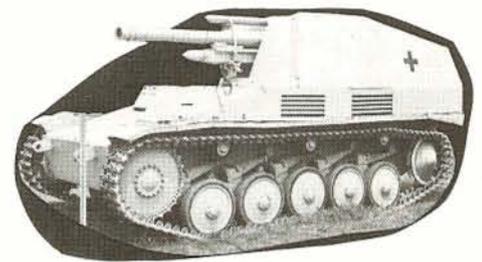
Execution: Dispersal for infantry targets. At close range a kill is likely on armored targets.

Pals: Other SPAs, CPs. Infantry and tanks to the front to spot. Self-propelled artillery is almost self-sufficient; a few pieces positioned with interlocking fields of fire will make destruction of any one piece quite expensive.

Enemies: Infantry.

Fate: Decided by battle. Expect a terrific fight. Dispersal will generally mean destruction on the following turn. Russian attackers should keep in mind what happens when a Wespe uses intensive fire.

Loss: Shocking. Expect extreme German demoralization.



PzFH 18 – “Wespe” – mounts a 105mm gun (L/28) on PZ II chassis.

Deployment: Main artillery positions; Hilltop hexes. The Wespe has enough range to deploy on open, “bald” hilltops, providing no Russian unit is within shooting distance. Be careful with such a deployment during mobile retreats – it will take a T-34 in the target area only two turns’ unimpeded movement to reach firing range, so an exposed Wespe might well have to flee before doing much damage. The basic skill in using SPAs is to move very seldom so as to spend as many turns shooting as possible. Cover is still best for this.

PanzerBlitz Situation #24

SOVIET ASSAULT ON FORTIFICATIONS: BALAKLAVA SECTOR (7/5/44). At the end of the spring, 1944 campaign in the Crimea, German and Rumanian forces were pushed into an ever-shrinking ring around Sevastopol. As the Kriegsmarine attempted to evacuate the 17th Army, the rear guard occupied a final defensive line just outside the city. The Russian objective at the southern end of the line was Sapun Heights, from where artillery could cover the whole anchorage.

Map Configuration



RUSSIAN FORCES



Assault elements of the Independent Coastal Army set up on board 1 East of the road running between 1A3 and 1GG8, after the Germans.



VICTORY CONDITIONS:

Russians get 1 point for each unit on Hills 132 and 129 at end of game (hilltop hexes only).

Germans get 5 points for each unit on those hills. Side with most points wins.

GERMAN FORCES



The German Fusilier Company and JagdTiger set up on Hill 132. All other units set up anywhere on boards 1 and 3 West of the Board 1 road running between 1A3 and 1GG8. Germans set up first.

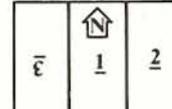


Rus moves first	1	2	3	4	5	6	7	8	9	10	11	12	END
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PanzerBlitz Situation #25

BLOCKING ACTION: MADONA SECTOR, LATVIA (22/9/44). The collapse of Army Group Center left AG North stranded in the Baltic states. As AG North withdrew into an enclave on the Courland peninsula, Russian spearheads reached out, attempting to split the Germans and defeat them in detail. The worst crisis came when the 2nd Baltic Front smashed the German 10th Corps at Madona; a short dash to Riga and the whole evacuation from Estonia and Latvia would be intercepted.

Map Configuration



RUSSIAN FORCES



A spearhead of the 3rd Shock Army enters on Eastern edge.



GERMAN FORCES



A battle group of the Nordland Division enters first on West edge of board.



VICTORY CONDITIONS:

Award each side 1 point for every enemy unit destroyed. Award the Russians 2 points for each unit moved off the Western edge of the map. Side with the most points wins.

Ger moves first	1	2	3	4	5	6	7	8	9	10	11	END
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60 H 24
HUMMEL
6 632 8

33. Hummel

Forté: Attack factor. Largest on the board.

Foible: Defense factor.

Threat: Pressurizing.

Prey: Everybody.

Range: 5-24 hexes.

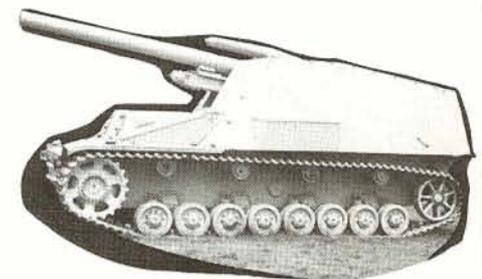
Execution: A kill half the time. All the time on armor at close range.

Pals: CPs; other SPAs; infantry and tanks to spot. **Enemies:** Infantry. Close assault will not give even a Hummel a chance to fire.

Fate: Decided by battle.

Loss: Gott ein Hummel!! The German may resign.

Deployment: Hilltops with cover.



PzFH 18M – “Hummel” features thicker armor, a larger gun (150mm), and a Pz IV chassis.



20 A 20
NASHORN
6 630 8

34. The Nashorn

Forté: Range.

Foible: Defense factor.

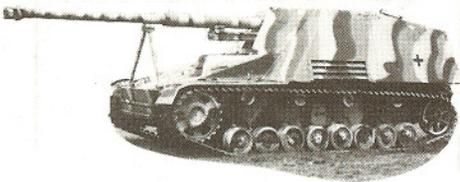
Threat: Pressurizing.

Prey: Vehicles. And infantry, if delay is necessary.

Range: 4-20 hexes.

Execution: Against vehicles, dispersal at long range, a kill at short range. Against infantry there is about half a chance of a dispersal.

Pals: H class SPAs. Infantry to spot. Infantry, incidentally, should not ride on any of the SPAs. They are vulnerable to fire, and if the SPAs are used properly the infantry will never make it to the front where it can be used.



JzPz Nashorn — The Rhino mounted an 8.8cm PAK (Panzer vs. cannon) model 43/1, L/71 gun mounted on a Pz IV chassis but using a Pz III transmission.

Enemies: Infantry.

Fate: Decided by battle.

Loss: Shocking, although less shocking than the loss of a Wespe or Hummel. But there is only one Nashorn in the game, so its loss is psychologically hard to bear.

Deployment: Hilltops with cover.

Historical Marker: I have classified this vehicle as an SPA by virtue of its poor defensive capability and excellent range. If it is used as a tank destroyer, it stands a fair chance of being lost without ever using its full capability. However, none of the special SPA rules apply; the Nashorn cannot use indirect fire, and may make overruns.

Incidentally, this vehicle uses the same chassis as the Hummel. Originally the vehicle was called "Hornisse" (Hornet); but in early '44 Hitler decided that he didn't want his armor named after insects. He ordered that the names "Hornisse", and "Hummel" be abolished. Thereafter this unit was called the "Nashorn": the other two were still called "Wespe" and "Hummel" — but *very quietly*.

Assault Guns

Assault guns are used against enemy infantry positions. Generally they are heavily armored, carry low-velocity, high-explosive weaponry, and move somewhat ponderously. Their reach is generally too short to allow them to double as SPAs. The best way to use them is up close. No commander can do very wrong if he places his assault gun alongside an enemy.



40 H 10
16 SU 152 7

35. SU-152

Forte: Attack factor.

Foible: Movement factor.

Threat: Mobilizing. An SU-152 works like a bulldozer. You move it up against an infantry block, and when it's your turn to move again the block is no longer there, one way or another.

Prey: German infantry. An SU-152 can also take on most German vehicles.

Range: 1 hex. The most frequent mistake I see is somebody trying to use an SU-152 like a Wespe. It doesn't work that way: Even though the range is long for a Russian unit, it is not long enough to keep the SU-152 in contact with the enemy at a distance. If you station your SU-152 on a hilltop artillery position, you will find that the mobile battle moves away from you and that it will be sometime before you can get your behemoth back into the fight. The only way to use an SU-152 on the offensive is to move right up against the German to scare him out of his position and then to follow along behind him as closely as possible. If he ever slows down you can kick him in the pants.

Execution: A kill almost certainly against infantry and probably a dispersal against tanks.

Pals: Infantry, but not transported. The infantry should travel ahead by other means to begin the assault. If the troops can delay anything, the SU-152 will kill it when it comes up.

Enemies: Very heavy tanks. Heavy artillery.

Fate: Occasional dispersal. An SU-152 ought to survive the game.

Loss: Shocking. The Russian army is a little better balanced than the German, so that the loss of any single unit is not so damaging as the loss of a Wespe or Hummel; but if there is any Russian unit which embodies that kind of psychological vulnerability, it is the SU-152. This is unfortunate because the German units can operate from safe positions; but the Russian must expose his SU-152s to danger if he is going to get full value from them. The Russian must overcome his tendency to hold these valuable units back from the assault.

Deployment: Up front. Only when the action becomes completely static is an artillery position for an SU-152 justified.

Historical Marker: One Russian nickname for this vehicle was "Conquering Beast". The name is important because it shows how the SU-152 was used. The SU-152 regiments were for offensive purposes only; once the front became static the Soviet high command would pull them out for a new offensive elsewhere.



36. GW 38(M) and Wirblewind

10 H 12	14 H 10
5 GW 38(M) 710 6	6 WIRBLEND 721 8

Forte: Range.

Foible: Defense factor.

Threat: Mobilizing.

Prey: Russian infantry.

Range: 10-12 hexes. These units simply do not have the defensive strength for close assault attack. Yet to some extent the distinctions between SPA and assault gun are blurred with these units, and with the Maultier. Neither has the range for the SPA role, and the GW38 lacks the speed as well. The best way to employ these two alone is on flat ground as close to the target infantry unit as possible without risking a close assault.

Execution: Dispersal half the time.

Pals: Tank destroyers or heavy tanks stacked with these units will allow them to carry out their functions without fear of close assault counter-attack even while adjacent. A half-track is helpful in such cases also, to serve as weakest unit in the stack, and to haul the cooperating infantry.

Enemies: Tanks and close-assaulting infantry.

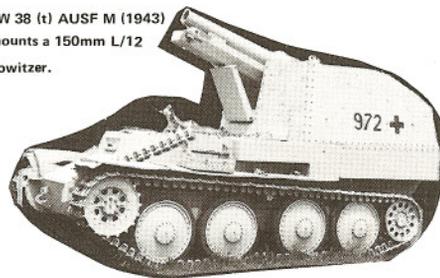
Fate: Blown away by fire, if not handled carefully.

Loss: Annoying. But not surprising.

Deployment: Up to the front, opposite the enemy infantry.

Historical Marker: Actually neither weapon was quite intended to be an assault gun proper. The GW38 is a heavy infantry gun, a transitional design dating from 1940, kept in service more because of lack of a substitute than for aptness for a now more clearly defined role. The other vehicle was an anti-aircraft weapon simply hijacked by infantry commanders to do support work. The flak panzers were never intended to stand up to much more than aircraft cannon.

GW 38 (t) AUSF M (1943) mounts a 150mm L/12 howitzer.



StuH 42 is shown above without the skirts depicted in the line drawing. Such side panels were relatively rare. This mounts a 105mm howitzer on a Pz III chassis.



37. StuH 42

Forte: Defense factor.

Foible: Attack factor. Not big enough to handle Russian infantry.

Threat: Mobilizing.

Prey: Infantry.

Range: 1-12 hexes. This vehicle has the armor to get up close even while alone.

Execution: Dispersal half the time.

Pals: Infantry.

Enemies: Tanks.

Fate: Occasional dispersal. But the StuH 42 should be kept out of the major tank battles; it can't do much good there and is too valuable to lose.

Loss: Damaging. This is the best assault gun the Germans have, and there is only one unit of them.

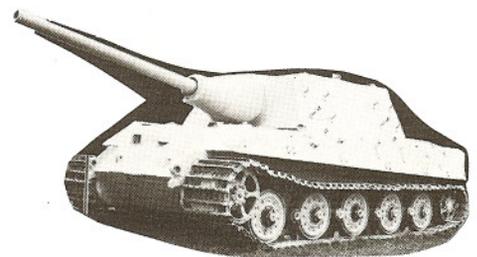
Deployment: As close to enemy infantry as possible.



22 A 12
18 JgdPz VI 870 5

38. JgdPz VI

Forte: Attack factor. Weapons class 'A' ought to take this vehicle out of the assault gun category; but the Jagdtiger is so slow that it is hard to imagine how else it might be used. It is a poor tank destroyer — too easily flanked, and worthless in an advance.



JdPz Vlb — the "Hunting Tiger" mounted a 128mm gun, L/55, PAK 80.

Foible: Movement factor.

Threat: Mobilizing. Why should anybody stick around to fight this monster?

Prey: Infantry. Of course the Jagdtiger would like to beat up on some Russian tanks, but no T-34s are likely to make themselves available. Infantry is all this vehicle will catch.

Range: 1 hex.

Execution: Infantry targets will be dispersed half the time. Tanks would be obliterated if shot at.

Pals: Infantry. As with the SU-152, the infantry should go ahead by other means and let the JgdPz VI come up to the battle.

Enemies: Small mammals which eat the eggs?

Fate: Survival. I suppose an SU-152 might disperse it, but that would be an unlikely meeting.

Loss: Possibly shocking — more likely just surprising.

Deployment: As far forward as you can get it.

Tank Destroyers

A tank destroyer is a turretless tank. Some folks — Guderian, for example — seemed to feel that there was a functional as well as a mechanical distinction between tanks and tank destroyers. If so, the distinction is not apparent in *Panzerblitz*. Historically, the tank was the weapon preferred by the experts; yet in *Panzerblitz* a TD unit seems more powerful than the tank from which it borrows its chassis. You can explain away this phenomenon for German units by pointing out that the TD units have one more vehicle than tank units — TDs come in six-PAKs, like beer — but what do you do when you come to the Russian units? It looks as if there is something which a tank unit can do and a TD unit can't do that is not taken into account in the rules.



12	A	8
7	MARDER III	8

39. Marder III

Fort: Range. Large enough to keep the Marder out of trouble.

Foible: Defense factor. Small enough to get the Marder into trouble.

Threat: Pressurizing. The Marder should stay in cover to do the shooting and let somebody else do the spotting.

Prey: Russian tanks.

Range: 3-8 hexes. Keep the range open in order to (1) avoid close assault and (2) avoid doubling your opponent's class weapons.

Execution: Dispersal half the time.



Marder III — AUSF M mounted on a Czech 38 (t) tank chassis.

Pals: The heavier armored vehicles can help with spotting; StuG III and Pz IV travel at the same speed and will augment firepower on targets at the same range.

Enemies: Infantry and tanks. Alone a Marder is not quite a match for either.

Fate: Depends on the outcome of an armored shoot-out. Any reasonably speedy TD can duck out of an argument; for strategic reasons you may prefer to have it stay to fight. When a Marder stays to engage there will generally be so many other units in the battle that the Marder's fate is insignificant. If the Marder does engage in a duel, there is about a half chance of its being killed in the first exchange of shots.

Loss: Annoying. Nobody can shrug off the loss of a TD or a tank other than the Lynx.

Deployment: On the offensive: to the middle of the force, far enough forward to shoot, far enough back to avoid trouble. On the defense: in reserve unless other reserves are available.



12	A	8
12	STUG III	8

12	A	8
12	HETZER	6

40. StuG III and Hetzer

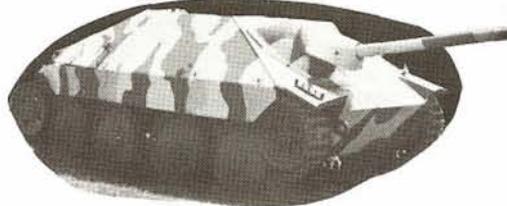
Fort: Defense factor.

Foible: Movement factor. The Hetzer is especially slow.

Threat: Mobilizing/Antagonizing. Most tanks and tank destroyers of medium weight or more will threaten to surround and spot an opponent's unit if they can reach jump-off positions in cover within four hexes. If the unit is worth saving, a wise opponent either moves it or reinforces it.



StG III (above) and JgPz 38 "Hetzer" (below) were both excellent tank destroyers.



Prey: Russian tanks and artillery.

Range: 1-4 hexes. It is important to keep the Hetzer close to the action because of its low speed. It is a great help to both units to have their attack factors doubled.

Execution: Dispersal most of the time. A lone sturmgeschutz attacking the average Russian tank at close range is not likely to kill it or be killed by it. Whichever side reinforces first will win the duel.

Pals: Infantry, to administer a follow-up close assault. Other armor is always helpful if available, particularly the Pz IV, Wespe and Hummel help to crack infantry.

Enemies: Russian tanks.

Fate: Depends on the shoot-out. In an individual duel dispersal is likely.

Loss: Damaging.

Deployment: The front of the battle. The rear of the retreat. The reserve of the static line. Good units for spotting in all three situations.



16	A	12
9	JGD PZ IV	8

41. JgdPz IV

Fort: Range. Better than that of its contemporaries, StuG III and Pz IV.

Foible: Defense factor.

Threat: Pressurizing. Essentially a souped-up replacement for the Marder III, the JgdPz IV likewise lacks the requisites for close-in combat, and should be used to apply pressure rather than for violent assault.

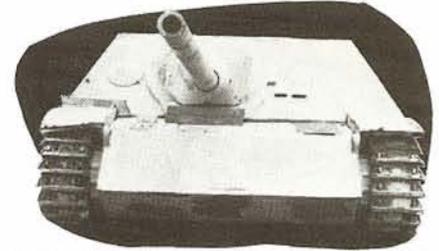
Prey: Russian tanks.

Range: 3-12 hexes.

Execution: Half a chance of a kill at close range.

Pals: Pz IV; StuG III.

Enemies: Russian tanks. Infantry can also be worrisome.



JgPz IV — the first "Hunting Tank" mounting a 75mm, L/70 on a Mk IV chassis.

Fate: Depends on the shootout. Dispersal probable.

Loss: Damaging.

Deployment: In the main line of defense or offense — not the forward line.

Historical Marker: The early JgdPz IV's mounted a long 75mm like the StuG III's. The version in the game toting a still longer 75, turned out to be overloaded and likely to break down.



12	A	5
9	SU 76	9

42. SU-76

Fort: Movement factor.

Foible: Range. The SU-76 is not a very strong unit defensively, but the short range forces the Russian to use it up close.

Threat: Channelizing. It is best to use this unit mostly for defense.

Prey: German armored vehicles.

Range: Adjacent. Either the German walks right up to you or you walk up to him. Overrun opportunities are rare.

Execution: Dispersal.

Pals: Infantry. T-34s.

Enemies: German armored vehicles.

Loss: Annoying — nearly shruggable.

Deployment: This is a unit which is often found working with the infantry. As such, it may constitute almost the only vehicle a rifle regiment will have, a case which justifies its being taken away from its TD role and used solely for special transport missions. Scenario 2 is a fine example of such a situation. Otherwise the SU-76 should serve as a reserve for a static line or as a tail-end Charlie for a tank assault.

Historical Marker: The "Crash-boom" again, on tracks.



SU-76 — the first Soviet assault gun mounting a 76.2mm gun, L/41.5.



14	A	8
12	SU 85	11

43. SU-85

Fort: Defense factor.

Foible: None really. A well-balanced unit.

Threat: Mobilizing/Antagonizing.

Prey: German tanks and artillery.

Range: 1-10 hexes. This unit has the speed to overrun, and the strength to engage close in.

Execution: Dispersal.

Pals: Infantry, especially SMG units. T-34s make good friends, particularly T-34/85s blessed with the same speed and the same range.

Enemies: German armored vehicles, including Wespe and Hummel.

Fate: Depends on the shootout. Dispersal is likely in duels.

Loss: Annoying. A little more so than the loss of a T-34, because there are always plenty of T-34s.

Deployment: The front of the battle; the rear guard in a retreat. An excellent mobile reserve unit, preferably with an infantry passenger.



20	A	12
15	JgdPz V	9

44. JgdPz V

Forté: Just beautiful all over.

Foible: Again, none.

Threat: Mobilizing.

Prey: Russian armor and artillery.

Range: 1-12 hexes. Try to get in close. This unit has the speed to do it.

Execution: A kill at close range.

Pals: Panthers. Infantry on the attack only.

Enemies: A multitude of Russian tanks. But no single tank need give pause except perhaps the SU-152.

Fate: Depends on the shootout. Survival of this vehicle is pretty likely, with a dispersal suffered only half the time in single combat.

Loss: Damaging, almost shocking.

Deployment: Well toward the enemy.

Historical Marker: This is the unit depicted on the box.



JgdPz V — the "JagdPanther" or "Elefant" mounted an 88mm PAK model 43/2 gun.



16	A	8
15	SU 100	8
17	A	10
15	JSU-122	7

45. SU-100 and JSU-122

Forté: Attack factor and defense factor.

Foible: Movement factor.

Threat: Mobilizing.

Prey: German tanks and artillery, possibly even infantry. As with the JgdPz VI these units are so slow that the distinction between TD and assault gun is blurred.

Range: 1-8 hexes. Get as close as you can.

Execution: A kill half the time at close range.

Pals: Russian heavy tanks and the SU-152's.

Enemies: Wespe and Hummel, very heavy German tanks and tank destroyers.

Fate: Depends on the shoot-out, but survival is likely, with only an occasional dispersal.

Loss: Annoying. The Russian has plenty more where these came from.

Deployment: As far forward as possible.



SU-100 — the improved version of the SU-85 mounted a 100mm gun, L/54.

Historical Marker: The JSU-122 is not to be confused with the SU-122, a 122mm howitzer mounted on a T-34 chassis which was employed as an assault gun but was inferior to the SU-152 and not much good against armor.

Tanks

The only reason that tanks and tank destroyers are in a separate category is that I am sentimental about such things. In the game the tactical doctrine for each type is the same. Both units work as much by threat as by actual fire. The recurring pattern in the game is for the tanks (and TDs) to roll up adjacent to an enemy unit, which then either retreats if it can or dies, exacting whatever casualties it can before it is killed. If both have a large number of tanks, an equilibrium is reached in which neither side dares to advance. The situation then becomes static and the slower moving arms, infantry and artillery, become dominant.

Most of the actual firing with tanks occurs when one side uses tanks to block the other's mobile stack. At that point firing breaks out between individual units and is either quickly resolved or becomes a miniature engagement, with each player trying to bring more fire to bear on the enemy's engaged units. These are the actions I have referred to as tank shoot-outs, and they are peculiar to the armored forces; you seldom see artillery engaging in individual duels, and somebody always horns in on an infantry fight to break it up.

Actually the most efficient way to use a tank is to Overrun. Unfortunately there are several factors which limit overrun opportunities. First, a target in the open where it can be overrun is likely to be destroyed by fire before the tank can move up to it. Secondly, an unsuccessful overrun always leaves one adjacent to an enemy unit capable of spotting and inclined to be a poor sport about the matter. And finally, even a successful overrun will generally leave the overrunning tank out in the open where it can be fired upon or overrun in turn. As Dr. Johnson said, the pleasure is transient and the position is ridiculous.



T34/76C — a medium tank with a 76.2mm, L/41.5 gun.



12	A	6
9	T-34c	11

46. T-34c

Forté: Movement factor.

Foible: Range.

Threat: Mobilizing/Antagonizing.

Prey: German tanks and artillery.

Range: 10 hexes. Generally the Russian has enough T-34s to burn that an overrun becomes a serious worry for the German. When the Russian makes fire attacks he should try to be as close as possible.

Execution: Dispersal most of the time.

Pals: Infantry. The T-34 and the SMG or the rifle company is the Russian stock in trade. If that combination goes wrong, nothing will be right, Tovarische.

Enemies: German tanks and artillery.

Fate: Spent in spotting or in shoot-outs. An attacking Russian player should lose half of the T-34s in his starting OB; if he loses less he is moving too slowly; if he loses more he had better watch it or he will soon be faced with a tankless job.

Loss: Almost shruggable. What is one dead rat to the pack?

Deployment: As far forward as possible in attack, and generally with infantry passengers. You should rarely see a T-34 unit alone, and rarely on the defense. Uncle Joe will have held them all back for the big counter-punch.

Historical Marker: The T-34/76 is something of a graybeard in the game. It is essentially the same tank that met the Germans in 1941, but the German tanks from that era are not included among the counters. And the T-34c is by no means obsolete. By the time of Kursk (Scenario 10) the Germans were just beginning to overtake the Russian technological lead.



14	A	8
8	PzKpfw IV	8

47. PzKpfw IV

Forté: Attack factor.

Foible: Defense factor.

Threat: Mobilizing/Antagonizing.

Prey: Russian tanks and artillery.

Range: 1-8 hexes. The German can afford to close with this tank only because he has a quantity of them, and not infrequently nothing else to work with.



PzKw IV AUSF F2 with 75mm KWK 40. The workhorse of the German Panzer Divisions.

Execution: Dispersal.

Pals: Infantry in attack situations only. If possible it is better to let Panthers or SGIII's do any spotting that needs to be done.

Enemies: Russian tanks and infantry.

Fate: Spent in spotting or in shoot-outs.

Loss: Damaging. The German wealth of tanks is seldom so great as the Russian. So each loss hits harder.

Deployment: The van of the attack; the rear guard; the mobile reserve.



15	A	8
13	KV 85	10
15	A	12
12	TIGER I	8

48. KV-85 and Tiger I

Forté: Defense factor.

Foible: Movement factor.

Threat: Mobilizing.

Prey: Enemy armor and artillery.

Range: 1-6 hexes. With either unit, close the range as much as possible.

Execution: A kill half the time.

Pals: For the Russian: T-34s. For the German; Pz IVs — and SPAs.

Enemies: Enemy armor.



PzKw VI AUSF E — better known as the Tiger; it carried an 8.8cm, KWK 36, L/56 gun.

Fate: Depends on the shootout. In duels dispersal is likely.

Loss: Annoying. When the heavy tanks are about; there are usually enough mediums to replace any losses.

Deployment: Keep as close to the enemy as possible.

Historical Marker: These are first generation heavy tanks, not so markedly different from their contemporary mediums that any separate tactical role can be clearly envisioned. The KV-85 is an upgunned version of the KV-1, which had the same 76.2mm gun as the early T-34. The KV chassis was fitted with a new turret which served as a prototype for the turret eventually fitted to the T-34/85. Once that latter tank came out the KV-85 was taken out of service. The Tiger was a German attempt to one-up the Russian T-34. The attempt failed because the design was difficult to mass-produce. When the Panther entered service the Tiger I was gradually phased out.



49. Panther

Forte: Very well balanced.

Foible: No faults, in the game.

Threat: Mobilizing.

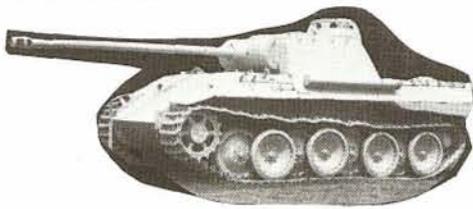
Prey: Russian tanks and artillery.

Range: 1-12 hexes.

Execution: A kill half the time at close range.

Pals: Wespe and Hummel. Infantry for the offensive. With the SPAs to pound any concentrations of infantry a mass of Panthers can be very hard to stop.

Enemies: Russian tanks.



PzKw V — the Panther — supposedly the best tank of WWII.

Fate: Great for spotting or in a shoot-out. It is difficult for even a single PzKpfw V to be surrounded and killed if the German wishes to refuse battle. The firepower and range make an approach difficult; the speed is enough to guarantee a getaway in most cases. The Panthers that burn, burn voluntarily, generally after a turn or two of dispersal in a shootout.

Loss: Damaging.

Deployment: Close to the enemy.

Historical Marker: Supposedly a perfect vehicle. However, you might notice that the Russian tankers preferred their T-34/85. All through its life the Panther was plagued by mechanical difficulties built into the design during its hasty

development. The Russians had had some of these same problems, but had solved most of them by 1943. However, when it worked the Panther was superb — and it always works in the game.



50. T-34/85

Forte: Movement factor.

Foible: Defense factor.

Threat: Mobilizing/Antagonizing. The T-34/85 will scare an opponent on the basis of quantity, not quality. If T-34s are scarce, the German will reinforce and stand his ground.

Prey: German tanks and artillery.

Range: 1-10 hexes. Overruns by this vehicle will be deadly, if costly.



T34/85 — most heavily produced Soviet tank — over 19,000 made. This particular one was captured in the Korean War.

Execution: Dispersal almost certainly.

Pals: Infantry, especially SMG units. T-34/76s and SU-85s can keep right up without trouble.

Enemies: German tanks and SPAs.

Fate: Spent for spotting or in a shoot-out.

Loss: Annoying. These units are not quite so expendable as T-34c's. The Russian should plan to lose only a third of his OB, and that many ungraciously.

Deployment: Close to the enemy — but if possible these vehicles should hang back a bit and let the more expendable T-34/76's do the spotting.



51. Tiger II

Forte: Attack factor.

Foible: Movement factor.

Threat: Mobilizing. Nobody stands in front of a moving van.

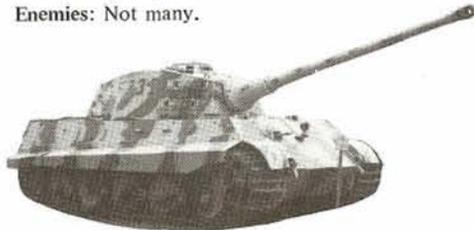
Prey: Russian tanks and infantry. By the time a Tiger II makes it up to a Russian artillery position, the guns will be long gone.

Range: 1-6 hexes. To keep the Tiger II in action you have to keep it close to its targets.

Execution: A kill at close range.

Pals: Hardly any needed.

Enemies: Not many.



PzKw VIB — the "King Tiger" — armed with a special 8.8cm, KWL 43, L/71.

Fate: Survival with an occasional dispersal. Only in an all-out retreat is this unit involuntarily endangered, and in those cases you may as well pick a good blocking position and wait for your foes to come at you. No King Tiger will out run a T-34.

Loss: Damaging, if only because of the fame and reputation of this vehicle.

Deployment: Keep the Tiger close to the enemy. If there is a concentration of Russian infantry, the Tiger may be used like the Jagdtiger in an assault gun role.



52. JS-II and JS-III

Forte: Attack factor.

Foible: Movement factor.

Threat: Mobilizing.

Prey: German tanks, artillery, and even infantry.

Range: 1-8 hexes. As close as possible.

Execution: A kill half the time at close range.

Pals: Russian assault guns. Russian infantry. These heavy tanks cannot keep up with the more mobile forces, but work well in support of infantry.

Enemies: Wespe, Hummel, German heavy tanks.

Fate: Depends on the shoot-out.

Loss: Damaging.

Deployment: As far forward as possible.

Historical Marker: The JS-III nicknamed "Pike" because of its pointed hull, really has no place in a World War II game. I have never read an account of its being employed against the Germans before hostilities ceased. The nature of its design as well as the nature of its employment puts this vehicle in the Cold War Era, and that is beyond the scope of Panzerblitz.

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Will sell 1914, would like pbm opponents for TAC, FR '40, OUT, PAN and Mid. Ftf any games. David Menconi, 1411 Gary Way, Carmichael, CA 95608, 483-7503.

Γ have U-B available in excellent condition. \$30.00. Ken Mabon, 409 So. Fortuna Blvd., Fortuna, CA 95540, (707) 725-4531.

FOR SALE: Getty-Hex version \$30.00; Chanville \$30.00. For details write: Richard H. Taylor, 309 Via La Paz, Greenbrae, CA 94904, (415) 461-1907.

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For sale to highest bidder: Guad. In excellent condition. Bid on it, I'll pay postage. Phil Buechner, 206 Fourth St., Roseville, CA 95678.

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FOR SALE: Bismarck in "near-mint" condition, complete with all original pieces - \$15.00. Want pbm opponents for DD, Chris R. Carter, 2334 Santa Anita Ave., So. El Monte, CA 91733, (213) 443-4477.

For Sale: Guad, \$15.00. Used twice. Pbm PAN, 1914. Derek Lenard 3926 W. 23 Ave., Vancouver, B.C., Canada V6S-1L2, 124-1454.

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For Sale: Mint condition C-ville (played only once). \$30.00 postage paid. All letters answered. John Grant, 409 E. Capitol St., SE, Washington, DC 20003.

Hex Gett. and 1914 for sale, \$20. For Gett. \$10. For 1914. Both in good condition. Gett has one unit missing. Steve Rodgers, 1230 SE 32nd Ave., Ocala, FL 32670, 694-2972.

Want ftf opponents. Will sell Guad, C-ville, Hex-Gett. Wally Williams, Jr., 1507 W. 13th St., Panama City, FL 32401, (904) 763-1608.

FOR SALE: 1914 (\$13.00) includes postage. Clay Culp, 275 Knox Rd., Apt. HH204, Tallahassee, FL 32303.

Wish to sell B-marck and 1914 to highest bidder (both in very good condition). Will answer all letters. Richard Malchioldi, 1143 N. Springfield, Chicago, IL 60651, 486-6855.

Have Hex style Gett, with all original components. Wish to sell to highest bidder. Fair/good condition. Send no money. Kevin Maly, 38 Michael Manor, Glenview, IL 60025, 965-3349.

Will sell B-marck in very good condition with extra score sheets for about \$15.00. Also need ftf opponents for any AH games. David Haase, 1815 E. McDonald, Mt. Prospect, IL 60056, 827-7453.

FOR SALE: Verdict II, very good condition, you pay \$7.50 plus postage. All letters answered. Louis Bergeron, 208 W. Michigan, Urbana, IL 61801, 367-7166.

FOR SALE: Factory condition 1914 and/or Guad. Will accept first offer(s) of \$15.00 or more. Send no money. Steve Parker, 8337 Burn Ct., Indianapolis, IN 46217, 881-5970.

FOR SALE: Civil War (\$26) postage included, store condition first reply gets. David Bottger, 149 W. Catalpa Dr., Mishawaka, IN 46544, (219) 255-1860.

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U-B for sale for highest price. Mail price to me or call. Game in good condition. Loren L. Robinson, Jr., 311 Holiday Park, Louisville, KY 40219, (502) 968-0916.

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For Sale: Guad. Pbm 'Grad or AK. Good to

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Guad, new never used, mint condition. For Sale for \$21.00. William Niebling, 707 Whittier Ct., Saline, MI 48176.

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For Sale: All good Verdict II \$25. Lemans \$20. Guad \$15, Bismarck \$30. Send check. I pay postage. R. H. Knockenauer, 131-11 Kein Gds. Rd. Kew Gds, NY 11418, (212) 526-3255.

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SELL: U-B and Guad in new store condition, Guad, Good (minus 5) counters. WANT: C&O/B&O, Dispatcher, B-marck. Joe Cullen, 104 East 4th St., Apt. A New York, NY 10003, (212) 777-8924.

SALE: Dispatcher, U-B, mint condition, never opened. Bought for re-sale. Mike Hetzel, 1245 Ewetholmwood Rd., Orchard Pk., NY 14127, 662-9138.

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Bismarck in mint cond. for sale! Want \$16., but will take more. Need ftf enemies. Who is buying all the games from Weller's hobby shop? Clay Davidson, 7349 Grayson Dr., Springfield, OH 45502, 964-8305.

General back issues; Vol. 3, No. 2, through Vol. 6, No. 4, and Vol. 7, No. 5. Sold as a set only. Dick Trtek, 215 SE 24th Ave., Hillsboro, OR 97123, 648-2207.

Will sell Guad to highest bidder. Excellent condition. Charles Moody, 115 Roslyn Ave., Glenside, PA 19038, TU4-3343.

Selling 1914, Guad, mint condition \$10. Pbm-fff AK, Wat., Luft, Krieg, RW, Mid, Want info on Mid pbm and miniatures. Charles Brackney, 515 Sherman, Sturgis, SD 57785, (605) 347-5804.

FOR SALE: U-B in vg condition. \$6.40. Will pay postage. Anyone for pbm chess? Jon Thatcher, 1012 Battery Ln., Nashville, TN 37220.

Guad. for sale, Excellent condition played twice. \$10. min. bid. Anyone in C.S. area want to play ftf wargames. Robert Gougler, 707 Lee, College Station, TX 77840, 846-7682.

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For sale or trade, Guad and 1914. Both used twice. Looking for Civil War, U-B and others. Interested in pbm Gett. (hex) & Krieg. Harley M. Fletcher, P.O. Box 138, Hardwick, VT 05843.

Wanted pbm Gett. Square or Krieg. For Sale 1914 used twice. Harley M. Fletcher, 4 1/2 Sibley Ave., Montpelier, VT.

Wish to sell Gett., '59, C-ville, Civil War. Dispatcher, Management, Air Empire - good condition except some boxes missing. George Lyon, 6200 Hanover Ave., Springfield, VA 22150, (703) 451-8276.

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Will buy, sell, trade. Design pbm or ftf game, Jr. high age, call after 5 or write. Duffy Wiesenbahn, 366 J Avenue, Coronado, CA 92118, 435-0328.

Must have, Bismarck, U-Boat. Will pay any reasonable price. Ftf any avg. player in Kent Cal. area. (Can't travel too far). Most AH or will learn. Jim Edgar, 10 Buckeye Way, Kentfield, CA 94904, 461-5107.

Need Guad, Chancellorsville. Please state condition and price including postage. Will pay fair price. Will answer all. Tony Parker, 12637 Biola Ave., La Mirada, CA 90638, 941-6837.

Will pay top dollar for Lemans. Hurry. Am Desperate. Alan Emrich, 2922 Angler Lane, Los Alnrn, CA 90700, 596-4015.

Want ftf opponents for Blitz, RW, 1776, Mid. All for tournament, full options. Also will play campaign 1776 with options. Want to buy Bismarck. Adam Adkins, 2730-D W. 235, Torrance, CA 90505, (213) 325-7606.

Urgently need U-Boat. Please send offer - am willing to pay a fair price for cond. Contact me for new club in area. Steven Mizuno, 2326 W. 236th Pl., Torrance, CA 90501, 325-6568.

Wanted: The GENERAL, Vol. 10, No. 4 must be in good condition. Those with intact Reader Response page will have preference. Will take lowest bid to \$3.00. Steven Petrin, 5076 Campo Rd., Woodland Hills, CA 91364, 347-1897.

Wish to buy B-marck, U-Boat. Geoff Popovits, 1056 3rd St., Brandon, Manitobaz, Canada R7A-3E5, 728-2705.

WANTED: LeMans. Take lowest bid. Include postage in bid. Martin W. Spetz, 161 W. Overbrook St., Largo, FL 33540, 584-1496.

Wanted dispatcher game, will pay fair offer. Russell E. MacGregor, 209 E. Buchanan Ave., Orlando, FL 32809, (305) 859-3597.

Would like to buy Guad, 1914, U-B, Bismarck, Civil War. Want them desperately. Chris Godelas, 4N480 Park, Box 442, Bensenville, IL 60106, 766-0382.

Urgently wanted! All out of print AH games! Price no object. Douglas Austin Nowokunski, 1010 N. LaSalle St., Chicago, IL 60610.

I would be interested in buying any old or out of print games for reasonable price. Ron Glumb, 114-68th St., Darien, IL 60559, (312)

323-7033. Anyone have any old games to sell? I would like to purchase U-B for \$12.00, Bismarck for \$13.00. David Dietrich, 978 Spruce St., Winnetka, IL 60093, 446-5357.

Want U-Boat good condition, money is no object postage paid. Howard C. Stauffer, Jr., 1766 Azalea Place, Mt. Prospect, IL 60056.

Need to buy Bismarck. Will pay up to \$11.00. Also a low priced 1914. Steve Gaal, 1602 Audubon Dr., Columbus, IN 47201, (212) 372-2916.

Must get U-B, Guad, Bismarck. Will buy old Generals. Will pbm Chess, Diplomacy. Will sell or trade most other games. Steve Meckel, 3010 Harview Ave., Baltimore, MD 21234, 444-2623.

Will trade any game I have. For a U-B, M-Meni, or C&O/B&O game. Write for list, I pay postage. Stan Hooker, 7105 45th St., Chevy Chase, MD 20015, (301) 652-0007.

WANTED: Complete, good condition, B-marck, U-B, Verdict II, C&O/B&O. Will pay first reasonable price. Novice, 27, desires pbm Grad., BB and Wat. opponents. Roger Eastep, 17607 Horizon Pl., Derwood, MD 20855.

Would like to trade excellent 1914 for complete B-marck. Also pbm opponent and method for Mid. John Doyon, 17 Lake St., Abington, MA 02351, 871-0757.

Trade 1914 for Guad. All letters answered. Joseph Caggiano, 94 Dalton Rd., Concord, MA 01742, 369-6220.

Wanted Guad, and JUT. Money is a problem but can manage. Any conditions fine just as long as all pieces are there. Matthew Schaut, 30 Louise, Highland Park, MI 48203, 869-3919.

Will buy or trade to get 1914 or Guad. Want average player for pbm AK or PAN. David Barber, 640 Second St., Golfport, MS 39501, (601) 863-7124.

Wanted: Trafalgar. Also, back issues of the General: Vol. 1, Nos. 1, 2, 3, 4; Vol. 3, No. 1; Vol. 4, Nos. 3, 4; Vol. 5, No. 1; Vol. 6, Nos. 5, 6. High prices paid for good condition complete copies. Robert Larson 8010 Joseph St., Omaha, NB 68124, (402) 391-3639.

Will buy any out of print and/or old AH games such as U-B, Hex-style Gett., etc. James Loprest, 1204 Hartwick, Binghamton, NY 13903, (607) 724-0613.

Will pay \$16.00 for Guad. Must be complete. Curtis S. Cook, Route 2, Carthage, NY 13619, (315) 493-1750.

Will pay \$25.00 for perfect Chanc. map board. Pbm AK, 'Grad, DD, BB, Krieg. Will buy any hex Gett, counter you have, even if one, John D'Addario, 35 Greenbush St., Cortland, NY 13045, (607) 753-0614.

Willing to trade B-marck, 1914 for complete JUT, Eric Theriault, 110 Draper La., Dobbs Ferry, NY 10522.

HELP! Looking to rebuild game stock. Willing to pay for good copy of B-marck. Need that game. Any Spartan or other wargame clubs in NY? Ted Fazio, 42-09 Ithaca St., Elmhurst, NY 11373.

Will pbm any in-print war game. Want back issues of war game magazines to xerox. Want out of print war games. William A. Clumm, Entwood RR 1, Amesville, OH 45711.

Must have Guad. and U-B. If game is complete and in good condition, will pay any reasonable sum or trade multitude of games. Please Write: Mark Calvert, 2535 McVey Blvd., W., Worthington, OH 43085, (614) 889-1652.

Wanted B-marck, Guad., U-B. Will pay fair price. Also pbm opponent for TAC. Buy half your kit. Andrew Reibman, West Blvd., Laurinberg, NC 28352, 276-5148.

Wish to buy 1914, B-marck. Maybe others. Any ftf in area? Have Krieg, Blitz, Mid, DD, 'Grad, Gett. Will learn others. Leslie Howard, 803 Desmond St., Athens, PA 18810, (717) 888-7059.

Will trade 1:1200 scale metal WWII ships for AH games. Also need pbm opponents AK, Blitz, BB TAC, ORIG, Guad. Steven Hudson, 213 Avalon, Victoria, TX 77901, (512) 575-8311.

WANTED-Ftf for 1776, Gett, Luft, Blitz, PAN! Would like to buy Civil War, Ch-ville. Will pay \$30.00 each. Peter Formaini, 928 Park Ave., Richmond, VA 23284, 355-9458.

Desperate! Will buy U-B in perfect or near perfect cond. You name the price. Will ftf Luft. Mid. Thomas Zyzak, 31260 27th Ave., SW, Federal Way, WA 98002, 838-1830.

Another Situation 13: Parablitz

AIRMOBILE PANZERBLITZ

by Christopher Chyba

ParaBlitz was conceived out of a desire for a totally unique PANZERBLITZ situation. Although the following rules are laden with various charts, *ParaBlitz* is not really very complex.

The situation dealt with in *ParaBlitz* is that of an attempt by the Russians to stop a German offensive before it begins. The Germans are beginning to mass forward elements of a tank regiment on the western half of board two. However, most of the regiment is still over a week away. Behind the forward elements of the regiment is a vast road network which is susceptible to Russian counterattack, especially counter-attack from the air. To the protection of this road network, the Germans have assigned remnants of an assault gun brigade as well as elements of a reconnaissance battalion.

The Russian objective: Force the forward elements of the German tank regiment back, at the same time cutting roads within German held territory. The more roads the Russian cuts deep within German territory, the farther the main German battle force must push to get back to its original starting point.

However, the Russian's forces are very limited. Although the exact size of his force is not known to the German player as the game progresses, it consists of elements of a tank brigade and a SP artillery regiment, along with the Russian paraforce.

Step 1: The German secretly records the positions of all his units, which may be set up anywhere on boards one and two. No German unit is placed on the board at this time.

Step 2: After the German records the position of his units, the Russian rolls the die to determine wind direction and speed.

To determine wind direction, the die is rolled once. If a one is rolled, the wind is blowing to the north. If a two is rolled, the wind is blowing northwesterly, and so on. To determine wind speed, the Russian player rolls once again, consulting the Wind Speed Table. Wind speed and direction should be kept track of carefully, as they are very important with regard to paradrops.

Step 3: The Russian player then rolls to determine the size of his main battle force. The die is rolled separately for each of the columns in the Russian Attack Force Table.

Wind Speed Table

roll	speed
1	no wind
2,3	low wind
4,5	medium wind
6	high wind

Russian Attack Force Table

die roll	Su 85	T-34c	T-34 85	SU152	Trucks	Recon
1	0	2	1	0	0	0
2	1	2	1	1	1	1
3	1	2	1	1	2	2
4	2	2	2	1	2	2
5	2	3	2	1	2	2
6	2	3	2	1	2	2

The number of Russian units in the main battle force is never revealed to the German player. The Russian player must also roll to determine the size of his paraforce, as well as when it enters the board. To determine the paraforce size, the Russian player rolls the die separately for each of the following columns:

Russian Paraforce Table

die roll	Guards	Rifle	SMG
1	1	2	2
2	2	2	2
3	2	2	3
4	2	2	3
5	3	3	3
6	3	3	4

These "die roll dependent forces", though they may turn many of you off, are necessary to maintain the element of surprise for the Russian. As in real life, the German player will not know exactly how many Russian units will be dropping upon him from the sky. However, it should be noted here that only enough variance has been built into these charts to insure uncertainty on the part of the German, without affecting play balance considerably.

Step 4: The Russian player must separate his main paraforce into three separate smaller ones. The number (not type) of units in each of these paraforces must be made to be as equal as possible. Any leftover units which cannot be divided evenly are distributed as the Russian player wishes. In dividing his units into separate paraforces, the Russian player needs this information:

A - The first Russian paraforce always must paradrop on turn one.

B - To determine on which turn the second and third paraforces must drop on, the Russian player consults the Paraforce Entrance Table.

Paraforce Entrance Table

die roll	1 2	3 4	5 6
paraforce 2	2	3	4
paraforce 3	5	6	7

Explanation: The Russian player cross-indexes the paraforce number with the die roll. The resulting number is the latest turn that the Russian player is allowed to bring that paraforce onto the board. If the Russian player does not bring that paraforce in by that turn, it is considered eliminated, although the German player need not be told of its elimination. Paraforce 1 must always paradrop on turn one.

Example: In determining which turn the second paraforce enters, the Russian rolls a five. This means that paraforce 2 may never paradrop after turn four. However, the second paraforce may paradrop on any turn before turn four, at the Russian player's option.

OUTLINE OF PLAY

Turn 1: After determining the size of his forces, wind direction, and wind speed, the Russian player drops onto the board all units in paraforce one, as well as any, none, or all of his para-units which paradrop on a later turn. The Russian has the choice of dropping his units on any or all of the boards.

The German units are then placed on the mapboard. They are free to move and attack, except that they may not enter board 3 unless Russian units have paradropped into or immediately adjacent to it.

Turn 2: To begin with, the Russian player must first determine if the wind speed or direction has changed. If the wind speed on the previous turn was no, low, or medium, the Russian consults the Wind Direction Change Tables to determine how much, if any, the wind has changed direction.

Wind Direction Change Tables

die roll	no	low	med.	die roll	ww	w
1	ww	ww	w	1	La	Lb
2	ww	w	-	2	Lb	Lb
3	w	w	-	3	c	c
4	w	w	-	4	c	c
5	w	-	-	5	Rb	Rb
6	-	-	-	6	Ra	Rb

Explanation: The die roll is cross-indexed with the speed of the wind. If a "w" or a "ww" is rolled, the Russian player then consults the second table. If an "a" results in the second table, the wind changes direction two hex sides. If a "b" results, the wind changes direction one hex side, and if a "c" results, the wind does not change direction. The presence of an "L" or a "R" before the letter determines whether the wind shifts in direction to the right or to the left of the way it is presently blowing.

After wind direction is determined, a change in wind speed is resolved on the Wind Speed Change Table:

Wind Speed Change Table

die roll	no	low	med.	high
1	no	no	low	low
2	no	low	low	med.
3	no	low	med.	med.
4	low	low	med.	high
5	low	med.	high	high
6	low	high	high	high

Explanation: The die roll is cross-indexed with the wind speed of the previous turn to determine the wind speed of the present turn.

After wind speed and direction is determined, the Russian then paradrops all units, if any, that must be paradropped on turn two. He is also free to paradrop any units which enter on a later turn. The Russian is then free to move and attack. He has the option of entering any or all of the units of his attack force onto the western half of board three. Once any Russian unit has entered or moved adjacent to board three, the German player is free to move and attack on this board. Whether Russian units have entered board three or not, the German then takes his half of the turn. This procedure is followed for the rest of the game.

PARADROPPING

A - The Russian player may never paradrop a unit after the turn that its paraforce is assigned to drop on by the Paraforce Entrance Table. The units may, however, drop anywhere on the entire board. The Russian player need not plan ahead where to drop his para-units, rather, he makes that decision when he drops them.

B - Paradropping units are subject to being scattered throughout a number of squares. Hereafter, this scattering will be known as "dispersal". This is not to be confused with combat results.

C - The unit being paradropped is first placed onto the square which the Russian player wishes to drop it on (Hereafter known as the "target square".) The unit being paradropped is then subjected to dispersal, dependent upon speed and direction of the wind.

D - How badly the paradropping unit is dispersed is determined by the Paradrop Dispersal Table.

Paradrop Dispersal Table and Dispersal Charts

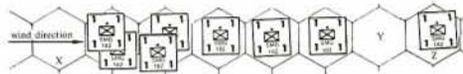
die roll	no	low	med.	high
1	A	B	C	D
2	B	C	D	E
3	B	C	D	E
4	B	C	D	F
5	C	C	D	F
6	C	D	E	F

	breaks into 5 of these breakdown units:	
	breaks into 6	
	breaks into 8	

Rifle	Guards	SMG
A 5	A 6	A 8
B 221	B 321	B 332
C 2111	C 2211	C 2222
D 011111	D 021111	D 221111
E 02010101	E 02020101	E 02211101
F 001010101001	F 0101010101001	F 00200201010101

The Russian player rolls the die once for each unit being paradropped. The die roll is cross-indexed with the wind speed on the Paradrop Dispersal Table. The resulting letter is matched with the correct row in the Dispersal Chart corresponding to the unit being paradropped. Immediately behind the corresponding letter in the correct chart is a number or series of numbers. The first number in the series designates the number of breakdown units of the paradropping unit which landed in the target square. The following number designates the number of breakdown units which dropped into the next adjacent *downwind* square.

Example



The Russian player is attempting to paradrop a SMG Company into target square X in a medium wind. He rolls a 6 which he cross-indexes with the column "medium" in the Paradrop Dispersal Table. The result is an "E" which, when matched with row "E" in the SMG Dispersal Chart, gives the result of 02211101. Thus, no breakdown units land in target square X, but they are scattered in a string downwind from it. Note also that, due to the zero just before the last 1 in the result, no breakdown units land in square Y. No breakdown units drop past square Z.

E - Breakdown units may never separate. However, they may join together. For example, five Rifle breakdown units may join together to form an entire Rifle Company, but the Rifle Company may never separate into five breakdown units. This holds for any amount of breakdown units in the same square belonging to the same company.

F - Breakdown units, until (if ever), they have joined together to form an entire company, may be attacked selectively, in combination, or in any other manner subject to the normal rules.

G - Breakdown units' defense and range are cumulative. For example, two Guards breakdown units stacked together have a combined defense of six and a range of two. However, each may fire separately, in which case their ranges are one. Range is cumulative because range is dependent upon how much fire one can accurately pump into a square. Obviously, the fewer guns one has to shoot with, the fewer bullets which will accurately reach the square being fired upon. Thus, the unit's range of accurate fire is reduced.

Breakdown units' combined range may never exceed the range of their entire company when whole. Units of different companies may not combine ranges.

H - The only exception to the above is that when seven SMG breakdown units are stacked

together, their defense becomes ten, not seven. Also, when six are stacked together, their defense is eight. When five are stacked together, their defense is merely five. However, SMG breakdown units of different companies cannot obtain this bonus by stacking together.

I - To represent the advanced training of Russian para-units, these units may act as engineers, if, and only if, they have formed into one complete company unit. These para-units need not be stacked with another unit to gain engineer capacity.

J - In order to form a complete company, the breakdown units must begin their turn in the same square. In the turn of forming the company, the breakdown units may not attack in any manner, although the complete company may move in that turn (but not at the road movement rate). Breakdown units of different companies may never join together as one company.

K - Notice that landing "A" on all three Dispersal Charts has all of the breakdown units landing in the same square. These units may form into a company no sooner than the turn after they paradrop.

L - Para-units may not attack or move until the turn after they paradrop.

M - Breakdown units which, as a result of dispersal, land off the board, are considered eliminated.

N - Breakdown units which paradrop onto a German unit other than a lone wagon are considered eliminated. If breakdown units land on a lone wagon, that wagon must vacate that square on its next move. If breakdown units land on a loaded wagon, the wagon immediately unloads and the breakdown units landing in that square are eliminated. German units of all types except lone wagons may not move or fire in a turn which Russian units paradrop directly onto them.

O - If a Russian player picks as a target square a square in which the German player has a Wirbelwind, that *complete* para-unit is eliminated (Its plane was shot down.)

P - The same stacking rules exist for the Russian as always, except that now fractions must be taken into consideration. A stack in which a Russian AFV is stacked with breakdown units which, when totalled, equal less than one company, is considered to be an armored target.

VICTORY CONDITIONS

Basically, the Russian player tries to cut roads, while the German player attempts to prevent the cutting of roads with minimum casualties.

Cutting a road is defined as having any unit, except unloaded transport, occupying any square along the length of the road at the end of the game. In some cases, holding an intersection will block two roads simultaneously.

To block a road from a city square, it is necessary to hold the city square into which the road first enters.

The Russian player receives the following amount of points for cutting the following roads. Obviously, the deeper into German territory the cut road is, the more it hurts the Germans, so the more points the Russian receives for cutting it.

Road	Points for Cutting
Opustoschenia to Grabysh	1
Grabysh to Bednost (2)	1 each
North-South road through Bednost	2
Bednost to Golod	3
Golod to Uschas	3
Uschas to G-10	3
Uschas to Q-9	4
J-5 to Q-9	4
J-5 to A-3	4
J-5 to Q-1	3

German
 Marginal = 7 or less German units destroyed
 Tactical = 4 German units destroyed
 Strategic = 2 German units destroyed

Russian
 Marginal = 17 points
 Tactical = 21 points
 Strategic = 25 points

STRATEGY

German: In general, your A-class vehicles should be set up on the western half of board three, ready to repel the Russian Attack Force. Your H-class should be guarding the roads one and two, ready to respond quickly to Russian paradrops. However, you must be careful not to commit all of your rear guard in one area. Be prepared for a Russian second and third paradrop. You should be able to tell by what the Russian drops on turn one roughly how many units he has left to drop. You must respond quickly to a Russian drop, but not with everything you have. Garrison road intersections heavily, especially the intersection at J-5.

You should keep in mind that you only have to destroy one breakdown unit to keep the Russian from forming an entire company from the remainder of those breakdown units and gaining engineer capacity. It is much better to make a selective attack on one breakdown unit from each company, rather than to attempt to destroy one entire company at a time.

Russian: You must keep the German guessing. Do your best to keep him from knowing if you have any para-units left to drop. If the German commits most of his force in one area, seize upon that chance to land para-units wherever he isn't. This will give you time to group your breakdown units into complete companies.

On the first turn, don't paradrop units directly upon road intersections, for the German will probably have them well guarded. Usually it is best to paradrop most of your units onto board one, since roughly half of board two (and of course, all of board three), should be liberated by your attack force. However, give consideration to landing some of your para-units on board three to give your attack force a hand.

Remember that the later you drop your para-units, the less time the German will have to blast you off the road. However, due to the Paraforce Entrance Table, you cannot simply drop all of your units as late as you wish. You must decide whether it is best to drop your entire force together on turn one, or to drop parts of each paraforce separately on different turns.

If at all possible, the Russian should risk counterattacks on the Maultier. It is not as difficult as it might seem to get good odds against the German, if you have some whole companies to act as engineers.

Also, remember that when considering victory conditions, a wagon is just as valuable a target as a Panther. This is admittedly unrealistic, and I probably could have worked out a point system for German units. However, I doubt if any of you could have stood another chart.

PLAY BALANCE

Generally, the game is well balanced. However, if you find the German winning very easily, use hidden movement. If you are using third person hidden movement, consider breakdown units landing within four squares of a German unit to be seen by the Germans. If the Russian player wins too easily (a more likely occurrence), use Jerry Thomas' *Experimental PanzerBlitz* rules as given in the *General*, Volume 10, No. 1.



SERIES REPLAY *Origins*

PARTICIPANTS: USA – Herb Barents
FRANCE – Bill Drakert
BRITAIN – John Hendry
RUSSIA – Edi Birsan
GERMANY – John Caton
GAMESMASTER – Lewis Pulsipher

The Participants

In a multi-player game the characteristics of the players are much more important than in a two-player game. A player may acquire a reputation for honesty or deceit in previous games, and no one wants to trust a deceitful player if he can avoid it. Of course, the matter is seldom clear-cut. In this game all players but John Caton had played postal *DIPLOMACY* for some time before they began playing *ORIGINS*. All had previously played each other in postal *ORIGINS* except John Caton and Bill Drakert, and Caton and Edi Birsan. Birsan in particular is a well-known *DIPLOMACY* player, and this combined with his record might lead one to expect others to gang up on him in a normal game. In a demonstration game, however, all players are "experts" and the tendency to oppose the player with the best record is small.

Player Records At Start

Player	Style	Country	Rank
Herb Barents (USA)	historical	Germany	Second
	anti-Bolsh	Russia	Third
	aggres. Fr	Britain	First
	aggres. Br	Britain	First
Bill Drakert (FRA)	historical	Germany	First (tie)
	anti-Bolsh	France	Third
	historical	Britain	Second
	historical	Russia	Second
	aggres. Br	Germany	Second (tie)
	aggres. Fr	Germany	Second
John Hendry (BRI)	mixed	Britain	First
	historical	Russia	First
	historical	Russia	First
	historical	France	Second
	historical	Britain	Third
	aggres. Fr	France	Fourth
	historical	USA	Fourth
	historical	USA	Fourth
Edi Birsan (RUS)	historical	Germany	First
	mixed	France	First
	historical	Britain	First
	anti-Bolsh	Britain	First
	aggres. Fr	France	Third
	mixed	USA	Third
aggres. Br	USA	Fourth	
John Caton (GER)	historical	Britain	Fourth
	anti-Bolsh	Germany	First
	historical	Russia	Fourth
	historical	Britain	First

This was the fourth postal *ORIGINS* game I have gamesmastered. I have also GMed many other postal games.

A peculiar fee schedule was used for this game – the US and French played for free because they have so little chance of winning, and I felt that there ought to be some incentive to persuade people to play such positions in a game observed by so many people. As it turned out, both US and France scored very high, and France in particular played very well. Each player submitted a country preference list which was used to assign positions; in the one case of a tie I flipped a coin to determine which player received the choice.

Barents	U	F	R	G	B
Hendry	B	R	G	F	U
Caton	G	B	R	F	U
Birsan	R	B	G	F	U
Drakert	B	G	R	F	U

As you can see, players generally shunned France and especially the United States. Herb Barents picked those two countries early in order to experiment, according to his comments.

PREGAME PLAYER COMMENTS:

USA: It is very hard to do anything with the US due to the lack of PFs. Nevertheless I plan to embark on a very aggressive policy. The first part is to secure the targets in the "No Control" column a bit. Poland and Czechoslovakia (9 points) are the targets of the first years. It is a guessing game vs. Germany which I must win. I left the Baltic alone as it is a toss up between Russia and Germany, but France and Britain will join me in Poland and Czechoslovakia so I have a better chance to hold out there. The second part of the plan is to attack Understandings where and when I get the chance. 1-1 attacks will be the order of the day. With luck I can get 17 points; any more than 11 and I'll consider my plan of attack a success.

FRANCE: Basically, my plan is to ensure Alsace, stop German Controls when I can, and pick up any Understandings I can. To that end I have informed the Germans I will stay out of the Rhineland if he keeps out of Alsace. I have suggested to the English that he direct the Anti-German alliance, and to the Russians that I would like to ally with them vs. the Germans. I told the US that I thought our best plan was to cooperate with the English (which is true – but doesn't let us win). I have heard from all the players. There is, of course, a strong Anti-Russian sentiment, surprisingly little Anti-Russian though they always do well. Germany and I have agreed to non-aggression in Alsace/Rhineland although he will not be pleased to see me in Czechoslovakia. Britain is presumably going for the Understanding in Germany. I considered allocating 2 PFs for Romania instead of France, but decided it was not vital to me and that I could wait to see how best to block the Russians. I will attempt to control Alsace in '36.

BRITAIN: My main concern is in Poland and Czechoslovakia – the only Understandings which I can permanently lose to a German Control. If I save these, the other Understandings will fall in place later in the game.

GERMANY: My first objective is to convince the others that I will not work jointly with Russia unless they give me no alternative. If I'm successful Russia will not get a first turn Control, Britain will not attempt an Understanding in Germany until the second year, and I'll be able to pick up Controls in Rhineland, Czechoslovakia, Austria, and Romania. If Britain establishes an Understanding in Germany on the first turn, my alternative will be to work for joint Controls in Romania and Poland. Once accomplished, I will place everything in Germany to eliminate any Understandings there until the final year.

(Later correspondence) It appears that France and the USA didn't buy my suggestion of 2 PF's each to the Baltic. Everybody seems to be thinking about Poland so I'll change my placements to 5 in the Rhineland and 7 to Czechoslovakia. (GM Note: this change was

received too late and hence was not allowed.) By taking Czechoslovakia I cost the Russian 3 points and the American 4 – thus eliminating any grounds for mutual interests among the Allies. This depends on Britain staying out of Germany on the first turn so I can grab Austria and Romania on the second.

1935 Placements

USA	1 Pol, 1 Cze
FRA	2 Fra, 2 Cze
BRI	5 Ger, 2 Pol, 1 Cze
RUS	6 Bal
GER	5 Rhi, 5 Cze, 2 Pol

USA: The initial placements have stopped Germany cold. A British Understanding in Germany will hinder his movements for the next two years. Germany guessed wrong on Austria and Czechoslovakia and will now have to fight for both of them, which could be costly. Germany is left out of the Baltic and will have trouble in Poland. Russia is now the one to watch out for.

FRANCE: My cooperation is the key to anyone winning (except the US). I will continue to allow Britain to dictate the "anti-" moves for the time being.

GERMANY: The British Understanding in my homeland has ruined the old gameplan. I must now come up with a new strategy. Tentative move for 1936 is 5 to Aus and 11 to Pol.

1935 ATTACKS:

Germany 5-1 vs. Britain in Czechoslovakia: DE
Germany 1-1 vs. Britain in Poland: DE

USA: Expect a big German-Britain confrontation in Germany this turn which will give Russia a free hand in Romania.

GERMANY: The only effect my unallowed move change would have made is that I might have heaved two countries out of Czechoslovakia instead of just one. My real mistake was not trying for Austria – it is such an obvious German move that no one would have tried to block it. Sometimes the obvious is the best, especially when your opponents are as clever as these.

I have to hope Britain wants an immediate Understanding in Russia and stays away from Austria. If Russia gets a control this turn it will have to be shared with me. If he goes for Poland then I get Romania and a share of Poland. At this point, nothing ventured (even at minimum possibilities within realities) nothing gained. After this turn my only recourse will be to knock Britain out of Germany and be prepared to do the same to Russia.

1936 Placements

USA	2 Aus, 1 Cze, 1 Pol
FRA	5 Als, 1 Fra
BRI	5 Ger, 2 Cze, 2 Pol, 1 Aus
RUS	8 Rom
GER	1 Cze, 6 Aus, 4 Pol, 5 Rom

FRANCE: There were some interesting rumors and hearsay plans, apparently started by Russia, indicating an effort to keep me out of Alsace. I never considered this a serious threat;

Postal Origins

It ought to be clear from the *ORIGINS* rules that postal play is unlike that of any other Avalon Hill game. Enthusiasm for postal play has never been high, and most players have been *DIPLOMACY* players rather than Avalon Hill game fans. About 30 postal games were started in 1972, including at least one in Great Britain, and about 25 in 1973. This year the total has dropped off considerably. In the past each game has been given a unique identifying number, but this practice may have been abandoned recently. For more information about openings for postal play contact Raymond Heuer, 102-42 Jamaica Ave., Richmond Hill, New York 11418.

The biggest problem with postal play, aside from deteriorating mail service, is that a gamesmaster (GM) may decide to "drop out," leaving his players with the game partly finished. He may do this because of personal problems, or because he's bored, or even because he just set up the game so that he could pocket the game fees, though outright dishonesty of this sort is rare. It is difficult to avoid this problem, which has fortunately become less prevalent as the average age of wargamers increases. All a prospective player can do is ask other players who the more reliable GM's seem to be.

In the games played here, the GM used a 10 digit randomizer rather than the stock market results in order to preserve the odds of the postal play table while avoiding the inconvenience of the stock system. After all, if you can't trust your gamesmaster, you shouldn't be playing in the first place. The most common deadline length for postal *ORIGINS* is three weeks, since the two weeks suggested in the rules no longer allows adequate time for negotiations. In the games presented here a "sliding" deadline was used. The GM set a final deadline date, but if all moves were received prior to that time (and without a request to wait for a possible move change) the GM immediately adjudicated the orders and mailed out results. Positions were determined by preference list (see "The Participants"). Some GM's assign positions by lot.

The most important difference between standard FTF *ORIGINS* and the postal game is that placements are made simultaneously. Countries which place later in FTF *ORIGINS*, especially Germany, lose the advantage of seeing where other players have placed. The weaker countries, USA and France, have a chance to outguess the stronger countries in placement that is not available in the FTF game. Postal historical *ORIGINS* is not so badly balanced as the FTF game, therefore. Another difference is that you cannot know who is negotiating with whom. In FTF *ORIGINS*, if you see your ally going into a corner with your enemy you can suspect that something may go wrong. In postal *ORIGINS* players do not have this advantage, and this perhaps makes it easier to break an agreement without the former ally becoming aware of it before moves are made.

Play Balance

Edi Birsan, the player for Russia in these games, once said that *ORIGINS* is a monument to poor playtesting (the designer and developers are no longer employed by Avalon Hill, of course). Whatever the reasons, none of the versions of *ORIGINS* is well-balanced, and at least one country in each version has virtually no chance to win. The historical game is no exception. The United States, to my knowledge, has never won a game of historical *ORIGINS* by mail or FTF. France has won only seldom. Given competent play, neither of these countries has a chance to win, though fortunately, the other three countries have fairly even chances. The French win recorded below followed from poor play by Britain and Germany.

The following statistics refer to results of the first recorded group of postal games to finish. The first number listed for each country is number of first places, the second is number of seconds.

	USA	FRA	BRI	RUS	GER
Historical	0-0	1-0	3-2½	2-2	2-3½
All types	½-1½	2½-4½	7½-6	7½-8½	17-7

Play since these numbers were recorded continues to bear out the general proposition that in postal historical play, Britain, Russia, and Germany have fairly equal chances, with possibly a slight edge for Britain, while France has a small chance and the US virtually no chance to win.

no one has the factors to waste there at this time. I'll continue to provisionally cooperate with Britain. I have 6 of a possible 21 points already and will hoard all possible strength in France without alienating England. At this point in *ORIGINS*, inter-player communications deteriorate; the die is cast and remaining goals are structured until the critical "guessing games" of 39-40.

GERMANY: I plan a joint control of Romania with Russia unless he is foolish enough to attack at 1-1. My immediate objective is to disrupt the 1937 placements of France and the USA so to be certain that they do not have a combined strength in excess of 10 PFs in Poland. I have proposed a plan to Russia which could get us joint control of Poland. If Russia accepts he is to put all 10 PFs in Poland, while I would put 14 there as well as three each to Austria and Czechoslovakia. If he refuses I'll have to put all 20 in Germany and accumulate PFs there for a mighty bloody 1940.

1936 ATTACKS

Germany vs. USA at 3-1 in Austria: -
Germany vs. FRA at 3-1 in Czechoslovakia: Ex
Germany vs. USA at 3-1 in Poland: DE

FRANCE: In line with my policy of British support I will allocate 10 PFs to Romania, placing maximum pressure on the Germans and Russians. Their failure to share Control in Romania is clearly of great interest and presages an English victory. I am asking the British for help vs. the Germans.

BRITAIN: No comment but following move changes: 3 Pol, 3 Czech (common to all 3 sets) plus 3 Aus, 3 Ger; 2nd set - 1 Aus, 2 Rom, 3 Ger; 3rd set - 2 Aus, 2 Ger, 2 Pol. The third and last change came after the games were split (see below).

RUSSIA: Can't believe the Germans didn't agree to control in Romania - the fool!

GAMESMASTER: When I read the above comment I realized that something was amiss. It turned out that Russia had sent an agreement to share control in Romania, but this had not reached me. I had not revealed Germany's offer to share control in Romania to the other players, since this was info they could not obtain in a FTF game unless Germany deliberately revealed it.

A missed move is the responsibility of the player. Edi Birsan depended on the Postal Service, sending only one set of moves. Since the miss was obviously crucial to the game, we decided to split the game into two sections. In the first, Germany and Russia were allowed to share control as though Russia's moves had arrived. In the second, no change was made. The second is what would have resulted had this been a normal postal game, and not a demonstration.

The games shall hereafter be referred to as the "Shared Control" game (SC) and the "Missed Move" game (MM).

FRANCE: Continuing moves in line with my alliance with the British vs. the Russo-Germans. These placements are in places which give me points for Understandings.

RUSSIA: First, a move change, switching a placement of 1 PF in Cze to Pol (SC). My overall strategy is to maintain an alliance with Germany for cooperation in Poland and Romania as well as to direct the western powers to support Czechoslovakia and Austria so as to prevent Germany from walking away with the game. Then, in 1938 I'll shift from that stance to an all out attempt to stop Britain, who by that time will have so antagonized Germany that he will throw away his

chances for a win by concentrating with me on "Stop Britain" effort. Hopefully, Poland can be maintained as a constant drain on the west's PF's in order to allow a quick, final effort against British Understandings in, say, Czechoslovakia and Italy. With the exclusive Russian control of the Baltic and Poland still free, Germany has a maximum of 20 points, still below my own of 21. France with the loss of the Baltic and hopefully Romania has a total possible tally of 21 which requires a minimum of 40 PFs to maintain. With a total of 54 for the game there is not much room for error or fighting anywhere. That brings us back to Britain as the threat. That can be handled by drawing the British diplomatically into a PF-draining gamble of trying to maintain an Understanding in Germany and thus preventing them from building large reserves for 1940 point gathering.

MM 1937 Placements

USA 1 Aus, 1 Cze, 2 Fra, 2 Pol
FRA 10 Rom
BRI 2 Aus, 3 Cze, 2 Ger, 3 Pol, 2 Rom
RUS 8 Pol, 2 Rom
GER 3 Aus, 2 Cze, 14 Pol, 1 Rom

SC 1937 Placements

USA 1 Aus, 1 Cze, 2 Fra, 2 Pol
FRA 5 Aus, 5 Pol
BRI 3 Aus, 3 Cze, 3 Ger, 3 Pol
RUS 10 Pol
GER 14 Pol, 3 Aus, 3 Cze

FRANCE: It is interesting to note the variation between the moves with Romania still contested. The MM version is much more in Britain's favor since I am doing the bulk of the battling at this time. However, if Britain looks overly powerful the others may forget about me long enough for me to grab some quick Understandings at the end and win.

GERMANY: The games have changed more than I had thought. The only real surprise in SC was USA putting 2 PF's in France. I still haven't figured that one out.

MM, on the other hand, was full of surprises. France putting 10 PFs in Romania was unbelievable. Russia's attempt at a double-cross in Romania was expected but disappointing. Poland would have been up for an easy grab if Russia had not been so greedy.

1937 ATTACKS MM

Russia vs. Britain at 1-1 in Poland: -
Germany vs. USA at 3-1 in Austria: Ex
Germany vs. USA at 2-1 in Czech: DE
Germany vs. US & Rus at 2-1 in Poland: Ex

1937 ATTACKS SC

Germany vs. USA at 3-1 in Austria: -
Germany vs. USA at 2-1 in Czech: Ex
Germany vs. USA & France at 2-1 in Poland: Ex

GAMESMASTER: Once again Russia made a procedural error. He did not submit moves for '37 attacks, and so I used general orders submitted a few turns before. Obviously, Russia wanted to attack Britain at 2-1 in Poland in the SC game so that he could share control with Germany, who was eliminating the French and USA. His orders were miswritten and so instead he did nothing and Germany and Russia lost their opportunity to gain Poland. A postal multi-player game cannot be halted in order to let a player rewrite sloppy orders; and in this case it was possible that Russia intended to miswrite his orders; a tactic not unheard of.

MM 1938 Placements

USA 2 Aus, 1 Cze, 3 Fra, 2 Pol
FRA 5 Cze, 5 Rom
BRI 3 Cze, 1 Ger, 7 Pol, 3 Rom
RUS 4 Aus, 6 Cze, 2 Rom
GER 24 Ger

SC 1938 Placements

USA 2 Aus, 1 Cze, 3 Fra, 2 Pol
 FRA 5 Cze, 5 Pol
 BRI 4 Aus, 3 Cze, 7 Pol
 RUS 4 Cze, 6 Fra, 2 Pol
 GER 24 Ger

FRANCE: I have little else to do except hoard points in France. My moves continue to cooperate with Britain and I am informing him accurately of my moves. The difference in the games is obvious; in SC the Russo-Germans have more points and an easier disposition of factors and should, presumably, do better. I still have a possible score of 21 points if the others overlook me.

RUSSIA: In SC I must remove some of the French PF's so he doesn't have enough to cover all bases. In MM I must punish the Germans for their transgression and establish a hard-nose policy against stabs for influence of future games.

MM 1938 ATTACKS

Russia vs. Germany and Britain at 1-1 in Romania: -
 Germany vs. USA at 3-1 in Austria: Ex
 Germany vs. USA at 6-1 in Czechoslovakia: DE
 Germany vs. USA at 5-1 in Poland: DE

SC 1938 ATTACKS

Russia vs. France at 2-1 in Poland: Ex
 Russia vs. USA at 4-1 in Czechoslovakia: DE
 Germany vs. USA in Czech and France in France: already eliminated

FRANCE: The Russo-Germans seem to be using overkill in SC. I can't see expending the effort to defend my 1 point Understanding in Austria, so I will use the same basic plan in SC as in MM.

BRITAIN: Things are looking really good. I should win both games. Outguessing Germany was the key. I had enough factors there to keep him from getting a 2-1 on my Understanding, which will keep him from attacking me. I plan to reinforce in Germany and save 10 factors for 1940.

GERMANY: I'm unhappy about the progress of both games. If it were not for the many blunders by Russia, Poland would be safely in our hands. So would Romania in MM. He just might have given the whole works to Britain. In MM, Romania is closed for good, it's not worth the effort to bust up France and Austria will be a tough nut to crack by the time I get Britain out of Germany. Things are equally as tight in SC.

MM 1939 Placements

USA 5 Bri, 5 Rus
 FRA 7 Fra, 5 Rus
 BRI 7 Bri, 9 Ger
 RUS 2 Bri, 12 Rus
 GER 28 Ger

SC 1939 Placements

USA 5 Bri, 5 Rus
 FRA 7 Fra, 5 Rus
 BRI 7 Bri, 9 Ger
 RUS 14 Rus
 GER 28 Ger

GAMESMASTER: I asked Britain why he chose to save PF's in Britain rather than make his Understanding in Germany 2-1 proof. He replied that he left 7 in Britain because he had 4 more Understandings to pick up and only 18 PF's to do it with on the last turn. He wanted enough to pick them up plus a few extra for insurance. If the German attack succeeds, he blew it. If it fails, he comes out smelling like a rose.

I also asked Germany to elaborate about the Russian blunders he referred to. He cited the Russian "loss" of his orders to share control of Romania as paramount. This split the game and gave the Allies a chance to reevaluate their moves. The second blunder was the way he wrote his orders for his attack in Poland. Had he attacked Britain at that juncture they would be sharing Poland and Romania. It also would have given Germany the opportunity to take Austria and still have the strength to bar a Russian Understanding in Germany. Edi's blunders may have been planned, but if so he

only prevented a German win and did not set up a Russian one.

MM 1939 ATTACKS

Russia vs. France in Russia at 2-1: -
 Russia vs. Britain in Romania at 2-1: Ex
 Germany vs. Britain in Germany at 2-1: Ex
 Germany vs. Russia in Czech at 1-1: -

SC 1939 ATTACKS

Russia vs. France in Russia at 2-1: Ex
 Russia vs. USA in Poland at 3-1: -
 Germany vs. Britain in Germany at 2-1: -
 Germany vs. USA in Poland at 6-1: DE
 Germany vs. Russia in Czech at 1-1: Ex

FRANCE: With the last move my only problem is allocation of insufficient resources. I must go where the points are.

The USA score will be higher than usual, mainly due to the defensive blocking of the Russo-Germans - particularly in MM. The Romanian maneuver and British-German confrontation in Germany have given the game an unusual flavor.

GERMANY: If my placements appear to be a desperation move with the hope that the Allies cut each other's throats it is because they are. The Russo-German situation has been one

The Nature of the Beast

A person accustomed to Avalon Hill's other wargames must be careful to recognize the differences between those games and ORIGINS.

1) ORIGINS play requires a different type of thinking because it is a multi-player game. The difference between a multi-player and a multi-commander game is much greater than the difference between the latter and a two-player game for this reason: players in a multi-player game are free to choose and change sides; players in a multi-commander game have no freedom to change - enemies and friends (or non-enemies) are determined by the game and remain the same throughout. ORIGINS is not a good example of a multi-player game because the history conditions tend to force an east vs. west alignment on the players, but the choice is available, and some peculiar-looking combinations can result.

2) The complexity and much of the action in ORIGINS is not visible. It is the interaction between players that is most important, and this is much more complex than anything in the actual moves and attacks. Player comments help give some idea of what is going on "behind the scenes."

3) Mechanically, ORIGINS is a very simple game. This in itself is good in a multi-player game, but the play-balance is so poor, and the luck factor so high, that it is relatively easy for a player to reach his maximum proficiency. In many respects ORIGINS is an excellent parlor game, but most wargamers prefer sterner stuff in their wargames.

4) It is impossible to say flatly of ORIGINS, "such-and-such a move or tactic is best." ORIGINS is not open to the kind of nearly rigid analysis one can provide for the German move in BULGE, the Russian set-up in STALINGRAD, or the best invasion beach defense in D-DAY. Such analysis can be made because there is only one opponent, and each player has (very approximately) one half of the forces in the game. The ideal in a two-player game is to devise sets of moves such that the opponent can do nothing to save himself. You attempt to maximize your minimum gain. Theoretically it is possible to do so through the use of mathematics (game theory). ORIGINS is more subjective, more psychological, more intangible. The theoretical ORIGINS player who never makes a strategic or tactical mistake cannot win if his negotiations prove fruitless. Even the stronger nations are effectively only one-fourth of the strength in the game. (I am not referring to counting PF's - PF's can only be considered in relation to objectives, so that Britain and Russia are as strong as Germany although they have fewer PF's.) No ORIGINS player can "go it alone" and win, given decent play by the other four. Game theory and mathematics won't help here. In fact, it is very difficult to advise a new player in the psychological aspects of negotiations. Experience and native ability count for much more than any amount of written instructions.

Scoring an Origins Tournament

ORIGINS is potentially a good tournament game, it is short, simple, and accommodates many players. Unfortunately, the great lack of balance must be overcome so that a tournament will be fair. The method which most gamers would try first is to assign handicapping points. But such attempts can only create new imbalance, because it is very unlikely that anyone can have enough playing experience, with top quality opponents, to know exactly what handicapping values ought to be.

The following method eliminates the need for attempts at objective judgements. Players are compared only with persons in the tournament who are playing the same country, on the basis of total points scored, and of their place in their specific game. The reason for the latter is to prevent alliances designed to score points without regard for who wins the game. The players for each country are ranked according to points scored, with one tournament point given to the player at the bottom, two to the next, and so on. Tournament points for place are assigned in the same way. Ideally, each person ought to play at least three games in order to decrease the effects of poor luck in one game. Here is an example using 5 players in 3 games:

GAME ONE

Player	Country	Pts	Place
Al	USA	0	5th
Bill	FRA	12	3rd
Cal	BRI	19	1st
Dan	RUS	10	4th
Ed	GER	14	2nd

GAME TWO

Country	Pts	Place
GER	22	1st
USA	5	5th
FRA	11	3rd
BRI	19	2nd
RUS	10	4th

GAME THREE

Country	Pts	Place
BRI	21	2nd (tie)
GER	22	1st
RUS	21	2nd (tie)
USA	3	5th
FRA	8	4th

COUNTRY PERFORMANCES

High	(3)	2nd	(2)	Low	(1)
USA	Bill	5	Dan	3	Al
FRA	Bill	12	Cal	11	Ed
BRI	Al	21	Cal	19 tie	Dan
RUS	Cal	21	Dan	10 tie	Ed
GER	Al	22 tie	Bill	22 tie	Ed

TOTAL POINTS

	Game 1	Game 2	Game 3	Country	Total
Al	1	5	3½	6½	16
Bill	3	1	5	8½	17½
Cal	5	3	3½	6½	18
Dan	2	4	1	5	12
Ed	4	2	2	3	11

Cal wins the tournament. Note that Bill was stuck with playing both USA and France. He played well with those countries, however, and that showing gave him enough points to move ahead of Al. On the other hand, Ed did not have to play United States and also played Russia and Germany, two strong countries. If the country comparison had not been used, he would have been fourth, not fifth, primarily because he had the strongest set of countries. This scoring system helps eliminate unfair comparisons.

Origins Bourse

The Bourse (currency market) game was developed for bystanders of face-to-face multi-player games, but it is better suited to postal games. In many cases the players of the game around which the Bourse is based (*Origins* in this case) are also players in the Bourse. *Origins* is particularly easy to use for a Bourse because no country is eliminated, and all countries have a simple point-score at game end. The following rules are one of the many forms of Bourse, this one designed for postal play. It can easily be adapted for FTF play using a chalkboard, play money and tokens.

1. At the start of the Bourse, each player has 500 units of each currency (United States-dollars, Germany-marks, France-francs, Russia-roubles, England-pounds) plus 10,000 gold units (G).

2. When the Bourse begins, players start sending in "bids" (i.e., prices they are willing to pay per unit of currency they are interested in buying) and "offers" (i.e., prices at which they are willing to sell currency). All prices are in G, and all bids and offers must include amount as well as price.

3. As soon as any bid is equal to or greater than an offer for a given currency, sale takes place. If the bid is greater than the offer, the difference is split.

4. When a bid is less than any offer, no sale takes place.

5. In cases of multiple bids/offers received on the same day, the highest bids and lowest offers are executed first.

6. Bids and offers are accepted continuously throughout the Bourse.

7. Bids and offers may be conditional of events in the game, or fluctuations in price (e.g., "sell 50 marks at 86 if the price of pounds drops to 70 or if Russians in Poland destroy US there without loss").

8. Fractions may not be used in bids or offers. Bids and offers remain valid ("outstanding") until withdrawn or supplanted. Split bids and offers are allowed (e.g., "buy 200 marks at 75 and 200 marks at 78").

9. Bids and offers may be accompanied by a stamped, self-addressed envelope or postcard for the gamesmaster to use in notifying the player making a bid or offer upon execution of same.

10. The state of the market as of four days before the deadline for each turn of the *Origins* game (placements or attacks) shall be published with the move results of the game. Information given shall include a) sales, including amount, price, seller's name, buyer's name; b) highest bid/lowest offer outstanding; c) if space allows, other bids and offers outstanding.

11. During each interval between deadline dates, the gamesmaster shall put ten units of each currency up for auction to the highest bidders during each period. Bids shall be accepted, in G, on individual units of each currency, and must state a) number of units on which bid, and b) price per unit willing to pay. Closing date for each period for receipt of bids shall be four days before the *Origins* game deadline. Unsold currencies will be left to accumulate from period to period.

12. All transactions must be made through the gamesmaster. G may not be loaned or given away.

13. At the end of the *Origins* game the currency held by each player shall be redeemed for G. The amount of G shall equal (per unit) the number of points scored by that nation at the end of the game, plus 10 points added to the winning country's total (divided in case of a draw), times 5. The winner of the Bourse is he who holds the largest number of G after this redemption. For example, if the score is USA-6, FRA-20, GER-20, BRI-14, and RUS-12, the player receives the following G:

Country	Points scored	Points for first	G/unit of currency
USA	6	—	30
FRA	20	5	125
BRI	14	—	70
RUS	12	—	60
GER	20	5	125

Then if the player has at game end 4,000 G, 20 dollars, and 5,000 marks, he holds 629,600 G after redemption.

The object of the Bourse is to 1) buy currencies at low prices and sell them at higher prices, clearing a profit equal to the difference in prices, and 2) buy currencies for less than their final value, and sell them for more than their final value — this means that a person who accurately predicts the final score, and who therefore has a better idea of what prices he ought to pay for currencies, will do better than another player who fails to correctly estimate what the outcome will be. Both methods must be used. A player who tries to win solely by profit-taking, or solely by predicting the final outcome accurately, will seldom succeed.

As an example of 1) a player places a bid of 100 G for 50 marks, and a second player is willing to sell at least that many at that price. The first player pays 5,000 G to the second and receives 50 marks. (Of course, all transactions actually take place through the gamesmaster, but this is in effect what occurs.) Later the first player offers to sell 50 marks at 110, and a third player bids to buy that many at that price. The first player receives 5,500 G for the 50 marks, compared to the 5,000 G he originally paid for them — a profit of 500 G or 10 G/mark.

For example of 2), if a player thinks that the United States will have zero points at the end of the game he will not wish to buy dollars at any price unless he is sure that he can sell them again at a higher price. He expects dollars to be worthless at game end. If a player expects Germany to win with 20 points, then he can calculate that German currency (marks) will be redeemed for (20 + 10) X 5 or 150 gold units per mark. Therefore the player ought to be willing to pay up to 149 G for each mark he buys if he intends to hold them until the end of the game. He ought to be willing to sell marks for more than 150 G, because this would be more than he expects to gain from holding marks at the end of the game. Of course, calculations are rarely so certain because no one is sure how the game will end. If in the above example the player bought marks for 140 and held them, and Germany scored 20 but did not place first, marks would be redeemed at 20 X 5 or 100 G, and the player would lose 40 G per mark on the total transaction.

Sample first period (before the deadline for first turn placements) Only three players shown — normally there will be many more.

Player A. Sell 500 dollars at 35. Buy 100 marks at 100. Bids for GM currency: 10 dollars at 15, 10 roubles at 80, 10 marks at 100, 10 pounds at 80, 10 francs at 20.

Player B. Sell 500 dollars at 15. GM currency: 10 dollars at 10, 10 marks at 90, 10 roubles at 85, 10 pounds at 90, 5 francs at 35, 5 francs at 25.

Player C. Buy 300 dollars at 20. Sell 400 marks at 105. Buy 100 roubles at 100. GM currency: 10 dollars at 20, 10 marks at 95, 10 roubles at 100, 10 pounds at 80, 10 francs at 30.

Transactions: C buys 300 dollars from B for 17½ G each.

Outstanding:	Offers	Bids
	400 marks at 105 (C)	100 roubles at 100 (C)
	200 dollars at 15 (B)	100 marks at 100 (A)
	500 dollars at 35 (A)	

GM currency sold: 10 dollars to C for 20G each, 10 marks to A for 100G each, 10 pounds to B for 90 each, 10 roubles to C for 100 each, 5 francs to B for 35 each, 5 francs to C for 30 each.

Probably next turn C will lower his asking price for marks to 100 in order to sell them to A. He might hope that A will instead raise his price, but C spent a large number of G on the first turn and needs to sell something in order to continue buying in large amounts.

In order to avoid stagnation, it may be necessary to introduce G into the game (to replace that leaving for GM currency). This can be done at a flat rate, or as dividends for currencies which rise in price.

brought on by lousy communications. Birsan has not answered any of my proposals and his moves did not reflect any willingness to abide with joint efforts. I've therefore had to assume our alliance is broken although I would still share control of Romania and Poland if he is willing to do the same.

MM 1940 Placements

USA	5 Bri, 5 Fra, 2 Rus
FRA	5 Cze, 5 Bri, 5 Ger, 5 Ita, 2 Rus
BRI	7 Fra, 5 Ita, 1 Pol, 5 Rus, 7 USA
RUS	2 Cze, 12 Fra, 5 Bri, 9 Ger
GER	5 Ita, 30 Aus, 1 Cze, 10 Rus, 16 Pol

MASTER COMMENTS

Because the GM does not see player correspondence, it is more difficult to comment on the course of a game than it would be for a two-player game. On the other hand, *ORIGINS* is a very simple game — so simple that a reasonable computer program of play could be written, something virtually impossible for *BULGE* or *STALIN-GRAD*, for example. Because the game is so simple, a player can quickly master the mechanical aspects and concentrate on the psychological field of play. All of the players in this game have excellent records, and the mistakes that were made are pointed out by the players themselves, especially by the almost prophetic French comments. Remembering that no amount of explanation can substitute for study of the course of the game, I will make only a few general comments.

Remember that *ORIGINS* is a game, and not an accurate simulation. It does not necessarily follow that, because Germany and Britain were actually friendly until 1938, they must have the same relationship in *ORIGINS* in order for Germany to win. The level of abstraction of *ORIGINS* is very high, and most players feel no sense of history when they are playing the game. Think of the players as players, not as Great Powers in the inter-war era, and you'll probably play better. As an example, if you tried to play according to realistic objectives, all powers would scramble for understanding with Italy early in the game. (In fact, anyone who has seriously studied this period surely wonders why Italy is not a player — the explanation in the Designer's Notes is terribly weak.) But to do so in the game would be a serious error. As you can see, no one in the games presented here moved to Italy until the last year.

Basically, the United States tended to dissipate its factors and make obvious errors during the midgame, France and Britain played almost flawlessly, Germany had problems but made a fair try, and Russia lost both control and interest. Germany's comments indicate correctly that, while Russia's procedural blunders may have been intentional, if they were he cost himself any realistic chances at a win. Since Edi Birsan is a player who isn't satisfied with trying for second when a win becomes unlikely, I think his blunders were simple carelessness and not planned. He started out well, but when he saw that the western powers were working together, he should have maintained steady communication with Germany in order to hold Britain and France down. If he had done so adequately, without offending Britain or France unduly, he would have had good chances for a win by "going it alone" on the last turn. The United States was not much of a factor except on the first and last turns. At times he spread his PF's around so that they could be picked off by Germany, who had nothing else to do anyway (as in 1937). These PF's would have been more effectively used in larger masses if the US player had been more careful. Germany was outguessed a number of times, but basically there wasn't much he could do without active Russian cooperation. France's comments are an especially good guide to the entire game. In Britain's final statement, he should have pinpointed the Understanding in Germany as the key to his plan. Without it, he could not have held Poland and Czechoslovakia.

Note that all the players were more or less hostages to lady luck. A different result in a number of last turn attacks would have altered the final ranking. The last turn in *ORIGINS* is almost always a mad scramble for points, with many low odds attacks. Game SC was relatively quiet in the last turn, but MM was fairly typical.



SC 1940 Placements

USA	5 Bri, 5 Fra, 2 Rus
FRA	5 Cze, 5 Rus, 5 Ita, 7 Bri
BRI	1 Pol, 7 Fra, 7 USA, 5 Ita, 5 Rus
RUS	6 Cze, 6 Bri, 13 Ger
GER	5 Rus, 4 Pol, 26 Cze 1 Aus

BRITAIN: In SC, I'll probably get 25 points. I'll probably get Russia, Italy, and France barring successful 1-1's from Germany or France, France, and the USA respectively. Germany will attack me in Germany and if unsuccessful, I should get all 25. If he does break my Understanding, he'll either just attack me in Czechoslovakia or all of us. Poland is another 1-1. If I lose Poland, though, Russia could win if he shares control with Germany.

MM is more interesting. I can get 22 at most and my Understanding in Poland and potential Understandings in France and Russia are in jeopardy. If I get 22, I'll win. I can afford to lose Russia or Poland because no one will be able to beat me. But if I lost both, either Russia or France could win.

At the beginning of the game my feeling was that if I held on to Czechoslovakia and Poland I'd win. Minor plans of equal importance were to gain an Understanding in Germany as soon as possible, help enforces areas that Germany could control, and have at least 20 factors going into the final turn. I think my plan has been proved correct.

MM 1940 ATTACKS

USA vs. Russia in Britain at 1-1: DE
 USA vs. Britain in France at 1-1: AE
 USA vs. France in Russia at 1-1: AE
 France vs. Russia in Romania at 2-1: —
 Russia vs. Britain in France at 1-1: AE
 Russia vs. Britain in Czech at 1-1: AE
 Russia vs. France in Germany at 1-1: DE
 Germany vs. Britain & Russia in Austria at 4-1: Ex
 Germany vs. Britain in Russia at 2-1: Ex

SC 1940 ATTACKS

USA vs. Russia in Britain at 1-1: DE
 USA vs. Britain in France at 1-1: —
 USA vs. France in Russia at 1-1: —
 Germany vs. Britain & Russia in Germany at 1-1: AE
 Germany vs. Bri, Rus, and France in Czech at 1-1: —
 Germany vs. Bri in Poland at 1-1: —
 Germany vs. France in Austria: —

The Gyp Factor

The term "luck factor" has been used in Series Replays to signify the degree to which combat results have diverged from the expected averages in favor of one player or the other, or both. Such a mathematically-based concept is not really valid in ORIGINS for two reasons. First, the concept is based on an average, which is less valid as there are fewer attacks. In ORIGINS some countries seldom if ever attack, as France in the present games, and perhaps only Germany attacks often enough to make the mathematical average useful. Second, in ORIGINS much more than in the common type of Avalon Hill game, a single attack can make or break a player. No average can adequately reflect this.

This leads to the concept of the "Gyp Factor." Given competent play by his opponents, i.e., experienced, not too imaginative play without many mistakes and no serious errors of judgement, how often will luck cost an "expert" player a win? (NOTE: considerably less than half of all players can be considered competent by this definition.) Given the absence of luck, the expert will win every time in a two-player game against a competent opponent. As the degree of luck intruding into the game increases, the more often the expert will lose because his luck is bad, or his opponent's is good. In the latter part of the range of possibilities, the expert doesn't win much more often than the competent player. The expert, then, is gyped by the game. Multi-player games are not inherently greater "gypped" than two-player games if you allow for the difference in number of players. That is, an expert playing with four competent players would win more than one-fifth of the time if no luck were involved, and he would seldom lose outright (i.e., there would be many draws). ORIGINS, however, has a very high gyp factor because single attacks are so pivotal in the latter stages of the game.

The most obvious effects of luck are seen in the German attacks on Britain in Germany in 1939. In MM the attack succeeded, and Germany scored higher and placed better than in SC, where the attack failed. Britain scored much better in SC, where his understanding held up. The following table shows the theoretically possible range of scores before the final attacks, and helps indicate how much luck can affect the outcome.

MM			
Country	highest	lowest	actual
USA	15	4	9
FRA	19	11	17
BRI	22	8	19
RUS	19	5	11
GER	15	12	12

SC			
Country	highest	lowest	actual
USA	11	2	11
FRA	17	14	17
BRI	25	17	25
RUS	25	10	19
GER	15	9	9



The Scorecard

1936 Pre Attack Situation													
USA	Alb	Aus	Bri	Bri	Can	Chi	Fin	Ger	Ita	Pol	Rin	Rus	USA
USA	2												
FRA	5	1				2	3	0	0	2			
BRI			2										
RUS				6				6			6	0	5

AVALON HILL PHILOSOPHY

Continued from Page 2

convention sites and through play-by-mail techniques. All those who are interested in the "play-for-pay" methods of the PWA should inquire with their treasurer Allan Edsell at his 2630 Forest View Dr., Antioch, TN address. Yearly membership in the PWA is \$4.00.

There will be many other events for those who are eliminated from the boardgaming championships. Smaller specialty competitions will be started from time to time throughout the 3 days of the convention. Diplomacy, miniatures, and fantasy games — to name just a few will be on hand. Entry fees for these events will probably be token and will not exceed \$1.00 although the winner of all events will receive handsome trophies and probably games as well. On hand will be luxurious dealer space for all who wish to attend. Dealer inquiries should be addressed to Donald Greenwood c/o Avalon Hill. All of this is scheduled for the weekend of July 25th-27th. See the ad in this issue for further details. We'll announce further developments as plans are finalized.

One of our biggest questions at Avalon Hill these days is what to do next. There are so many companies producing so many games (both good and bad) that it is becoming hard to find a worthwhile title. In the past we've tried to avoid subjects already done by others but that policy is becoming more and more difficult to follow. We may have to abandon it altogether for doing already published subjects — but doing them better. You can help us to make up our mind by specifying those games from the following list which you would definitely be interested in buying. Merely match the numbers with those found on the Readers Response page and mark the appropriate choices.

11. Nuclear War — The final wargame. The USA and USSR weigh peacetime maneuvers and defense spending trying to win the cold war. If war breaks out ICBMs, SAC, and other modern weaponry proceed to bring an abrupt end to mankind.

12. Trafalgar — Ship to ship action in the days of sail. Scenarios range from individual ship actions in the Revolutionary War to fleet actions of the Napoleonic era.

13. Armor — The tank game. Fought with miniatures rules which make a battle royal over each vehicle. Such things as penetration, slope of armor, angle of trajectory, etc. influence every shot.

14. Squad Leader — A WWII man-to-man game wherein each counter represents a single fighting man.

15. Star Conquest — Strategic game of inter-planetary conquest set in the year 2200.

16. Star Trooper — Tactical game of ship-to-ship combat in outer space.

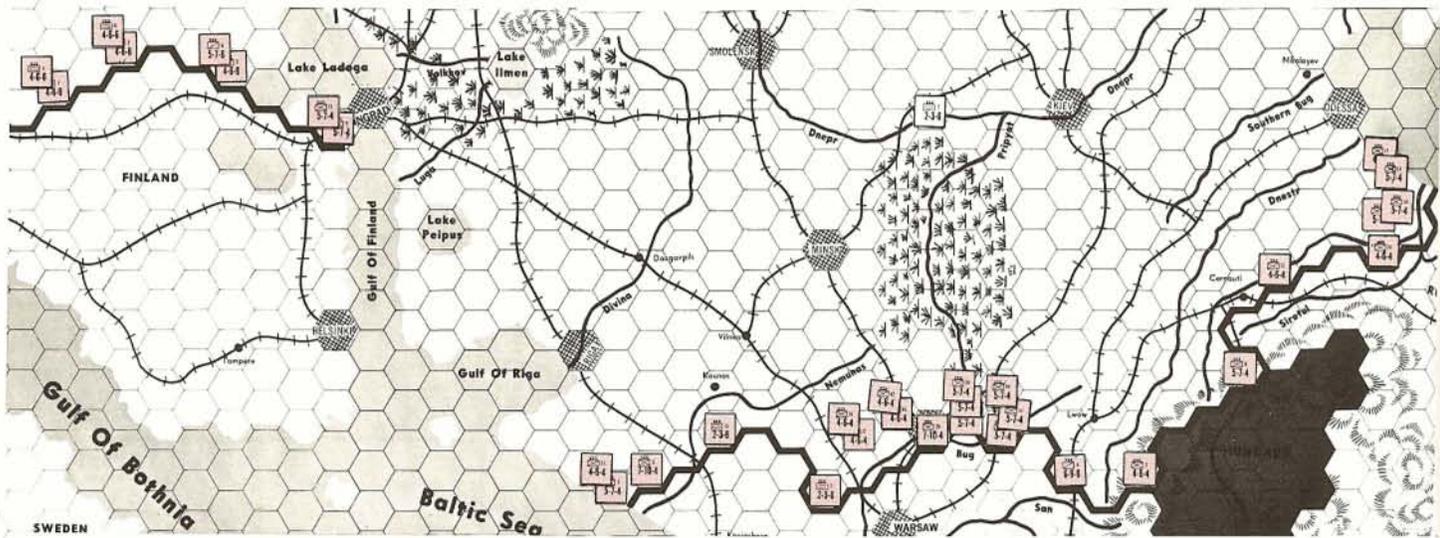
17. Legion — Ancients game which sets the Roman Legion against a variety of opponents in many scenarios.

18. Fantasia — Do battle with dragons, dwarves, wizards and magic swords.

19. Das Afrika Korps — The Panzer Leader treatment of Panzerblitz applied to the African theatre.

20. Streets of Moscow — An expansion of Panzerblitz; special rules for street fighting.

21. Napoleonic Europe — The 1776 style treatment of Napoleon's Campaigns.



The Southern Gambit

by Gary Gygas

AN ANALYSIS OF A RUSSIAN DEPLOYMENT IN STALINGRAD

A gambit is by definition an opening move which offers a sacrifice to gain some advantage in position, thus inviting discussion. What is not said is the correlation to the advantage of position; that is, the advantage in position is desirable for it should eventually allow the gambit-user to regain his loss with appropriate interest. Most gambits have an element of risk involved, and thus they are always open to argument pro and con. They are particularly interesting because the more wild among them offer a possibility of gain commensurate with the chance of loss first hazarded. The Russian ploy herein called "The Southern Gambit" has appeal for several reasons.

First, it is coupled with a basically sound defensive set-up which allows a strong attack in Finland and a firm defense elsewhere. The positions, reading from north to south, for the Russian units are:

Finland:
B36(2)4-6-6; D36 (2) 4-6-6; G34 4-6-6, 5-7-6; J31 (2) 5-7-4.

North and Central Fronts:
R18 4-6-4, 5-7-4; S18 7-10-4; U18 2-3-6; X15 2-3-6; Y16 (2) 4-6-4; Z16 (2) 4-6-4; AA15 7-10-4; BB15 (3) 5-7-4; CC14 (3) 5-7-4; EE12 6-9-6; AA23 2-3-6

Southern Front:
JJ 12 5-7-4; KK14 4-6-4; NN13 4-6-4; NN14 (2) 5-7-4; NN15 4-6-4, 5-7-4

An analysis of the German attack possibilities on each hex along the front line will reveal that the defense is a reasonably sound one which offers but one seeming flaw, the italicized position and unit in the south which will be dealt with after the other positions have been examined. (Units in Finland are disregarded hereafter.)

There are some attack possibilities, but they are positional, and the cost in soak-off units will probably be high. Hex X15 offers a positional advantage if the attack comes from Y15 also, for the units which remain at Y15 after combat resolution will impinge upon hex Y16, thus negating it for any future defensive role, excluding the possibility of a counterattack from this hex — a highly unlikely probability. How-

ever, the gain is doubtful, for the first turn defense often grants this hex anyway.

A 7-10-4 on AA15 is a must for any initial Russian deployment, for a unit of not less than nine defense factors is required on this hex, and because the 7-10-4 will be necessarily positioned at V19 eventually (Russian second turn usually), it is the choice unit to place at AA15. A 5-7-4 (regardless of what else goes on the city) will allow a 3-1 and impingement on Hex BB15.

Hex BB15 is a key position, for if the Germans place it in their ZOC the front is effectively cut in half, and units being switched from north to south and vice versa must pass around the eastern end of the marshes. While this will become an eventual necessity, this initial deployment (like

most others) does not contemplate the detour. But while an attack on AA15 or BB15 does not leave the Germans much hope of controlling BB15, and this includes an attack all down the line (X15 at 7-1 with a soak vs. Y16, a soak vs. Z16 and BB15, and two units each from Y15 and BB14 and three units from AA14 attacking the 7-10-4 at 2-1) for there is a good possibility that an "A BACK" or "A ELIM" will come up, while an exchange leaves the Russians in a fair counter-attack position. There is though, a slightly superior chance with another combination, and it is usually less costly in either success or failure.

Some form of attack is usually staged against the units on CC14, and for this reason many players opt for a sacrifice on EE12, but this offers the Germans too easy a gain, I believe. The standard method of attack against these units is a series of three 1-2's versus the 3 5-7-4's made in hopes of an exchange (imagine two!). The possibilities inherent in throwing one attack with a 4-4 and another with a 4-4 and a 3-3-4 against the two remaining 5-7-4's are quite interesting. The real threat, however, is a 4-1 versus one 5-7-4, with two of the attacking units, probably two 8-8-6's being placed on BB14. While soaks will have to be made against the 7-10-4 in Brest', the 42 defense factors behind the river (BB15), and the two remaining 5-7-4's on CC14, there is absolutely no possibility that the units on BB14 will be elsewhere after combat. The front will be cut and a counter-attack required. No matter; there is usually no difficulty in using the 7-10-4, three 5-7-4's, and two 4-6-4's to counter with a 3-1 against one of the 8-8-6's and throw a good old 1-2 versus the other. If the Russians get lucky there, it is about time for Jerry to toss in the sponge. In any event this series is a threat to the Soviets even if it is hazardous to the Nazis. Most German players are hesitant to throw away the necessary units (like the 7-7-6 Panzer Corps which must soak against the three 5-7-4's at BB15) so it won't arise to worry the Russian defense often. This brings us to the gambit.

Other than the obvious throw-aways (U18, X15 and NN13, and there is a word or two to add about the latter momentarily), the unit defending on KK14 seems to be the only other "safe" one to attack. It is a gambited unit, and it is not safe to attack. An astute opponent will quickly recognize this and decline the offer, but most assuredly there will be those who will

Hex Co-ordinates	No. of Hexes Which It Can be Attacked From	Maximum Odds vs. Defender	Number Necessary	Soak-Off(s) Least or Best Possible Odds
R18	1	1-1	1 (vs. 4-6-4)	1-6(2-2-4)
S18	2	1-1	1 (vs. 2 units)	1-6(5-5-4)
U18	2	7-1	None	
X15	4*	7-1	None	
*X15	5 (Y15)	7-1	1 (vs. two 4-6-4)	1-6(4-4-4)
Y16	2	2-1	3+1	X15(auto.) Z16 1-6 Y16 1-6 AA15 (from AA14) 1-5
AA15	1 or 2 or 2 or	1-1 1-1 1-1	None 1 1 or 1+1	Y & Z16 (2 4-4) 1-6 BB15 1-6 (6-6 & 5-6-4) BB15 1-6 (7-7-6) CC14 1-2 (x3)
BB15	3 or 1	2-1 1-2	(see following paragraphs) 2	AA15 CC14
CC14	1 or 1 or 2	1-2 1-2 4-1	(1, 2, or 3 combats possible) 1 3	1-2 (7-7-6 vs. 2 5-7-4) 1-4 (vs 2 5-7-4 on CC14) & BB15 & AA15
EE12	2	2-1	None	
GG11	1	2-1	None	
JJ12	1 (or 2, but only 3 units may attack)	1-1	None	
KK14	2	3-1	None (this is the gambit)	
NN13	3 or 4	7-1 7-1	None 1	1-6(5-5-4)
NN14	1 or 2	1-2 or 1-1	1 or 1+1	NN13 1-5 (3-3-4) & NN13 1-5 (2 4-4 vs. 2 5-7-4 & 4-6-4) & NN13
NN15	1	1-2 or 1-1	None or 1 (vs. 4-6-4)	1-3 (4-4-4)

accept the gambit, and here is where the Russians can have a bit of fun early in the game. (What Soviet player doesn't grow a little weary of endlessly retreating and sacrificing while enough replacements are hoarded for the staging of a counterattack late in the game?) The gambit is a two-part one, and the second part is the hoped for.

Should the German decline to advance after accepting the first part of the gambit, you have at least attained the goal of having him deploy too much of his strength in the south. If he advances with infantry units, the counterattack can be made from behind the river at good odds with nothing lost anyway as far as positions on the first Russian move are concerned, and there is no necessity for a costly soak' against 24 defense factors of armor doubled because of rivers! Any counterattack will require slightly greater commitment to the southern front than usual, but there is never a need for so many units as to jeopardize the defense in the north or center. The heavy concentration of Panzers in the south reduces German attack potential sharply, and the entire affair is over quickly if a counterattack is made. If none is staged, then there is no requirement for more than the usual number of units to the south, for three 8-8-6's are still not sufficient to get 3-1 against a doubled 5-7-4 from but two hexes.

The deployment of three eight factor units in the south decreases German attack potential elsewhere, while even assuming the aid of three 5-5-4's, the attack potential of these units, given two hexes to attack from is either 39 (six units attacking) or 34 (five attacking, one soaking'). Note that a 5-7-4 doubled or two little 4-6-4's doubled become 3-1 proof in the south, because three 8-8-4's are too much and too little all at the same time.

As a final note there is a way for the Germans to accept the "Southern Gambit" and perhaps make some gains. The German sets up on NN11 in order to reinforce the KK14 area on the July move, or better still (for him) attacks the unit at NN13 despite the necessity of a rather costly soak. Coupled with strong commitments along the northern Hungarian border (MM) and the inclusion of yet another 8-8-6 in the southern

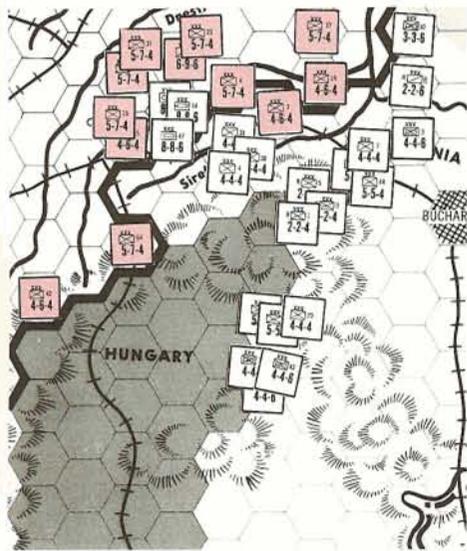


DIAGRAM 3: Russian counterattack on KK14. One 8-8-4 is attacked at 31 to 8 (3-1) surrounded, a 4-6-4 (JJ14) soaks at 1-4, and the 4-6-4 at MM13 soaks at 1-3. Units not indicated by arrow arrive from the central front (hexes Y16, AA15, BB15 or CC14).

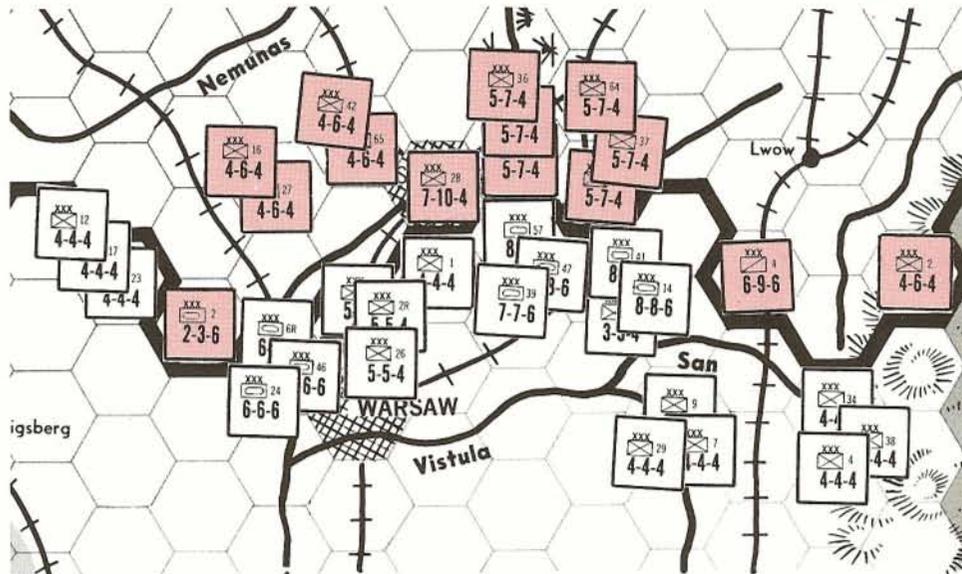


DIAGRAM 2: Typical attack on hex BB15, with two 8-8-6's remaining after combat resolution. A strong counterattack can be

mounted from AA15 and BB15 negating the threat.

Panzer force, it seemingly gives the Russians serious problems. That, however is a topic better discussed in another article. As a final word of advice, don't try the gambit on your toughest opponent, for he'll spot it in a minute (unless he's used to you blundering and will think it nothing more than yet another mistake). Hook the unsuspecting, and have some fun.

First, in order to attack KK14 the German has to move from hexes LL and MM12. Of course, in order to get that 3-1 he will have to commit a good portion of his armor to the South (generally a mistake in any event, and that also will be covered a bit later). The most "economical" force for such an attack is three 8-8-6's and three 4-4-4's (two of the latter to give if an exchange is rolled). So at least the nasty stack totalling 24 combat factors will be confined to the southern front for quite a number of turns where it will be relatively harmless. In addition, the attack on KK14 from MM12 will preclude the possibility of any units attacking NN13 from LL13, thus undoubling that position (unless the German commits still more armor to the south!); so any attack on NN13 would have to come from river hexes, with a 3-1 requiring an extensive soak-off cost. With the seeming gift of the unit on KK14, there is a good possibility that any attack on NN13 will be shelved, figuring that the result of the KK14 attack will negate the usefulness of that hex anyway, and the position will be gained without loss to the Germans.

The second part of the gambit is the invitation inherent in a 3-1 attack on a doubled position: advance after combat. If the unwary German advances his powerful stack of 8-8-6's, he will have neatly thrust his proverbial neck into your noose. The unit at NN13 will preclude any likely aid reaching the units which attacked KK14. Note the diagram which illustrates the positions typically held in such a case:

The Russian counterattack against the Panzers is a 3-1 surrounded versus one of the 8-8-6's, while a 1-4 soak' takes care of the other two. Some soak-off is also necessary against the other units involved in the original battle, and the result of the original attack (whether or not an Exchange resulted) will modify the resulting

Should the German decline to advance after accepting the first part of the gambit, you have at least attained the goal of having him deploy too much of his strength in the south. If he advances with infantry units, the counterattack

soak-off. The surviving armor will have to attack at unfavorable odds, probably from a surrounded position, and in all likelihood all three of the 8-8-6's will wind up in the eliminated pile! That is a neat trick for August, 1941, and it will have cost the Russians but little in comparison.

can be made from behind the river at good odds with nothing lost anyway as far as positions on the first Russian move are concerned, and there is no necessity for a costly soak' against 24 defense factors of armor doubled because of rivers! Any counterattack will require slightly greater commitment to the southern front than usual, but there is never a need for so many units as to jeopardize the defense in the north or center. The heavy concentration of Panzers in the south reduces German attack potential sharply, and the entire affair is over quickly if a counterattack is made. If none is staged, then there is no requirement for more than the usual number of units to the south, for three 8-8-6's are still not sufficient to get 3-1 against a doubled 5-7-4 from but two hexes.

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Sophisticated Jutland

by Kurt Nordquest

NORTH SEA VIGIL

I have been playing *Jutland* for more than five years now and I have developed a series of changes which are designed to make the game more historically accurate. I can hear the cries of the playability people ringing in my ears but please read on. The changes I propose add to the accuracy of the game without decreasing playability. In fact, I believe the game is just as playable as ever, just more interesting and challenging.

It seems to me that the most glaring fault in the standard *Jutland* game is the fact that the fleets hundreds of miles apart know the general locations of each other. Even regardless of the weather conditions! If Jellicoe could have performed such a remarkable job of spotting, the war at sea would have come to a rapid conclusion. Since this is the major fault of the *Jutland* game it is also my most important area of change.

One of the ways to circumvent this problem, also the cheapest way, is to use a third person when you play the game. This third person would record both players' moves and let them know when and where they had contact. If any of you have tried this method you know that it is difficult to find a third person that is willing to help you out and once he is found the method itself is cumbersome and slow.

My solution to the problem involves no third party and it is faster than the standard *Jutland*. It does involve, however, a certain expense which places the game beyond the scope of a low cost war game such as those released by Avalon Hill. For those accuracy buffs among the readership, please read on as I describe my solution.

To solve the problem I have constructed an electronic mapboard which duplicates the map of the North Sea that is given in the standard *Jutland* game. (See Photos) It consists of a simple wooden box with an electronic mapboard on opposing sides of the box. In the center of each sea square is a metal rod which is connected, by wire, to another rod in the same sea square on the other side of the board. So what we have is an electric map grid which takes the place of the map given in the standard game. All searching is done on the electronic board or "Jutland Box". The positions of ships are marked by alligator clips which are placed on the rod of the sea square in which that ship or group of ships are supposed to be in. Movement takes place just as it does in the standard *Jutland* game. The players move their clips from sea square to sea square and when both players have ships in the same sea square a light flashes which signifies contact. Through the process of elimination the players determine which square has the contact and then they proceed with battle as in the standard *Jutland*.

Building the Jutland Box

The first step is to copy the North Sea map, complete with hexagons, on a 1/4" piece of plywood or masonite. Next, pound small nails or brads into the center of each sea square that will be used by ships. You don't have to do the partial sea squares. Repeat this procedure with the board that will be the other side of the *Jutland* Box. (See diagram A. for general box layout.)



Now for the time consuming part. You must connect each of the rods to its corresponding rod on the other board. For example, the rod that signifies sea square K-18 on the German board must be connected, by wire, with the rod that signifies sea square K-18 on the British board. Be careful and do an accurate job. It is a lot of soldering I'll admit but it holds up well if you do a good job.

The best procedure is to lay the two boards side by side while soldering and then attach them to the interior box. If need be, the interior box can even be built around the connected wires. The interior box must be hinged so that you can make repairs if needed and install the rest of the circuit and its components. A similar effect can be achieved by building a simplified version of the *Jutland* Box. Rather than trying to preserve the shape of the map, just install rods all the way through to the opponent's side of the board. You'll save yourself a lot of soldering.

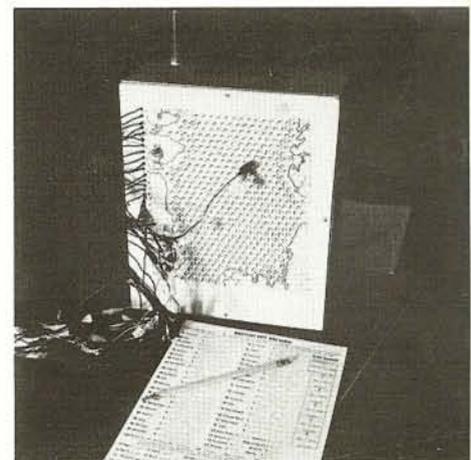
After you have completed the sea square grid and the interior box you have to install the basic circuit (See Diagram B.) The diagram includes equipment for mine warfare which you may or may not wish to include in your own *Jutland* Box. The exact positioning of lights, batteries, switches, etc., is left up to your own desires but I suggest that the main contact light be located at the top of the box so that both players may quickly see when they have contact. Make sure that you provide each player with enough alligator clips so that his strategy or deployment is not limited beyond reason.

In the case of mine lights, if you choose this option, make sure that your opponent cannot see when your mine light is on because it will help to give away your position. The sides of the box can be made out of whatever wood you choose and the dimensions of the box will depend on the size of the map grid and amount of wire you use. The dimensions of my *Jutland* Box are 12" x 10" x 5", but I think that is about as small as you can get it.

The rest of this article is devoted to optional rules that I have added to incorporate factors not included in the standard *Jutland* game but which were, in my opinion, important enough historically to be included in the advance version of *Jutland* that I present here. With the inclusion of these rules the game begins to take on some of the aspects of WWI naval combat and leaves the scope of a single battle such as Jutland behind. As such, a complete game usually takes longer to play but the game can be left and come back to again and again if needed. The game becomes more of a challenge for both players as they struggle to achieve decisive results.

Optional Rules

As mentioned earlier, and as provided for in the schematic, I have made provisions for mine warfare. During the first World War the Germans laid some 43,000 mines which accounted for 46 British warships (including 5 battleships and 3 cruisers), 214 minesweepers, 225 auxiliaries, 259 merchant ships, and several ships of other types. Surely a weapon of such importance as this cannot be ignored.



In the years just prior to the war the British Admiralty felt mines to be unimportant and somewhat "underhanded." They considered mines to be against the traditions of naval warfare and therefore their use illegal. Due to this backward attitude they failed to maintain a suitable mine development program and they suffered accordingly. The British mines which were laid in response to German mine warfare were notoriously ineffective. In fact, many German warships carried a British mine on a stand as a souvenir! The British were unable to produce a reliable mine until they copied a captured German mine piece by piece.

The threat of mines had a profound effect on Admiralty thinking and accordingly, had an effect on strategy and tactics. "When engaging the enemy's battlefleet it must be borne in mind that all German destroyers carry mines, and it is therefore dangerous to cross a locality that has been occupied by those vessels." Such orders as these held an important place in the minds of British commanders and in many cases, including the Battle of Jutland, they failed to pursue a retreating German fleet for fear of hitting mines.

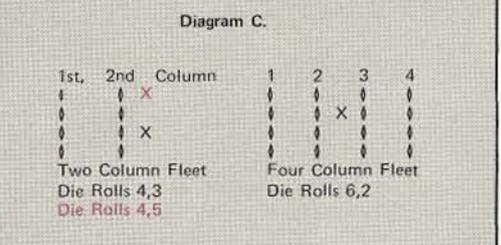
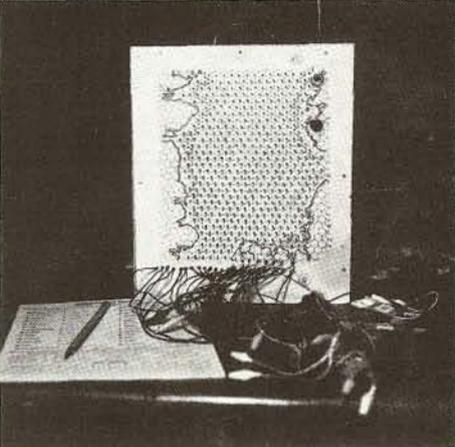
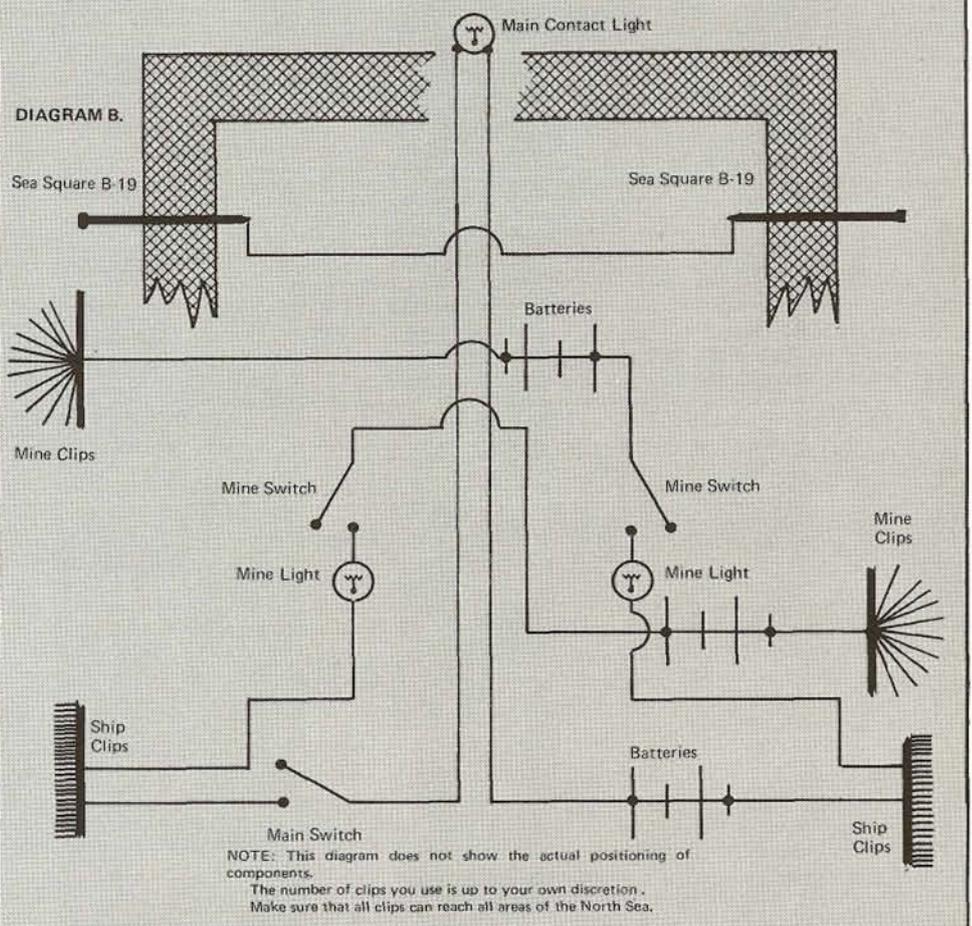
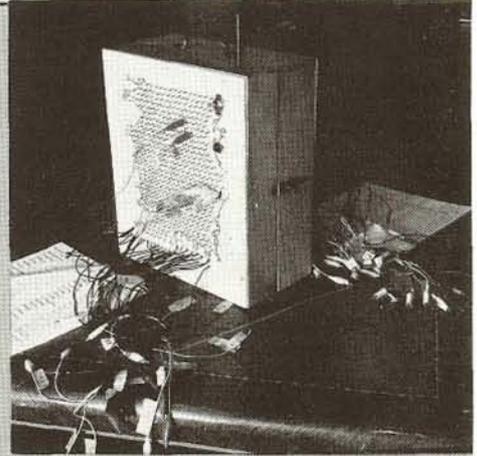
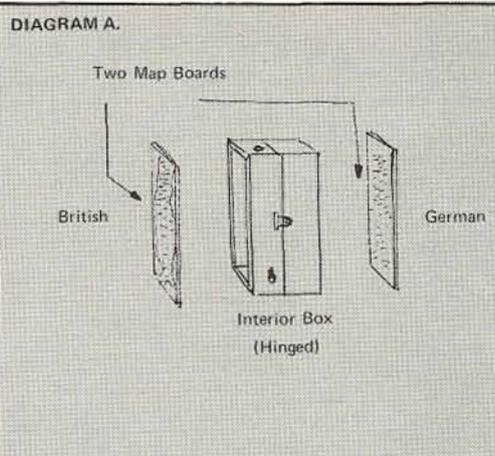
Rule: Any grouping of 5 ships may lay mines in two sea squares. They must travel through both squares in which the mines are laid. Once placed the mines may not move and they effect both sides equally. There are no safe paths through mined areas. As ships move through a mined area they are hit as follows (See Diagram C.)

If the counter is a capital ship it is sunk, if a flotilla or squadron, 1/3rd of it sinks. Make note of your losses but you need not tell your opponent about them as it may reveal your position. If the German player is searching with Zeppelins he must turn off his mine light as it would spot the mines.

To remove mines, minesweepers must be used. You will have to make your own counters to represent these. They have a movement factor of 8 and a defense factor of 1. Give both sides about twenty or so. To sweep mines the minesweepers must be traveling at 1/2 speed to pass safely through a mined area. If other ships are with the minesweepers they must be behind the minesweepers and in a line ahead formation. They too must be traveling at the same speed as the minesweepers. If a fleet with minesweepers travels through a mined square while traveling at normal speed the minesweepers will not protect the fleet nor will they remove the mines. The mines in squares AA-16, AA17, BB15, BB-16, and BB-17 may not be removed as in standard Jutland.

Due to the electronic board, searching becomes a realistic and important process. More time is spent in strategic maneuver without losing any of the importance of tactical abilities. All these factors help to recreate the atmosphere of World War I naval warfare on the North Sea. Many of the same problems and fears challenge the players as they command these two fleets from the past in hopes of controlling the North Sea and the key to victory.

Sources:
Battleships and Battlecruisers 1905-1970
 Siegfried Breyer
British Battleships 1892-1957
 Randolph Pears
Die Deutschen Kriegsschiffe Vol. I, II.
 Eric Groner
From Dreadnought to Scapa Flow
 Arthur J. Marder



Example:
 A British fleet of eight ships in two columns of four ships each travels through a mined sea square without being engaged in sweeping procedure. The British player rolls the die twice, once to determine which column is hit, and once again to determine which ship in that column is hit. On a roll of 2, 4, or 6 the right hand column would be hit while on a roll of 1, 3, or 5 the left hand column would be hit. (You count the columns left to right until you reach the number rolled. Since there are only two columns you repeat the columns until the number rolled is reached.)

A 18 THE SUN, Thursday, October 17, 1974

Hexagonal PBM CRT to New York Stock Exchange

Table with columns: P/E, High, Low, Close, Chg. Lists various stock symbols and their corresponding values.

Table with columns: Open, High, Low, Close, Net. Lists Dow Jones averages for 20 Indust., 20 Transp., 15 Utilities, and 65 Stocks.

Table with columns: P/E, High, Low, Close, Chg. Lists various stock symbols and their corresponding values.

Table with columns: Sales, P/E, High, Low, Close, Chg. Lists various stock symbols and their corresponding values.

A NEW PLAY-BY-MAIL SYSTEM

by Tom Oleson

Eventually most serious war-gamers get around to playing by mail (PBM), either because they have distant opponents, or they prefer to study each move at leisure. PBM can be done on the honor system, but even if you trust your opponent, you wonder how he can keep trusting you when you get a run of luck. You can also use a monitor, or a die-roll sheet such as that pioneered by one of the oldest wargaming clubs, AHKS (whose president is Omar DeWitt, 78 Wickham Drive, Williamsville, NY 14221).

Probably the most common PBM method is referring to the sales-in-hundreds column of the daily New York Stock Exchange transactions list. This has one big disadvantage: the 6-digit die-roll results must be changed to a 10-digit basis to conform to the stock numbers. Not only can this alter the odds in the game, but some games, such as Anzio, do not have 10-digit chance tables.

To overcome this problem, there is a simple way to use the daily stock tables to generate 6-digit results. Virtually all sizable daily papers list N.Y.S.E. transactions. Some do not list them all, but that doesn't matter if you can send your opponent a photostat of the original copy. It is also usual to list the 10 or 15 most-active stocks.

In order to PBM using stock results on a 6-digit basis, follow this procedure:

- 1. Do your move, and list your attacks in the order desired, together with anything else needing a die roll, such as a weather table.
2. A day or two in advance, select a date for which you will use the stock results.
3. In order to generate the die rolls, you must pick a key stock on the "most active" list. Any one will do, but to remove any chance that you could predict which one it would be, don't pick above the 4th most active, say. Some news development might make the top stock somewhat predictable for a few days, but surely no one can predict the 5th most-active, or the 7th.

4. Mail your PBM turn.
5. On the day you have chosen, take the newspaper (as an illustration, I am using the Baltimore Sun), and check which stock fell in the "key-slot". In this case, I picked 9th most-active, which was Grand Union. Now find Grand Union in the overall stock listings. Draw a line below that stock on the list, and after each sixth stock thereafter (6th, 12th, 18th, 24th, etc.).

6. This gives you a random series of six stocks sufficient for the die-rolls needed for virtually any game. Each group of six represents a single die-roll. The stock with the highest closing price determines the result. For example, in the first

Large table with columns: P/E, High, Low, Close, Chg. Lists a wide variety of stock symbols and their corresponding values.

Table with columns: Sales, P/E, High, Low, Close, Chg. Lists various stock symbols and their corresponding values.

Table with columns: Sales, P/E, High, Low, Close, Chg. Lists various stock symbols and their corresponding values.

group of six, the last stock (GTNNeK) has the highest price, so the roll generated is a 6. In the second group, the high stock is Gt Wn Unit, No. 2, hence die roll 2, and so forth.

7. Note that this is a completely random digit generator. If a group of six stocks has more than one stock tied for highest closing price, you can either discard that group, or agree on tie-breakers, such as the stock with most volume.

8. In the event that both players do not have access to the same paper, which is probable, then they must either determine that both papers list all stocks, or they must exchange a verifying copy.

9. Usually, but not always, stock data is accurately reported, but in the case of a discrepancy, a good solution is to agree that the Wall St. Journal will rule, as it is available in libraries and brokerage houses all over the country. Of course, the problem of discrepancies is not any different when using the 10-digit system.

Personally, I think it's a bit of a nuisance to shift to a 10-digit system. If you agree, here's your answer.

GAME DESIGN EQUIPMENT

Like to make your own variants for Avalon Hill games? Or perhaps you'd just like to try your hand at designing a game on your favorite period? We have all the materials you'll need to turn that budding idea into a workable prototype. All orders should be addressed to the Parts Department and include \$1.00 extra for postage and handling charges.

- 22" x 28" Plain White Hex Sheet\$1.00
Unmounted; specify size:
5/8" hex or 13/16" hex
Blank Mapboards\$1.50
Specify size: 8" x 16",
8" x 22", or 14" x 22"
Blank Troop Counter Sheets\$1.00
Die-cut white only. Specify size:
1/2" units or 5/8" units
Dice ea. .25

Table with columns: Bid Asked, Bid Asked. Lists various stock symbols and their corresponding bid and ask prices.

Dear Sir:

I really enjoyed the *Luftwaffe* article by Tom Hazlett in the July-August '74 volume of the *GENERAL*. I thought the plan that he submitted was very good too. I playtested the plan in two ways with excellent results; first in a solo game — the American bombers destroyed 14 aircraft factories, and second in a face-to-face game with a neighbor friend in which the American bombers destroyed 15 aircraft factories.

I was really surprised and pleased with these results, because the plan looked too simple to be so effective. I thought that the *Luftwaffe* would have a field day on that mapboard.

All I can say now is that I think *Luftwaffe* is a bang-up good game and I am very happy that I purchased it.

Robert M. Duncan
Chicago, Illinois

★★★★★

Dear Sir:

I have been an avid wargamer since I was eight years old, and have bought almost every one of your games (save for *Tactics II*, *U-Boat*, and *Guadalcanal*). Every time a new game comes out, I feel that it is the BEST game you ever produced. Then, in the next release, you shock me by bringing out a better game than the one before. Ironically, I recently purchased *1776*, and I think that is the BEST game that you ever produced. (I can't wait for *THIRD REICH*.)

1776 has a combat system which is ideal for both the game and the players. The matrix system of pre-combat attack or defense plans gives one the "You-are-there" feeling, and the ability for a player to out-guess the other gives him a rare satisfaction not gained by rolling a die. I am tempted to call it unique (the combat system), but other games have a matrix CRT. However, those games often go overboard in trying to present the players with the guessing game technique of pre-battle maneuvers. One of Avalon Hill's earlier releases, *KRIEGSPIEL*, had a matrix-CRT, but that game suffered not only from the super-simple and illogical CRT, but also from various other factors. I dislike games that have combat depend TOTALLY on the matrix form of combat, for no matter how brilliant a maneuver this General or that Field-Marshal pulled off, the luck factor still weighs heavily upon the outcome of the battle. Thus, I feel, is the main reason why *1776*'s CRT is successful.

Now for the main point of this letter. Why not have a matrix-CRT for ALL AH games? (That is to say, all games which can use it: games like *LUFTWAFFE* and *BULGE* can't.) *D-DAY* and *STALINGRAD* could use the same tables, just as *WATERLOO* would need one all its own. I know that *AFRIKA KORPS* would be enhanced by one, and *ANZIO* could likewise be helped. In fact, most division-and-up level games could use a matrix-CRT. Unlike *KRIEGSPIEL*, or similar to *1776*, a revised die-rolling CRT could be used in addition to a matrix-CRT.

For example:

THE OLD SYSTEM:	THE NEW SYSTEM
1 I-1	1 I-1
2 EX	-1 DE
3 Db2	0 DE
4 Ab2	1 Db2
5 Ae	2 Db2
6 Ae	3 EX
	4 Ab2
	5 Ab2
	6 AE
	7 Ae
	8 Ae

For those of you who flunked Math, the odds do not vary much between the Old CRT outcomes and the New CRT outcomes:

IN THE OLD SYSTEM AT 1-1:

D Elim = 16.66% probability

D Back 2 = 16.66%

EX = 16.66%

A Back 2 = 16.66%

A Elim = 33.34%

Total Probability = 99.98% (No one's perfect!)

IN THE NEW SYSTEM AT 1-1:

D Elim = 20% probability

D Back = 20%

EX = 10%

A Back 2 = 20%

A Elim = 30%

Total Probability = 100%

All this means is that there is roughly 3% higher chance of getting DE, DB2 and AB2 in the New system than in the old one, and a 3% lower chance of getting AE, and 7% less chance of getting an exchange. These percentages are meaningful, but in the long run they are negligible. I really would not want to change the play of the game, as play-balance in the classics often trends a thin line.

Letters to the Editor ...

I have already made up new CRTs as well as matrix-CRTs for many of my games. For most WWII games I use the "Standard-four" defenses, that is, Hold-at-all-costs, Standfast, Fighting Retreat, and Abandon Position. I often use my own "Standard-four" attacks, which are Engage, Assault, Escalating Assault, and Blitzkrieg. These choices I then abbreviate on counters instead of cards. I find them easier and quicker to play with, and make a defense and offense set. I was surprised how much my small revision did for my games. I thought that the offense would get the edge in my new system, but strangely it did not. So much the better!

I would like to say 3 million more things about this just-awakening form of combat, but luckily for you I won't. If you would like to have my revised CRT for *D-DAY*, *STALINGRAD*, *AFRIKA KORPS*, *WATERLOO*, *BLITZKRIEG*, *FRANCE '40*, *1914* or *ANZIO* just send a stamped, self-addressed envelope requesting the CRT(s) you want on a plain sheet of paper enclosed to the address below. If you request more than 3 CRTs, please send on your stamped envelope an additional 10c postage, for the weight.

Adam Gruen
470 North St.
Harrison, NY 10528

★★★★★

Gentlemen:

This note is to congratulate you on the continuing excellence and improvements in the *GENERAL*. Altho my latest issue was a few weeks late, it was worth the wait. *D-Day* was the game I teathed on 10 years ago, and is still one of my favorites. Your games to be re-done and your new releases all sound very enticing; I might even buy one! That's not cynical, but rather, from me it's a great compliment. I've gotten quite a few game-in-every-issue games, but except for "CA," I've thrown them all out after one glance. The only games I keep and use are the same stalwart AH classics that are known to all, always available, and — wonder of wonders — playable. Primarily I play an East front variant now, but the classics are the best for general-public play. I'm looking forward to *Third Reich* especially. I think AH is doing a great service to all wargaming in the way in which it is now providing sound leadership in the field.

John Michalski
Moore, Oklahoma

★★★★★

Dear Sirs:

First off, congratulations on your new expanded issue. It is much better than the last issue of *The General*. Also your article about playing aids is marvelous. I would like to see more of these in the future.

Now, down to what I really would like to say. On the topic of *Kriegspiel* (my latest acquisition) I tend to agree with Craig Ashby's point of view (Vol. 7, No. 3). I also think that *Kriegspiel* is too easy for the hardcore but the Matrix system is fantastic. Also the air-power rule is idiotic. I think if you want to include air-power you should add fighter and bomber units as in *Blitzkrieg*.

Even with Game II rules it is still too simple. If you could come out with an add-on kit with new rules (possibly), and new pieces as you had wanted to do with *Panzerblitz*, I think *Kriegspiel* would appeal to more hard-core wargamers.

Dana Brussel
Plainview, New York

Ed. Note: If you liked the matrix system in *Kriegspiel* you'll simply love *1776*'s combat system.

★★★★★

Dear Sir:

The following errors occurred in the preparation of the article on random number generators in Vol. 11, No. 1. First, in Tables No. 2 and No. 3, the capacitors should be 0.01 u F (microfarad) instead of 0.01 F. Second, in Figure No. 8 (Wiring diagram for digital randomizer) one connection was omitted. Pin No. 4 of the MAN-4 display should have a connection to B (negative battery terminal). I wish to apologize for the errors and any difficulty they may have caused.

R. J. Plock
Redlands, CA

Editor:

The "Compendium of Playing Aids" contained some helpful information. However, I must take exception to the electronic "information" that is no more than cryptic gobbledegook to the great majority of wargamers. We are neither electricians nor carpenters. And if the staff had done a modicum of research they would have known that Radio Shack's Comput-a-Dice is available only at Christmas time.

The article, mostly useless as it is, was interesting and even frustrating. It is disconcerting to read, however, about the fascinating playing aids most of us will never have.

Thomas Hilton
Brooklyn, New York

★★★★★

Gentlemen:

I'm neither an expert nor a veteran wargamer, just a run of the mill hack. I have eight of your games but have played only *solitaire* plus a few times against my 13 year old son, but I thought I'd write to give you some feedback on my recently purchased *1776*.

— The map: good and bad. I know that *Anzio* (my favorite) had horrendous terrain problems. *1776* eliminates these, but the mountains look like waffles. Given the choice between a totally realistic mapboard on one hand and one with no terrain ambiguities on the other, I reluctantly concede that the latter is preferable. But I still think that *Anzio* map is beautiful. *1776* could have been better in this respect.

— I don't own France 1940, but from reading about it in the *GENERAL* I was certain that its new idea of numbering each hex was great. It has to be so much more convenient when storing an uncompleted game to be resumed later, or when playing by mail (which I've never tried yet). I was disappointed that you reverted to the clumsier grid identification system for *1776*.

— The Tactical cards — obviously I didn't try them against a live opponent, but I would think that at best they resemble a guessing game more than a wargame. Still the game is incomplete without them, it's near-impossible to get a die roll at the -3 or 10 extremes without them. And in *solitaire* gaming it's totally impractical to wear first one "hat" and then the other in selecting a card. The unsatisfactory compromise I arrived at was to choose a random card for each side — which resulted in some pretty unrealistic "choices".

I don't have a solution to offer for this, but it leads me to some further comment on your games in general, rather than *1776* in particular. I think you should pay more attention to gamers who play, by choice or coincidence, mainly *solitaire*. *Jutland* is the only game I own that even mentions *solitaire* play — and the guidance there is mostly so obvious that anyone could figure it out for himself.

Blitzkrieg is great *solitaire*. So is *Anzio* except for the second and later invasion card draws. Any time you introduce inverted counters and/or decoy counters into a game, *solitaire* play suffers. *Solitaire* players (well, me, at least) like to play the "full tournament version with all optionals", *1914* and *1776*, at least, suffer in this respect.

Maybe I exaggerate the problem. But I think it would be instructive if you surveyed the extent of *solitaire* play in a future "Reader's Response".

Larry Bucher
Charleston, SC

★★★★★

Dear Editor:

I have been playing and analyzing *D-Day* since 1961. I feel qualified to offer some critical commentary on the recent "Beach by Beach" article. Both Mr. Roberts and Mr. Sinigaglio have very fine German defenses. Undoubtedly, both of them will win over half of their games against a cross section of Allied opponents.

There are two points that I would like to take exception to. First, the Roberts defense allows a virtually uncontested landing in Brittany. Against a 1st rate Allied player this means that he will probably lose the game. The Allies usually will come out on top in a war of attrition in Brittany. A premature withdrawal to the Seine also leaves the Allies in good strategic position. I would make the following opening move against this defense. Land (2) 4-4-4 on V-40, (1) 4-4-4 on U-40, (1) 4-4-4 on U-42, (1) 3-3-3 on U-41, and Airdrop (1) 3-3-3 onto Y-41. SAC hexes V-38 and X-42.

The second point that I would like to contest is that the Roberts defense is better than the Sinigaglio defense. I disagree. The Sinigaglio defense gives the Germans a 50% or better chance of repulsing the invasion and in all probability winning the game. The Roberts defense has the aforementioned weakness. Although the Sinigaglio defense is an imposing one, I think the best Allied chances are not at Pas de Calais but at Normandy or Bay of Biscay. I would invade Normandy with 1-1's against Bayeux and Caen and landings at Q-33 and Q-34. I would invade Bay of Biscay with a 1-1 against LaRochelle using (2) 4-4-4 and (1) 3-3-3 to take the city in case of an exchange. SAC hexes EE-42 and II-42.

As a final word, I would add that the Roberts defense is a more conservative one and should be used against all but the best players. The Sinigaglio defense should be used against 1st rate players because a more conservative defense will probably lose anyway.

Robert Beyma
Alexandria, Virginia

★★★★★

Sir:

Re: Dean Miller's otherwise competent article on the Battle of Prochorouka scenario in *Panzerblitz*: there is no such thing as a "professional German" as he defines the term. To label those who consistently take the Nazi side in *Panzerblitz* (or *Stalingrad*, *Afrika Korps* or any of a cloud of other European/North African Theatre World War II games) as "attackers most in their element moving against their opponent at poor odds" is to make a gross and undeserved exaggeration. The best players I know take the two sides interchangeably, reveling by turns in the technical superiority of the Germans and the numerical superiority of the Russians, and those who take the Germans most or all of the time do so not from some obscure sense of exhilaration in fighting impossible odds, but because of an apparent love, fascination, admiration, *something* for the Third Reich. This overblown affection for Nazism is fairly widespread throughout wargaming and is probably the most distressing aspect of the hobby. For all the romance associated with Rommel the Desert Fox or Hitler's "Lost Cause" invasion of the U.S.S.R. (though personally I find very little that is romantic in the slaughter of upwards of 25 million people, most of whom were Russian civilians) National Socialism as practiced by Adolf and associates is rivaled only by Soviet and Chinese communism as the most monstrous and murderous political cause in human history. It seems to me that any glorification of it denies not only the basic principles of the United States but also whatever lessons the human race has learned through bloodshed and suffering over the last three or four thousand years. Mr. Miller's guidelines on how to play situation 10 against the standard Russian defense are probably the best available, but it seems to me his blanket categorization of "professional Germans" as "game-fighters-battling-tough-odds" provides one more rationalization for perpetuating a myth better laid to rest.

Carl Hoffman
Tuscaloosa, Alabama

★★★★★

Dear Sir:

This letter is to explain about another college wargame club. Our club was started in February. Our activities include lectures from ROTC officers and history professors, films—*World At War* (taped), intra- and inter-club tournaments (Air Force Academy), and just plain old talk about military history.

In April we had the undaunted Joel Davis, infamous editor (assistant) of the *General* present his slides on the Pacific islands complete with a description of the battles. His words included such infamous sayings as: "the boot," they were "ceased" and so on. We also gained a sneak preview of *Spirit of '76*, and played the basic game; most interesting.

We are officially recognized by the university and student body government.

If you could mention us in a few words somewhere in *Infiltrator's Report*, it would be greatly appreciated. Wargaming on college campuses, should and must expand. There is no reason now why it should not, especially with the Vietnam war over.

Our mailing address is:
Colorado State University
c/o Military Historians
Student Center No. 514
Fort Collins, Colorado 80521

We will accept a pbm tournament with some other college club that is fully recognized with.

READER BUYER'S GUIDE

TITLE: WATERLOO **SUBJECT: Strategic level game of Napoleon's final campaign**
PRICE: \$7

Waterloo is the 13th game to undergo analysis in the RBG. Its cumulative rating of 3.18 ranked 8th - an indication of the age of this 14 year old classic. As could be expected, four of the games it bettered fell in the Classic category also; those being *Stalingrad* 3.44, *Bulge* 3.21, *D-Day* 3.43 and *Gettysburg* 3.88. One might think that the days of the old "classic" games are numbered until you remember that even these relatively poor ratings are considered good on the 1-10 scale.

Taking that same tack a bit further we can find evidence in this very RBG which contests the supposed death knell of the classics. For *Waterloo's* 2.01 rating in the Ease of Understanding category set a new mark for that particular classification. It is this great introductory function which the classics provide for wargaming which insure their continued place in our marketing picture.

The forte of the classics is their ability to be played by mail. In this day of multiple phases and defensive options new games capable of being easily played by mail are rare and when "simulation" is stressed over the "game" aspects - play balance often suffers. Here too *Waterloo* does well, placing 4th in the play balance category while being one of the most popular pbm games. It is these same characteristics which contributed to its' poorest showing - the Realism category. Without modern design techniques unit differentiation went begging in *Waterloo* - artill-

ery being undistinguishable from infantry for all practical purposes.

Waterloo, although old and relatively simple, is still a challenging simulation enjoyed by many. An already relatively clean set of rules will be improved upon in the soon-to-be-released revision and the already strong play balance showing should benefit by the planned changes in the river rules which will tend to help the French.

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

- 1. Physical Quality 3.29
- 2. Mapboard 3.27
- 3. Components 3.11
- 4. Ease of Understanding 2.01
- 5. Completeness of Rules 3.11
- 6. Play Balance 3.27
- 7. Realism 4.32
- 8. Excitement Level 3.21
- 9. Overall Value 3.01
- 10. Game Length 2 hours, 42 min

THE QUESTION BOX

1776:

Q. If the French must withdraw their land forces due to French fleets being sunk, what happens to supply units and artillery units used to build forts and magazines?

A. Forts, supply units, and magazines remain, but all French strength points and artillery units must be withdrawn.

Q. The Br/MVC state that in 1777 control of all Strategic Towns in an Area is a possible MVC and, in 1779, a necessary one. In New England and the Middle States, control of all Strategic Towns in the area doesn't necessarily imply control of the area (because of Montreal and Quebec). Question: is control of these two Canadian towns a necessary condition for the MVC? Also, by the same token, is control of these two towns considered for CA Winter Reduction purposes?

A. In regards to Minimum Victory Conditions, the British player still controls Strategic Towns, but could NOT claim credit for control of an area. For example, in 1777 New England and Middle States Strategic Towns could be used to fulfill the ten Strategic Town requirement even if Montreal was un-controlled, but the Middle States Area could not be used to fulfill the requirement. In regards to Winter Reduction, Continental Army strength points would only be reduced by 50% (instead of 75%) if all Strategic Towns were controlled, but Montreal or Quebec was not (as in case 'C' or 'E' on the Area Status Chart).

Q. Can TR units serve as ferries, as hinted in the Winter Restriction Rules (p. 17)?

A. Yes, as under the Bateau rules for ferrying.

Q. Boston and Montreal are entrenched at the start of the CSG. Assuming that the converse of the Entrenchment rules are true and no Fort can be built on top of Entrenchments (Yes), how do I construct the fort, as long as I have the necessary units?

A. Build the Fort, removing 1 CA/BR, 1/A, 1/S, and the entrenchment counter.

Q. If "change" cannot be made due to lack of appropriate smaller denomination counters not in play, is the entire force (or at least a larger part

of it then called for by losses) eliminated.

Q. Is artillery considered a "combat unit" such that it can force march?

A. No

Q. What is the movement point cost for Cooper's Ferry (RR33-RR34) across the class 3 river?

A. It would cost two additional movement points, same as class 2 river.

Q. Situation: British units move into a hex and attack CA units both outside and inside the fort in a simultaneous attack. In the next combat (during the same combat phase) the CA units counterattack. On the third combat, the British units attack again. QUESTION: May the British units attack only the CA units outside the fort in a separate attack, or does their first (simultaneous) attack commit them to attack the CA units inside the fort as well?

A. The CA units outside the fort may be attacked separately. NOTE: attacking simultaneously or separately in one combat does not commit the attacker to that method of attack in subsequent combats. Merely, when attacking, the units outside of the fort must be dealt with first, either in terms of direct combat or inflicting casualties.

Q. If there are no British strength points in Halifax, may British reinforcements and replacements appear there?

A. No

PANZERBLITZ:

Q. The rules state that ford hexes are treated as plain terrain for ALL purposes. Therefore does a unit moving along a gully have to pay 3 MF to leave the gully in addition to moving onto the ford hex?

A. No. The rules state that fords allow a unit to leave a gully at no extra cost.

Q. What is the stacking limit for fortifications?

A. 3 for Germans; 2 for Russians - i.e., the same as normal.

Q. The rules state that stacking limits do not apply during movement - only before and after movement. Therefore, may units pass through a hex already occupied to its maximum stacking ability by wrecks?

A. No

Avalon Hill Philosophy Continued from Page 23

22. *Vietnam* - A new game system for our most controversial conflict.

23. *Civil War Tactical* - A Chancellorsville treatment of other Civil War battles - probably Bull Run, Shenandoah, Antietam, or Vicksburg.

24. *Civil War Strategic* - The entire war dealt with in 1776 fashion.

25. *Revolutionary War Tactical* - In all probability a study of the battle of Yorktown.

26. *Election* - Based on the upcoming 1976 presidential election.

27. *Racing Strategy* - A refined improvement over our old *Lemans* game.

28. *North Atlantic* - Strategic level naval game based on submarine warfare in WWII.

29. *U-Boat* - A much more sophisticated version of our earlier tactical game of the same title.

30. *The Mighty Pacific* - The strategic sister game to *Third Reich*.

31. *Messerschmidt* - Plane to plane combat a la *Richthofen's War*.

32. *Manstein's Battles* - Strategic game of the Eastern Front in WWII by John Prados - the designer of *Third Reich*.

33. *Conflict 70's* - Study of the modern Arab-Israeli conflicts.

34. *Spanish Civil War* - Strategic game of a fringe conflict in man's violent history.

The last issue of the GENERAL was rated to the tune of 2.86 - good enough to be our 4th best effort to date. Individually, the feature article won out again and the 1200 point maximum scoring system based on 200 random samples looked like this:

BULGE - The Historical Perspective294
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 Defending Russia85
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GENERAL BACK ISSUES

Unlike many other magazines the GENERAL does not reprint back issues. Once the first run of an issue is sold out it becomes unavailable forever. Over a dozen issues have already been sold out in this manner and many more are in short supply. Therefore, it behooves you to order these 'collector's items' while they are still available. Every back issue sells for \$1.00 postpaid.

To aid you in selecting issues which may be of special interest to you we have rated each issue according to the number of articles dealing with a particular game in that issue. Articles dealing with the hobby in general or non-specific game topics are not included. Naturally, the fewer articles which appear the larger and more detailed you can expect them to be.

	1776	FRANCE '40	ORIGINS	LUFTWAFFE	PANZERBLITZ	KRIEGSMEL	ANZIO	1914	ATLANTIC	GUADALCANAL	BUTZENRIEG	STALINGRAD	WATERLOO	BULGE	DOAY	GETTYSBURG	BISMARCK	MIDWAY	AFRICA KORPS	TACTICS II
12 pages																				
Vol. 2, No. 4	1	1	3	1	1	3														
16 pages																				
Vol. 3, No. 5			2		3	4	1													
Vol. 3, No. 6	1	1	1	1	1	1														
Vol. 4, No. 1	1				1	1	1													
Vol. 4, No. 2	1	1	1	1	1	1	3	1												
Vol. 5, No. 2									1	3										
Vol. 5, No. 3											2	1	1							
Vol. 5, No. 4														1	1	2				
Vol. 6, No. 5	1	1	1																	
Vol. 5, No. 6														4						
Vol. 6, No. 1	1																			
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Vol. 7, No. 2																				
Vol. 7, No. 4	1	1																		
Vol. 7, No. 5	1																			
Vol. 7, No. 6	1																			
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Those issues not listed have been sold out and are unavailable. Asterisks indicate the subject of the feature article; Δ = the subject of the Series Replay.

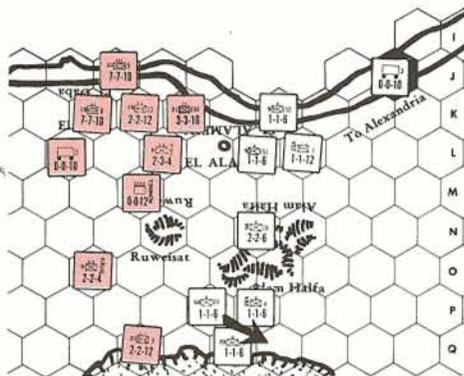


Unmounted *PANZER LEADER* mapsheets are available for half price to *GENERAL* subscribers. You can order a set of all 4 mapsheets for \$3.00; rather than ordering them individually mounted on cardboard for \$6.00. This trial offer is being made due to the wide popularity of the unmounted *PANZERBLITZ* sheets offered earlier through the *GENERAL* and because one of the sheets has a small imperfection on one of the woods hexes. Address your order to the attention of the Parts Dept. and make it clear that you want the set of 4 unmounted mapsheets.

Christmas shoppers will be seeing the first sleeveless Avalon Hill bookcase games appearing soon. Our backlog of sleeves for the old bookcase titles has just about run out and many retail shipments are now receiving the sleeveless 1776 style package. In most cases the CRT's or TEC's printed on the inner box lid are now merely included separately on a piece of paper. Gamers acquiring these games should take the time to carefully mount these separate sheets on the inside of the current game box to protect it from wear as well as providing it with an effective platform for display.

Contest No. 62 was one of our more successful competitions. Less than 15% of all entrants submitted a defense capable of holding the Germans at bay for a full turn. However, this still left us with dozens of correct answers. These were pared down by eliminating those which gave up more territory than necessary — especially when the escarpments of Alam Halfa were concerned. The flaw in the British defense was in the placement of the southernmost three units. Bologna, 21/104, and 15/33 can move to 0-60 and get an automatic victory against 50/69. 15/8 moving to Q61 can get the same against 70/23. Then 21/5 to 0-61 wipes out 2SA/4 (with Pavia soaking-off against 9A/18), while 21/3 whips through to J-62 to pick up the supply unit and the Home Base.

The flaw could very simply have been corrected by moving the three southernmost units each one hex to the east. That would have put 2SA/4 out of reach of any attack, because although automatic victory attacks are possible against all of the initial 1-1-6's, advance through their hexes is not possible due to the ZOC of the backup units. It is not legal to actually occupy the hex of an automatically eliminated unit except as a result of advance after combat.



The winning tacticians who survived the luck of the draw included: Lanny Johnson, Belfair, WA; D. Stearns, Tampa, FL; V. Borries, Louisville, KY; R. Finke, St. Peters, MO; J. Sato, Austin, TX; J. Brown, Santa Monica, CA; J. Trembley, Webster Groves, MO; R. Halsey, Corpus Christi, TX; A. Whitaker, San Jose, CA; and T. Kuhn, Phoenix, AZ.

Infiltrator's Report

Congratulations are in order for Paul Oldaker whose Pittsburgh Pirates edged Don Greenwood's New York Yankees with a run in the 9th inning of the final game of the Avalon Hill baseball league World Series. The Baseball Strategy League is just one of many regularly scheduled events which occur at the gameroom at 1501 Guilford Ave. in Baltimore every Saturday of the year. Oldaker won \$50 for his first place finish.



Other IGB events for the coming year include the 2nd Annual AHFL Super Bowl on January 11th (closed competition); a *PANZERBLITZ* tournament February 1st; *AFRIKA KORPS* tournament on May 3rd and a *RICHTHOFEN'S WAR* tournament on August 2nd. Entry fees for all tournaments are \$1.00 — the public is invited.

The ROTC Department at Arkadelphia, AR is just the latest in a long list of such organizations which report outstanding results in the use of Avalon Hill games in their activities. The game they utilized so successfully was *GETTYSBURG*.

Speaking of the Army, Avalon Hill has given permission to yet another Army organization to utilize its games in the classroom. This time it's Rensselaer Polytechnic Institute where plans are underway to utilize the games to instruct the ROTC cadets in tactics.

European subscribers are urged to renew their subscriptions and order games directly from our English agent Michael Hodge at his 646 High Rd., N. Finchley, London, Great Britain address. Mr. Hodge also handles our Mail Order Division line for direct sale to overseas customers.

Foreign subscribers are reminded that the postage coupons are good for only \$1.00 — not the entire amount of postage necessary to ship games to other countries. Therefore, Canadians must send an extra dollar with their postage coupon for each game ordered, and overseas customers must add \$2.00 to their postage coupon in order to meet shipping costs.

Winter Cons seem to be catching on. The MOW organization will be having a convention on Sunday, the 8th of December in the St. Clair Shores Civic Arena near Detroit. Among the tournaments to be held will be competitions in *Lemans* and *1776*. For further info call Len Scensny, 317 Linwood, Rochester, MI 48063 (313-773-5918).

Now in its third year is the WINTER CON III gathering sponsored by the MITSGS to be held on the second floor of the Student Center at MIT, Cambridge, MA on January 18th and 19th. Among the scheduled events is a 3 round *STALINGRAD* tournament and competition in *TACTICS PI - BLITZKRIEG* carried to an extreme. Address any questions to Robert Sacks; 15-F Tang Hall, 550 Memorial Drive, Cambridge, MA 02139.

Unofficial results of the summer conventions are now in. The biggest winner was Tom Hazlett of Wheeling, W. VA who walked off with the P.W.A. trophy and \$100 after winning the Avalon Hill tournament at the Cincinnati Convention. Reports have it that the final game of *Afrika Korps* went down to the very last turn. Ray Clark of East Hartford, CT took the honors at two summer conventions; winning both the Noreaster III and the prestigious Lake Geneva, WI 7th Annual Avalon Hill Competition. Paul Siragusa, also of Connecticut, rounded out the summer champs with a victory at the 2nd Annual Dewcon in Maine.

Origins I

ORIGINS I is the first national wargaming convention to be held in Baltimore — the city that originated the wargaming craze in 1958 with the publication of *TACTICS II*. For the first time ever Avalon Hill sponsors a convention — through the auspices of Interest Group Baltimore — a group of 150 Baltimore area gamers with gaming interests as diverse and entertaining as they come. Make plans now for the pilgrimage to Baltimore — the site of wargaming's showplace convention. Additional information will be presented in these pages every issue.

THE DATE: July 25 — 27, 1975

THE PLACE: John Hopkins University; Baltimore, MD

THE TIME: of your life!

Among the fun to be had at **ORIGINS I:**

- ★ A \$500 cash prize Avalon Hill Classic Tournament presented and officiated by the P.W.A.
- ★ Fantasy trips through Dungeons & Dragons — the latest miniatures craze.
- ★ Armor Miniatures — Judged by the Johns Hopkins Historical Simulation Society.
- ★ Diplomacy Tournament — the ever popular game of political intrigue.
- ★ A *Richtofen's War* demolition derby.
- ★ *Origins* Tournament — in honor of our name.
- ★ Exhibitions from the far corners of the wargaming world.
- ★ Auctions, private gaming, half-priced tables, and other events as they're added — all scheduled in such a way to give you the maximum participation — whether you win or lose.
- ★ Inexpensive on-campus lodging and meals.

