

GENERAL

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AH Philosophy Part 116

Our latest releases in the Microcomputer Division of The Avalon Hill Game Company consist to a large measure of historical and stat-based sports games, with the occasional esoteric item thrown in for spice. We plan to continue in this vein in the future. Also noteworthy is the number of supplementary disks available now for *SUPER SUNDAY*, *UNDER FIRE* and *STATIS-PRO BASEBALL*.

MacIntosh

The opening of football season will also see a couple of firsts for us. *MAC PRO FOOTBALL* is our first game for the MacIntosh, as well as the first team sports game designed exclusively for the computer! It's also occupying a good deal of our time after work as well—always a good sign!

MAC PRO FOOTBALL is a stat-based game containing all 40 Super Bowl teams. The play-calling is very detailed and the number of variables can be controlled depending upon the play level chosen. At the "Championship" level, each player goes through up to ten menus to set the offensive or defensive formation. Sounds like a lot, but with the Mac's point-and-click menus, it takes about ten seconds to make a call. On a running play, you choose the back, the counter option and his slot. There are nine slots, with the draw play giving the back the option of choosing his own route.

Pass plays are even more fun when you can draw the pattern the receiver will follow. This is done by

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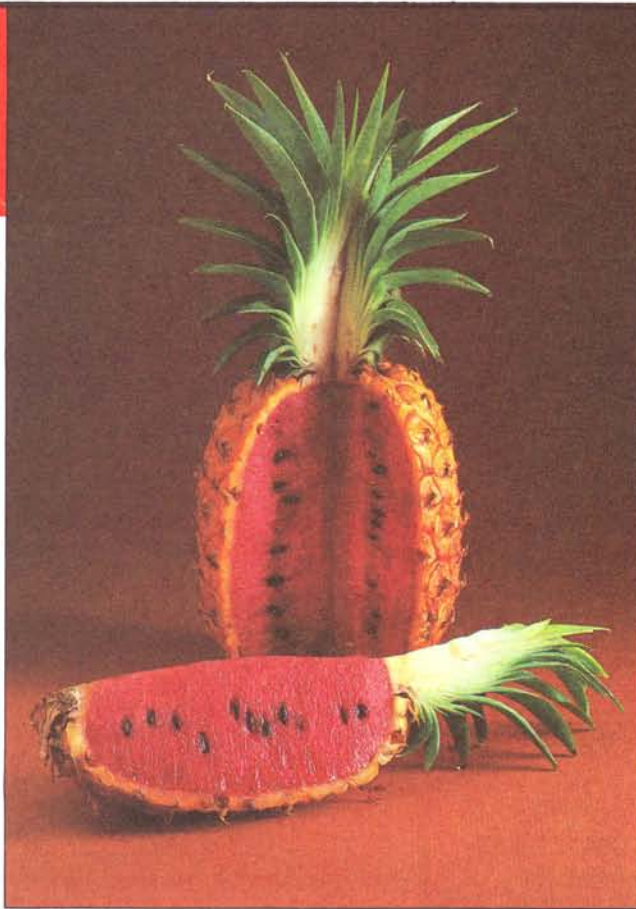
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Pining for a melon? Hey, that's not a melon . . .

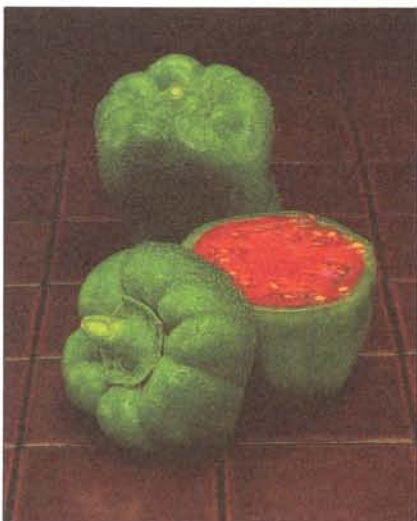
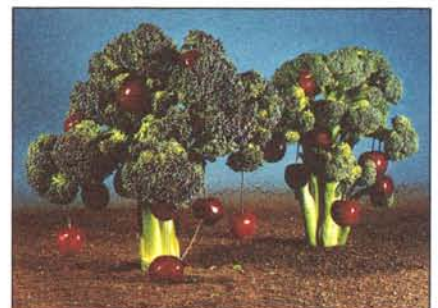
. . . and it's not a pineapple, either!
This gourmet surprise is just one of a
mouth-watering array of food fantasies
called . . .

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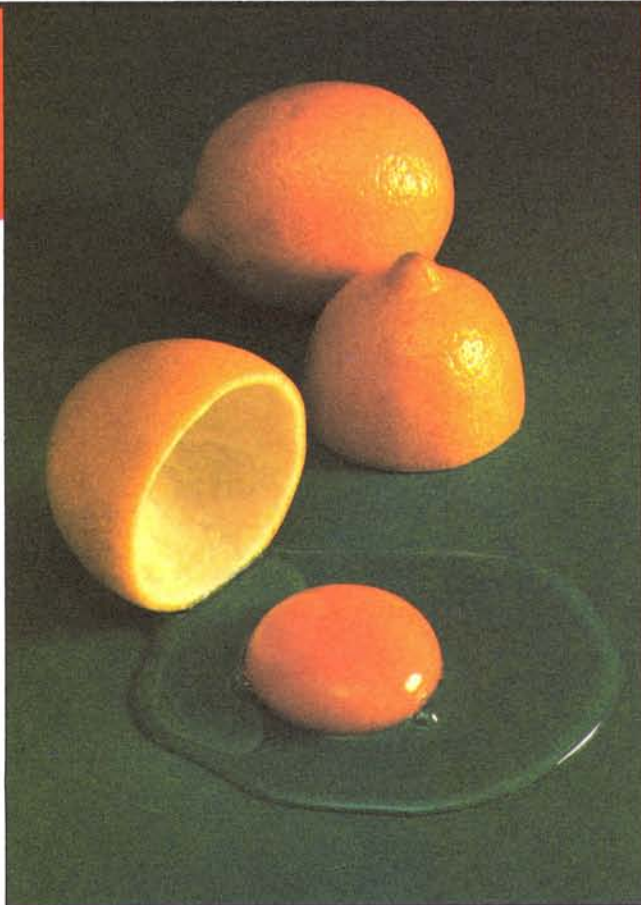
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Expect the unexpected with each Incredible Edible Jigsaw Puzzle. All 12 are extremely challenging.

No "trick" photography or studio "touch up" has been employed in creating such fantasies as Cabbage-copia (Brusselmother and all the little sprouts), Bread and Cheese (proof, once again, that man does

not live by bread alone), Daisyberries (some call them Eggberries), Broccoli Trees heavy with their summer crop of red-ripe cherries . . . and a Pepper Tomato that's filled with spicy surprises!



An egg, right?
Hey . . . wait a minute . . .

. . . it's a Lemon Egg! Is such a thing possible? Sure it is! This gourmet surprise is just one of a mouth-watering array of food fantasies called . . .

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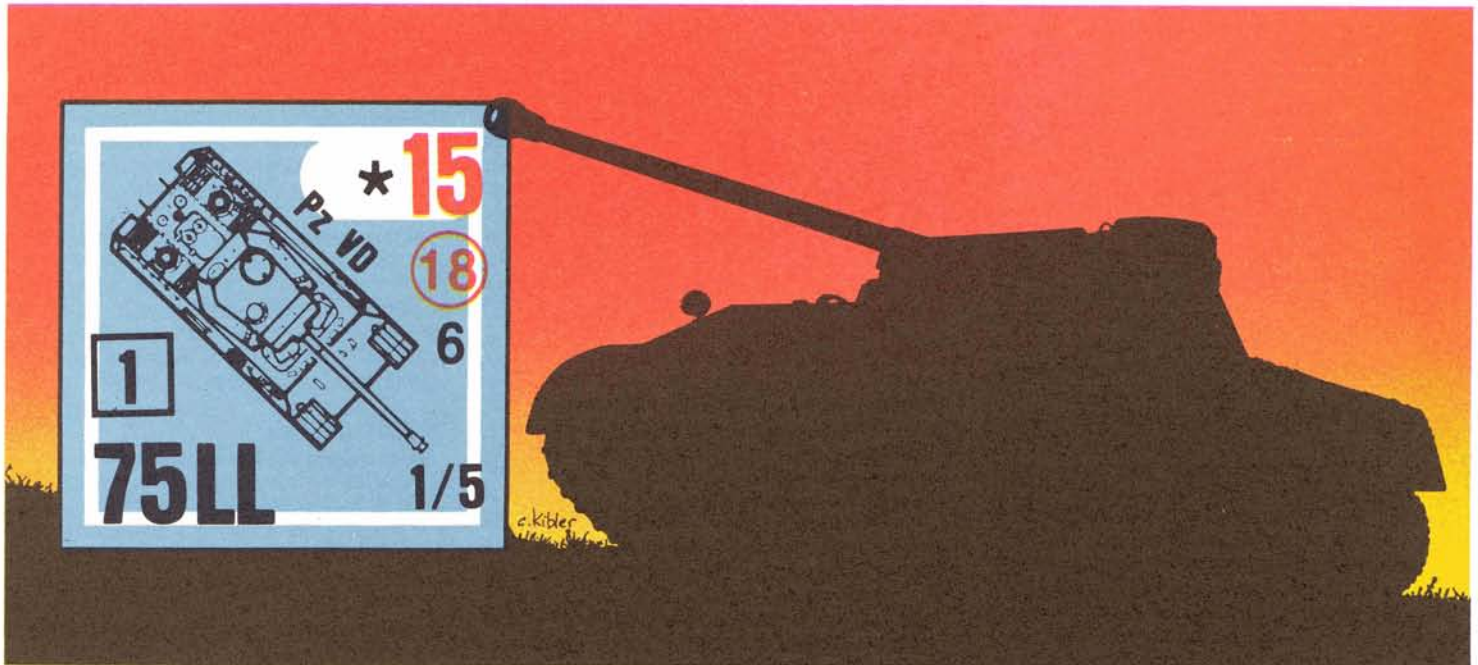
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Potatoes (for everyone who's tired of potatoes always fixed the same old way), a pea-bearing mushroom orchard or Pomme d'orange . . . a juicy hybrid apple orange that guarantees double takes!

That's it in a nutshell! Well, actually there are brussels sprouts in the nutshells, but you'll have to see Incredible Edibles to believe it!



FIRST IMPRESSIONS

An Introduction to ADVANCED SQUAD LEADER: Armor Training

By Robert Medrow

Varoom! Clankityclankityclank! Blam! Blam! Puckatapuckata! Is there a wargamer anywhere who is so serious about this sort of thing that he has never made noises like a tank? While wargames have been often referred to as "serious fun", we ought not to forget the second of those two words. Keep both in mind as you make your way through yet another collection of numbers.

INTRODUCTION

The general topic of this article is armor. As with all articles in this series we will concentrate on its special capabilities. The first article in the series (found in Vol. 22, No. 6) looked at the infantry game.

This series will include at least one more article, to be devoted largely to the functioning of off-board artillery. Ultimately, these articles, with the comparison material removed, other things added, errors corrected, etc., will be combined to become Chapter M of the rulebook. In order that this final version of things can be as useful as possible, I need your help. I would like to hear from you readers with regard to four main items. [Mr. Medrow's address is 1322 Highland Drive, Rolla, MO 65401.] First, if you encounter any errors in this series of articles or things which you feel just have to be wrong, I'd like to learn of them. Secondly, if there are any general aspects of the system's performance which you feel have not been dealt with adequately, for whatever reason, tell me. Thirdly, if there are any special situations which are so pivotal that they should be included, make your feelings known. Finally, if you come up with any general conclusions or clever ideas about how the game should be played, write. I have already received some important comments concerning material in the first article, and hope for more. I will try to respond to all your communications, but it may take me a while. As soon as this article goes into the mail, it will be time to start playtesting the scenarios to appear, along with Chapter E, in the main U.S. module.

THE EVOLUTION OF ARMOR

The cardboard AFV is not what it was when *SL* rolled out the door. I share your sorrow that things weren't perfect the first time around. However, as an engineer, I'm not surprised by this—just as I'm not surprised that Wilbur and Orville failed to build a Piper Cub. When, as I did many times in the preparation of this article, I went back into the earlier rulebooks, I was struck by how awkward and incomplete some of those treatments were. However, I also remember the enormous amount of effort it took so many of us to reach those points. Without that experience, something like *ASL* would not have been possible.

Figure 4 shows some samples of vehicles. The first of these is the PzKw IVF2 as it appeared in *SL*, followed by a StuG IIIIG from *COI*, after which there's a pair of AFVs from *BEYOND VALOR*: the current version of a IVF2 and a Russian T-34 M41.

The major evolutionary step occurred between *SL* and *COI*. *SQUAD LEADER*'s AFVs were pretty much middle-of-the-line vehicles, which made it practical to build their characteristics into the mechanics of the rules. With the success of *SL* and the enthusiasm it generated, the scope of the subsequent gamettes was expanded. From the best to the worst, AFVs in WWII spanned an enormous range. Practically, however, it doesn't take much study to realize that a great many factors must be considered if the varied strengths and weaknesses inherent in armor are to be included. The goal became and remained that of creating a reasonably logical structure of rules and procedures into which these factors could go and in which they would interact in appropriate ways.

The thickness, slope and placement of a vehicle's armor certainly influences its survivability. Because of the generally similar nature of the vehicles of each type to be found in *SL*, variations in armor from front to side to rear were largely based upon the direction from which the shot came. When the vehicle range went up, this stopped working. The *COI* "fix" was to include a pair of modifiers, one

for the front and one for the side/rear; in our example in Figure 4 those values, appearing below the Movement Point value, are 0 and -1. Thus, the StuG IIIIG was considered to have normal frontal armor but weaker than normal side and rear armor. You'll note that the upper number has a box around it. This tells us that, in *COI*, when hit from the front while hull down, the effective armor value is one greater than normal. With the introduction of Hit Location in *COD*, this increased armor value applied to any upper body/turret hit.

These numbers also perform the task of indicating the size of the vehicle. Printed on white backgrounds, they indicated a reduction in the ease of hitting the vehicle due to its small size. One or two red numbers meant that the target was easier to hit because of its large size.

While, in *SL*, we could get away with lumping hull and turret mounted MGs into a single factor (although an external MG in an AA mount did have to be a separate number), the introduction of turret counters in *COI* meant that three MG values were required.

After *COI*, the armor rules evolved less dramatically within this framework, undergoing such minor changes as the aforementioned introduction of Hit Locations. *ASL* departed rather more noticeably from this tradition. Probably the change most quickly seen on the front of the counter is the representation of armor values. The so-called "Armor Factors" now represent, approximately, the effective armor thickness in centimeters with some allowance being given to such aspects as slope of armor plate. As we shall see in the next major section, this simplifies a number of things. Colors, as well as boxes and circles about these numbers have the same meanings as before. The same can be said for the Movement Allowance, Gun size and MG factor values.

Other information now shown on the front of the counter had already appeared within the system. Ground pressure values, and what effect they had with respect to the bogging of a vehicle, were



Figure 4—The Evolution of Armor Counters

present in *GI*, as were considerations of the speed of turret traverse and the size of the turret/crew arrangement. The difference is that, in *ASL*, a vehicle's attributes in these areas are shown on the front of the counter. A circle around the vehicle ID letter means a high ground pressure (continuing the tradition that a circle is "bad"), while a box means low ground pressure. In our example, the *ASL* German tank has a large, thin white circle on it while a white square having a greater line thickness appears on the Russian counter. The circle means the vehicle has a Fast Turret Traverse. The Russian tank, however, is burdened with a Restricted Slow Traverse; not only does it suffer a greater penalty if it must change the turret's covered arc, but neither the main armament nor the coaxial MG can be fired when the vehicle commander has his head out of the turret. A small star (★) by any particular value means that there is information of importance on the back of the counter. Finally, the shape of the white background the MP value provides instant information as to the type of vehicle.

These counters are now good examples of what is called "human factors engineering". When looked at, they provide strong symbolic and numerical information, thereby prompting us to use the vehicle as the rules intended it be used. As with so many things, it's all so simple in hindsight.

TO HIT AND TO KILL

For all the words about things that have changed along the way, I think it worth mentioning that the vast majority of them are changes made around the same basic skeleton. It is a testimony to both the original design and the original development that the skeleton has endured. One such set of old bones is the two-step resolution procedure for ordnance, in which one must first determine whether or not a target has been hit and then, if hit, whether or not it has been damaged.

Figure 5 shows the To Hit information for *SL*, *GI* and *ASL*. The obvious change is that the number of target types has fallen. What is not nearly so obvious is the amount of juggling of DRM, and the use made of them, in arriving at this point. When *GI* appeared, I felt that it was in connection with the To Hit portion of play that the changes it introduced had the greatest impact upon play of the game. For those of you who are not familiar with

GI, the fundamental change was to use terrain DRM as modifiers to the To Hit process rather than to the subsequent damage determination. Thus, for instance, the system works as if infantry in a building are harder to hit rather than motionless infantry in the open; but once hit, they are equally vulnerable, the terrain DRM having already been used in the To Hit process. What this is interpreted to mean is that infantry under cover are harder to see and/or harder to place a round close to. As we shall see in a bit, this alteration improved things, at least according to my perception of reality, when it was introduced in *GI*. An additional change, in the area of Critical Hits, has made it even better.

Before getting into such specifics, we must first take a look at what has happened to the To Kill procedure. Since our focus is on armor, we will consider how the second part of the procedure works when the target is an armored one and, therefore, the ordnance will fire AP rounds. Figure 6 shows the three items which correspond to the three parts of Figure 5. In keeping with the revised method of representing armor, the *ASL* To Kill Table shows only a single number, called the "Basic TK Number", for each gun listed. With a little fudging for special cases, the number for each gun represents, in centimeters, the amount of vertical armor it could penetrate at 500 meters, plus a base of five. Because an AP round uses kinetic energy to do its damage, its effectiveness decreases with distance, as shown in C7.31. Range represents the most common factor that influences the Basic TK# and is the only one to be considered at the moment.

Once the Modified TK# has been found, the Final TK# is derived by subtracting that Modified value from the Armor Factor of the portion of the vehicle struck by the round. A dice roll below this number eliminates the vehicle, while if equal to it or greater than it by one may also cause permanent injury.

In use, the present arrangement—for all types of targets, not just armored ones—is superior to what we've seen before. Since my playing time is fairly limited, I am particularly appreciative of the fact that play is faster and cleaner.

GUNS AND THE AFV

Now that we've seen the tables as set forth in the rules, it's time to look at how things work out. The first situation to be considered is that of AP fire directed against an armored target. However, bear in mind that the results to be presented can be used in any situation in which some sort of To Hit/To Kill procedure is employed.

In the following discussion, it has been assumed that a result which leaves a vehicle Immobilized is close enough to being made as useful as an outright kill that no distinction between the two need be made. This conclusion is based upon my observations of play; more specifically: the ease with which

a sitting duck is hit, the nature of victory conditions, the generally cluttered terrain over which we fight, and the extreme danger to an Immobilized vehicle posed by infantry. When the To Kill roll is one greater than the Final TK#, the vehicle becomes Shocked if it fails to pass a Normal Task Check (NTC). Because this is the only place in the resolution procedure at which the crew morale is used, a value of "8" has been assumed (which is generally the correct one).

As mentioned in the first article, some probabilities are directly calculated, while others are the result of having created a situation for the computer to play through a few thousand times while it keeps track of the outcomes. All of the values reported here are the result of exact calculations. As before, probabilities are expressed as percentages.

Vehicles in Full View

All the results you'll ever need are in the two parts of Table 13. However, it's worth our while to take a careful look at how we go about finding the correct numbers. To begin with, the table is divided into two parts because of the possibility that the upper and lower parts of an AFV may have different Armor Factors. For a vehicle in full view, then, we need to find one value from part (a) and add it to a value from (b).

From Figure 5 we know that the To Hit roll is subject to a number of DRM. In order to present the results compactly, I've chosen to treat the net To Hit DRM as a modifier of the To Hit value, rather than as a modifier of the dice roll. Thus, they are used as are the range and Gun Type modifiers of *ASL*'s Table C3.

To illustrate, suppose that, after considering Target Type, Gun Type and range, the To Hit value is "9". Suppose further that the target is in "Motion", meaning a Table C6 DRM of +2. Thus, the probability of a hit is the probability of rolling a "7" or less since, to any dice roll, we must add "2". However, "7" or less is also the value required if we consider a net To Hit value obtained by subtracting the DRM from the To Hit value found from Table C3. Thus, when using the tables in this article, first add up all the appropriate DRM. If that number is positive, subtract it from the C3 value. For the example above, we'd look for values in the "7" column. If the same target happened to be motionless in the Bore-sighted hex, the net DRM would be -2. The net To Hit value would then be $9 - (-2) = 11$, so that we would look in the "11" column.

To complete our example, suppose that the Modified TK# is "16" and the Armor Factor is "8" for both the upper and lower portions of the target. From part (a), with a net To Hit of "7" and a Final To Kill of "8" ($16 - 8 = 8$), we have plotted the probability of a lethal hit on the upper portion of

TO KILL	TO HIT												TO KILL	TO HIT											
	2	3	4	5	6	7	8	9	10	11	12	2		3	4	5	6	7	8	9	10	11	12		
2	.0	.0	.1	.2	.2	.4	.4	.5	.6	.6	.6	2	.4	2.1	2.3	2.5	2.8	3.0	3.3	3.5	3.7	3.8	3.9		
3	.0	.2	.3	.6	.9	1.4	1.7	2.0	2.1	2.3	2.3	3	.6	2.6	3.1	3.6	4.4	5.1	5.9	6.4	6.9	7.1	7.4		
4	.0	.3	.7	1.3	2.0	3.0	3.7	4.4	4.7	5.1	5.1	4	.8	3.1	4.0	5.0	6.5	8.0	9.4	10.4	11.4	11.9	12.4		
5	.0	.6	1.2	2.4	3.6	5.4	6.6	7.8	8.4	9.0	9.0	5	1.1	3.5	5.1	6.7	9.2	11.6	14.0	15.6	17.2	18.0	18.8		
6	.0	.9	1.9	3.8	5.7	8.5	10.4	12.3	13.2	14.1	14.1	6	1.5	3.9	6.3	8.7	12.3	15.9	19.5	21.9	24.3	25.5	26.7		
7	.0	1.3	2.7	5.4	8.1	12.1	14.8	17.5	18.9	20.2	20.2	7	1.8	4.4	7.7	11.0	15.9	20.9	25.9	29.2	32.5	34.2	35.8		
8	.0	1.8	3.6	7.1	10.7	16.0	19.6	23.1	24.9	26.7	26.7	8	2.1	4.7	8.8	12.9	19.0	25.1	31.2	35.3	39.3	41.4	43.4		
9	.0	2.1	4.3	8.5	12.8	19.2	23.4	27.7	29.8	32.0	32.0	9	2.4	5.0	9.7	14.4	21.4	28.4	35.4	40.1	44.8	47.1	49.4		
10	.0	2.4	4.8	9.6	14.4	21.7	26.5	31.3	33.7	36.1	36.1	10	2.6	5.3	10.4	15.5	23.2	30.9	38.5	43.7	48.8	51.4	53.9		
11	.0	2.6	5.2	10.4	15.6	23.4	28.6	33.8	36.4	39.0	39.0	11	2.7	5.4	10.8	16.2	24.3	32.4	40.5	45.9	51.3	54.0	56.7		
12	.0	2.7	5.4	10.8	16.2	24.3	29.7	35.1	37.8	40.5	40.5	12	2.7	5.4	10.8	16.2	24.3	32.4	40.5	45.9	51.3	54.0	56.7		

(a) Probability of destruction of an AFV by a turret hit

(b) Probability of destruction/immobilization of an AFV by a hull hit for a Basic Kill Number of 6

Table 13—Non-hull down destruction/immobilization probabilities for a Basic Kill Number of 6

the vehicle to be 16.0%. For the same values, (b) yields 25.1%. Adding the two, we see that this shot has a 41.1% chance of being successful. However, if you're a careful reader, you'll note that the title for (b) refers to a Basic TK# of "6", which is certainly not possible if the modified value is "16". Does this mean that the table is silly or useful for only one Basic TK#? To answer that question we have to examine what part the Basic TK# plays in resolving the things in the To Kill procedure. Why we have to worry about the actual Basic TK# at all has to do with the way in which Critical Hits are handled. For a target in full view, a CH is obtained on the hull whenever the To Hit roll is a natural "2" (the only exception is if "2" is required to hit, in which case there is only a one-sixth chance of a CH). The attack is then resolved using the new Final TK# the sum of the old Final TK# (i.e., the Final TK# if there had not been a CH) and the weapon's Basic TK#. The reason for this is that a CH results in a doubling of the Basic TK#. However, the original modifiers still apply. Probably the easiest way to see how things work is with the aid of some equations:

$$\begin{aligned} \text{old Final TK\#} &= \text{Basic TK\#} + \text{modifiers} \\ \text{new Final TK\#} &= \text{Basic TK\#} \times 2 + \text{modifiers} \\ &= \text{Basic TK\#} + \text{Basic TK\#} + \text{modifiers} \\ &= \text{Basic TK\#} + \text{old Basic TK\#} \end{aligned}$$

Let's look at what would happen, in our example, if a CH were obtained. For a Basic TK# equal to "3", the new Final TK# would be "11". For any larger Basic TK#, the new Final TK# would be equal to or greater than "12". Since a roll of "12" is always a no effect dud, a new Final TK# of say "19" is more deadly than one of "11". Thus the value of 25.1 is correct, even though the "wrong" Basic TK# was used.

The only time the actual value of the Basic TK# affects the numbers in the table is when the sum of the old Final TK# and the Basic TK# is less than "11". The value of "6" was chosen because, using it, the values in part (b) are accurate to within +1% for all Basic TK#. What, finally, all of this means is that Critical Hits really have only a limited impact on the play of the game; thus, they should play no part in your planning.

Hulldown Vehicles

To score a hit on the upper portion of a vehicle in full view requires that one roll at or below the net To Hit value, and that the colored die must be less than the white one. The requirement for hitting a hulldown vehicle is the same, except that a Critical Hit is still obtained on a natural "2". The numbers in Table 14 show the probability of a successful attack using the same Basic TK# employed in Table 13 (b). As with the values in Table 13, these are also correct within +1%.

TO KILL	TO HIT											
	2	3	4	5	6	7	8	9	10	11	12	
2	.3	1.8	1.9	1.9	2.0	2.1	2.2	2.3	2.3	2.4	2.4	
3	.5	2.3	2.4	2.7	3.0	3.5	3.8	4.1	4.2	4.4	4.4	
4	.7	2.7	3.1	3.8	4.4	5.4	6.1	6.8	7.1	7.5	7.5	
5	.9	3.2	3.8	5.0	6.2	8.0	9.2	10.4	11.0	11.6	11.6	
6	1.2	3.6	4.6	6.5	8.4	11.2	13.1	15.0	15.9	16.8	16.8	
7	1.6	4.0	5.4	8.1	10.8	14.8	17.5	20.2	21.6	22.9	22.9	
8	1.9	4.5	6.3	9.8	13.4	18.7	22.3	25.8	27.6	29.4	29.4	
9	2.2	4.8	7.0	11.2	15.5	21.9	26.1	30.4	32.5	34.7	34.7	
10	2.5	5.1	7.5	12.3	17.1	24.4	29.2	34.0	36.4	38.8	38.8	
11	2.6	5.3	7.9	13.1	18.3	26.1	31.3	36.5	39.1	41.7	41.7	
12	2.7	5.4	8.1	13.5	18.9	27.0	32.4	37.8	40.5	43.2	43.2	

Table 14—Hull down destruction probabilities for a Basic Kill Number of 6

	Front	Side	Rear
Upper	8	6	5
Lower	11	6	5

(a) Effective Russian armor values

	Front	Side	Rear
Upper	6	8	9
Lower	3	8	9

(b) Effective Modified TK#

	Front	Side	Rear
	11.	18.7	21.9

(c) Kill probabilities, hull down vehicle

Lower Orientation	Upper Orientation		
	Front	Side	Rear
Front	8.5+5.1=13.6	16.0+5.1=21.1	19.2+5.1=24.3
Side	8.5+25.1=33.6	16.0+25.1=41.1	19.2+25.1=44.3
Rear	8.5+28.4=36.9	16.0+28.4=44.4	19.2+28.4=47.6

(d) Kill/immobilization probabilities calculations

Table 16—Determination of kill/immobilization probabilities by a German 7.5 cm PaK 97/38 firing, at a range of 7-12 hexes, at a moving Russian T34/M41

To stay with the previous example, suppose that everything is the same, except that the vehicle is now hulldown. Reading down the "7" column and along the "8" row, we get a value of 18.7%. The increase in this value over that found in Table 13 (a) is the result of the Critical Hit value. Quite obviously, the vehicle is a good deal safer when hulldown. One of the things about which I was curious was the general extent of this improvement in security. To explore that, I had my faithful computer calculate the percentages found in Table 15. These values do suppose that upper and lower armor factors are the same. My basic rule, from looking at these numbers, is that seeking the hulldown position becomes attractive whenever the Final TK# is greater than "3".

A Complete Example

Because the information in Tables 13 and 14 is likely to be among the most widely used to obtain key information about various specific situations, it seems wise to include a fairly comprehensive example. This example supposes that a German 7.5cm PaK 37/38 AT Gun (Basic TK# of 14) is firing at a moving T-34 M41 somewhere in the 7-12 hex range. The net To Hit value is then seven (9-2=7). In Table 16, part (a), the various Armor Factors for the vehicle are listed. Looking back at Figure 4, we note that the "11" is circled, meaning that the frontal upper body/turret armor is a step

poorer than the lower body metal. Since the Armor Factors used in ASL are "1", "2", "3", "4", "6", "8", "11", "14", "18" and "26", the step down drops the T-34's front turret Armor Factor from "11" to "8". The other Armor Factor on the counter is "6", which is the side value. I've chosen to use the rear facing Basic TK# modifier as a rear armor modifier, which is rather closer to what I feel it really represents. Note that this is always a decrease of "1", never of one step.

Values in (b) are nothing but the differences between the AT Gun's Basic TK# of "14" and the corresponding values in (a). The numbers in Tables (c) and (d) represent, respectively, the hulldown and full view immobilization probabilities. Unless the Vehicular Covered Arc and the Turret Covered Arc are the same, it is possible that the aspect of the vehicle hit (front, side or rear) will depend upon whether the hit is scored upon the lower hull or the turret/upper body. For example, if a tank is moving across your front, but its turret is trained toward you, a hit scored on the lower portion of the AFV will strike the side armor, while a hit scored on the upper portion of the vehicle will strike the frontal armor. With regard to the terms used in Table 16 (d), such a vehicle would have a "Side" lower orientation and a "Front" upper orientation. For the vehicle and weapon of this example, the probability of a successful shot would be 33.6%. If you don't have any trouble getting these numbers your-

TO KILL	TO HIT											
	2	3	4	5	6	7	8	9	10	11	12	
2	79.1	83.6	77.5	72.9	66.9	62.7	58.9	57.1	55.0	54.3	53.2	
3	79.8	83.0	71.4	64.9	57.5	53.8	50.2	48.9	47.0	46.6	45.4	
4	81.4	80.8	65.3	58.9	52.0	49.4	46.5	45.8	44.2	44.0	42.8	
5	83.2	77.9	60.1	54.7	48.6	47.1	44.7	44.4	43.0	42.9	41.7	
6	85.2	75.2	56.0	51.9	46.5	45.9	43.8	43.8	42.4	42.5	41.2	
7	85.9	71.0	52.1	49.4	44.9	44.9	43.0	43.3	42.0	42.1	40.9	
8	90.0	68.8	50.6	49.1	45.1	45.5	43.9	44.2	43.0	43.2	41.9	
9	92.8	67.4	49.8	49.0	45.3	46.0	44.4	44.8	43.6	43.8	42.6	
10	95.0	66.6	49.4	49.1	45.6	46.4	44.9	45.3	44.1	44.4	43.1	
11	96.8	66.2	49.4	49.2	45.8	46.7	45.3	45.8	44.6	44.8	43.5	
12	100.0	66.7	50.0	50.0	46.7	47.6	46.2	46.7	45.5	45.7	44.4	

Table 15—Hull down kill probability as a percentage of non-hull down kill or immobilization probabilities for a Basic Kill Number of 6

self, then you should be able to use these tables for their intended purpose.

When and Why?

We all, I expect, have a pretty good idea of what would happen to a player who, during the course of a scenario, asked his opponent to halt his vehicle movement every hex so that the player could use these tables to calculate the probability of a successful attack by his hidden AT Gun. Goodness knows that I'm a slow player, and I'd never do something like that. For what purpose, then, have these numbers been found?

Despite the name of the game, the part you are really playing is that of a company or battalion commander. One of the differences between you and your real-world counterpart is that he, hopefully, had to spend a fair amount of time getting to that rank. To the extent that at least some of that time was spent learning his trade, he should know rather more about what to expect from his various weapons systems, enemy weapon systems, men, etc. than would the average person who acquired his command by virtue of the purchase of the rules, components and scenarios. Without a considerable body of experience, or something such as these tables, a knowledge of rules and charts of the game will not provide you with such things as a clear picture of those risky certain activities are, of how secure a particular position is likely to be.

I have found this sort of material of considerable use in my preparations prior to the play of a particular scenario. As we shall see shortly, the superiority of one vehicle over another may well be a function of the range at which they engage. Should that be the case, I wish to know about it so that I can explore the prospects of engaging only where it is to my advantage to do so. According to the rules, AT Guns can be "Hidden". Facing enemy

armor, I need to know what sort of a chance it has. Can it go in a forward position, or must it—like the German gun in the COI scenario "Paw of the Tiger"—be positioned in hope of getting a shot into a rear facing?

Some Comparisons

The information in Table 17 serves two purposes. One is to illustrate the uses to which these tables can be put; the second is to explore how the effects of the game's mechanics have altered as the system has developed. The situation postulated is that the German tank and the Russian one are sitting there, blazing away at each other. Both are BU.

The first column shows the German's probability of success (to the left) and the Russian's probability of success (to the right) as the vehicles first appeared in SL. Up to a range of six hexes, there's nothing different about the tanks. Beyond that, the necessity that the Russians use the red To Hit numbers gradually causes the Russian's likelihood of success to decay more rapidly.

The next three columns refer to things as they stood at the time of COI. In that gamette, the T-34 was differentiated into three types reflecting the fact that the vehicle did, in fact, evolve by a considerable amount throughout the war. With regard to a duel with a single 76A, the results are the same as they were in the SL days in the 7-24 hex range; but look at what happens outside that range. The kill probabilities now rise much more sharply as the range is reduced below seven hexes, making the short-range battle much more lethal. On the other hand, the ability to do damage at long range falls off quite rapidly. In COI, the 76B had both a better gun and better armor. This, as the third column shows, was enough to more than compensate for the poorer To Hit numbers. The fourth column shows the extent to which such an advantage is dependent upon position. Superiority is reversed

when the German vehicle is hulldown. Sadly, for the Russians, the COI rules didn't do much for the Soviet armor when the positions were reversed. The Russian armor gains the height advantage modifier, but was ruled ineligible for hulldown status because of the generally poor gun depression capabilities of Russian armor.

Having carried out these calculations when COI was new, I was naturally curious to see how things had changed by this time. Among the immediately noticeable was that the height advantage was no more and that the gaining of hulldown status on a hill, while now open to the Russians, was no longer automatic for anyone. From the calculations we see that, between the changes in armor and gun effects, the F2 is now superior to both the earlier makes of T-34. However, my favorite results are those in the last two columns. As before, the hulldown German vehicle enjoys a considerable advantage over the more exposed Russian AFV. Reversing the position puts the Russian in the superior position, but only out to 24 hexes, after which the edge, slight though it is apt to be, goes to the German. The explanation for this is to be found in the difference between the black and red To Hit numbers—but I wonder how many of us would have ever discovered this piece of information without these types of calculations.

Having compared the numbers as a function of which version of SL we're considering, let's now consider how the numbers change with range. I should start by telling you that I have no idea as to the proper sizes of these numbers at close ranges. My knowledge is totally inadequate with regard to such things as whether those German AP rounds should go through that Russian armor as if it wasn't there . . . or whether they should all bounce harmlessly away. What isn't quite clear to me, however, is that the SL values show far too few little variation with range. All of the other results seem to fol-

Figure 5—The old and the new To Hit Tables

TO HIT TABLE 33.3 ▲

Target Type/Range	1-6	7-12	13-24	25+
Infantry in bldg., shellholes, entrenchments	8 8	7 6	6 5	5 2
Infantry in woods	8 8	6 6	5 4	4 2
Infantry in other	9 9	8 7	7 6	6 3
Vehicle is hull down	7 6	5 4	4 3	3 2
Vehicle in woods/bldg.	9 9	8 7	7 6	6 3
Vehicle in other	10 10	9 8	8 7	7 4
AT Gun	6 5	5 4	4 3	2

(a) The SQUAD LEADER To Hit Table

HIT DETERMINATION DICE ROLL MODIFIERS 33.3I

A. Firing during Defensive Fire Phase vs Moving target	+2
B. * gun firing at target over 6 hexes away	+2
C. * gun firing at target over 12 hexes away	+4
D. Tank firing outside Covered Arc	+2
E. Tank firing during Advancing Fire Phase after pivoting within hex during Movement Phase	+1
F. Tank firing during Advancing Fire Phase after moving to a new hex	+5
G. SP Gun/AT Gun firing during Advancing Fire Phase after pivoting within hex during Movement Phase	+3
H. Target is concealed	+2
I. SP Gun/AT Gun firing during Defensive Fire Phase after pivoting within hex during Defensive Fire Phase	+4
J. Target is in adjacent hex	-2

HD: Colored Die ≥ White Die (145.2)

TO HIT TABLE 145.1

Target Type/Range	0-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	55+
Vehicle	10 10	9 8	8 7	7 6	6 5	6 4	5 3	4 2	3 1	2 0
Infantry, Aircraft	8 8	7 6	6 5	5 4	4 3	3 2	2 1	1 0	0 -1	-1 -2
Building, Smoke	12 12	11 10	10 9	9 8	8 7	8 6	7 5	6 4	5 3	4 2

RED Numbers: Russian, Minor, French, US pre-7/43, captured ordnance
 Long Range Hit Possibility: unmodified DR 2 + dr < 6 [+1 drm/ < 2 TH#] (33.32)
 Turret/Upper Body Hit: Colored Die > White Die (130.1)

Multiple Hits: (<40mm) DR ≤ ½ TO HIT Number (130.5)
 AP CH: DR 2 + dr (1 or < ½ TH#) (68.1) [unmodified]
 HE CH: TH# 8 + 2; TH# ≤ 7 or building target: 2 + dr (1 or < ½ TH#) (145.6) [modified]

GUN & AMMO TYPE MODIFICATIONS

Range/Type	APDS				
	*	L	LL	APCR	Smoke
7-12 hexes	0	0	0	0	+1
13-24 hexes	+1	-1	-1	+1	+1
25-36 hexes	+1	-1	-2	+2	+1
37+ hexes	+1	-1	-2	+3	+1

FIRER HIT DETERMINATION DRM'S:

- A. Firing outside CA per hexside change (144.41) . . . [T: +1 +1 +1] . . . [ST: +2 +1 +1] . . . [NT: +3 +1 +1]
- B. Firing in AFPh after changing CA in MPH (144.42) . . . T:0 . . . ST: +1 . . . NT: +3
- C. T/ST firing in AFPh after move to new hex/motion (135.41) vehicle DF (144.43) . . . (G: +3) . . . +5
- D. Firing is pinned (144.44) . . . +2
- E. Firing within own hex at moving target (144.45) . . . +2
- F. Intensive Fire (70.2) . . . +2
- G. *Deliberate Immobilization (66.2) side/belly target facing . . . (rear . . . +5) . . . +3
- H. *Captured Ordnance (90.13) [B# -2; uses red TH#s] . . . +2
- I. Buttoned Up (64.47) . . . +1
- * Applicable to SCW's with separate TO HIT Tables (PF, PIAT, Baz, Psk)
- † Applicable to aerial attack using TO HIT Table vs ground targets

TARGET HIT DETERMINATION DRM'S:

- J. *Moving vehicle (DF or Motion target; 135.3) . . . +2
- J.† *† Moving infantry not using Assault Movement (145.1) . . . -1
- J.†† *†† Moving infantry in open . . . (hazardous movement . . . -2) . . . -1
- K. *† Concealed (rain, snow 6+ hex range; 111.44 & .53) [Area Fire] . . . +2
- L. Adjacent hex . . . (target two hexes away . . . -1) . . . -2
- M. Bore-sighted hex (78.4) . . . -2
- N. Acquired (69.1) [per fire phase, maximum of -2] . . . -1
- O. *Using 1 or less MP's or MF's in firer's LOS . . . +1
- P. *Using 3 or less MP's in firer's LOS . . . +1
- Q. *†Target size (64.6) . . . per vehicular target counter
- R. *† Terrain in target hex (145.1) . . . per TEM
- S. *†Target (Gun) is employed (145.3) . . . +2

(b) The GI: ANVIL OF VICTORY To Hit Table

C3 TO HIT TABLE

TARGET TYPE/RANGE	0-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	> 54									
Vehicle •	10	10	9	8	8	7	6	6	5	6	4	5	3	4	2	3	1	2	0
Infantry (Other)	8	8	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	-1	-2
Area (Mortar, SMOKE)		7	7		8	8		7		6		6		6		5		5	

C4 GUN & AMMO BASIC TO HIT NUMBER MODIFICATIONS:

* Gun	0	0	-1	-1	-1	-1	-1	-1	-1	-1
L Gun	0	0	+1	+1	+1	+1	+1	+1	+1	+1
LL Gun	0	0	+1	+1	+2	+2	+2	+2	+2	+2
APDS/APCR	0	0	-1	-1	-2	-2	-3	-3	-4	-4
SMOKE	+2	+2	0	0	0	0	0	0	0	0
≤ 57mm	0	0	-1	-1	-2	-2	-3	-3	-4	-4
≤ 40mm	0	0	-1	-1	-1	-1	-1	-1	-1	-1

C5 FIRER-BASED HIT DETERMINATION DRM:

- A. Firer outside CA per hexspine changed:[T: +1/+1/+1] [ST: +2/+1/+1] [NT: +3/+1/+1]
NA to Bounding First Fire (×2 if firer is in woods/building/rubble)
 - B. Fire in AFPh without entering a hex in that Player Turn (C5.2): +2
 - C. Bounding Firer (C5.3) Case B plus [Stabilized Gun: +1] [T/ST: +2] [NT: +3]
 - † C¹ Bounding First Firer, Restricted Aim (2.5–3 MP in LOS of target) Case C +1
 - † C² Bounding First Firer, Limited Aim (≤ 2 MP in LOS of target) Case C +2
 - †L C³ Firing LATW in AFPh/Backblast weapon from rubble/ground level building (each) +2
 - † C⁴ Motion/Non-Stopped Firer [Stabilized Gun: C/C¹/C² +1] [Other: C/C¹/C² & lower dr ×2]
 - L D. Pinned Firer/Spotter (Multiple ROF/Case F are NA) (C5.4) +2
 - † E. Fire within hex (×2 if in woods/building/rubble; Cases J³, J⁴, L, & M are NA) +2
 - F. Intensive Fire (B# -2; Case B, D, AFPh, stunned, pinned firer are NA) (C5.6) +2
 - †L G. Deliberate Immobilization (Range: ≤ 6 hexes; Case N is NA) (C5.7) +5 HH
 - L H. Captured/Non-qualified Infantry (B# -2; red TH#) (C5.8) (+4 if both apply) +2
 - I. Buttoned Up AFV (MA only; RST/1MT must be BU to fire MA) (C5.9) +1
- Other:**
- L Overstacked: +1 per vehicle/squad overstack (A5.12)
 - L Encircled: +1 (A7.7)
 - L CX: +1 (A4.51)
 - Stun: +1 (D5.34)
 - Spotted Fire: +2 (C9.31)
 - Bypass TCA Change to/through side Target Facing: +1 (D2.321)
 - Bypass TCA equals side Target Facing: +TH Case A, unless Case N applies (D2.321)

C6 TARGET-BASED HIT DETERMINATION DRM: △

- ⓂL J. Moving/Motion Vehicle or Dashing Infantry (C6.1) +2
 - L J¹ Defensive First Fire vs Moving Vehicle (≤ 3 MP in Firer's LOS) Case J +1
 - L J² Defensive First Fire vs Moving Vehicle (≤ 1 MP in Firer's LOS) [J¹ NA] Case J +2
 - ⓂL J³ FFNAM (Case J is NA) (C6.13) -1
 - ⓂL J⁴ FFMO (Case J is NA) (C6.14) -1
 - ⓂL K. vs Concealed Target (or Area Fire; C.4) (C6.2) +2
 - † L. Point Blank Range (Non-Stopped/Motion target NA) (C6.3) . . . [2 Hex Range: -1] -2
 - M. Bore Sighted Location (Case N, E is NA) (C6.4) -2
 - N. Acquired Target (NA to Case G) (C6.5) as per Acquisition Counter
 - ⓂL O. Target using Hazardous Movement (all Case J are NA) (C6.6) -2
 - ⓂL P. Target Size Modifier (-2 to +2) (C6.7) per Vehicle/Gun Target Counter
 - †ⓂL Q. TEM (C6.8) Per TEM
 - ⓂL R. LOS Hindrance (C6.9) Per LOS Hindrance
- Other:**
- ⓂL vs Overstacked Personnel: -1 per overstacked squad (A5.131)
 - ⓂL vs Motorcyclist -1 (D15.5)
 - ⓂL vs Cavalry -2 (A13.5)

low a physically plausible variation with range. Supposing that calculations like those in the last four columns had been carried out prior to the play of a scenario in which these vehicles were the major armored assets of each side, what conclusion could one draw? To answer that, one would have to specify the terrain. If it were close, of the sort typically found in the *BEYOND VALOR* scenarios, the M40s would not be able to go one-on-one against the F2s, whereas the M41s could. If the situation were one in which one force faced the other across a good-sized piece of open terrain, the German player would like the idea of a long-range gun duel, whereas the Russian player would not. Knowing these kinds of things hardly guarantees victory; but not knowing them surely won't help.

Rate of Fire

Ordnance with the capacity to get off more than one shot in a given Fire Phase has been around for a long time. With *ASL*, it became a conditional thing. The bad news, for those who like to shoot, is that you only get that second, or subsequent, shot if the colored die of the To Hit roll is no greater than the *Rate of Fire* value (which is to be found in a box above the Gun Caliber size listing on any ordnance-bearing counter). The good news is that the multiple shot capability is at least potentially available to many more weapons. Making multiple shots conditional is, quite clearly, another step toward reducing the players' control of the details of the game. If realism is your aim, you must, however, accept the fact that a battlefield (particularly at this level) is a place in which just an awful lot of weird things take place.

All of the results we've considered up to this point have been for single shots. I found it natural to wonder how this ROF business increased the chances of the destruction of a single target in a given Fire Phase. One of the things which tends to broaden the possible range of outcomes over an

entire paper battlefield is that the better you shoot, the better will be your chances of getting off yet another shot. When you miss, there's a good chance that your first shot will be your last shot by that weapon in that phase. However, the same AT Gun that misses its first shot in a phase might, in the next phase, destroy three enemy vehicles.

In order to maximize the possible effects of ROF, I considered the case of a hulldown target. The reasoning was that, because an upper body hit is required against a hulldown target, there will be more missed shots which have a low enough colored die roll to generate a second shot than would otherwise be the case. Again in order to look for the maximum effect, the largest ROF (three) was used.

Table 18 shows, as a function of the Final To Hit and To Kill values, the probabilities that a subsequent shot will be possible after the first has been missed. If we don't consider the nature of the outcome of the first shot, there will be a 50% chance of getting another since the colored die will have a value of three or less half the time. As one moves towards the upper left-hand corner of the table, this is the value approached. . . . as would be expected. What I did not expect to find was the large number of unsuccessful shots which would still leave one with at least 25% chance of another shot.

In Table 19 we have results comparable to those found in Table 14. The results of Table 19 suppose that one continues firing at the same target until it's hurt, one can no longer fire, or five shots in a row have come up empty. My conclusion from looking at the two sets of numbers is that, assuming that the weapon works on a single hulldown target, a ROF of "3" is just about as good as an increase of three in the Final TK#. A look at comparable numbers for ROF of "2" and "1" says that a ROF of "2" is worth about +1 to the TK#, while a "1" isn't worth worrying about. Because of the possibility of differing Armor Factors, it is hard to be even this precise concerning full view targets. My

best numbers at the moment are a +1 for a ROF of "3" and forget it for the other ROF.

Deliberate Immobilization

As the rules tell us, one of the things you can try to do when your AT Guns are badly mismatched (not, by the way, an uncommon situation in WWII) by the enemy armor is to forget about a kill and try to blow away enough of their running gear that they become immobilized. One of those interesting situations so common in *ASL* then arises: when is my Gun outmatched? My answer is to be found on Table 20, which contains only entries of "Y" and "N". A "Y" means that the Deliberate Immobilization option is your best bet. I have found this table of particular interest in connection with a scenario currently receiving some heavy attention hereabouts because the Gun/Armor combination is right on the boundary. (For the record, I don't particularly like the Deliberate Immobilization rules as they now stand. The *COI* ones, which made a distinction with respect to facing of the hull, were, I thought, a better representation of reality.)

ARMOR VERSUS INFANTRY

The typical AFV has three possible modes of attack against an infantry unit. Since such a vehicle commonly has both MGs and some sort of main armament, it may attack with either of these. Vehicular MG attacks are resolved as are any MG attacks; thus they utilize the IFT, with results to be found in Tables 5 and 10. For this reason, they will not be considered here. Ordnance fire against infantry targets will be considered, as will a form of attack which has shown considerable variety over the years—the Overrun.

Overrun

The overrun attack first appeared in wargames at a much higher organizational level. Many of the

Range	German height, hull down advantage						German hull down advantage		Russian hull down advantage	
	T34(SL)	T34/76A	T34/76B	T34/M40	T34/M41	T34/76B	T34/M41	T34/M41	T34/M41	
1	42/42	83/83	72/92	—	72/56	72/75	—	—	—	
2	38/38	66/66	53/76	66/35	58/40	58/54	58/23	35/54	—	
3-6	38/38	53/53	38/66	53/30	54/38	54/51	54/22	32/51	—	
7-12	35/30	35/30	23/42	35/10	50/30	50/41	50/18	30/41	—	
13-18	30/24	30/24	20/42	30/10	50/24	50/41	50/18	30/41	—	
19-24	30/24	30/24	20/42	30/10	34/13	34/24	34/11	22/24	—	
25-30	24/7	16/5	10/12	10/1	28/9	28/18	28/8	19/18	—	
31-36	24/7	16/5	10/12	10/1	20/5	20/9	20/5	15/9	—	
37-39	24/7	16/5	10/12	10/1	15/3	15/6	15/4	11/6	—	
40-42	24/7	5/0	2/2	2/1	15/3	15/6	15/4	11/6	—	
43-48	24/7	5/0	2/2	2/1	7/1	7/3	7/3	6/3	—	

Table 17—Kill, immobilization probabilities, German PzKW IVF2 versus the Russian tanks indicated; the German success probability is to the left of the "/".

TO KILL	TO HIT											
	7	8	9	10	11	12	13	14	15	16	17	18
2	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
3	N	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
4	N	N	N	Y	Y	Y	Y	Y	Y	Y	Y	Y
5	N	N	N	N	N	Y	Y	Y	Y	Y	Y	Y
6	N	N	N	N	N	N	Y	Y	Y	Y	Y	Y
7	N	N	N	N	N	N	N	Y	Y	N	N	N
8	N	N	N	N	N	N	N	N	N	N	N	N
9	N	N	N	N	N	N	N	N	N	N	N	N
10	N	N	N	N	N	N	N	N	N	N	N	N
11	N	N	N	N	N	N	N	N	N	N	N	N
12	N	N	N	N	N	N	N	N	N	N	N	N

Table 20—When Deliberate Immobilization is a better bet

TO KILL	TO HIT											
	2	3	4	5	6	7	8	9	10	11	12	
2	49.7	48.2	48.1	48.1	48.0	47.9	47.8	47.7	47.7	47.7	47.7	
3	49.5	47.7	47.6	47.3	47.0	46.5	46.2	46.1	46.1	46.1	46.1	
4	49.3	47.3	46.9	46.2	45.6	44.6	43.9	43.5	43.5	43.5	43.5	
5	49.1	46.8	46.2	45.0	43.8	42.0	40.8	40.2	40.2	40.2	40.2	
6	48.8	46.4	45.4	43.5	41.6	38.8	36.9	36.0	36.0	36.0	36.0	
7	48.4	46.0	44.6	41.9	39.2	35.2	32.5	31.1	31.1	31.1	31.1	
8	48.1	45.5	43.7	40.2	36.6	31.3	27.7	26.0	26.0	26.0	26.0	
9	47.8	45.2	43.0	38.8	34.5	28.1	23.9	21.7	21.7	21.7	21.7	
10	47.5	44.9	42.5	37.7	32.9	25.6	20.8	18.4	18.4	18.4	18.4	
11	47.4	44.7	42.1	36.9	31.7	23.9	18.7	16.1	16.1	16.1	16.1	
12	47.3	44.6	41.9	36.5	31.1	23.0	17.6	14.9	14.9	14.9	14.9	

Table 18—The probability that, having missed with the first shot against a hull down AFV, a second shot will be possible (ROF=3)

TO KILL	TO HIT											
	2	3	4	5	6	7	8	9	10	11	12	
2	2.0	3.5	3.6	3.7	3.9	4.1	4.2	4.3	4.4	4.2	3.9	
3	2.6	4.5	4.9	5.5	6.0	6.7	7.2	7.6	7.8	7.6	7.1	
4	3.2	5.6	6.4	7.7	8.9	10.3	11.3	12.2	12.7	12.6	11.8	
5	4.0	6.8	8.2	10.3	12.4	14.7	16.3	17.8	18.6	18.8	17.8	
6	4.7	8.0	10.2	13.2	16.2	19.5	21.7	23.9	25.2	25.8	24.9	
7	5.5	9.2	12.1	16.2	20.1	24.2	27.2	30.1	31.8	33.0	32.4	
8	6.3	10.4	14.1	19.1	23.7	28.6	32.1	35.6	37.8	39.6	39.5	
9	7.0	11.3	15.6	21.2	26.3	31.8	35.5	39.5	42.1	44.3	44.7	
10	7.5	12.1	16.7	22.8	28.2	34.0	37.9	42.3	45.1	47.7	48.3	
11	7.8	12.5	17.4	23.8	29.5	35.5	39.5	44.1	47.1	49.8	50.6	
12	8.0	12.8	17.8	24.3	30.1	36.2	40.3	45.0	48.1	50.9	51.8	

Table 19—Hull down destruction probabilities for a Basic Kill Number of 6 and a ROF of 3

Figure 6—The old and the new To Kill Tables

AFV KILL TABLE 33.4 △

Target	AP AMMUNITION					HE AMMUNITION					SPECIAL WEAPONS					
	MMG/HMG	50cal/20mm	37	50	75/76	37	50	75/76	105	120	150	H6				
AFV Front	-3	-3	2	3	6	1	0	2	4	6	8	8	7	3	3	9
AFV Side	-3	-2	3	6	8	1	2	3	6	7	10	10	8	4	4	10
AFV Rear	-2	-1	4	8	10	2	3	4	8	9	12	11	10	6	6	11
Truck, Jeep	NA	NA	8	10	10	10	11	12	12	12	12	11	10	10	10	12

NA sec 51.4

AFV KILL NUMBER MODIFIERS 33.4I

- Halftracks -5
- Priest -2
- M-10 -1
- M4A4, T34, MkIV 0
- M4M52, SU122, STG III +1
- SU152, Brumbar +2

(a) The SQUAD LEADER To Kill Table

AFV KILL TABLE

AP AMMUNITION	AFV KILL TABLE										SPECIAL WEAPONS							
	37LL	40L	45LL	50L	57L	57LL	76*	76H	85L	90L	150H	150L	152*	95*H	105H	105*H		
TARGET	39.4 fighter	42.43 fighter	44	45L	47L	50L	57L	76*	76H	85L	90L	150H	150L	152*	95*H	105H	105*H	
AFV Front	-2	-1	0	1	2	3	3	4	4	5	6	6	8	9	10	12	11	13
AFV Side	-1	0	1	2	3	3	4	5	6	6	6	8	9	10	11	13	13	14
AFV Rear	0	1	2	3	4	4	5	6	7	7	8	9	10	11	12	14	14	15
Unarmored	NA	3	7	7	7	8	8	9	9	10	10	10	10	11	11	11	11	11

† must be within normal range & not Area Fire 12.7 = .50 cal MG ■ see 51.4 Shock MC: DR = Final TK# + 1 (131.1) V: All German Vehicular 75's only Russian 76L only

(b) The GI: ANVIL OF VICTORY To Kill Table

C7.31 AP TO KILL TABLE

ARMORED TARGET

GUN SIZE:	@/MG	ATR	20L	37*	70*	76*	75*	88*	84*	105	57LL	76LL	152*	77L	88L	90L	152	75LL	88LL	150L	128L	170L	SPECIAL WEAPONS		
																							90L	105L	150
BASIC TK#:	4	5	6	7	8	9	10	11	12	13	14	15	16	17	19	20	21	23	25	27	28	33			

NOTES: @ Must be within Normal Range and not halved FP Russian, Finnish, Japanese, Italian British 88 (25 pdr) Italian
Grant Gun F: Fighter MG armament by year Australian 88* (Baby 25 pdr) 12.7: .50 Cal MG

MODIFICATION/RANGE 0-1 2 3-6 7-12 13-18 19-24 25-30 31-36 37-42 43-48 49-54 55-60 61-66 67-72 73-78 79+

Case D TK# CHANGE:

≤ 25mm:	+2	+1	+1	0	0	-1	-2	-3	-4	-5	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
37-57mm:	+1	+1	0	0	0	-1	-2	-2	-3	-4	-4	-5	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
≥ 65mm:	+1	0	0	0	0	-1	-1	-2	-2	-3	-3	-4	-4	-5	NA	NA	NA	NA	NA	NA	NA	NA

UNARMORED TARGET: FINAL TK#: IFE/MG-15mm: ★ Vehicle line on IFT ATR-28mm: 7 37-57mm: 8 65-77mm: 9 85-95mm: 10 100+mm: 11

(c) The ADVANCED SQUAD LEADER To Kill Table

early boardgames were characterized by tactics that involved the sequential placement of small, sacrificial units in the path of huge stacks. Forced to stop and combat these midgets, progress would be slow so long as there were more tiny ones to offer up. One of the breakthroughs in game design was the introduction of the "overrun", whereby a sufficiently large force could, at little or no cost, rumble over a small one as a part of movement and continue on.

Here, of course, we aren't dealing with armies or even divisions, and there seems to have been some uncertainty as to just what an "overrun" represents. In terms of other aspects of *ASL*, it is probably simplest to think of it as a form of Close Combat practiced by AFV during their Movement Phase. A recurring problem has been that of establishing the basis for the strength of the attack. In the beginning, the *SL* tanks all attacked with 16 firepower factors on the IFT, with normal terrain modifiers. In *COI*, this was changed to reflect the wide range of armor introduced in that gamette. The strength was then equal to a base value of four, plus the Infantry Firepower Equivalent of the main gun, plus the MG factors used. For the *COI* IVF2, this comes out to be "16" ($4+8+6=18$). There things stayed until *ASL*. At this point the main armament stopped being a factor of importance. The base of four remained for a vehicle with functioning main armament, but that is the sole contribution of the big guns. MG factors became worth 1.5 times their values, based upon a halving for movement and a tripling for in-hex point-blank fire. With the current model of the IVF2, the result is still "16" ($4+8 \times \frac{1}{2} = 16$). For most Russian tanks, the value will be "12". In everything I've looked at concerning overruns by tanks, I've assumed that they will always be buttoned up, even if the vehicle has an AAMG. The downside risk of exposing the tank commander to close-range small arms fire is much too high for my tastes.

As before, TEM apply. However, *ASL* rules that infantry being overrun in the open is subject to a +1 modifier because of the anticipated movement of troops so beset. Thus, the best overrun is likely to be in the neighborhood of "16" with a +1 modifier. According to Table 5, such an attack, against a unit with a morale of seven, will leave the unit untouched 16% of the time; pinned but otherwise unharmed 9% of the time; and dead or broken the rest of the time. That's not a bad attack, and that's about the only one that a person should normally make.

Let's place that infantry unit in a woods hex and see what happens. With normal ground pressure, the IVF2 must roll "7" or less to avoid bogging. Thus, 42% of the time it will bog, the immediate result of which will be a reduction by half of the overrun strength. Thus, the attack will go in at "16" (+1) 58% of the time and at "8" (+1) the rest of the time. The quantities which were 16, 9 and 75% are now 44, 13 and 43%. That infantry unit would have to be of great value before I'd risk that attack. We could do a lot more calculations, but I think the message is clear—Overruns in any terrain in which a vehicle can become bogged are bad ideas. As we shall see, even when "empty handed", a German squad out in the open just might be more than you'd want to take on with your tank in a late-war scenario. Then too, before you go charging over someone's infantry unit, make sure you know what he might have lurking nearby with which to take a shot at your vehicle.

HE Fire

HE fire is resolved in a two-part process, as is AP fire. The difference with HE is that when a hit is obtained, the effect of that hit is found on the IFT. As mentioned earlier, TEM are used to modify the To Hit procedure. The probability of success in an

DRM	GUN CALIBER										
	20	30	37	50	60	70	80	100	120	150	200+
-2	85(5)	79(7)	71(8)	64(8)	58(7)	53(6)	49(5)	46(4)	45(3)	43(2)	43(1)
-1	91(4)	87(5)	81(6)	75(6)	71(5)	67(5)	64(4)	62(3)	61(2)	60(2)	59(1)
+0	94(2)	91(3)	87(4)	84(4)	81(4)	78(3)	76(3)	74(2)	74(1)	73(1)	73(1)
+1	96(2)	95(2)	92(2)	90(2)	88(2)	87(2)	85(2)	84(1)	84(1)	83(1)	83(0)
+2	98(1)	97(1)	96(1)	95(1)	94(1)	93(1)	93(1)	92(1)	92(0)	92(0)	92(0)
+3	99(0)	99(0)	99(0)	99(0)	98(0)	98(0)	98(0)	98(0)	97(0)	97(0)	97(0)

Basic TO HIT value=5

-2	83(7)	75(8)	65(10)	56(10)	49(9)	42(8)	37(7)	33(5)	31(3)	30(2)	29(2)
-1	87(5)	80(7)	72(8)	64(8)	58(7)	53(6)	49(5)	46(4)	45(3)	43(2)	43(1)
+0	92(4)	87(5)	81(6)	76(6)	71(6)	67(5)	64(4)	62(3)	61(2)	60(2)	59(1)
+1	94(3)	91(3)	87(4)	83(4)	80(4)	78(3)	76(3)	74(2)	74(1)	73(1)	73(1)
+2	96(2)	94(2)	92(2)	90(2)	88(2)	87(2)	85(2)	84(1)	84(1)	83(1)	83(0)
+3	98(1)	97(1)	96(1)	95(1)	94(1)	93(1)	93(1)	92(1)	92(0)	92(0)	92(0)

Basic TO HIT value=6

-2	77(8)	68(10)	56(11)	47(11)	39(10)	32(9)	26(7)	23(6)	20(4)	19(3)	18(2)
-1	84(7)	76(8)	66(10)	56(10)	49(9)	42(8)	37(7)	34(5)	31(4)	30(3)	29(2)
+0	88(5)	81(7)	72(8)	65(8)	59(8)	53(7)	49(5)	46(4)	45(3)	44(2)	43(1)
+1	91(4)	87(5)	81(6)	75(6)	71(5)	67(5)	64(4)	62(3)	61(2)	60(2)	59(1)
+2	94(3)	90(3)	87(4)	83(4)	80(3)	78(3)	76(3)	74(2)	74(1)	73(1)	73(1)
+3	96(1)	94(2)	92(2)	90(2)	88(2)	86(2)	85(2)	84(1)	84(1)	83(1)	83(0)

Basic TO HIT value=7

-2	76(9)	66(11)	53(12)	42(12)	33(11)	25(10)	19(8)	15(6)	13(4)	11(3)	10(2)
-1	80(8)	70(10)	58(11)	48(11)	39(10)	32(9)	27(7)	23(6)	21(4)	19(3)	18(2)
+0	85(6)	77(8)	66(10)	57(10)	49(9)	42(8)	37(7)	34(5)	32(4)	30(3)	29(2)
+1	87(5)	80(7)	72(8)	64(8)	58(7)	53(6)	49(5)	46(4)	45(3)	43(2)	43(1)
+2	91(4)	86(5)	81(6)	75(6)	71(5)	67(5)	64(4)	62(3)	61(2)	60(1)	59(1)
+3	93(2)	90(3)	87(4)	83(4)	80(3)	78(3)	76(3)	74(2)	74(1)	73(1)	73(1)

Basic TO HIT value=8

(a) Morale level 6

DRM	GUN CALIBER										
	20	30	37	50	60	70	80	100	120	150	200+
-2	88(5)	82(6)	75(7)	79(7)	63(7)	58(7)	53(6)	50(5)	47(4)	45(3)	44(2)
-1	93(3)	89(4)	84(5)	79(5)	75(5)	71(5)	67(5)	65(4)	63(3)	61(2)	60(1)
+0	95(2)	93(3)	89(4)	86(4)	83(4)	80(3)	78(3)	76(3)	75(2)	74(1)	73(1)
+1	97(1)	95(2)	93(2)	91(2)	90(2)	88(2)	87(2)	85(2)	85(1)	84(1)	84(1)
+2	99(1)	98(1)	97(1)	96(1)	95(1)	94(1)	93(1)	93(1)	93(1)	92(0)	92(0)
+3	99(0)	99(0)	99(0)	98(0)	98(0)	98(0)	98(0)	98(0)	97(0)	97(0)	97(0)

Basic TO HIT value=5

-2	86(6)	79(7)	70(9)	62(9)	55(9)	48(9)	42(8)	38(6)	35(5)	32(4)	31(2)
-1	89(5)	83(6)	76(7)	69(7)	63(7)	58(7)	53(6)	50(5)	47(4)	45(3)	44(2)
+0	93(3)	89(4)	84(5)	79(5)	75(6)	71(5)	67(5)	65(4)	63(3)	61(2)	60(2)
+1	95(2)	92(3)	89(3)	86(4)	83(4)	80(3)	78(3)	76(3)	75(2)	74(1)	73(1)
+2	97(1)	95(2)	93(2)	91(2)	90(2)	88(2)	87(2)	85(2)	85(1)	84(1)	84(1)
+3	98(1)	98(1)	97(1)	96(1)	95(1)	94(1)	93(1)	93(1)	93(1)	92(0)	92(0)

Basic TO HIT value=6

-2	81(7)	73(8)	63(10)	53(10)	46(10)	38(9)	32(8)	27(7)	24(5)	22(4)	20(3)
-1	87(6)	80(7)	71(9)	62(9)	55(9)	48(9)	42(8)	38(7)	35(5)	33(4)	31(3)
+0	90(4)	84(6)	77(7)	70(8)	64(8)	58(7)	53(6)	50(5)	48(4)	46(3)	44(2)
+1	93(3)	89(4)	84(5)	79(5)	75(5)	71(5)	67(5)	65(4)	63(3)	61(2)	60(1)
+2	95(2)	92(3)	89(3)	85(4)	83(4)	80(3)	78(3)	76(3)	75(2)	74(1)	73(1)
+3	97(1)	95(2)	93(2)	91(2)	90(2)	88(2)	87(2)	85(2)	85(1)	84(1)	84(1)

Basic TO HIT value=7

-2	80(7)	71(9)	60(11)	49(11)	41(11)	32(10)	26(9)	20(8)	17(6)	14(4)	12(3)
-1	83(7)	75(9)	64(10)	55(11)	46(10)	39(10)	32(8)	28(7)	24(5)	22(4)	20(3)
+0	88(5)	81(7)	72(9)	63(9)	56(9)	49(9)	43(8)	38(7)	35(5)	33(4)	31(3)
+1	89(5)	83(6)	76(7)	69(7)	63(7)	58(7)	53(6)	50(5)	47(4)	45(3)	44(2)
+2	93(3)	89(4)	84(5)	79(5)	74(5)	71(5)	67(5)	65(4)	63(3)	61(2)	60(1)
+3	94(2)	92(3)	88(3)	85(3)	83(3)	80(3)	78(3)	76(3)	75(2)	74(1)	73(1)

Basic TO HIT value=8

(b) Morale level 7

Table 21—Probability that a single unit will survive the HE ordnance attacks shown either unharmed and unpinned or (unharmed and pinned)

		GUN CALIBER											
DRM	20	30	37	50	60	70	80	100	120	150	200 +		
-2	91(4)	86(5)	80(6)	74(7)	69(7)	63(7)	58(6)	54(6)	51(5)	48(4)	46(3)		
-1	95(2)	91(3)	87(4)	83(5)	79(5)	75(5)	71(5)	68(5)	66(4)	63(3)	62(2)		
+0	97(2)	94(2)	89(3)	88(3)	86(4)	83(4)	81(3)	79(3)	77(2)	76(2)	74(1)		
+1	98(1)	96(1)	95(2)	93(2)	91(2)	90(2)	88(2)	87(2)	86(2)	85(1)	84(1)		
+2	99(0)	98(1)	97(1)	97(1)	96(1)	95(1)	94(1)	94(1)	93(1)	93(1)	92(0)		
+3	99(0)	99(0)	99(0)	99(0)	98(0)	98(0)	98(0)	98(0)	98(0)	98(0)	97(0)		
Basic TO HIT value=5													
-2	89(4)	83(6)	76(8)	68(8)	62(9)	55(9)	49(8)	44(7)	40(6)	36(5)	36(3)		
-1	92(4)	87(5)	81(6)	74(7)	69(7)	64(7)	59(7)	55(6)	51(5)	48(4)	46(3)		
+0	95(2)	92(3)	88(4)	83(5)	79(5)	75(5)	71(5)	68(5)	66(4)	63(3)	62(2)		
+1	96(2)	94(2)	91(3)	88(3)	86(3)	83(4)	81(3)	79(3)	77(2)	75(2)	74(1)		
+2	98(1)	96(1)	95(2)	93(2)	91(2)	90(2)	88(2)	87(2)	86(2)	85(1)	84(1)		
+3	99(0)	98(1)	97(1)	96(1)	96(1)	95(1)	94(1)	94(1)	93(1)	93(1)	92(0)		
Basic TO HIT value=6													
-2	85(5)	79(7)	69(9)	61(9)	53(10)	46(10)	39(9)	34(8)	29(6)	25(5)	22(3)		
-1	90(4)	84(6)	77(8)	69(8)	62(9)	56(9)	49(8)	44(8)	40(6)	36(5)	33(3)		
+0	93(3)	88(5)	82(6)	75(7)	70(7)	64(7)	59(7)	55(6)	51(5)	49(4)	46(3)		
+1	95(2)	91(3)	87(4)	83(5)	79(5)	75(5)	71(5)	68(5)	66(4)	63(3)	62(2)		
+2	96(2)	94(2)	91(3)	88(3)	85(3)	83(3)	80(3)	79(3)	77(2)	75(2)	74(1)		
+3	98(1)	96(1)	95(2)	93(2)	91(2)	90(2)	88(2)	87(2)	86(1)	85(1)	84(1)		
Basic TO HIT value=7													
-2	84(6)	77(8)	67(10)	58(10)	49(11)	41(11)	33(10)	28(9)	22(7)	18(6)	15(4)		
-1	87(5)	80(7)	71(9)	62(10)	55(10)	47(10)	40(9)	34(8)	30(7)	26(5)	23(4)		
+0	91(4)	85(6)	78(8)	70(8)	63(9)	56(9)	50(8)	44(8)	40(6)	36(5)	34(3)		
+1	92(4)	87(5)	81(6)	74(7)	69(7)	64(7)	59(7)	55(6)	51(5)	48(4)	46(3)		
+2	94(2)	91(3)	87(4)	82(5)	79(5)	75(5)	71(5)	68(5)	66(4)	63(3)	62(2)		
+3	96(2)	93(2)	91(3)	88(3)	85(3)	83(3)	80(3)	79(3)	77(2)	75(2)	74(1)		
Basic TO HIT value=8													
(c) Morale level 8													

Table 21 continued

attack is then equal to the product of the probability of a hit times the probability of damage on the IFT. Critical hits are handled by reversing any favorable TEM (e.g., due to the target being in a building), retaining any unfavorable ones (e.g., due to the target moving in the open), and doubling the equivalent firepower.

Table 21 runs on at some length. To illustrate its use, let's consider an attack by an 85mm tank gun on a squad with a morale of six in a wooden building. The tank is motionless, buttoned up and six hexes away. What is referred to as the *Basic To Hit* value in Table 21 is equal to the original *To Hit* value modified by everything *except* TEM. (DRM are used to modify the *To Hit* values as described earlier.) From *ASL*'s C3 and C5, the original *To Hit* of "8" for an infantry target is modified to a

"7" by virtue of the fact that the vehicle is buttoned up. To determine the effects of this attack we look in section (a) of Table 21 for the sub-table corresponding to a *Basic To Hit* value of "7". The results are then found in the "80" column for a TEM DRM of +2: 76% of the time the target will be untouched; it will be Pinned 3% of the time. By comparison, an infantry firepower attack of "6" against a +2 TEM DRM target does rather better. The moral—you have to be patient if you want to use the big guns on infantry in adequate cover.

Values drawn from Table 21 using the *Basic To Hit* sub-table of "8" were used to create the *ASL* column values found in Tables 22 and 23. As did the values in Table 17, the numbers within these two tables tell us something about the performance of on-board HE fire in two rather common situa-

tions as things are now, and as they were in the past.

In general, the entries in Table 22 confirm the results of our particular example. One obvious conclusion is that the fall-off in effectiveness with range is such as to encourage an engagement range in the three-to-six hex span. Results now are essentially the same as they were in *GI*. Compared to the original *SL*, the most striking difference is the lessened effect of large caliber HE.

If you happen to have the tanks, the results in Table 23 are much more satisfying. However, it is the comparison between the two tables which I find most interesting. As the mechanics now work, range attenuation is much more important in Table 22 than it is in Table 23. If we consider that the *To Hit* use of TEM reflects, among other things, a greater degree of difficulty in locating a target, this is as it should be. Such was not the case in *SL*. I also find myself much happier with the variation with gun size.

INFANTRY VERSUS ARMOR

Infantry has many ways to annoy armor. Ordnance has already been considered in connection with the effects of AP fire against AFVs. Infantry also have available various support weapons, such as bazookas, with which to do some harm. Results from these weapons can be found quite easily with the information already presented. This section will consider the inherent anti-armor capabilities of infantry, those which it possesses when stripped of ordnance and support weapons. This sort of thing is different because it is intrinsic. However, any such treatment must be divided into two parts because German units develop some special capabilities as the war progresses.

Close Combat Versus AFVs

From *SL* through *GI* infantry often had a shot at armor moving adjacent to them, which worked very much as did Close Combat against AFVs. Successful Defensive Fire Phase attacks of this sort would result in an immobilized vehicle. Such attacks are no more, except when a vehicle is in a building or on a road between building hexes. This form of attack has been retained, in a more deadly form, to reflect the particular vulnerability of armor in city streets. Infantry surviving an overrun are now capable of a Close Combat type of counterattack. My overall view is that these changes are for the good and serve to bring the inherent anti-armor capabilities of infantry into sharper focus.

As before, infantry wishing to engage in Close Combat with an AFV will normally have to move into the vehicle's hex during the Advance Phase. Such movement is possible for MMC only if the units in question have first passed a "Pre-AFV

Gun Size	40			70			100			150		
Range	SL	GI	ASL	SL	GI	ASL	SL	GI	ASL	SL	GI	ASL
3-6	8	13	13	21	28	28	39	35	35	60	39	39
7-12	6	9	9	17	18	19	32	23	24	48	26	26
13-18	5	5	6	12	11	11	22	14	15	35	16	16
Unit morale of 6												
3-6	6	11	11	17	24	24	32	31	31	53	37	37
7-12	5	7	8	13	16	17	26	21	21	43	24	25
13-18	3	4	5	10	10	10	19	13	13	31	15	15
Unit morale of 7												
3-6	4	8	9	12	19	20	25	27	27	46	34	34
7-12	3	5	6	10	13	14	20	18	18	37	22	23
13-18	2	3	3	7	8	8	15	11	11	26	14	14
Unit morale of 8												

Table 22—The probability that a unit of the morale shown will, when in a wooden building, be destroyed or broken by the on board HE fire indicated

Gun Size	40			70			100			150		
Range	SL	GI	ASL	SL	GI	ASL	SL	GI	ASL	SL	GI	ASL
3-6	33	27	35	44	60	65	52	76	79	57	85	86
7-12	23	25	33	32	54	59	37	69	71	41	77	78
13-18	16	21	25	21	47	50	25	60	62	27	67	68
Unit morale of 6												
3-6	28	22	29	40	51	58	48	68	72	55	80	82
7-12	20	20	27	28	46	53	35	62	66	40	73	74
13-18	13	17	21	19	40	43	23	54	56	26	63	64
Unit morale of 7												
3-6	23	16	23	34	41	48	44	54	63	54	74	76
7-12	17	15	22	24	37	44	31	53	58	38	67	70
13-18	11	13	16	16	32	36	21	46	49	26	58	59
Unit morale of 8												

Table 23—The probability that a unit of the morale shown will, when moving in the open, be destroyed or broken by the on board HE fire indicated

Attack Task Check". SMC, now, do not have to pass any such test in order to advance, nor does a leader have to pass a PAATC before he can apply his leadership modifier to units stacked with him who wish to make the effort. As I read the rules, they give the leader the opportunity to see how many of his followers will jump into the hex with metal monster before he commits himself. Note that a unit becomes pinned if it fails to pass the PAATC.

Once all the units that can make it are in the hex, attacks are made sequentially, with one infantry unit going first. Enemy infantry units present in the hex, or the vehicle itself (if it has some applicable MGs) will then be able to make one attack; after which the attacker has another turn if he has another, unused unit. Attacks are made by rolling against the attacker's CCV ("Close Combat Value": five for a squad, four for a crew, three for a half-squad and two for a SMC going in by himself).

In all of its forms, this area of the rules has always had great appeal for me. Among other things, it is probably the single area of greatest impact by a leader. To see this, and other things, let's now look at Table 24. The results presented deal quite comprehensively with three basic situations: an attack on an open-topped, partially-armored, motionless AFV; an attack on a closed-top, motionless AFV; and an attack on a closed-top AFV in Motion. All vehicles are unaccompanied by friendly infantry; and it is supposed that all attacks are attempted by full squads. The "Number of Squads" refers to the number of squads that attempt to pass their PAATC and not to the number which actually attack. Five leader situations are considered. Since the leader's morale is not important, only three useful modifiers, and that due to either a 7-0 or an 8-0, are included. While the latter leaders provide no useful modifier, they (and the other leaders) do increase the CCV of the unit with which they attack by one. The "—" entry is the one for an attempt with no leader present. Only two AFV MG values have been considered. To see why, you need only examine the limited differences between the 2FP and the 5FP cases. Since these weapons (except for BMG) counterattack against an infantry unit's CCV, the strength of the squads is not particularly effective; having any applicable MG armament spares the vehicle an unfavorable modifier to the attacker's CCV.

If you look at the 5FP entry in part (c), you'll see what I mean about the effects of a leader. A single, morale level six squad stacked with an 8-1 leader has as much chance of passing a PAATC, moving in, and injuring an AFV (16%) as does a stack of three morale level eight squads that have no leader. I know of no other situation in which a leader has this much impact.

In summary, Table 24 demonstrates that being motionless in the vicinity of enemy infantry, unless you have infantry of our own, is a most dangerous undertaking.

German Options

As the war goes along, German infantry units develop certain inherent anti-armor capabilities of some significance. After September 1943, any such unit just might happen to have one or more panzerfausts; after December 1943, they also might have some anti-tank magnetic mines lying around. The presence of these capabilities is not a reflection of the German soldier as some sort of superman. They are, rather, the result of the deteriorating situation in which Germany found itself as its enemies increased their production of AFVs. Necessity, based on what was ultimately shown to be the well-founded notion that infantry could attack armor, led to the widespread distribution and use of such weaponry.

The ATMM has been around as a support weapon since COI (available now only to German infantry,

not to Russian as then). Now, however, it can be used in an attempt to increase the effectiveness of a Close Combat attack. A die roll is made for each such unit after it has entered the AFV's location. If the unit is a squad, on a roll of 1-3 the CCV values of the squad is increased by three; on a roll of 4-5, there is no effect; on a 6, the squad is pinned, meaning that its CCV will be reduced by one.

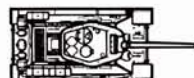
All of the cases considered in Table 24 are reconsidered in Table 25, now assuming that all squads passing their PAATC will try for an ATMM placement. The results are expressed as the ratio of the success probability found versus that which exists when there is no ATMM capability. To illustrate, three six level morale squads stacked with a 7-0 leader have, in the situation considered in part (a), a 64% chance of success. German squads, from Table 25 (a) will do 1.10 times as well, for a success rate of 70.4%. Their presence of a few 0.99s in Table 25 does demonstrate that ATMM attempt is not always a winner, but there's no reason to let those few exceptions cause one concern. Since we can assume that few vehicles are going to halt, unaccompanied, in the vicinity of enemy infantry, it is the results to be found in part (c) which interest me the most, particularly those without a leader involved. Whereas a single non-German squad with a morale level of eight has a 12% chance of success against an AFV lacking appropriate MGs, a German squad's chance is 26%.

	TO HIT										
drm	2	3	4	5	6	7	8	9	10	11	
+2	0	1	3	5	7	9	12	14	15	16	
+1	1	2	5	9	14	19	23	27	30	32	
0	1	3	8	14	20	28	35	41	45	47	
-1	2	4	11	18	27	38	47	54	59	63	

Table 26—The probability of a successful Panzer faust attack

As a counter, the panzerfaust goes all the way back to SL. Now, any German unit wishing to try for one of these makes a die roll. Rolls of 1-3 are successful, but they are subject to various modifiers. When obtained, these weapons have a Basic To Hit value of 10, which is reduced by two for each hex of range to the target; maximum range increases as the war draws to a close. For all practical purposes, if one of these things hits an AFV, its Basic TK# of 31 is a sure winner against all but (so far) two Russian vehicles. For this reason, To Kill rolls are necessary in most cases only to check for duds (DR 12) or burning wrecks. Table 26 reflects the danger posed by such weapons. Compared with the previous, onboard version of things, they are, individually, less dangerous. They are, on the other hand, much more common, thereby creating a greater hazard. Because attempting to obtain one of these weapons does pose some risk to the unit, given the results in the last table, I rarely make the effort when the range will be greater than one hex.

As a matter of interest, I returned to the case of a squad standing in the open and considered what would happen if the squad were German and the vehicle attempting the overrun were a Russian one with an attack of "12". Taking everything into consideration, including the counterattack by the squad if it survives, the tank has about a 65% chance of killing or breaking the squad. On the other hand, if the squad survives it has about a 30% chance of taking out the tank. That should be enough to make any "treadhead" think twice.

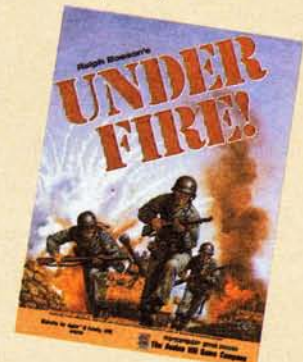


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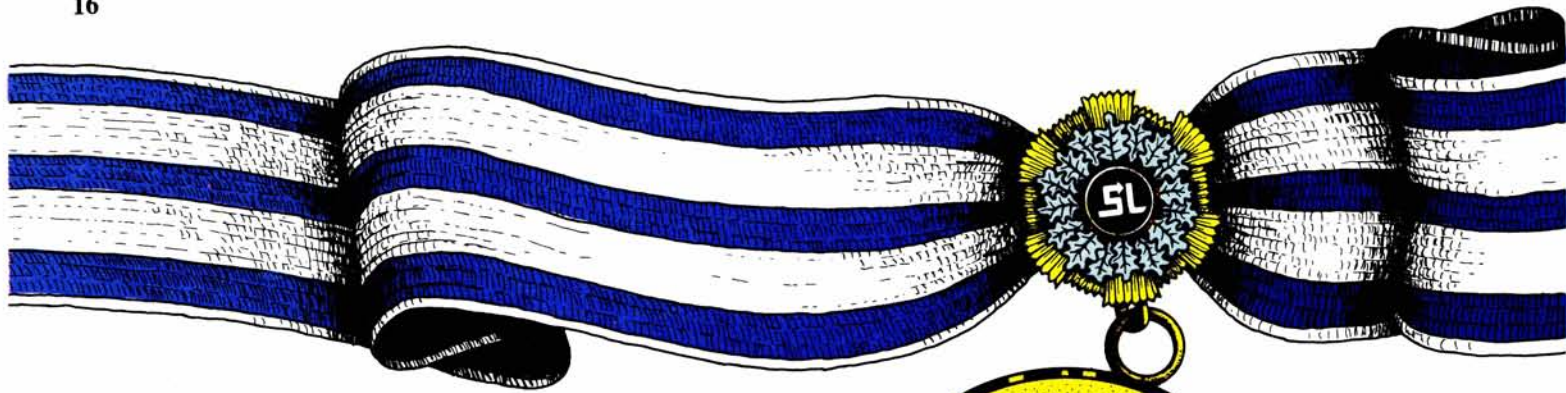
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Squad Leader Clinic

POINT DEFENSE

By Jon Mishcon



Our playbalancing of Scenario D — the original *SL* Scenario 4 — pleasantly lead us back over old territory. For all the changes engendered by the *ASL* rules, the basic approach to tactical problem solving remains the same. As Scenario D (refer to the insert for the updated scenarios mentioned in this Clinic) seems to force usage of the “point defense”, I hope players will permit my use of it instead of my normal new scenario to illustrate some concepts.

What is the “point defense”? It is the tactic of holding onto a single terrain feature in order to win the scenario. Unlike the fallback defense (see the “Squad Leader Clinic” installment in Vol. 21, No. 6), this defense allows the defender less flexibility, less margin for error. The classic case of putting all one’s eggs in one basket and then watching that basket. You and the attacker know he’ll be knocking on the door; the plan is to turn him away until time runs out.

When should the point defense be used? To work, it requires that a given piece of terrain be the key to winning the scenario. Additionally, the terrain must be physically compact. Probably no wider than eight or ten congruent hexes. Desirable features of this terrain include, naturally, good lanes of fire, good defensive locations, and protected interior lines of communication. A rally focus in or immediately adjacent to the point is mandatory. Please note that this terrain need *not* be mentioned directly in the Victory Conditions. Occupation of some open field may lock your win, but the key to that occupation is almost surely some building or hilltop that commands that open field.

Even given the perfect terrain for executing the point defense, I still advise against its use unless the defender is forced to adopt it. Experienced *SL*

players will have all their own tales of undeserved twelves laying low the best laid plans. What then forces a player over to the point defense?

Most common will be the case of dramatic numerical inferiority. If you’re outnumbered three or four to one, the funneling effect (which will be discussed a little later) of the point defense allows the defender to achieve significant advantages in concentration of force. Essentially attempting to force the attacker to approach your positions in piecemeal fashion.

Additionally, the point defense can be valuable when you have poor quality troops and few leaders. If you know that your guys can’t stand up to the enemy in anything like an even-up fight, then massing the troops will allow you to take advantage of whatever leadership you’ve got.

Finally, the point defense is often the only way to conduct a defense when you’re encircled or the attacker is much more mobile than you. Trying to be everywhere along a perimeter ensures that the attacker will get concentration of strength advantages, penetrate your lines, and put the whole mess into very hot water.

OK, here you are. You’re outnumbered 4-1. The attacker has superior firepower. Further, the attacker has at least four distinct avenues of approach. You have no available reinforcements. The only thing going for you is that you know the attacker has got to take every single stone building in order to win. (This is beginning to sound like a Traveler’s Check commercial, ending with, “What will you do . . .”). What’s the plan? Point Defense!

First and foremost, you do not, repeat *not*, pile everything into a stone building or trench and await

the coming tidal wave. Even if you should repulse the initial assault, more than likely the attacker will have a chance to rally and smash you again. Further, you’ll be subjected to perhaps encircling fire and to probes designed to draw sniper fire upon you. Remember that if even a handful of bad guys get through, they are really going to tie you up awhile.

Therefore, the major portion of your force should occupy the most dominating position on the map to influence the enemy advance while a lesser force screens. In the circumstances where the point being defended is not required as part of victory, then a very small force should actually be holding onto the victory terrain. As a very simplistic guideline, I recommend that players divide their forces in the following manner: two-thirds of troop strength plus all heavy weapons (i.e., greater than 3PP) plus the best leaders all go into the point; one-third of your troops and leaders, with half your light machine guns, become the screening forces. In those cases where you must additionally occupy other terrain for victory, I suggest either two HSs or one squad be actually hugging the ground there.

Before the storm of protest washes over the editor of *The GENERAL* with countless examples of 75/25 or even 90/10 defenses, let me again note that this is only a first simplistic manner to approach a general problem. Naturally, modification for specific circumstances is required.

All right, we’ve now divided our small force into two unequal groups. Where do we set up? Naturally the heavy force picks the positions that will command most of the approach routes. This is the “point” in the point defense. Frequently this will be fairly obvious. Witness building 3M2 in Scenario D. Stone building; second-level positions . . . hey,

no genius required here.

At least as important, and certainly more difficult, is where you'll set up your screening forces. My guess is that one of the marks of the superior *ASL* players is the amount of thought he gives to the placement of this lesser faction. The goal of your screening force is to delay and disrupt all or a sizeable portion of the attackers. The ability to retreat is nice, but not crucial. As a practical issue, probably the most you can hope from your screen is that the attacker will both turn away from the screen's most likely positions *plus* be tied down awhile when the screen is encountered. It's perfectly okay to stand in place as long as you can really tie the attacker up for a couple of more turns.

This is the funneling effect. The desired outcome has the attacker reaching your main defense along a relatively narrow axis with just a portion of his force. Perhaps a little later than optimum. The screen will have then "funneled" the attacker into our best line of defense for weapons with multiple rate of fire, best odds, and so forth.

While I have jotted down some specific thoughts for set up of Scenario D in my usual "After Action Report", let's take a quick peek at Scenario D in play. The usual Russian approaches to the town are along the road 2F1 through 2U7, through the fields of 4E10 looping along the board edge to reach 4U2, the oftackled plunge of 3FF10 through 3V7, and lastly the usual main-line approach of 3FF1 through 3Y1 to reach a concentration area around 4N1 for a Human Wave Attack on building 3M2. The plan is to try and have everybody in position for a final assault on or around Turn 4.

The defender has chosen to use two squads and two LMGs with an 8-1 leader in his screen. The principles of point defense dictate that the German try to blunt one or two lines of approach. In this case, the German players chooses to call in his OBA at the distant forces running across the far edge of Board 4 while the screen is set up astride the Board 3/Board 4 divide.

The two least portions of the Russian force arrive unscathed around hexes 3M7 and 3P4 as scheduled around Turn 6. However, the German has his MGs boresighted in this CA and has shifted his SR that direction. On Board 4, the Russian has gobbled up the screen but will be at least two more turns rallying and regrouping his broken troops. Even if the OBA wasn't used on Board 4, the very presence of its SR has forced the Russian troops to make optimum use of cover, slowing them considerably.

Now the dilemma belongs to the Russian player. He has time to make two assaults with the troops that arrived on time. However, this fraction has much less chance of gaining building entry than does the force as a whole. Waiting for the rest of the guys leaves the Russian only time for one bold stroke and the hope that he can enter and clear the building quickly. Frankly the best answer lies with how many troops are available to make an immediate assault and the condition of the delayed troops. We'll take our leave before he decides.

Still two of the most enjoyable scenarios, we've gone back to the well frequently for both Scenarios D and E. They have been provided in this issue's insert to allow players to experiment with the ideas on point defense contained herein.

After Action Report — The Guards Counterattack

These notes continue the series of commentaries in the Clinic pertaining to the scenarios published with the previous installment of the column (Vol. 22, No. 6 in this case). The intent is to provide the *ASL* player with one of numerous possibilities for defensive setup, attacker initial placement, and basic tactical approaches for both. Having had several

months to examine your own approaches to our Clinic scenarios, the reader can now compare his findings with our summation.

GERMAN: 9-1 leader, two 4-6-7 squads, one 2-4-7 and the LMG on the first floor of F6. Note that these units will become concealed at the start of play. One 2-4-7 HS goes in building G6 at ground level. One 4-6-7 plus an LMG on the ground floor of J4; another squad and LMG on the first floor of J4. One 4-6-7 on first floor of K4. 8-0 leader on the first floor, J5. The setups in I7 and M9 are predetermined. All units in building M7 set up at ground level in L6.

RUSSIAN: The 10-2 leader in G4, and all 6-2-8s on the ground floor of building F3. The set up in J2, M2 and N2 are all predetermined. Exchange that 8-0 leader for a 9-0 Commissar and place him in the ground floor of N4. Place two 4-4-7 squads on the first floor of M5 and two on the first floor of N5.

ATTACKER'S TACTICS: Prep Fire on the ground floor of J4. Use the Dash to get units into F5. Congregate 4-4-7s in M5 and N5. Retreat the MMG to hex K2. Plan to use Human Wave assaults on L6 and I7! Leaving some troops in the street in G5 will hinder the retreat of enemy troops upstairs in F6.

DEFENDER'S TACTICS: After initial Prep Fire, make sure that someone is on the first floor above every stairwell you defend. Concentrate your fire on any Russian unit that moves or advances into a stairwell hex. Move the heavy MG into M7 to both support hex L6 and bring more fire to bear on K2.

The Tractor Works

RUSSIAN: The 9-2, three 4-4-7s, HMG and MMG go in the ground floor of hex X3. Three more 4-4-7 squads, MMG and two LMGs in X4. Three 4-4-7s and LMG in X5. Cover each with enough concealment counters to become equal in height. The remaining three 4-4-7 squads and twelve "?" counters get mixed into five stacks randomly and placed in W5, Y5, Y3 and X2. If even you don't know (initially) who goes where, you won't develop predictable placements of your screen.

Fill the first and second floors of R1 and S1, with everyone else jammed into Q3 and Q4. I like to put a 5-2-7 squad with an LMG onto the second floor of Q3, but usually it is short-lived.

GERMAN: Deploy all of Stahler's men in building U3 concealed, with two stacks of three "?" in R7 and T4. Use Tienham's MMG and HMG with two 4-6-7s and the 10-2 leader on the second floor of Y8. The rest of Tienham's group sets up in Y7 and Z6. Assault Engineer Company sets up in AA4 and AA5 evenly divided.

TACTICS: For both sides the tactics are the same. Use Prep Fire to engage the nearest target and then advance into the street. The second turn use assault movement (or Human Wave for the Russians) to dive into the building. The Russian player should plan to rally in hex W4 and hex R1. The Germans look to regroup on the first floor of U3, and the ground floors of Y7 and AA5. Shoot for the leader stacks. They may be tougher to break, but both sides really need the edge of both leadership and no cowering.

The Streets of Stalingrad

Use the same set up and tactics described above. If the Russian player is going to play to win (I hate drawn games), then *all* the tanks are moved onto the factoryside of the board. Consider X3 (yes, in the building), W3 and W2 for your radioless T-34s and Z2 for the T-34 M43. These will provide both physical cover for your move into the factory and some fire support.

The Germans should consider using their StuG IIIBs in J6 and J7 to both give fire support to I7 and allow the guys in J5 a rout route. Use StuG IIIGs in X5, bypass of BB2 facing AA3/AA2 and Z5.

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4.	J. Kreuz	45	2166GGM	4
5.	B. Sinigaglio	36	2152GUJ	5
6.	E. Mineman	21	2119DFG	7
7.	D. Garbutt	49	2114GIO	8
8.	P. Siragusa	45	2110FFH	6
9.	F. Preissle	48	2104LNX	9
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11.	P. Gartman	16	2052HGJ	11
12.	B. Remsburg	34	2014HIP	13
13.	H. Newby	16	2012PJJ	12
14.	S. Sutton	18	2012FFM	14
15.	P. Flory	27	1999EHK	15
16.	M. Sincavage	40	1988EFK	16
17.	F. Reese	31	1977IDJ	23
18.	P. Landry	25	1967HIN	17
19.	F. Freeman	25	1964EFG	18
20.	R. Beyma	26	1944DDF	20
21.	W. Scott	48	1940MIV	21
22.	G. Charbonneau	14	1937HGJ	22
23.	T. Oleson	60	1921XZZ	19
24.	R. Leach	52	1906ILS	24
25.	L. Kelly	44	1889WWZ	25
26.	M. Rogers	11	1880CEH	26
27.	M. Simonitch	21	1874DEH	27
28.	B. Schoose	16	1871GIM	28
29.	T. Deane	3	1856DDB	29
30.	G. Smith	5	1846FGM	30
31.	E. O'Connor	9	1841FGM	31
32.	N. Cromartie	36	1838GHO	32
33.	P. DeVolve	17	1828DED	35
34.	K. McCarthy	5	1825CFI	36
35.	D. Greenwood	51	1821GFI	37
36.	S. Johns	4	1816HFH	44
37.	F. Ornstein	34	1813GHM	38
38.	J. Anderson	8	1809DDF	39
39.	J. Martin	9	1807DFI	40
40.	R. Phelps	32	1806HJQ	41
41.	D. Kopp	10	1799GIN	42
42.	M. Miller	37	1795GHO	43
43.	M. Frisk	5	1793CDH	45
44.	B. Salvatore	18	1789HKO	46
45.	R. Shurdut	17	1788DFK	47
46.	E. Miller	5	1783HJQ	48
47.	P. Halfman	1	1771FFM	—
48.	R. Cox	2	1762JGJ	49
49.	L. Barlow	1	1756JJS	—
50.	R. Hoffman	1	1753EGM	—

MEET THE FIFTY . . .

Mr. David Kopp is 36, married, holds a MS in Civil Engineering and is employed by the Exxon Corporation in Corpus Christi, Texas.

Favorite Game: STALINGRAD

AREA Rated Games: STAL, DD, AK, WATERLOO

AREA W-L Record: 9-3

Gaming Time/Week: 6 hrs.

Hobbies: Bowling, Bridge, Racquetball, Softball

Pet Peeve: Rules "twisters", something akin to ambulance chasers, who have instant knowledge of any clarifications yet unpublished.

% Time PBM: 90%

Play Preference: FTF

Mr. Kopp comments on the enjoyment value: "I'm definitely in favor of playability rather than a realism; I enjoy matching wits with my opponent rather than struggling with a thick rules book. Fortunately, the hobby is very broad, allowing each enthusiast to pursue his or her own interests. Thus, I've been able to find many others who share the feeling. My favorite games stress playability; it was the foundation that this hobby was based on and those early games remain classics. I'd urge the wargame companies to produce more playable games, and not so many unplayable historical studies."



SERIES REPLAY

BEYOND VALOR, Scenario 8

German Player—Don Chappell
Russian Player—Jim Blick
Neutral Commentator—Charles Kibler



Don Chappell has been involved in the playtesting of the SQUAD LEADER system since its inception, and headed the ASL playtest effort for the Camp Pendleton Simulations Club. Jim Blick, familiarly known as Sgt. Blick (8-1), has been a wargamer for some 14 years and was involved in playtesting COI and GI; like Don a former Marine Corps captain and combat veteran, he can claim considerable pedigree since he placed second overall in the 1984 SQUAD LEADER Open. Charlie Kibler needs no introduction to this readership, being more involved in the artwork and playtesting of ASL than any other. Added to that, he is a fierce and unforgiving opponent when playing. And, he designed this scenario. With such a cast, this replay serves as the best introduction to ASL I can imagine.

OPENING COMMENTS

German: I selected this scenario because I find appealing the historical commentary and situation. For a decade the city of Berlin has been the center of world attention, and—for five of the past six years—the capital city of arguably the most powerful Army ever raised by one people. Now, in the morning twilight of a *Gotterdammerung* of their own making, the once vaunted Wehrmacht is streaming to the west.

Actually, the main defense of the doomed city took place about 60 kilometers to the east along the Oder River. Short of everything except courage, the Germans there held up the massive assault of two entire Soviet Fronts for over 48 hours. Then, stretched to the limit, the defense shattered. The Battle for Berlin became a three-way race!

By design of Stalin himself, the two Soviet Fronts were staging a gigantic recreation of the Patton-Montgomery race to Messina. The remnants of the German defensive forces were overrun trying to reach Berlin as Zhukov's First Belorussian Front raced Koniev's First Ukrainian Front to the city limits. The American generals pleaded to be released by Eisenhower for their own drive to take the Nazi capital. Eisenhower, with regard to prior political agreements, turned the American forces to the south in his most criticized "decision" of the war.

The once proud German Army, mainly abandoned now by the political troops wearing SS and SA uniforms, had trouble collecting even a corporal's guard [*pun intended*] for the city's final defense. Hitler, throwing yet another tantrum and promising (he was long past threats) to hang generals, was able to "will" in existence a medium-sized *kampfgruppe*. He honored this rag-tag collection of recent hospital patients, teenagers, aged postmen and air raid wardens with the grandiose title "Muencheburg Division". This in reference to a fortress once held against tremendous odds by the soldiers of Frederick the Great—obviously intended to inspire the defenders. Now we find the "Master Race" fighting like cornered rats just to get out of town by noon. I love it.

On first glance, the Victory Conditions seem laughably simple. We (the Germans) only need to escape with half our force. We out-number the Russians. We have plenty of time to cross the area of the mapboards. Initially there is poor visibility for the

defenders, and the Russians even have some mobility constraints.

But, friends, this is misleading. The Russians have some distinct advantages. First of all, there is no requirement for the Russian player to have any units left at the end of the game. If each Russian takes someone with him . . . well, you readers can do arithmetic. The German's low morale and ELR mean that the Wehrmacht force will rapidly disintegrate. Those 4-3-6s are at immediate risk in event of an "ELR break", while the 4-4-7s are only slightly more resilient.

Although the twilight +1 DRM is a definite help, the terrain favors the Russians. Concealed or hidden in buildings and protected by the +3 DRMs, the Russians will be hard to root out of the key defensive positions that interdict our route. Finally, we are forced to cross the canal on a bridge. The potential crossing sites are widely separated. This means that once we tip our hand as to the selected site, the Russians will rush to mass his forces against us.

However, all is not hopeless. Both the Pz IVJ and the StuG III can kill the T-34, but the best weapon to use on the Soviet tank is the multitude of potential Panzerfausts we enjoy. After all, we don't need to save any for tomorrow.

My general scheme of maneuver is rather simple. All three groups will enter on hex 20I10, in this order: Group 3, Group 2, and Group 1. I plan to lead with the infantry in order to develop the Russian defense with minimum risk. We will not be overly penalized by our squads' low range factors during the house-to-house fighting, and the larger number of squads gives me more flexibility, both in maneuver and in the formation of fire groups. By using both the leadership modifiers and the CX (double time) options, we can move rapidly early in the game. The second group is chosen for its tank. The advantage of having turreted armor is more important to me than the higher quality squads and enhanced mobility enjoyed by Group 1. Group 1's mobility will also make it an effective reserve if we run into unexpected problems early.

In general, I will drive rapidly on the bridge at 23X3 and take every opportunity to make the Russian player believe we are seeking a *coup de main*. Jim should react rapidly to reinforce this crossing point and hopefully will strengthen his defenses in building 23Y7. On Turn 6, after we have most of the Russians defending the southern flank, I will move mobile units into the area around 23T3 and 23S4 to isolate the Russians from the real crossing site at 23P7.

I have decided to attempt this indirect approach for two reasons. First, Jim and I both believe that this scenario generally favors the Germans. During the playtest effort here, the successful German tactic was the *coup de main*—a strong thrust right down the road from 20Y10 to 23H4 and off the board. I believe Jim has probably come up with a stratagem to deflect or delay this direct attack. His defense will probably favor his northern flank, so a strong attack toward the south may cause him to over-react. He would then be off balance for my final thrust.

In looking over this plan, I see one problem

already. It is too complicated. "Simplicity" is one of the most critical "Principles of War". However, I am going to try it anyway. No matter what kind of plan you come up with, it is a very rare occasion when you should deviate from it. My chance to get a victory out of this plan is to stick to it, and concentrate on executing it as well as possible, so don't expect a change of objectives. I rate this scenario as favoring the Germans about 55-45.

Russian Initial Set-Up

Serial	Event	Final DRM	DR	Result
1	Place Stone Rubble Counters on Board 20: C6, E7, H4, G3, I3 Place Wooden Rubble Counter—on Board 20: K2			
2	Attempt Additional Rubble C6 into D5		3	NE
3	Attempt Additional Rubble E7 into E6		1	NE
4	Attempt Additional Rubble H4 into G5		5	Rubble
5	Attempt Additional Rubble G3 into F2		5	Rubble
6	C.A. in 20Z4 (2nd) represents R.A. w/LMG			
7	C.B. in 20U5 represents R.B.			
8	C.C. in 20O5 represents R.C.			
9	HIP R.D. w/MMG and Changar in 20M4			
10	C.D. in 20E5 represents R.E.			
11	C.E. in 20DD2 represents a dummy stack			
12	C.F. in 20B4 represents a dummy stack			
13	R.F. in 23Y6			
14	R.G. in 23W6			
15	R.H. in 23Z6 (2nd)			
16	R.I. w/LMG in 23CC7			
17	R.J. in 23E3 (2nd)			
18	R.K. in 23H5			
19	R.L. w/HMG in 23F3 (2nd)			
20	Knezevich in 23E4 (2nd)			
21	Eastonov in 23Y7			
22	HIP 57LL ATG w/crew in 23Q9 with CA P8/Q8			
23	Russian Sniper placed in 20R4			
24	German Sniper placed in 23X6			

Following Set-up of German sniper, Russian player places Concealment counters: C.L. in 23Y7; C.N. in 23H5; C.Q. in 23CC7; C.R. in 23W6; C.S. in 23E3 (2nd); C.X. in 23F3 (2nd); C.Y. in 23E4 (2nd); C.Z. in 23Y6; and C.DD. in 23Z6 (2nd).

Russian: I feel the Russian player has two tasks to complete in order to accomplish his mission. He must use his Board 20 units as a screening force to delay the German advance and force an early commitment to one of the crossing sites. The second task falls mainly to the Board 23 forces, and that is to prevent a crossing of the canal in force. They

EVENT LISTING LEGEND

NE	No Effect
w/	with or possessing
(2nd)	Second Level
G.—	German Squad
R.—	Russian Squad
C.—	Concealment Counter
g.—	German HS
r.—	Russian HS
malF	Malfunction

(All other abbreviations are ASL standard.)

(and the Turn 5 reinforcements) must form the *cordon sanitaire* to prevent the escape of the fascists.

To help canalize [pun unintended] the Germans, I will use the rubble counters allowed by SSR 7 to try to close some roads. In this case, we don't want any vehicles moving along the south edge road hexes, taking a little VBM to cross from 20D1 to 23EE2, and then jumping the canal at BB5. Hopefully, the whole effect will be to "encourage" him to try for the center two bridges.

As for troop deployment, I have to make some hard choices. This is one of the few scenarios where there aren't enough Russians to do the job. Well, that's not strictly true because we see evidence of a much more effective Soviet Army in this order of battle. The tactics used by this force are more akin to those usually employed by the Germans than the traditional horde tactics employed by the Russians.

My Board 20 deployment is spread evenly over the front so that no entering force can quickly sweep past without being engaged. As the German stops to fight, the other squads will join the battle. This piecemeal commitment will result in heavy Russian losses, but the delay should give us a chance to get the Turn 5 reinforcements to the threatened bridge.

Although the set-up allows two squads to be placed using HIP, I am using that option for only one unit. Follow my reasoning. It is very unlikely that Don would move in such a manner that I would be able to place two hidden units where he will have to move past both. Obviously I'll be required to move all of my Board 20 squads toward the German thrust for them to be effective; but if I move the HIP unit, it must be placed under a Concealment counter. In other words, as soon as it moves, it is accounted for and Don knows that all the remaining HIP sites are safe. By putting it under a Concealment counter at the start, it can move freely. Don will expect a third of the Concealment counters he sees to be dummies. As these units are committed and revealed, the probability that one of the remaining counters is fake goes up and Don may walk into a killing zone or even an ambush.

Additionally, when an HIP unit doesn't appear under a Concealment counter and start moving toward him, Don's only conclusion will be that the unit must be placed advantageously to the defense. This may (but, knowing him, probably won't) slow him down just a little as he advances cautiously. If the twilight rule were not in effect, you can be sure he'd move more slowly rather than accept those FFNAM and FFMO DRMs from a possible HIP unit. It remains to be seen if he'll risk it in this case.

The Board 23 deployment is more critical. We have only seven squads to guard four bridges. If you consider BB5 and X3 as one crossing site because of their close proximity to each other, you have enough forces to cover two crossing sites effectively. I have decided to cover the flank bridges. First, they can be crossed rapidly before SSR 6 allows any Russian Board 23 movement. Secondly, I can pinch both flanks toward the center more rapidly than I could shift the same number of units from one flank to the other.

Obviously, the HMG has to go up into the "church steeple" at 23F3. It has a normal FP attack and LOS against the nearer two bridges and a handy 2FP attack against the south flank bridges. With the FFNAM and FFMO DRMs against the approach hexes of these bridges, this HMG should concern the German enough to divert fire away from my units actually defending the crossing sites.

Siting the AT Gun is always a dilemma. Ideally, you'd like a place which can cover all of the bridges, but unfortunately the gun is too big and too heavy to place on the upper story of 23F3 (not to mention against the rules). I finally decided on 23Q9 because it covers the northern two bridges, and it can be manhandled quickly to cover the tree-lined

ORGANIZATIONAL COMMENTS

In the past, we have found some Series Replays to be difficult to follow. We decided to chronicle each player action as it took place in the exact order it takes place; you will find the Event List before player comments for each turn in the text. As you can see, movement was often interrupted by Defensive First Fire and then continued. Each and every die/dice roll is also recorded.

The tables below show all the non-bookkeeping counters that a reader will need to follow along with this Series Replay. He will need the full compliment of Prep Fire, First Fire, blaze, DM and Malfunction counters at hand. If the reader does try to follow along exactly, looking for mistakes (I am sure we have some left) or analyzing strategy, it may even be useful to set the dice up as they were. We believe you will find that your enjoyment of this replay is greatly enhanced if you take the time to sort through your counter mix to duplicate the counters listed in Table 1.

The Event Listings that accompany each turn record each event sequentially, with continuing actions by units lettered with the same event number. For example: Event 1 is the initial movement of a squad, Event 2 is the First Fire attack of a HMG, Event 3 might be a morale check. If the squad continues its move, it would be listed not as Event 4, but as Event 1A; the HMG continuing to fire as 2A; any new morale check as 3A.

The first table below shows the set-up forces and their Event Listing designation. Units such as the T34 or PzKw IVJ which are the sole unit of their type do not have any special designation. Some of the leader counters are hold-overs from *SL* and *COI* (for many reasons; the only improvement on the latest is the art work). [Commentator's Note: not true; *ASL* leaders have a boxed morale number on the broken side to indicate self-rally capability.]

Table 2 shows the conventional abbreviations we adopted in recording the actions and events during play. There is no indicator for the condition of units while in play (broken, ELR reduced, malfunctioning, etc.) so readers will have to keep track with such status changes on your board as you follow the Event Listings.

Jim and I had a lot of fun playing this scenario for you, but it is not without errors—both tactical and rules violations. We left all these in. Obviously, tactical errors are what make any wargame what it is. And, *ASL* is a difficult game to master, and experienced players have an edge because of their mastery of the rules. We played this game some three weeks after the release of *ASL*. Whenever we made a mistake and caught it, we comment on it ourselves. In other words, we did not retroactively correct errors even though we would look stupid in print. No one (not even Don Greenwood) gets through a game of *ASL* without a rule boo-boo or two. It's no big thing, and arguably is part of the game. Remember A.2.

RUSSIAN UNITS

Board 20		Board 23		After Set-Up	
Type	Unit	Type	Unit	Type	Unit
4-4-7	R.A.	4-4-7	R.F.	?	C.L.
4-4-7	R.B.	4-4-7	R.G.	?	C.N.
4-4-7	R.C.	4-4-7	R.H.	?	C.Q.
4-4-7	R.D.	4-4-7	R.I.	?	C.R.
4-4-7	R.E.	4-5-8	R.J.	?	C.S.
8-1 Leader	Changar	4-5-8	R.K.	?	C.X
?	C.A.	4-5-8	R.L.	?	C.Y.
?	C.B.	2-2-8	crew	?	C.Z.
?	C.C.	8-0 Leader	Eastonov	?	C.DD.
?	C.D.	7-0	Knezevich		
?	C.E.				
?	C.F.				

Turn 5 Reinforcements	
Type	Unit
6-2-8	R.M.
6-2-8	R.N.
6-2-8	R.P.
9-1 Leader	Chernova

GERMAN UNITS

Group One		Group Two		Group Three	
Type	Unit	Type	Unit	Type	Unit
4-6-7	G.N.	4-4-7	G.I.	4-3-6	G.A.
4-6-7	G.O.	4-4-7	G.J.	4-3-6	G.B.
4-6-7	G.P.	4-4-7	G.K.	4-3-6	G.C.
4-6-7	G.Q.	4-4-7	G.L.	4-3-6	G.D.
4-6-7	G.R.	4-4-7	G.M.	4-4-7	G.E.
8-1 Leader	Metzler	9-1 Leader	Urban	4-4-7	G.F.
8-0 Leader	Oetl	8-0 Leader	Halle	4-4-7	G.G.
SPW 251	SPW #DD	Opel Blitz	Truck D	4-4-7	G.H.
SPW 251	SPW #EE	Opel Blitz	Truck E	9-2 Leader	Peopl
		Opel Blitz	Truck F	8-1 Leader	Blick
				8-0 Leader	Behr
				7-0 Leader	Kindel

ADDITIONAL UNITS

Russian		German	
Type	Unit	Type	Unit
1-4-9	Hero	4-4-7	G.P.
2-3-7	r.Z.	4-4-7	G.R.
4-5-8	R.Z.	2-4-7	g.N.
(1)-0-6	prisoners	2-3-7	g.F.
		2-3-7	g.G.
		2-3-7	g.I.
		2-3-7	g.O.
		2-3-7	g.P.
		2-3-6	g.C.
		2-3-6	g.D.
		2-3-6	g.R.
		(1)-0-6	prisoners

boulevard down to 23X4. Lastly, the apparently open area may encourage Don to try a crossing at 23P7. Remember that the ATG is the only Russian on-board unit capable of eliminating more than two points of German units at a time. As for Don, I predict that he will go for broke, come at me fast, force an early bridgehead, and end the game before my reinforcements can arrive.

I rate "The Fugitives" as 60% pro-German.

Neutral Commentator: *Everything seems "hunky-dory" so far. It will be very interesting to see how this carefully thought out German onslaught progresses. After all, "the best laid plans of mice and men . . ."*

As for the Russian defensive set up, the German will no doubt think that the Russian has played right into his hand. Just a couple of comments I'd like to make. Another (perhaps better) spot for the ATG would be 23N9 (CA: N8/O9). In this position the gun cannot only interdict 23P4, but 23X4 as well. Jim's logic in not utilizing one of the HIPs offered by SSR 5 is quite interesting, unique I think.

TURN 1

German Player Turn

Serial Event	Final DRM	DR	Result
<i>[Place Board 22 with hex 2211 adjacent to 20110.]</i>			
Movement Phase			
25 PSW 222 (CE), G.E. w/LMG, G.F., Kindel use armored assault movement and CX movement from 2211 to 20L4. PSW stops with VCA M4/M5.			
26 Blick, G.H., G.G. use CX movement from 22H1 (BPM J10) to 20M5			
27 Behr, G.A., G.B. use CX movement from 22H1 (BPM H10 and J7) to 20H5 (conscripts exceed MF, but not discovered until this report!)			
28 Peopl, G.C., G.D. use CX movement from 22I2 (BPM J7) to 20K6			
Defensive Fire Phase			
29 R.C. fires on Blick, G.H., G.G.—4 IFT	+1	10	NE
30 R.D. w/MMG, Changar fires on Kindel, G.E. w/LMG G.F. and PSW—16 IFT	+1,+2	11	NE MMG malf
Advancing Fire Phase			
31 PSW 222 fire on Changar, R.D.—11 IFT	+4	5	PTC
32 Changar—PTC		9	Pinned
33 R.D. w/MMG—PTC		4	Pass
Advance Phase			
34 Behr, G.A., G.B. into 20H4			
35 Peopl, G.C., G.D. into 20K5			
36 Blick, G.H., G.G. into 20M4			
37 G.E. w/LMG into 20M4			
Close Combat Phase			
38 Blick, G.E., G.H., G.G. vs. Changar, R.D.	+1	9	NE
39 Changar, R.D. vs. Blick, G.E., G.H., G.G.		4	NE

Russian Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
40 Wind Change Attempt		10	NE
Prep Fire Phase			
41 R.C. fires on Kindel, G.F. and PSW crew—4 IFT	+2,+3	11	NE
Movement Phase			
42 C.F. moves from 20B4 (BPM B3) to 20C2			
Defensive Fire Phase			
43 PSW fires on R.C.—11 IFT	+4	11	NE, Low Ammo
44 G.F., Kindel fire on R.C.—4 IFT	+4	8	NE
45 Peopl, G.C., G.D. fire on R.C.—4 IFT	+2	3	IMC
45A R.C.—IMC		6	Pinned
45B Russian Sniper Activation		5	NE
Advance Phase			
46 C.F. into 20D2			
Close Combat Phase			
47 Changar, R.D. vs. Blick G.E., G.H., G.G.	-1	12	See A11.22
48 Blick, G.E., G.H., G.G. withdraw to 20L3			

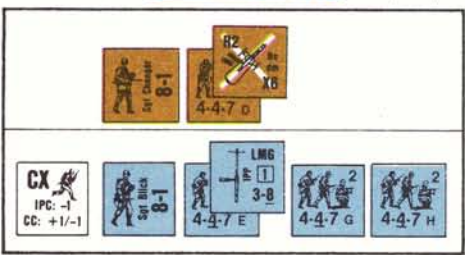


Figure 1: Positions at the end of Turn 1. Below is shown critical concealed and hidden Russian units. To the left are the participants in the first Close Combat of the game.

A ? 7 morale	=	LMG 4-4-7 A 2-9
B ? 7 morale	=	4-4-7 B
D ? 7 morale	=	4-4-7 E
F ? 7 morale	=	
	=	AT 2-2-8 57LL

German: Well, I found half of Jim's hidden and concealed force and lived to tell about it. That would not have been the case if the sun were up, but then it isn't. Just taking advantage of the tactical situation and making sure Jim knows that I am coming right at him.

That is also half my reason for close assaulting the Russians in 20M4. The other half is that I want to eliminate these dangerous units quickly. Even if I don't win the melee right away, he'll be unable to Prep Fire and may not even Defensive Fire again. He just about bagged the whole bunch with that "4". I'll have to suffer with the CX penalty for

another turn, and he'll be getting Changar's services back. Let's hope Jim's luck won't be more spectacular next time.

It didn't. I get the next Prep Fire Phase, so I decided to withdraw now and try to "gun him down". It also clears the way for a little tank action and that should show Jim that I mean business. It might be 1945, but a Panzer is still a Panzer!

My other comment during my turn is to point out Behr's units, who are going to act as south flank security.

Russian: I blew my Defensive Fire Phase. I forgot that I could conduct First Fire on the Germans in 20L4 and still have a Final Fire attack. This essentially would have given me two fire attacks instead of one. My other option would have been to remain hidden and attempt an ambush on the units bound to enter in the Advance Phase. But I felt shooting a bunch of Germans down in the street would get Don's attention and take the edge off his rush.

Well, rolling a "12" in my Close Combat Phase allowed Don the option of withdrawing, and he took it. That confuses me . . . why did he close assault in the first place if he doesn't want to fight it out? If I can repair the MMG, maybe I can make him pay yet. Everyone else will sit tight and see where the second wave comes on; this bunch of inexperienced grunts may be a feint. Some readers may wonder about the advisability of these 1-4 CC attacks—it's just my way. I like to take as many with me as I can.

Neutral Commentator: Why, oh why, are the Germans not using Concealed entry (A12.12)? This is a glaring mistake on the part of Don. The Germans were lucky to get off so easy. The German should have been mowed down when entering the L4-L5-M5 intersection. In Jim's shoes, I would have fired Changar's group as the first Germans entered the 20L5 chokepoint, thereby placing a residual of 2FP (or 4FP if the MMG sacrifices ROF); keep in mind that subsequent First Fire and Final Fire can still be utilized if the Germans opt to keep coming. Not a particularly auspicious debut for the Ivan.

As pointed out, the German conscripts exceeded their MF allowance. Too, the initial Wind Change DR was not taken. No big deal, but these little mistakes do add up.

As for the German Advance, I would have kept G.E. w/LMG out of the Melee, as LMGs are no longer helpful in CC, and would have sent in G.F. instead.

I, too, was a bit miffed with the German withdrawal from CC. I thought they were in there to club it out to the bitter end. It will be interesting to see what transpires in the next PFPh.

TURN 2

German Player Turn

Serial	Event	Final DRM	DR	Result
<i>Rally Phase</i>				
49	Wind Change Attempt		7	NE
50	Repair Russian MMG		6	Eliminated
<i>Prep Fire Phase</i>				
51	Blick, G.E. w/LMG, G.G., G.H. fire on Changar, R.D.—30 IFT	+3	7	2MC
52	Changar—2MC		7	Breaks (DM)
53	R.D.—2MC		7	Breaks (DM)
54	G.F. fires on Changar, R.D.—8 IFT	+4	4	Cower, PTC, NE
<i>Movement Phase</i>				
55	Peopl, G.C., G.D. from 20K5 (BPM J4) to 20J2			
56	Behr, G.A., G.B. from 20H4 to 20G3			
57	Kindel assault moves to 20K4			
58	PSW starts			
59	R.C. fires on PSW—4 IFT	+3	9	NE, stops

60	PSW (CE) from 20L4 to 20I1, stops with VCA H0/Y1			
61	Pz IVJ (CE) from 22I1 to 20M5, stops with VCA N4/N5			
62	Urban, G.I. w/MMG (dm), G.J., G.K. use CX movement from 22I1 (BPM J7) to 20K5			
63	Halle, G.L. w/MMG, G.M. use CX movement from 22I1 (BPM J10) to 20N7			
64	Truck #D from 22I2 to 20G7, VCA H6/H7			
65	Truck #E from 22I3 to 20H7, VCA I7/I8			
66	Truck #F from 22I4 to 20I8, VCA J7/J8			

Rout Phase
67 Changar, R.D. surrender to G.F.

Serial	Event	Final DRM	DR	Result
68	Behr, G.A., G.B. to 20F2			
69	Peopl, G.C., G.D. to 20I1			
70	Blick, G.E. w/LMG, G.H., G.G. to 20M3			
71	G.F. w/prisoners to 20M4			
72	Kindel to 20K3			
73	Urban, G.I. w/MMG (dm), G.J., G.K. to 20K4			
74	Halle, G.L. w/MMG, G.M. to 20O7			

Russian Player Turn

Serial	Event	Final DRM	DR	Result
75	Wind Change Attempt		3	NE
<i>Movement Phase</i>				
76	C.E. use CX movement from 20DD2 (BPM Z2) to 20Y3			
77	C.A. use CX movement from 20Z4 (2nd) to 20Z3			
78	C.B. from 20U5 to 20S6			
79	R.C. from 20O5 (BPM N5) to 20M6			
80	Urban, G.I., G.J., G.K. fire on R.C.—12 IFT	+2	7	NMC Breaks (DM)
81	R.C.—NMC			
82	C.F. from 20D2 assault move to 20C2			
83	C.D. from 20E5 assault move to 20F4			
<i>Defensive Fire Phase</i>				
84	G.I. assembles MMG			
85	Pz IVJ main gun fires on R.C. (TCA N5/MG)	+4	8	Miss
86	Pz IVJ CMG/AAMG fire on R.C.—14 IFT	+6	7	NE
87	PSW area fire on 23Y6—5 IFT	+5	5	NE
88	G.F. fires on R.C.—4 IFT	+5	7	NE
<i>Rout Phase</i>				
89	R.C. routs to 20L6			
<i>Advance Phase</i>				
90	C.E. into 20X3			
91	C.A. into 20Z2			
92	C.B. into 20R6			
93	C.D. into 20F3			
94	C.F. into 20C1			

German: Well, my Prep Fire Phase worked out well. Many may disagree with accepting the surrender feeling that this is no time to be slowed by prisoners. First of all, I don't commit even cardboard atrocities. Secondly, May 1945 is not a good time to upset the Russians . . . we might have need for someone to translate and convince our eventual captors that we should be "re-educated in Siberia for 10 to 15 years" rather than be "eliminated as a threat to the state."

Halle's group provides north flank security by establishing a field of fire along the road toward 20Y2. I believe that Jim did not react last turn because he wanted to see where the next German group entered; but now he knows that I will follow my usual practice of massing my units. So we should see the Russians reacting frantically.

As far as the trucks go, they are moved out of the way. Unlike many game players, I do not lead my attacks with trucks. It is not realistic. As a former battalion logistics officer, I can assure you that trucks are too valuable (even in today's forces) to be wasted. I'll hold these trucks back to pick up stragglers late in the game. Each truck uses enough movement points to be left under Motion counters for a little added protection.

Everything seems to be going according to plan. We will use this next turn to enter Board 23 and get the Russians to start reacting to our feint.

Russian: Prisoners!! Don did this just to embarrass me. Actually, both of us missed the one legal rout route open to these troops—that to the first level of 20M4. That would have delayed the inevitable by one turn; positions in row houses must be selected with great care or you could be trapped. I selected this position because of its field of fire and accepted the risk. So far, everything is going great . . . just great.

Well, Don didn't bring on the other group somewhere different, and that means we better get moving toward the center; looks to me like a push for bridge X3.

I sent squad C out to kill that Panzer and put an end to six victory points. Both of us are still trying to establish the "pace" of the game—each trying to be more aggressive than the other and to establish a "psychological" dominance. Hopefully, squad C's rout back to L6 will cause some unit to slow down to finish him off. The north flank units are trying to get into the German rear, while the south flank squad and the dummy are trying to get in front of his assault.

Neutral Commentator: I've discovered another error in DRM calculation. I think that the players are not applying the +1 IFT DRM for CX fire (A4.51). This would have meant that Events 51 and 54 should have a +4 and +5 DRM, respectively, and thus that Changar would have been pinned instead of broken (though R.D. would still have broken) but could have gone to the 1st level of M3 and have had a chance to rally (on a DR less than or equal to "5") in the upcoming RPh. Perhaps a telling error.

The German player continues to neglect the Concealment (surely not by design?) of his units. He has forgotten both to enter his units concealed (A12.12) and to conceal eligible units (A12.121) at the end of his player turn.

Overall, the Russian's bad luck with the dice continues to persist. I'm glad to see he's not yet too upset about it and doing nothing rash. He's probably thankful to get all his bad DR/dr out early, so he can be "making hay" later.

During the Russian Turn 2, again the +1 DRM for CX seems to have been forgotten—and this time it's resulted in the NMC on R.C. in M6 (who subsequently broke) instead of the PTC it should have been. So it goes . . . The Russian player is not doing his duty in keeping these landsers honest.

TURN 3

German Player Turn

Serial	Event	Final DRM	DR	Result
<i>Rally Phase</i>				
95	Wind Change Attempt		4	NE
96	Remove DM from R.C.			
<i>Movement Phase</i>				
97	Halle, G.L. w/MMG, G.M. from 20O7 assault move to 20P6			
98	Behr, G.A., G.B. from 20F2 (BPM F1 and AA1) to 23AA2			
99	PSW 222 from 20I1 to 23W3, stops with VCA V3/W4 (TCA X3/W4)			
100	Peopl, G.C., G.D. from 20I1 (BPMK1) 23W2			
101	Kindel from 20K3 to 23X0			
102	Blick, G.E. w/LMG, G.H., G.G. from 20M3 (BPM K1) 23W1			
103	Urban, G.I. w/MMG, G.J., G.K. from 20K4 (BPM J1) to 23X0			
104	G.F. w/prisoners from 20M4 (BPM M3) to 20M1			
105	SPW 251 #EE, G.Q. w/LMG, Metzler from 22I1 to 23Y1, stops with VCA Y2/Z1			
106	SPW 251 #DD, G.P. w/LMG from 22I2 to 20I1, stops with VCA H0/Y1			
107	StuG w/ G.O. (rider) from 22I3 to 20M2, VCA M1/N1			

- 108 Oettl, G.N., G.R. use CX movement from 22J1 (BPM J10 and J7) to 20K5
 109 Pz IVJ from 20M5 to 20R2, stops with VCA Q2/R1 (TCA S2/S3)
 110 Truck #F from 20I8 to 20P6, stops with VCA P5/Q6
 111 Truck #E from 20H7 to 20O7, stops with VCA O6/P6
 112 Truck #D from 20G7 to 20L2, VCA L1/M2

Defensive Fire Phase

- 113 R.B. fires on Halle, G.L. w/MMG, G.M.—4 IFT +1 9 NE
 114 R.L. w/HMG fires on Pz IVJ crew—8 IFT +3 7 NE
 115 HMG fires on Pz IVJ crew—6 IFT +3 8 NE

Advancing Fire Phase

- 116 PSW area fires on 23Y6—2 IFT +5 9 NE
 117 Halle, G.L., G.M. fires on R.B.—4 IFT +3 8 NE

Advance Phase

- 118 Behr, G.A., G.B. into 23Z2
 119 Peopl, G.C., G.D. into 23W2
 120 Blick, G.E. w/LMG, G.H., G.G. into 23W2
 121 Kindel into 23W1
 122 Urban, G.I. w/MMG, G.J., G.K. into 23X1
 123 G.F. w/prisoners into 23U1
 124 Oettl, G.N., G.R. into 20K4

Russian Player Turn

Serial	Event	Final DRM	DR	Result
125	Wind Change Attempt		2	Possible
126	Wind Change Number		3	Shifts CCW
127	R.C. self-rally		6	Remove DM

Prep Fire Phase

- 128 R.B. fires on Halle, G.L. w/MMG, G.M.—4 IFT +1 9 NE
 129 R.L. w/HMG fires on Pz IVJ crew—8 IFT +3 4 IMC
 130 Pz IVJ crew—IMC 6 Pass
 129A HMG fires on Pz IVJ crew—6 IFT +3 4 Covers, PTC
 130A Pz IVJ crew—PTC 3 Pass
 129B HMG fires on Pz IVJ crew—6 IFT +3 10 NE

Movement Phase

- 131 C.F. from 20C1 to 23EE2
 132 C.D. assault move from 20F3 to 20F3
 133 C.Z. assault move from 23Y6 to 23X6
 134 C.DD. from 23Z6 (2nd) to 23Y7
 135 C.L. assault move from 23Y7 to 23X7
 136 C.N. uses CX movement from 23H5 (BPM I7) to 23M9
 137 C.S. uses CX movement from 23E3 (2nd) to 23D4
 138 C.A. from 20Z2 (BPM X3) to 20W4
 139 C.E. from 20X3 to 20V4
 140 57mm ATG manhandled to 23P8 by crew (CA P7/Q8) +2 5 Success
 140A 57mm ATG manhandled to 23P7 by crew +2 12 Fails

Defensive Fire Phase

- 141 Pz IVJ main gun fires on 23F3 +1 7 Miss
 142 Pz IVJ CMG/AAMG fires on R.L. w/HMG—6 IFT +4 8 NE
 143 Halle, G.L. w/MMG, G.M. fire on R.B.—13 IFT +3 7 PTC
 144 R.B.—PTC 9 Pinned
 143A MMG fires on R.B.—5 IFT +3 6 NE
 145 PSW fires on ATG 57mm—11 IFT +5 4 PTC
 146 57mm crew—PTC 8 Pass
 147 Peopl, G.C., G.D., Blick, G.E., w/LMG, G.H., G.G., Urban, G.I. w/MMG, G.J., G.K. area fire on 23W6—15 IFT +4 11 NE
 148 Random selection of SW affected by Ammo Shortage LMG malf
 149 Behr, G.A., G.B. area fire on 23W6 —2 IFT +3 7 NE
 150 SPW #EE, Metzler, G.Q. w/LMG area fire on 23X6—5 IFT +3 6 NE

Advancing Fire Phase

- 151 R.E. fires on SPW #DD, G.P. w/LMG—2 IFT +3 5 NE

Advance Phase

- 152 R.E. into 20F1
 153 C.F. into 23DD2
 154 C.DD. into 23Y6
 155 R.K. into 23N9
 156 C.S. into 23D5
 157 C.Y. into 23D4 (2nd)
 158 C.E. into 20U5
 159 C.A. into 20V4



Figure 2: Positions at the end of Turn 3.

German: Right at this instant, the cardboard German leaders are busy trying to determine where that 57mm ATG is. American reconnaissance style is to “snoop and poop” with infantry to find it. The ASL Germans and Russians use a more active style—they mark the presence of enemy positions with the burning hulks of their recon vehicles. I don’t believe Jim has passed up any shots from building 23Y7. Consequently, the ATG must be guarding the bridge at P7—probably from 23Q9.

The infantry is giving a really good impression of planning to cross at 23X3 and is in position to quickly move toward 23P7. The Panzer couldn’t really be of help at the feint, so I moved it to influence the movement of the two far north enemy squads. I sent back two trucks (one more than absolutely necessary) so Halle’s platoon could catch up faster after their little firefight. Now sit back and we’ll see some serious Russian scrambling.

After the Russian turn, not much to say really. I do want to thank Jim for making me look brilliant by putting his ATG in hex 23Q9. I am surprised that he moved out of his hidden position so soon.

Maybe we can get an easier kill on it while it is in the open.

Russian: Well, I was right. It’s a fast, violent attack to seize the crossing at 23X3. Not much to do but hunker down behind our Concealment counters and get ready for the rush next turn. It’s time to open up with the HMG and see if we can beat the Panzer on a cheap shot.

I decided to move the ATG to get it into the game. Until I can move it up to cover bridge X3, it can cover the bridge’s exit hex because of the tree-lined boulevard rule (B14.6).

I did not Prep Fire my building 23Y7 defenders because Don has just too much of a fire group to retaliate with. Instead, I hold my fire (and Concealment) until I can see the whites of their eyes.

Although the north flank reinforcing squads can’t reach the critical crossing site next turn, the Russians have to start moving as soon as possible or risk losing the game in the late turns. We have to rely on the comrades already at the crossing to make sure we don’t lose in the early game. Sit tight brave com-

rades, the fascist pigs will be storming the bridge this turn!

Neutral Commentator: *I'm surprised that the PzIV remains CE. Them thar' tankers want to show they mean business! A good AFPh shot for the German would have been to acquire 23F3 (2nd) from the panzer. I guess the Ammunition Shortage threat is being heard from. Seems as if the German leaders have correctly surmised the position of the hidden ATG; now what are they going to do about it? Could this be the "very rare" occasion when deviation from the plan would bring victory—in other words, cross at 23X3 and BB5? The Germans are certainly in position to cross there, and with the evident absence of the ATG in 23Y7 building, why not?*

In the Russian turn, I too was surprised by the ATG's appearance, though it can now effectively cover hex 23X4 as noted by Jim. The Russian has certainly fallen for the German "feint" at the 23X3 bridge. The PzIV (apparently) failed to place an Area acquired marker in 23F3. A curious, perhaps costly, error. Hold on tightly to your seats folks, as the real battle's about to begin.

TURN 4

German Player Turn

Serial	Event	Final DRM	DR	Result
Rally Phase				
160	Wind Change Attempt		7	NE
161	Repair German LMG in 23W2		6	Eliminated
Prep Fire Phase				
162	Halle, G.L. w/MMG, G.M. fire on R.B.—13 IFT	+3	11	MMG malf
163	Mark all units in 23X1, 23W2 23V2 with Opportunity Fire			
Movement Phase				
164	G.A. assault move from 23Z2 to 23AA3			
165	G.B. assault move from 23Z2 to 23AA3			
166	PSW from 23W3 to 23Z3, VCA AA3/AA4			
167	57mm ATG fires on PSW in 23Z3	+1	9	Miss
166A	PSW from 23Z3 reverses direction, ends move in 23O7, stops with VCA P7/O8			
168	R.K. fires on PSW crew—4 IFT	+3	10	NE
169	R.L. w/MMG fires on PSW crew—8 IFT	+3	7	NE
170	PSW conducts bounding fire on ATG—5 IFT	+1	10	NE
171	Pz IVJ from 20R2 to 23P4, stops with VCA Q5/P5			
172	Pz IVJ conducts bounding fire on ATG with main gun 75mm HE vs ATG crew	+5 (+2)	3	Hit
173	ATG crew—1 MC		7	Pinned
174	Russian Sniper Activation Target Selection DR 3(SW)/4(Dist) Move Sniper to 20M2		2	Fires
				StuG is stunned, BU
175	G.O. as Rider makes Sniper Check	-2	10	NE
176	Pz IVJ fires CMG on ATG crew—2 IFT	+3	9	NE
177	G.F. w/prisoners from 23U1 to 20K1			
178	Oettl, G.R., G.N. from 20K4 to 20O1			
179	SPW #EE, G.Q. w/LMG, Metzler from 23Y2 to 23T4, VCA U5/T5			
180	SPW #DD starts			
181	R.E. fires on SPW #DD crew and G.P. w/LMG—4 IFT	+3	4	PTC
181A	SPW crew—PTC		4	Pass
181B	G.P. w/LMG—PTC		7	Pass
180A	SPW #DD from 20I1 to 23U4, VCA V4/U5			
182	Truck #E from 20O7 to 20P5, stops with VCA O5/P4			
183	Truck #D from 20L2 to 20J2, stops with VCA J1/I2			
Defensive Fire Phase				
184	R.B. fires on Halle, G.L., G.M.—4 IFT	+1	9	NE
Advancing Fire Phase				
185	G.A., G.B. area fire on 23DD2—2 IFT	+4	47	NE
186	Peopl, G.C., G.D., Blick, G.E., G.G., G.H., Urban, G.I. w/MMG, G.J., G.K. area fire on 23W6—13 IFT	+3	6	NMC



Figure 3: Positions at the end of Turn 4.

187	R.G.—NMC		3	Pass				
188	SPW #EE, Metzler, R.Q. w/LMG fire on R.G.—5 IFT	+3	8	NE				
189	SPW #DD, G.P. w/LMG fire on R.G.—5 IFT	+4	2	NMC				
190	R.G.—NMC		8	Breaks (DM)				
Rout Phase								
191	R.G. routs to 23X7							
Advance Phase								
192	Peopl, G.C., G.D. into 23U3							
193	Blick, G.E., G.H., G.G. into 23V2							
194	Urban, G.I. w/MMG, G.J., G.K. into 23W2							
195	G.A., G.B. into 23BB3							
196	Behr into 23AA3							
197	Kindel into 23V1							
198	G.F. w/prisoners into 20J1							
199	Oettl, G.N., G.R. into 23S1							
200	G.M. into 20P5							
Russian Player Turn								
Serial Event								
Rally Phase								
201	Wind Change Attempt		5	NE				
202	R.C. self-rally	-1	4	Rally				
203	R.G. (DM) with Eastonov		-1	4	Rally			
204	Repair German MMG in 20P6		6	Eliminated				
Prep Fire Phase								
205	R.K. fires on PSW crew—4 IFT	+3	10	NE				
206	R.L. w/HMG fires on PSW crew—8 IFT	+3	6	PTC				
207	PSW crew—PTC		6	Pass				
208	57mm ATG fires on Pz IVJ, APCR	+2	9	Miss				
208A	57mm ATG fires on Pz IVJ, AP To Kill armor class 6	+1	5	Hit Turret				
209	Pz IVJ crew survival		8	KIA				
208B	57mm ATG fires on PSW 222, AP	+4	8	Miss				
208C	57mm ATG intensive fires on PSW 222, AP To Kill armor class 2	+2	6	Hit Hull				
210	R.B. fires on Halle, G.L.—4 IFT	+1	10	NE				
Movement Phase								
211	R.C. from 20L6 to 20N5							
212	G.M. fires on R.C.—4 IFT	+3	8	Cowers, NE				
213	R.E. from 20F1 (BPM 20E1 and 23DD1) to 23EE2							
214	C.S. from 23D5 to 23G9							
215	C.E. from 20U5 to 20T6							

216	C.A. assault move from 20V4 to 20U5			
217	R.G. from 23X7 to 23W6			
218	Urban, G.I. w/MMG, G.J., G.K., Blick, G.E., G.G., G.H. fire on R.G.—29 IFT	+2	8	IMC
219	R.G.—IMC		10	Breaks (DM)
220	Peopl. G.C., G.D. fire on R.G.—4 IFT	+2	7	NE
<i>Defensive Fire Phase</i>				
221	Halle, G.L. fire on R.B.—4 IFT	+3	10	NE
222	G.A., G.B. area fire on 23DD2—4 IFT	+4	5	NE
223	SPW #EE, Metzler, G.Q. w/LMG fire on ATG crew—10 IFT	+1	7	NMC
224	ATG crew—NMC		8	Pinned
225	SPW #DD, G.P. w/LMG fire on ATG crew—8 IFT	+2	6	NMC
226	ATG crew—NMC		4	Pass
<i>Advancing Fire Phase</i>				
227	R.C. fires on G.M.—2 IFT	+1	11	NE
<i>Rout Phase</i>				
228	R.G. routs to 23X7			
<i>Advance Phase</i>				
229	C.S. into 23H9			
230	R.E. into 23DD2			
231	C.E. into 20S6			
232	C.A. into 20T4			
233	R.C. into 20O5			
234	R.K. into 23O9			

German: If this turn looks a little confusing to you, think how it was to play! The ATG was the focus of this whole turn. It can kill anything that I've got, so it cannot be ignored. Unless I want to shift the attack to bridge BB5—which I don't—it cannot be bypassed.

I started out by moving the PSW 222 with its high mobility factor toward BB5 with the idea of blowing past the Russkies in CC7 and getting behind the ATG on the Y10-Q10 road. Once Jim took that low probability shot at the armored car, I changed my mind (which wasn't too keen on trying to get an exposed crew past those grunts in CC7 to start with). Anyway, the PSW 222 went back to hose down the ATG crew.

Now, I know that the best way to handle an ATG is to bring up the infantry and drive away the crew with small arms fire. (Actually, the *best* way is five turns of 155mm FFE, but we're a little short.) This is what "combined arms" is all about. The problem here is that we need to interdict the infantry coming from both flanks, but our troops are too slow to get there; so we need to use the five AFVs, and especially their MGs, to close down these lateral streets. This we cannot do with the ATG sitting square in the middle.

So, faced with that choice, I thought I'd try to overwhelm the ATG with the AFVs. Although this doesn't work very well or very often, if you do have to use AFVs, there is a way. Ideally, you want to capitalize on the ATG's main weakness—lack of tracking ability, that +3 DRM for changing CA. Not so coincidentally, this also gets your MGs past the gun shield's +2 DRM. Unless you are facing down a 20mm with a Tiger, however, you still need to respect the gun. I planned to engage the thing with the tank, the self-propelled gun, the armored car, the halftrack, and then another halftrack.

I paid for my Panzer's ineffective hit by activating a Sniper. Naturally, he picks the most valuable unit of mine yet to be moved. The halftracks moved up to try to suppress the ATG crew during the DFPh. The next sight you see will be gobs of APCR rounds heading for my wonderful Panzer.

While I am thinking about it, let me explain why I fired the MMG during my First Fire attack (Event 218). I wanted the leadership modifier for any subsequent ROF. I chanced it because I don't believe a single 5FP (probably halved) attack would be useful at all.

Well, the ATG crew must have eaten their Wheaties this morning because they are dominating this part of the game. Now his reinforcements

AH Philosophy . . . Cont'd from Page 2

choosing the length of each "leg" of the pattern: downfield, across, and downfield again. The effectiveness of the play depends both upon the type of pass defense chosen, who they double-team and the coverage technique employed. A tight coverage is effective against a receiver who doesn't cut; less against one using all three legs. The defense player can also assign the spacing of the defensive line, and can even play the hashmarks by shifting the linebackers.

Screen graphics are Xs and Os animating each play, but even this part of the program has some small touches of its own. A receiver can outrun his coverage; a quarterback can drop back into the shotgun or roll out on pass plays.

The game was designed so that for every play there is at least one counter-play, so the solitaire game is very challenging. The computer coach is able to evaluate your game plan and alter its own during the game. Best of all, *MAC PRO FOOTBALL* prints a play-by-play if you wish—and the end-game statistics are very detailed. In addition to rushing and passing records, the game records tackles, sacks and interceptions, third-down conversions and punting and field goal attempts.

There are also nice touches like the coin toss, the weather option (for those who think that football should be played in 12-degree winter weather), and the set game situations. *MAC PRO FOOTBALL* will also come with five "scenarios" re-creating the final minutes of some great games.

Additional disks are already in the works, one with 28 great teams, league disks for saving stats and game records, and a season disk with all 28 teams from the 1985 season. At 512K, *MAC PRO FOOTBALL* is a powerhouse game that Macintosh owners will really appreciate.

Commodore 64

SUPER SUNDAY has been expanded again with what everybody has been asking for. With the new *G.M. Disk*, you can now save each game's statistics and create your own custom-designed teams from the players now found on all the *SUPER SUNDAY* season disks.

Already released, *MACBETH* is a very special game. Four text adventures (two that use graphics) are combined with four psychoanalysis programs to re-create parts of Shakespeare's famous play. Included with the two disks is a paperback book containing the play, and notes discussing themes and historical background as well. The four adventures each have their own unique features, and solving the puzzles requires reading the play.

As Macbeth, you must attempt to put down a Scottish revolt and establish your reputation in the first adventure. The action can be gruesome at times, but no more so than in the play itself. In the second scenario, you assist the three witches by roaming the countryside looking for the ingredients they need for their brew. The graphics here provide a great number of clues and are fully integrated with the text. The third puzzle is a complex race against the clock where you, as Lady Macbeth, must welcome the king, prepare the banquet, and still find time to spur Macbeth into killing the king. Once the plot is in motion, you must insure that you're not caught. The final scenario is another race against time. Besieged in your castle, surrounded by fire and smoke, you strive to delay the inevitable. Unlike the play, however, it is possible here to prevent Macduff from finding and killing you.

The psychoanalysis programs are also unique. Taking the role of either Lord or Lady Macbeth, you are questioned by the bard himself on a portion of the play, revealing the motivations and subtle touches that makes the play one of the most famous in English literature.

Apple II

For Russo-Japanese War fans, the Commodore 64 conversion of *TSUSHIMA* for the Apple is nearly ready, with the program debugged and everything going into the printing. At last year's ORIGINS, this was the one conversion we kept getting requests for, and we're proud to make it available. Those of you who have seen the C64 version will be pleasantly surprised that the quality has been carried over to the Apple edition. Not too long ago, a letter to a computer magazine complained of the lack of games on little-known corners of history. *TSUSHIMA* should help fill that gap.

UNDER FIRE is expanding again, and this time it's a quantum leap. The *Extended Capability Disk II* (dubbed the *CAMPAIGN* of the parts catalog) adds more rules to the existing game, and speeds the processing time to boot! For those with 64K, the movement resolution is speeded up by jumping several periods at a time in the beginning and near the end of the game (when there is little or no contact with the enemy). If you have 128K—either a IIc or Apple's Extended 80-column card—the *CAMPAIGN* disk uses that extra memory to load the combat routines, cutting disk accessing to once per turn.

But the heart of the *CAMPAIGN* disk is its ability to create large formations, save them on disk, recall them for games and award experience points depending upon how well you play. Thus, you can build a U.S. infantry division, name it, and turn it into an expert, front-line fighting force. All troops start out "Green", and work their way up to "Seasoned" and "Crack" only through combat. Since units can be rebuilt, it becomes important to take units out of the front line when they become reduced in strength. You have something to lose now.

Several rules additions allow for leaders to be integrated into an infantry unit (so they no longer become easy targets by themselves), for resupply through ammo dumps, and for capturing and surrendering units. That latter option can become frightening, because there is a chance that the enemy can learn of your dispositions when a unit is captured.

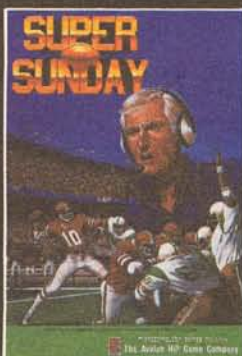
The *CAMPAIGN* disk also allows you to use the rules and faster program speed without having to create large armies. Another touch added to the disk is that it can be used with the first *Extended Capability Disk*. Not only does that expand the tanks and support guns available to the U.S., German and Russian armies, but provides the means to create British, Japanese and Italian units as well.

Apple/Atari/Commodore

MISSION ON THUNDERHEAD has been released for all computers. This action adventure game has a science-fiction setting as you, an agent for the Terran forces, is sent to infiltrate a top secret base controlled by the "Eternals"—a powerful alien race at war with Earth. There are two scenarios: in one you are sent to locate an explosive device lost by a previous agent and use it to destroy the base; in the second, you have been convicted of crimes against the Eternals and sentenced to run the First Appeal (a gauntlet of deadly traps and creatures).

Finally, we'd like to thank all who responded to our survey questionnaire that appeared in Vol. 22, No. 6 of *THE GENERAL*. It is your input that guides and inspires us. Many of you who volunteered to help in playtesting new games will be hearing us in the future. Again, many thanks.





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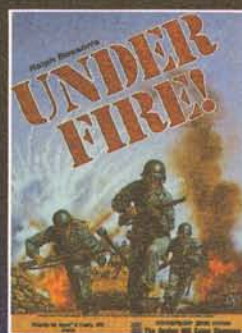


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STAFF BRIEFING

An Interview with Bob McNamara

By Rex A. Martin

Q. I'm always fascinated by the varied backgrounds of our staff. What's yours?

A. I spent most of my childhood and adolescence in the Youngstown, Ohio area. As a boy I had a more or less typical fascination with soldiers and loved to draw maps. When a friend introduced me to *GETTYSBURG* I became hooked on both wargames and the Civil War, which in turn fired an interest in military history which has not yet diminished. In high school, I enjoyed history and Latin—especially the latter, since it fired my imagination and inspired me to create a fictitious quasi-Roman Empire, complete with systems of governments, taxation and coinage. The main element was a large map of a Mediterranean-like area incorporating various nations and cities on which for a year or two I led succeeding generations of Salian (my equivalent of the Romans) legions on numerous campaigns and conquests, raising Salia from a mere city-state to a far-flung empire of forty-four provinces, with all the details duly chronicled in *Latin!* During my high school years I created similar systems of a World War I type, a modern-day cold/hot war involving several dozen fictitious nations, and another modern period war between Afghanistan and Pakistan. (I might

have been weird, but I had fun). After high school I went back to playing published wargames—*BULGE* and *BLITZKRIEG* more than any others. However, about 1972 I purchased a copy of *PANZERBLITZ*, which focused my rising interest in World War II and made me a dedicated *Ost* Front armor freak. While *PB* never fulfilled my expectations, it (along with *PL* later) was my game of choice until *SQUAD LEADER* appeared. I ordered *SL* even before it hit the stores, and once I played it I never returned to *PB/PL*—nor was my life quite the same again!

Aside from playing wargames, I've also managed to get married, have a one year old daughter, and

so far managed to get to sixteen foreign countries including India twice, Nepal and Sri Lanka.

Q. How'd you happen to come to The Avalon Hill Game Company?

A. It resulted from my contributions to *COI*, *COD* and *GI*. From 1978 to 1983, I was continuously involved with these games and a few related projects. While I was working on them with Don, he mentioned several times that he thought I'd be an asset to TAHGC, and that he'd put in a good word for me if I ever wanted to work here. Well, one day I decided to take him up on the offer. Fortunately, there was an opening—and here I am.



Full Name: Robert Joseph McNamara
 Birth: August 1948 in Sharon, Pennsylvania
 Started Wargaming: c. 1960
 First Wargame: *GETTYSBURG '58*
 Favorite Wargame: *ADVANCED SQUAD LEADER*
 Favorite Non-Wargame: *SPEED CIRCUIT*
 Outside Interests: Foreign travel, history, sports cars
 Employed by AH: February 1984
 Designs: *ADVANCED SQUAD LEADER*, *BEYOND VALOR*, *STREETS OF FIRE*

I suppose in a way it's a Cinderella-type story. Back in 1977/78, I certainly didn't hold working here as a goal. When I answered an ad in *The GENERAL* seeking *COI* playtesters, I had no experience in playtesting; I just did it because I thought it'd be interesting. I did, however, have a determination to do the best job I could, which for me meant that it became almost a full-time job in itself. I probably averaged thirty hours a week on game-related work during that 1978-1983 period. I was fortunate to have some excellent players assisting me: Bill "Fish" Conner, Jim Kalmer, Darryl Burke, and Mike Leonard. I was also helped by my wife Barbara, who typed much of what I wrote and, most importantly, exhibited patience above and beyond the call of duty. So, all in all, I guess it was just the same old formula: a lot of hard work and just the right amount of luck.

Q. What is your area of expertise?

A. World War II land combat, primarily on the tactical level. As I've said, my original interest was just armor, with everything else more or less peripheral to that. Playing *SL*, however, whetted my curiosity about infantry and the true effects of combined arms in small-unit actions, so for the past eight years or so I've been expanding my learning horizon to include infantry and armor squad/platoon level tactics and the principles of infantry support by armor, artillery and aircraft. My research encompasses five main areas: types and characteristics of equipment, tables of organization, tactics, orders of battle, and the psychological effects of battle.

Q. I can see the obvious results of your interest in armored warfare reflected in *ADVANCED SQUAD LEADER*. Do you feel that the design accurately simulates tank combat in World War II? Any failings?

A. I think it's accurate to the degree we wanted to achieve. We could have continued *ad infinitum* to add rules and characteristics that would make armor combat more correct as a simulation; but the realism line must be drawn somewhere so we added only what we thought would enhance the feel without overwhelming those who aren't primarily interested in the game's armor aspect. Only time will tell for sure, but I think we succeeded; in fact, several people have told me that, for balance between playability and realism, the *ASL* armor rules are also the best they've found for use with miniatures.

One of the things I particularly like about the *ASL* system is the variable ROF for most MGs and ordnance weapons. Basically, this allows the weapon to fire again if the colored die of its attack dice roll (To Hit for ordnance; IFT for non-ordnance) is less than or equal to that weapon's ROF. This is in contrast to the old system in which each weapon could fire only a set number of times per phase. For example, against non-overrunning units, the standard "old" AT gun could fire just twice, plus once again if using Intensive Fire; thus it could knock out a maximum of three tanks per Fire Phase in that manner. This kind of non-variable attribute was in effect free intelligence for the opponent, and he could use this to his advantage. Hence one battle cry often heard in the old game was, "You can't kill us all!" In *ASL* however, the situation is quite different because the variable ROF principle provides no such foreknowledge; the opponent has an idea of how many times that gun is likely to fire, but now he has no guarantee. In *ASL* you sometimes can kill them all.

Another big, and perhaps the best, armor-related difference between *ASL* and the old system is that now most vehicular weapons—including non-turreted SP guns—can fire while they are conducting their MPH (more than once if they maintain their ROF) and might still be able to fire again in their Advancing Fire Phase, with certain restrictions. In

most (but not all) cases the defender can still fire at the moving vehicle first, but if he doesn't quickly decide to do so the AFV can claim the first shot. This can put a great deal of "real-time" pressure on the defender, especially since the moving vehicle can stop, fire, and then start up again and drive away. (Or "shoot 'n scoot", if you prefer.)

Another armor rule I like in *ASL* is the possibility of a Shock/Unknown Kill. Essentially this result neutralizes the AFV like Shock did in the old system, but now it can subsequently turn into an elimination with no crew survival, and in the meantime you don't know if you knocked it out or just temporarily disoriented its crew. Odds are it'll return to life, but there are times when you feel you should take the risk and ignore it—and therein lies the dilemma.

ASL also allows vehicles to make multiple overruns in the same Movement Phase—and all overruns are now voluntary. Thus, a hex can no longer be made "overrun-proof" by surrounding it with adjacent friendly units. One more artificial game tactic gets the fate it deserves.

Overall, the *ASL* armor system is also more accurate in the types of vehicles available, gun penetration vs. armor thickness, turret traverse rates, the long-range accuracy of small-caliber projectiles, rates of fire, crew capabilities and vehicle reliability. The more famous AFVs have a better historical feel in *ASL*—like Tigers and Panthers, which frontally are almost invulnerable to all but the most powerful Allied guns, but which in terms of reliability can ruin their commander's whole day (in fact, the Panther D can even destroy itself by spontaneous combustion). The T-34 and KV's worst enemies in 1941 are not the Germans (from whom they had little to fear), but rather their own poor crew layout, weak transmission, and the lack of a radio in the T-34. And one last important point: in *ASL* the AFVs of different nationalities are now (and will continue to be) fully compatible, unlike those in *COI* which lack certain refinements that were later presented in *COD* and *GI* AFVs (e.g., the designation of weaker turret/superstructure armor, a more accurate treatment of smoke dispensers, etc.).

As to your question of whether I'm dissatisfied with anything, I'd have to say no—there's nothing I look back on now and wish we had done differently. I still prefer my old "Gun Duel" rules (as given in Vol. 20, No. 1 of *The GENERAL*) over *ASL*'s. While there's no denying that the present rule is simpler to remember and easier to implement (which is why it's in *ASL* and mine isn't), it's too predictable for my tastes. The old rule was more cumbersome but it did add lots of drama. Another thing we could have treated differently is the omniscience of buttoned-up AFVs, which are much more "blind" (and thus often slower to react) in reality than as portrayed in the game. We pay lip service to this by forcing vehicles to move a bit more slowly (i.e., they now have to expend a Movement Point each time they stop, start up, or change their vehicular facing one hexside), and by restricting the free movement ability of radioless AFVs. We could have additionally added "idiot rules" and more dice rolls to further diminish the "see all, know all" abilities of AFVs, but we didn't think it worthwhile in terms of hassle-vs.-benefit, especially since in the end the "Omniscient Player Syndrome" in boardgames is largely inescapable. (Except in double-blind games, which in my opinion solve one problem but create others by trading omniscience for a license to cheat.)

One thing I wish we could have done differently is to have given each AFV six separate armor factors: one number each for upper and lower front, side and rear armor. This would have provided an even more accurate and accessible display of each AFV's armor protection, but unfortunately there was

just no way that six armor factors could all fit on every AFV counter. If we'd had more room on the counters, I certainly would have lobbied for this, but we didn't and so made the best of it.

While on the subject of armor, I'd also like to mention the *ASL* Vehicle and Ordnance Notes, which have been greatly expanded, even surpassing those found in *GI*. The Note for virtually every vehicle and ordnance piece in the war gives a synopsis of its history, and goes on to list—if known—the number built, the types of units it was used in (sometimes actually naming the units), its function in those units (unless obvious), and the number that formed a platoon or battery. In addition, the dates of availability for the vast majority of vehicles (106 German and 55 Soviet in *BEYOND VALOR*) and guns (30 German, 27 Soviet) in the Listings has been researched right down to the very first month that particular item was used in combat. Moreover, all Rarity Factors are shown in multi-color bar graphs; so by simply cross-indexing a particular item's name with the date being used for a DYO scenario, the player can find that item's current RF at a glance. Much of all this historical information has never before been available in a single source. (How easy my job would have been if I'd had to consult just one source to find this data!) And the notes for the U.S. vehicles and ordnance will be even more detailed; indeed they will contain a number of facts that to my knowledge have never before been made "public". All in all, those with an interest in AFVs, and those who enjoy designing their own scenarios, will find the *ASL* Vehicle and Ordnance Listings and Notes most informative and helpful.

To sum up my feelings on *ASL*'s armor system, I truly believe that its superiority over that of *COI* is equivalent to the *COI* armor system's superiority over that of the original *SL*. If you liked what *COI* did for *SL*'s armor game, you'll love what *ASL* does.

Q. How much remains to be done to *ASL* beyond the initial release? Will you be involved in further rules writing?

A. We're considering a U.S.-vs.-German Deluxe module featuring *bocage* fighting. It has the right kind of close-in terrain that's necessary for the Deluxe boards, but before we commit ourselves we want to be sure we can have a set of scenarios that don't all have the same feel. If we can succeed in devising scenarios that offer a variety of situations, then it's a pretty safe bet we'll do the module.

The *ASL* Index lists most of the other projects we're planning to do: the Pacific Theater (Japanese, Chinese, U.S. Marines); North Africa (British and Italians); a campaign game wherein the player commands (probably) a battalion of as yet unknown nationality and oversees replacements, promotions, etc., while playing a specific set of scenarios (or possibly dice-generated DYO scenarios) for victory points; and an *ASL* analysis chapter (which will basically be Bob Medrow's *ASL* articles in rulebook format along with some additional material). Then there are the Minor Allied and Axis countries, which we'll do if sales still warrant it—and "scenario modules", each of which will probably contain just one new board and eight new scenarios. These are not listed in any specific order of publication, by the way.

All right, here's something I've been wanting to do for a long time—and now's my chance. You readers out there who are interested in future *ASL* projects, why not drop Rex a line that lists which one(s) you'd like to see released first, next, last or (shudder) not at all—plus whatever you'd like to see that I didn't mention above. And if you feel like it, you can also rate your favorite dozen or so of the old scenarios. Who knows—maybe they'll eventually appear, "revised for *ASL*", in *The GENERAL*. Please don't expect a personal reply to your letter though.

Q. Your labor on a desert module for *ASL* is eagerly awaited, I'm sure. Any hints on what it will include—innovations, scenarios, components?

A. First of all, it'll be called *WEST OF ALAMEIN*, and might contain the complete British and Italian countermixes. I say "might" because if the price proves to be too high with both of them included, we'll make two modules with one nationality in each (with all the British-vs.-Italian scenarios in the Italian one). But for now, let's assume that there will be just one.

It'll contain five boards: one consisting primarily of a four-level mountain that represents a Tunisian *djebel*, and four others comprising flat open desert. Aside from normal open ground, the latter boards will contain only scrub and rocky areas (not crags). All other terrain types—wadis, sand, half-level hills, shallow depressions and dunes—will be on *GI*-style overlays. The mountain will have quite rugged terrain, with numerous wadis that descend from its heights, many "Abrupt Elevation Changes", and a lot of cliffs, crags and rock-strewn areas. The mountain board will also be used with two large overlays that convert it to an escarpment like those in the Sidi Rezegh-Belhamad region. The rules will deal almost exclusively with the various terrain types and the special environmental conditions of the theater.

There will of course be scenarios, which will not take place in a landscape devoid of protective terrain. I've done quite a bit of research to find actions that will give each player the ability to maneuver with at least part of his force rather than just having them sit in foxholes and shoot for ten turns. Lastly, the British countermix (unlike its *COD* counterpart) will also contain all their U.S.-built AFVs. I think *WOA* will provide the most challenging type of play in the whole *SL-ASL* system, because players will have to re-think their tactics in the relatively "wide-open spaces" of the desert, and will have to learn how to maximize whatever cover (including smoke, dust and heat haze) is available.

The original version of *WEST OF ALAMEIN* was based upon the rules through *GI*. I'm currently re-writing them for *ASL* in my spare time—what little bit of it I have. We're shooting for a release date of next ORIGINS.

Q. Out of idle curiosity, which of the scenarios for the *SL* system is your favorite?

A. My two favorites are playing the Germans in "The Road to Wiltz" and being the French in "Counterstroke at Stonne". Just kidding—I'm not really a masochist. I don't actually have any single favorite, so I'll name a few that I particularly like: "Sowchos 79", "Action at Balberkamp", "Rehearsal for Crete", "Hill 253.5", "The Bukrin Bridgehead" and "The Roadblock". Oh yes, and "Encircling the Ruhr" too. I should add, though, that given my druthers I prefer playing *DYO* for two reasons: I can build the force that I think is best for the situation; and secondly, it's more of a challenge to not know the composition of the opponent's force.

Q. I hear rumors that, following your efforts on *ASL*, you will be devoting your time to updating the *PANZERBLITZ* system, revising both it and its sister *PANZER LEADER* as well as producing a WWII desert module. Any information you'd care to share yet on what changes this classic game will undergo?

A. There's really not much to add beyond what was given in the Philosophy section of Vol. 21, No. 1 of *THE GENERAL*. I'll just say that in my opinion he old games relied too much on amassing big attack strengths in any way possible while giving too little consideration to unit coordination and tactics. I hope to remedy this, and at the same time add more flavor to the game, by having the units reflect more of their real-life abilities and limita-

tions. For instance, I want to give infantry a greater role by increasing its inherent movement capability, while decreasing the speed of vehicles as was done in *ARAB-ISRAELI WARS*. Some other typical changes will be: anti-tank guns will be able to fire twice in the same phase, under certain conditions; all units will have a scenario-assigned morale number which they must roll less than or equal to order to undisperse; infantry and gun units will be able to "dig" +1 Improved Positions.

Q. I know that it's a hackneyed question, but what do you look for in a "good" game; in essence, what is your personal design philosophy?

A. There are three main factors that influence my judgement of a game: completeness of research and "open-endedness" and "fun level". First of all, I like a game that's solidly based in historical research because I think playing a game should be a learning experience as well as a good time. In fact, for me the learning aspect is a major part of the enjoyment. If a game has basic flaws in its research (i.e., flaws that affect what the game purports to illustrate), I find that I automatically enjoy it less—at least until I've tinkered with it to correct the problems. For example, I recently played a tactical game whose Tiger tanks had the same effective range as its Panzer IIIs. Now listing a weapon's correct effective range should be one of the prime considerations in a tactical game; after all, it's one of the very elements on which unit's base their tactics! Yet, that game's possibly most important piece was woefully underrated. Needless to say, my opinion of it as "illustrated history" dropped immediately and substantially. I know that people wouldn't notice something like that, or perhaps wouldn't much care even if they did, but to me it makes a big difference. Every wargame has certain basic design criteria whose characteristics form its foundation as a simulation, and if those are portrayed correctly then the wargame is invalidated as a historical study. Obviously the amount of detail deemed necessary to portray any given characteristic must be directly proportional to its overall importance in the game, but the more important a characteristic is to the basic theme of a game, the more vital it is to research it thoroughly.

By "open-endedness" (if there is such a word) I mean a game's resistance to becoming predictable after a number of playings. How many games sit gathering dust because their owners discovered that each subsequent playing was pretty much just like the previous time? As I mentioned earlier, I prefer to pick my own forces when I play, so any game that has a *Design Your Own* system (and/or can have new scenarios continually crafted for it) naturally holds greater appeal for me. Back when I was into *PB*, the group I gamed with played the original scenarios just to learn the system; after that we played strictly *DYO*. In fact, *PB*'s *DYO* capability is what I most enjoyed about it, while *PL*'s Macro Game added an interesting and structured variation to the basic theme. (Of course, the appearance in *THE GENERAL* of new scenarios or variant rules usually caused dining room tables to be rapidly cleared for action.) And while variants/scenarios can be provided for almost any game, those that aren't specifically open-ended are much more limited in what can be subsequently done with them and thus don't appeal as much to me.

While I'm on the subject of *DYO*, let me review for a moment *ASL*'s *DYO* system. I don't think I'd cause much of an argument by saying that *SL/COI/COD*'s system was pretty anarchistic. Aside from the pick-a-card system in the original *SL*, the point values of the various pieces were all that was provided. This often led to some pretty ahistorical—if not outright bizarre—force configurations. I'm also sure a real-life infantry commander would have been delighted beyond words by the ability to conjure up Tigers or Su-152s to support his squads

whenever he felt like it. In addition to having such odd results, the original system's *DYO* capability also suffered from not having point values for the pieces of *GI*, which caused some problems too obvious to need explanation here. In *ASL*, however, not only will all the nationalities have point values for their respective units, but all will be based on a common system and all will thus be more valid. In addition, the purchasing of units for a *DYO* scenario has been formulated into a strict procedure that provides a more historical allotment of forces while awarding proper planning in the expenditure of points in the various categories. No longer can a player assume that his opponent will always have the best of everything within the limits of his available points; now the items that were more common in reality are also more common in *DYO* purchases, although the possibility always exists that the rarer types might put in an unexpected appearance (and the greater an item's rarity, the less likely it is to appear). Gone too is the last minute reshuffling of purchases in order to find some way of using those last unspent points. Purchases are now made in the following order: infantry; SAN; ordnance; vehicles; offboard artillery; and fortification counters. Any points left can then be used to buy extra infantry only, after which all leaders and support weapons are allotted (not purchased) according to the nationality, type and number of infantry squads purchased. A roster sheet is provided to keep track of all purchases, allotments and special capabilities. The *ASL* *DYO* system even allows units to be designated as reinforcements to spring on an unsuspecting opponent at the right time. All in all, I think it's a vast improvement on the old system.

Now, where was I? Oh—the fun level as a factor in my judgement of a game. Well, I think that's pretty self-explanatory, so I'll just shut my trap.



SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 102

Total Responses: 518

Rank:	Title	Pub	Rank Times		
			Last	On	Freq.
1.	Advanced SL	AH	4	4	8.4
2.	Squad Leader	AH	2	33	3.0
3.	Up Front	AH	5	15	2.3
4.	Russian Front	AH	1	3	2.2
5.	Third Reich	AH	3	33	2.1
6.	B-17	AH	—	1	2.0
7.	G.I.	AH	13	2	1.9
8.	WS&IM	AH	18	3	1.8
9.	Diplomacy	AH	7	5	1.7
10.	Beyond Valor	AH	—	1	1.6
11.	Russian Campaign	AH	6	33	1.5
12.	Cross of Iron	AH	10	8	1.4
13.	Firepower	AH	12	7	1.4
14.	War & Peace	AH	9	3	1.4
15.	Civilization	AH	—	1	1.3
16.	Hitler's War	AH	—	1	1.2
17.	Flat Top	AH	11	2	1.1
18.	Flight Leader	AH	—	1	1.0
19.	Longest Day	AH	—	1	1.0
20.	Paratrooper	AH	—	1	1.0

At last, as expected the *ASL* system comes to dominate reported player preferences; in fact, three of the top twenty slots are filled by titles from the *ASL* system—and three are filled by the titles from the original *SL* system! If one adds the other tactical game titles that show up to these, it appears that tactical wargames are the current "wave". Although some old favorites once again fail to repeat in this listing, a number of new titles make their mark; notable among these are *FLIGHT LEADER*, *BEYOND VALOR* and *PARATROOPER*. Meanwhile, *UP FRONT* continues strong, while our only solitaire game *B-17* returns to the fold after a brief hiatus.

MOVING UP FRONT

A Study of Movement Options

By Rex A. Martin

Combat consists of, when reduced to its basics, two elements—firing/melee and moving. (You pessimists may add a third—ducking.) No game system so clearly displays this as that of *UP FRONT*. Other articles in this periodical (Greenwood's "Playing Your Cards Upfront" in Vol. 21, No. 1; Burnett's "Return to the Front" in Vol. 22, No. 2) have looked at doing as much damage to the other fellow as possible while avoiding it yourself. But you can't shoot them if you don't get close; and the best way to survive I know of remains running away. So let's take a few minutes to consider the various types of movement and their hazards in this most intriguing game.

In *UP FRONT*, there are three directions to go: forwards, backwards, sideways (and with this latter, we must include *Lateral Group Transfers* and *Individual Transfers*). Going forward is fairly obvious even to non-players; your men are using the Relative Range. Going backwards increases the Relative Range. Going sideways is always intended to get one or more of your men into a position from which they can be more effective (out of a Marsh, to better terrain, into a *Flanking Fire* position, and so forth) without changing the Relative Range. And transfers, which seldom see use even by experienced players, allow you to realign your forces to take advantage of the changing combat situation.

To good players—the *really* good players—the following points all seem to come instinctively. For the rest of us, let's consider some of the finer points of movement.

Advancing

Play a Movement card; exchange the range chit in front of your group for the next higher. Dodge any bullets. Jump in new terrain. Sounds simple? It is. But the pitfalls can be many, and some come from unexpected quarters.

Any Movement card can be used to get you closer to the enemy. Some Movement cards may be used only by specified nationalities, but even the movement-poor Americans have 24 available. However, the deck consists of 162 cards, so even the relatively movement-rich Russians and Japanese cannot afford to waste them. In *UP FRONT*, movement is not at the whim of the player as in most traditional boardgames. Like everything else in this game, it must be a carefully considered proposition and all must be done to make it effective when you get the chance to move.

A single Movement card in your hand is really not all that useful, for it will not usually be all that effective in getting your men forward. Oh sure, there will be those instances when circumstances or frustration force you into playing it, usually against your better judgement. But some Smoke to hide your dash ahead, a Concealment card to duck with, and/or some Terrain with a negative modifier to get into all help your confidence in reaching the next chit. After all, you don't want your men shot up getting where they are going.

All Movement cards carry a positive modifier (+1), making any attack against them more effective. These are cumulative, up to a +2 modifier. The terrain you are leaving and any Smoke or Concealment cards you can play modify the enemy's incoming fire to your advantage. For example, your four-man group has just left some Woods after having played a Smoke card last turn. The enemy lays down a "Fire 4" attack against the moving men. You, when he shows his attack, play a "Concealed -2" card. Instead of an attack that could

have been "5" (4, +1 for Movement), your group faces an attack of "0" (-2 for Woods, -1 for Smoke, -2 for Concealment). Even if a random Breeze blows away the smoke, it is easier to take an attack of "1" than of "5". It can never be stressed enough how valuable those Smoke and Concealment cards are for getting your troops forward.

Even without being fired on by the enemy, your jog across the *UP FRONT* battlefield is apt to be a bit rocky. You don't always get where you want. In lieu of his discard, the opposing player may drop any Terrain card (except Open Ground—a favorite of mine during playtest until Greenwood finally got tired of that ploy) on your moving group. Unless a Stream or Marsh card, you must decide if your fellows will plunge into that terrain, or dash around it. If the former looks inviting, play continues as normal (the Movement card is immediately replaced by the Terrain card). If not, the Terrain card is discarded, but your Movement card is turned to reflect a Sideways move and the Range chit returned to its previous value.

The play of such terrain "discards" is as important a judgement to make as any other you will be called upon for in the game. Dropping a Stream or Marsh card if you hold one is fairly obvious, unless you want to hang on to it in hopes of the movement of a more vital group (usually the enemy firebase or an enemy group with victory within its grasp). For most, except those playing the Germans or elite troops, the only question lies in whether they wish to forego all action that turn in order to see the enemy stumble. In the case of Stream/Marsh cards, I will gladly pass up one turn to mire even a mediocre enemy two-man group—preferably at a range where I can destroy them. For the Japanese and Russians, it is absolutely imperative to use these cards at first opportunity, simply to open up the options in their four-card hands.

After having been kept from use of Open Terrain cards to befuddle opponents, I cast about for others. Obvious choices were the Gully, Brush and Wall cards—some 12 cards of the 162. These prove exceedingly useful, both offensively and defensively, and are a boon to the small-hand nationalities. (I try to retain multiple-use cards; it opens your options for action and reaction considerably in a game this fast-paced.) I always assume that if an enemy group moves, it has terrain superior to anything I'm going to give it. If I can, I'm going to disrupt his little trip to that building or hill.

Place an unwanted Gully card when the cover it provides will not benefit your opponent (if, say, you've no Fire cards—although he'll not know that) or when his lack of fire from the afflicted group looks to be a distinct advantage to you. One of my favorite ploys is to drop a moving enemy firebase into a Gully. It will be at least two turns before it can trouble you again. (Obviously, however, you should be wary of this if you've somebody crucial on a hilltop in range.) Lay a bit of Wire in that hole, and getting his firebase back into action again will be very costly in terms of Movement cards.

I rarely hesitate to drop Brush on a moving enemy group, assuming that wherever it's headed is likely better defensive terrain than a few weeds (refer to the Series Replay in Vol. 21, No. 1). In many instances it may make that safe forward move from a Gully or -3 Building less inviting for the enemy. In effect, the use of Brush has replaced the use of Open Terrain in my playing style. Play of the Wall card serves much the same purpose, and I use it as frequently unless the moving enemy is directly

opposite my own firebase.

A Brush/Wall card is occasionally quite effective in flushing an enemy group forward into range for your devastating fire attack. Let me explain. Suppose that an enemy group is moving to a range just short of the point where you can deliver an effective attack. You, it appears to your opponent, cannot shoot but instead only discard an annoyance—the Brush—to slow him down while you search for a useful Fire card. Many unsubtle and impatient players you will face would accept the Brush, even if they hold a better Terrain card, figuring they can immediately play another Movement card and get where they want at a closer range than they had planned; after all, the Brush you bestowed cancels the Movement modifier and you didn't fire last time. You promptly unveil that high Fire card when they move and shoot the hell out of his group. I've used this ploy, under favorable circumstances, several times against new opponents. Try it sometime.

The moving group may, of course, reject your kind offer of terrain and prefer to simply run sideways. Don't be distraught. You've lost nothing, and gained a new card (with all the optimism that implies) for your hand. Your opponent has wasted a valuable Movement card, and may well go into that terrain he was dashing for anyway, but now at the greater range. If he tempts fate and plays a second Movement card to get forward, he has just given you the best opportunity you are likely to get in this game; that -2 modifier makes his boys a prime target.

There is one special form of advance we must consider—the Japanese *Banzai*. Only the Japanese, with their 75% level for breaking, could contemplate such a suicidal charge. Any group under the direct command of a Japanese SL or ASL may have a *Banzai* declared as its sole action simply by playing a Movement card. All the men in that group, including those pinned who instantly and automatically rally, are committed to charging forward to engage in hand-to-hand combat. When (if) they reach the targeted enemy group, Infiltration and Morale Checks to enter CC are unnecessary.

The disadvantages of this play are, however, considerably more significant than the advantages. The Japanese player has narrowed his options for the group to a single course of action. The *Banzai* cannot be voluntarily cancelled; it must go in unless the defending group (the Japanese player must declare which enemy group—either ahead or adjacent to the *Banzai*-ers—the charge is aimed at when he announces it) is eliminated or retreats or moves laterally out of range. The *Banzai* group may take no action other than movement or Close Combat. Worse, no Movement card may be played on any other Japanese group unless and until a Movement card has been played on the *Banzai*-ers each turn. Any enemy fire is likely to be much more effective than usual (remember, the only terrain dropped on them will come from your opponent, and you can't play Concealment cards) since any result that would normally "pin" a Japanese character will instead eliminate him. Truly, a "do-or-die" course of action, the *Banzai* should end the scenario one way or the other.

The *Banzai* must be reserved for those game-winning situations where there is indeed no other option available (see the Series Replay in Vol. 22, No. 2 for an example). And launching a *Banzai* from greater than Relative Range 4 is simple foolishness. Unfortunately, many players, when taking on the Japanese role these days, purposely organize their

men in such a manner as to create a Banzai-specialized group (high morale and high CC values) in anticipation of launching one. This inevitably narrows the player's options in any scenario, which in turn may lead to precisely the desperate situation demanding a Banzai. A sort of "Catch 22", death-or-glory cycle.

In only one case—Scenario R, the Paratrooper Drop—do I anticipate using a Banzai when setting up my Japanese. I do like to create a Banzai-specific "B" group, with the expectation of an enemy group being dropped nearby. As early as possible, a charge is declared against it. This early in the game, with the enemy hand less than perfect, there is a fair chance the Banzai can reach the target. Usually, either the targeted group will be overwhelmed, or it will retreat (pulling a Movement card from your opponent's hand and allowing you to cancel the charge). In either instance, your surviving members will be closer to the enemy, hopefully in better terrain than they began. At the very least, this play is sure to rattle your opponent—and it may even win the game for you by discouraging him to such a point that he is no longer able to make efficient, logical decisions.

Retreating

Discretion *is*, in this as in many games, the better part of valor. There inevitably comes that moment in *UP FRONT* when you may want to run away. Indeed, in some scenarios (notably Rear Guard Action, Evacuation, Delaying Action) a judicious withdrawal is the key to victory for the defender. In other cases, one of your groups may be in a tactical stance where disaster looms (facing a Banzai without Fire cards, under Flanking Fire, in an exposed position far forward of supporting groups, infiltrated by superior CC-valued enemy men). The wise commander tries to avoid such predicaments, but even he will make a retrograde move when necessity dictates.

A *Retrograde* move may be made by laying any normal Movement card down reversed (i.e., so the circled "—" and the illustration of the backs of the two soldiers shows at the top). However, unless a red RNC shows on the Movement card, the retreating group may not go beyond Range chit "0". There are only 12 Movement cards with red RNC, so retreat to -2 or -3 Range chits will be unusual—and beyond that exceedingly rare.

However, most retreats won't be near so drastic; rather, they will be undertaken to avoid a temporary tactical unpleasantness. You've the same chances of retreating as you do of advancing. And you face the same dangers—although most opponents will not drop terrain (except those staggering Marshes and Streams at times) if you seem to be running back. The same methods of guarding yourself serve when retreating as when advancing, so hang on to those Concealment and Smoke cards.

At this point, it would be logical to mention another consideration—one that may arise whether advancing, retreating, or just shifting sideways. In *UP FRONT*, any group may move . . . assuming that you are willing to abandon any pinned men in that group. True, the rules prohibit placing a Movement card on a group with a pinned character; however, the rules also allow *Voluntary Panic* at any point in a player's turn, giving you the option of accepting elimination of those pinned men for the ability to move the survivors that turn. This is one of the toughest choices you will face. But, for a host of reasons (to save the several at the sacrifice of one, to advance into a winning position, to out-flank an enemy position) you may want to consider leaving weaker characters behind. In the end, only the player can make this decision—and it must be an intuitive one, based on the worth of the character being abandoned as posed against the potential opportunities the movement represents. In your cal-

culations, you should add in the surprise value of such a move. The accepted way to keep an enemy group down is to keep one or more members broken; such an unexpected move may catch your opponent unprepared to react. (I have won a game in precisely this manner, abandoning two men to move into the winning position while my opponent was moving forward with all groups.) The decision to abandon someone comes down to a "gut" reaction—as so much in this game can. I can offer no pat advice for you novices here.

There are other valid reasons besides imminent danger for a Retrograde move. Many of the scenarios demand that a certain number of unpinned men (usually four or five) reach a given range chit for the player to claim victory. It is an axiom that it is easier to move and protect one group than two—requiring fewer Movement cards, fewer Terrain cards, less of everything. If two adjacent groups can neither win the scenario alone, I have often retreated them to a similar, relatively safe distance and then transferred enough men to make a game-winning group. This comes to the fore most obviously when I take on the role of attacker in Scenario R; my forwardmost groups inevitably fall back to Range chit 3 or 2 to regroup for victory.

I have often been chastised for my willingness to retreat; expect your own opponents to have a few good chuckles. But the retrograde move is an important part of your tactical repertoire. It breaks Infiltration and Flanking Fire, increases the range (so lowering the enemy's Firepower), often ends a threatened Banzai. All too many players look upon a retreat as a waste of valuable Movement cards, and not at the long-term advantages it may bring.

Fancy Footwork

Many, if not most, of the Movement cards you will play during a scenario are placed sideways. Forging a Stream, getting out of a Marsh, transfers of a single man or an entire group, slipping into a flank position. All demand the play of one of those precious Movement cards, and all greatly improve your tactical situation.

If you've been so unlucky as to have blundered into a Stream (or begun the game in one), you are—quite literally—up the creek. The afflicted group cannot change range until they ford it; any fire attack from the Stream is modified to your detriment; MMGs and mortars may not fire from a Stream, and LMGs must be fully crewed to fire (and still use their lower Firepower value); malfunctioned weapons cannot be repaired; infiltration of adjacent enemy groups is problematic; and there is *no* defensive bonus for being stuck in it. You want to walk over that water quickly so that you can get on with the business of winning. If you've managed to locate one of the six "Ford" Movement cards, and hung on to it, you can simply grin as your group skips across. But if you haven't, you will have to face the odds (see Jim Burnett's fine article "Up Front by the Numbers" in Vol. 21, No. 2 of *THE GENERAL*). To get across, you must play a Movement card sideways. But only if you immediately draw a black RNC from the Action Deck are you over the obstacle; otherwise your precious Movement card is discarded and your men remain mired in the Stream. Many a player has come to grief when Lady Luck turns against him and either no Movement cards or every red RNC in the deck comes his way. The opponent, between chortles, merrily shoots down the men in the water.

Being bogged in a Marsh is marginally better than being stuck in a Stream. It does modify any attack against the occupying group, and hence is a terrain type that can mean victory. The same penalties accrue for the play of Fire cards. But getting out of it is assured, provided you've two Movement cards to play in consecutive turns. If you don't, don't bother moving that group at all; playing one Move-

ment card while hoping to draw another is wishful foolishness—you could get stuck in motion while the enemy snipes away with no modifier (the Movement card cancels the Marsh benefit). And the worse situation you may face due to being in a Marsh is to have one or more characters broken after having played that first Movement card sideways; why increase the odds of this happening? Personally, I counsel abandoning them, since you can't play a Terrain card, unless you hold Rally and Concealment cards sufficient to await a break in the enemy fire. The damage is already done and you may as well be bold.

In the rare case when you've blundered into a Minefield (placed as a discard by the enemy), the firm rule is to attempt to remove (24.5) it. You risk a man, but lose no Movement cards. For the timid, the play of two Movement cards sideways can get you out of the Minefield without risk, but the coming enemy fire attack modified by -2 may be much worse. Tiptoeing through the teller mines is not healthy when it makes the soldiers such fine targets.

Enough of what a sideways move can get you out of—how about what it can get you into? At the forefront of any *UP FRONT* player's mind when he draws one of the four "Flank" Movement cards are his chances of doubling the firepower of his fire-base. First, the player must determine which enemy group he can flank—it must be adjacent to the fire-base and it must currently have another of his groups directly opposite. Next he must insure that the flanking group can actually move (no point in wasting it in a Stream or Marsh or on Wire) and survive to get into defensible terrain. Finally, he can only hope that the enemy group remains in place for a moment so that he can use that heavy Firepower (best when the flank is against a group with several pinned men). In actuality, Flanking Fire is rather fragile—it rarely comes about, and generally doesn't last long once attained. But it can be a game-winner.

The real worth of the Flank move is the implied threat. By unleashing such a bluff—declaring the flank move—it is highly likely that the enemy group threatened by it may move. If this is a particularly dangerous group, or one in good terrain, this can work to your advantage by flushing them from their cozy haven. If you've saved a Stream, Gully, Minefield or some other nasty surprise, this is the moment to use it. It may also be that one of your other groups now has a shot at the quarry; make it while they are moving to avoid the Flanking Fire. Few opponents have the intestinal fortitude to face doubled firepower; use this fact to upset his plans if you haven't the Fire cards to back up your threat.

There are, of course, some obvious times *not* to use a flank move. Never use it against an enemy group hung up on Wire; he will simultaneously clear the Wire (something he's probably planning on anyway) and end the flank threat. Never declare it against a group in a Marsh or Gully, they're going to move anyway; and any ford attempt will remove Flanking Fire on a group in a Stream. Never target a moving enemy group; it's rather pointless since the play of a Terrain card cancels your threat.

Note that there is a chance that Flanking Fire could occur naturally in the course of play. If a group has progressed to Relative Range 5, and passes beyond it to Relative Range 4—meaning that you have moved it *past* some adjacent enemy group and it is closer to the opponent's beginning line than the enemy group—Flanking Fire is possible. This form of Flanking Fire is much harder to break, necessitating a Lateral Group Transfer of the threatened group or the elimination of the enemy before it. And, from here, the flanking group may try to shift to create *Encirclement*.

Much more deadly than Flanking Fire, and much less likely, is the play of a Movement card sideways to claim *Encirclement*. In this instance, *all* fire against the beleaguered enemy group is doubled. But

your group must be "behind" the enemy lines, meaning that you have had to be very lucky in acquiring Movement cards and dodging bullets simply to get this far. In all truth, the only times that this is a reasonable stance to strive for is when you've a significant number of spare characters to form one more group than the enemy and can expect to have the Movement cards to run it forward quickly; in other words, only when playing the Russians (against the Germans) or Japanese (against the Americans) do I even contemplate an Encirclement when setting up at the beginning of the scenario.

Your initial organization of the troops prior to battle is crucial (as Don Greenwood highlighted in his article), and it is the only aspect of the game that a player has total control of (as Ken Whitesell pointed out in the first *UP FRONT* Series Replay). But your decisions are, thankfully, not immutable. As the scenario progresses, you may well find that unexpected situations make you wish to change the composition of a group—or even create a new group. This is accomplished through *Individual Transfer*.

Any unpinning character, which is otherwise free to move, may attempt to join an adjacent friendly group at the same range. A Movement card must be discarded for each such man seeking a transfer; place the character's card between the two involved groups, and put a "Transfer" counter on it. So long as he is between the groups, he will suffer all attacks made against either of the groups (and carries a +2 modifier to boot). If pinned during transfer, the character is returned to the group he left. If he survives unpinned, he may take any position among his new comrades. Of course, as in many other activities, an unpinned SL or ASL in one of the groups is necessary to direct the action.

The uses of Individual Transfers are endless and varied. In Scenario R it allows the attacker to build a firebase, or create the game-winning group (see the *BANZAI* Series Replay). In the Armored Advance, you may want to shift that bazooka, panzerfaust or ATTM to where it faces the enemy armor. In the instance where a crewman has been eliminated, I consider transferring a man to that group to keep it firing at full strength. If you've a couple of adjacent, ineffectual groups, use Individual Transfers to merge them together (you can eliminate a group through transfers, but not "beef" one up to more than ten men); or to get survivors out of the line of fire into better defensive terrain (say, if the receiving group is in a building, or under smoke cover, or entrenched on a hill). Remember that the only danger the transferee faces is fire from the enemy—no Marsh, Stream, Wire or other terrain "attacks" will stop him—but that, with the +2 modifier coupled with the fact that the enemy will fire on the most exposed of the two groups involved, is a considerable danger.

Now let's pose a hypothetical situation: you've a four-man Group C at Range chit 2 in a playing of Scenario A; the enemy firebase is his Group B, entrenched on a hill at Range chit 0. But you've just eliminated the enemy Group C. What now?

An expert player will instantly consider a *Lateral Group Transfer* of his Group C to position D. By playing a Movement card sideways on Group C and announcing the transfer, a strong bid to win the game has been made. Once a terrain card has been played on the group, the transfer is complete. The Relative Range to that enemy firebase has increased, your group is safe from infiltration, and your chances of victory have dramatically increased. Your opponent may himself initiate a LGT of his nearest group to meet the threat, but that can only be to your advantage.

The Group Transfer is a powerful tactical ploy, useful both offensively and defensively. You may be able to mount a threat from an unexpected

quarter. You may be able to fill that sudden hole in your lines. Why . . . I've even played two Movement cards and announced simultaneous LGTs for adjacent groups, thus exchanging positions, to totally befuddle my opponent's carefully wrought initial set-up.

Getting in Close

Once at Relative Range 5 to an enemy group, you've two methods to go about eliminating it. You can lay down some heavy fire, or you can "waltz with the devil". I recommend the latter (meaning Infiltration and possible Close Combat) if your group has low firepower (few unpinned characters, malfunctioned weapons, facing a substantial negative modifier to a fire attack), or if one or more of your group has a high CCV. While Movement cards are not a pre-requisite for this hand-to-hand combat, they are a definite bonus in avoiding the *Morale Checks* each step to resolution demands.

Any unpinned man may attempt *Infiltration* of an enemy group at Relative Range 5. To do so, the controlling player merely announces it. In order to succeed however, the player must first draw a RNC less than his current "Morale" value. By displaying and discarding a Movement card, this test of will is waived and the actual Infiltration resolution is made (requiring yet another card draw). Obviously it is prudent to use Movement cards for low-Morale characters, since if they fail the MC they are pinned. Alternately, you may want to insure that a high-Morale man makes it into a game-winning enemy group (many of the scenarios demand a group be uninfiltred to claim victory).

Once infiltrated into an enemy group, your man must pass another *Morale Check* before he can hit anybody on the head. Showing a Movement card, which is of course then discarded, makes entry in CC automatic. Personally, rather than risk failing the MC, I inevitably will use a Movement card to avoid the penalties for failure unless in dire straits. If your man should win the Close Combat by three or more, you can even keep him infiltrated in the group. And if the last enemy man in an infiltrated/CC group is eliminated (this combat is all or nothing—you either win or are KIA), you have the option of taking the terrain he occupied for your own without the use of any Movement cards. A nice bonus for valor.

Infiltration also brings some possibilities for esoteric offensive action besides mere Close Combat. The infiltrator may elect to set off a Demolition Charge he is carrying (with a particularly nasty effect on anybody in the group, attacking with a Fire Strength of 8). He may elect to fire normally, but his Firepower values are doubled. If an ATTM is held, the infiltrator may use it against any AFV (as his CC attack). If encircled, an infiltration of either encircling group ends that awkwardness.

When faced with infiltration, you can either accept the attack, try to stop it with some stiff fire (hoping to pin the infiltrators), or—of course—move away. By falling back to Relative Range 4 with a Retrograde move, no Close Combat is possible. The infiltrators still get doubled fire (although this breaks their infiltration), although now at a greater range. The next Movement card increasing the range or the next Terrain card dropped will end the infiltration in any case, unless the enemy group has elected to move to keep pace with you. The psychological edge of having infiltrated an enemy group is not to be denied; but if on the receiving end, comfort yourself with the fact that it is even more fragile than Flanking Fire since by the point in the game you will be facing it you should have either some high Fire cards or a Movement card.

A Final Word

All of the above suggestions are posited on the assumption that you've the Movement cards avail-

able to undertake them. This is not always the case—don't base your entire strategy on the hopes of getting that key card just when you want. Likely as not, you'll riffle through the entire deck without drawing it. The best *UP FRONT* players are able to adapt to the vagaries of the deal and draw.

But the best players are also very aware of the potential of every card they hold in every situation they face. The above are only some of those for Movement cards. Bear them in mind.



CONTEST 132

Neither player has been counting cards, but both are aware that it is very late in the second deck of a Patrol Scenario of *UP FRONT* using line troops. You, playing the American, have but six men left in two groups. Group A, at Range chit 2 in a -3 Building, consists of Sgt. Burnett (#1), a wounded Pvt. McElroy (#4) and a pinned PFC Fox (#3) in that order. Group B, also at Range chit 2 but in a Gully, consists of Cpl. Moores (#2), Pvt. Myers (#9) and Pvt. Greenwood (#11).

The Germans are in no better shape. Your opponent has only five men in two groups. His Group A, at Range chit 0 on a Hill, consists of Pvt. Wollack (#8) and Pvt. Beck (#7). His Group B, at Range chit 2 and entrenched in the Brush, has a pinned Pvt. Bernhoff (#6), Pvt. Wolff (#10) and Cpl. Hessel (#2).

Both sides have taken multiple casualties—sufficient to cause their respective squads to break if they lose one man more. Even the German sniper has been eliminated. It is now the American player's turn. Your hand has a nice mix of cards: a Woods, a Hero, a Concealed (-2), a Sniper (KIA:6, PIN:4-5), a Fire 2 (requiring 5FP) and a Fire 4 (requiring 8FP).

Make the best move available to the American player given his current hand and situation described above. Indicate the side most likely to win the game as a result.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive merchandise credits from The Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgement of the contestant. The solution to Contest 130 will appear in Vol. 23, No. 3 and the list of winners in Vol. 23, No. 4 of *THE GENERAL*.

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SCIENTIFIC DIPLOMACY

Manipulation Strategies for the Amoral Player

By Dean H. Judson

"It's agreed then — England will make his standard opening moves, operating aggressively in the north towards St. Petersburg; Germany will devote his attention to Warsaw; Austria-Hungary and Turkey to Sevastopol. According to my calculations, Russia cannot survive our combined efforts for more than two years at best — three at worst. Sound good?" The Austrian player sits down.

The English player nods gravely.

"I'm game." The German player grins.

"Are you with us, Turkey?" someone asks.

With all eyes riveted on him, the Turkish player contemplates this offer of alliance.

The above is a depiction of a common event in human social relationships — *group pressure*. What are the odds of Turkey's refusing to join in the alliance, with three individuals already in agreement? Can any individual maximize the probability of other players accepting his or her offers and agreeing to various strategies and tactics? It is the purpose of this article to consider this and other scientifically-derived techniques to manipulate individuals into doing what *you* want — which is, of course, the main object of the classic game of *DIPLOMACY*.

As was the intention of the game designer, Allan Calhmer, *DIPLOMACY* is one game in which no one player can (usually) emerge victorious purely on the basis of his/her own strength. Instead, each individual must callously manipulate others into performing moves which will support the long-range goals he has devised. But one important variable intervenes — the intentions, personalities and idiosyncrasies of up to six other players. This is no minor variable, accounting in no small way for the enormous popularity of *The Game*.

"But this is all old hat", you say. And, of course, it is. And every *DIPLOMACY* player worth his salt has methods for convincing other players that to go along "this time" will be in the player's best interests. This article is an analysis of some methods studied by the burgeoning field of social psychology, honed by salesmen the world over, and potentially of great use to any serious *DIPLOMACY* player.

TECHNIQUES

First, let us begin with some definitions. As true diplomats, we care only a little whether individuals *really, internally* agree with us, our strategy, or the way we wear our hair. Our object is to induce *compliance*, a change of *behavior* in other players to meet our goals. If another player will agree to move in such a way that benefits our general strategy, then their "internalization" of our goals is not absolutely necessary. Generally, individuals comply to the directions of another only to gain rewards or avoid punishment. Our object is to manipulate the perceived conditions of reward or punishment so that we maximize the probability of him performing in the way we wish. Several valuable techniques are available, based on research done by eminent social psychologists. While any social psychologist would deplore the unbridled use of such techniques in the "real world", in our *DIPLOMACY* world the use of these methods — within our own boundaries of morality and social sense — is acceptable.

The first technique we will discuss is known humorously as "foot-in-the-door". Essentially, this method aims at convincing our "subject" to comply to a small, seemingly innocuous request. Or two. Or three, with each new "request" or "suggestion" growing in importance and level of commitment re-

quired. In a scientific study of this technique, psychologists were able to induce 52% of housewives to agree to a *full inventory of their household cleaning goods* (no mean request), merely by asking them first if they would be willing to answer some survey questions relating to their use of particular brands of soap. Once the salesman can get his foot in the door, his ability to create greater compliance is enhanced.

How does this apply to *DIPLOMACY* tactics? Quite directly. Suppose you are Austria-Hungary, interested in an alliance with Turkey for "mutual non-aggression". Simply begin the game by suggesting some minor agreement that the two of you can make: say, for the dividing up of Serbia, Greece, Rumania and Bulgaria between the two of you in the first year. Then later, you can ask for an agreement with a few more "teeth" in it. And so on, and so on, *ad infinitum, ad nauseum*. The Turk is being manipulated by the clever Austrian.

Our second, scientifically-derived technique is known as "door-in-the-face". Simply put, this consists of making a very large request, and then following it up with a lesser, more manageable request. Researchers studying this technique asked college students something like, "Would you be willing to donate a pint of blood every week for the next ten weeks for our blood drive?" After, understandably, being refused, they then requested, "Well, then, how about donating *one* pint of blood for our blood drive?" They were able to obtain 50% agreement for the second request, as opposed to only a 32% agreement for the second request not prefaced by the larger request.

It takes only a little imagination to conceive of a situation in *DIPLOMACY* where this manipulation strategy could be used. Ask a neighboring player if you can "borrow" one of his/her home supply centers for the upcoming Fall move [*fat chance*], or for a complete offensive/defensive alliance including communicating exact plans. Then ask him/her what you *really* want. Odds are, you'll get the lesser — which is all you wanted in the first place.

Our third technique is known as "even-a-penny-will-help". (How many of you readers have heard something like this from religious or political canvassers?) This technique consists of asking for some sort of assistance which requires minimal effort, minimal cost — and then, once agreement is obtained, oftentimes the "subject" will help out quite a bit more than the minimum agreed upon. For example, researchers sent out individuals asking for donations to some fictitious organization. Half of the canvassers used a "standard" approach; the other half ended their spiel with the phrase, "even a penny will help". The second group was able to obtain a 50% donation rate, while the first only obtained 28.6% donating. Even more interesting, for both groups the average size of donations was almost exactly *equal*. Apparently once someone was willing to give even a penny, they perhaps felt that a little *larger* donation was in order. One can readily see the psychological similarities between this and the "foot-in-the-door". An agreement made with another player which consists of *minimum* possible effort or cost to him can often be used as a psychological "wedge" which can help induce future "agreements".

A fourth technique, which can be used with great success and is probably used often (albeit non-consciously), is known as "Low-ball". At its heart "Low-ball" consists of making a *great* deal — then

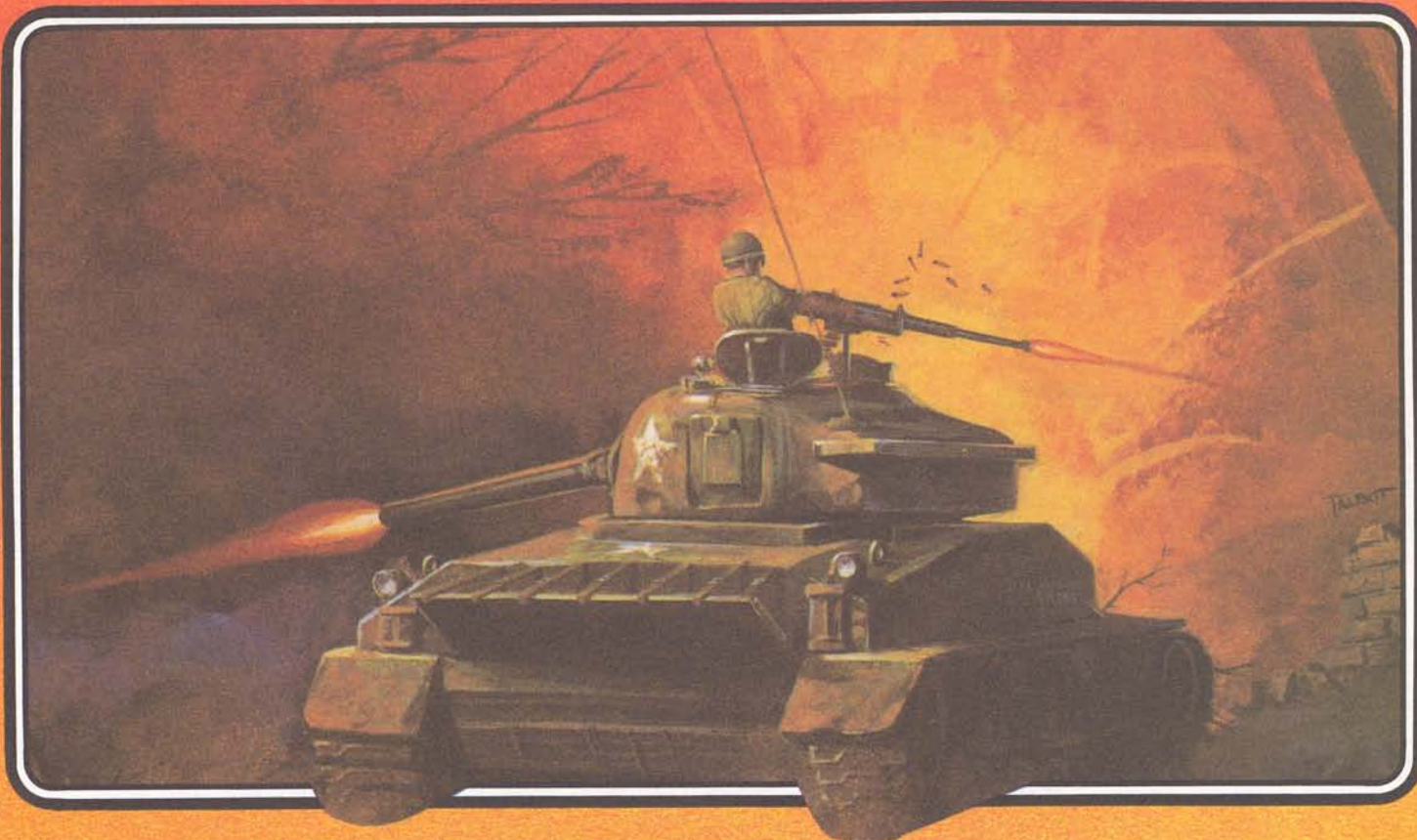
working the deal down into a not-so-great deal. A car salesman could use this technique to great advantage, for example: A couple is interested in buying a new car. The dealer in the lot offers them a very good deal — say, a financed loan at only 0.9% interest (a *very* good deal)! After assuring some sort of interest from the couple, the lot dealer goes back into the office. A few minutes later he comes back, a rather glum look on his face. He explains that "the boss" won't allow the financing deal — they'll have to go with 5.9%. Chances are the couple will still buy the car. This is the essence of the "Low-ball" technique.

In *DIPLOMACY*, this type of situation can be easily created — even more so with the assistance of another player. Say, for example, you are playing Germany, interested in establishing friendly relations with France so as to keep France off your back for a couple of years while you plan other deviances. Make an agreement with the French player that you will support him going into, say, Piedmont, Holland, Belgium, Spain and Portugal with England's agreeing to a "hands-off" policy in those territories. Then, go talk to England for a bit. After coming back, explain to France that, "England won't buy it — how about if we agree to a non-aggression pact so as to defend against England's attacks?" From a superlative deal for the French player to a so-so deal; but it is exactly the deal you were striving for.

A fifth technique can be called "imagine-that-you-are-doing-me-a-favor". This technique relies on the odd capability of Man to visualize possibilities — once you, as world diplomat, can induce a neighbor to *imagine* this or that course of action, the probability of his/her actually performing that action is increased. This technique has had some rather interesting success rates in scientific studies. In one such study, a researcher used two groups who phone subjects about hooking up to a cable TV service. The first group gave information about the cable TV only. The second group gave the same information and also suggested, "imagine the benefits that cable TV could give to your family". Of the first group, only 19.5% were willing to sign on for cable TV. Of the second group, 47.4% were willing. If you can encourage your diplomatic target to imagine the positive benefits of engaging in a specific course of action (one that *you* desire, of course), you're half way to inducing compliance.

A sixth technique involves the judicious use of "touch". A light touch on the arm, a gentle but firm slap on the back, a handshake, a hug — these are all part of our genetic heritage as physical beings and can operate to reduce stress and, again, to create compliance. Use some care with these techniques — *too much* "touch" can create stress, particularly in certain individuals.

And, lastly, is the technique described in the opening sequence of this article — the "everybody's-doing-it" syndrome. With the assistance of several other players, this technique consists of presenting a plan — real or illusory, it makes no difference — in the presence of several supposedly naive players. In actuality, of course, all but one of the players are "confederates". All of the "confederates" enthusiastically agree that the proposed plan is a good one, thus applying rather extreme pressure on the "target" to comply with the agreed-upon plan. Take note — the greater the number of individuals in the "group", the greater is the likelihood of conformity by the target individual. ☆



Gentlemen, Start Your Engines!

FRANCE 1944

\$15.00

July 1944. The Allies are ashore in strength following the successful D-Day invasions, but a ring of German steel has kept the crusading armies bottled up in a corner of the French countryside. Now the time has come to force a breakout, to begin the race across France and challenge the vaunted West Wall.

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The vital importance of supply, particularly to the Allied cause, is handled quietly and efficiently through the use of Army headquarters. Each HQ, once activated by the expenditure of a supply point, simply designates the units it will command for the current phase, subject to a simple, no-exception command eligibility system. All you really need to do is keep a line of supply open to your rear areas, and keep your HQ's far enough forward to command.

An elegant system that offers vast tactical options and limitless replayability, *France 1944* is specifically designed to challenge two players to a fast-playing evening of wargaming. Copious examples of play will help you to learn the game in minutes, and numerous displays and summaries will have you set up and playing before you know it.

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COMPONENTS

France 1944 comes complete with 130 playing pieces, rule booklet with two removable player displays, one 22" x 32" map-sheet, two 6-sided dice, and a counter storage tray.



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86-034C

Dear Sirs:

I find it necessary to comment on your latest issue of *THE GENERAL* (Vol. 22, No. 6). I found it very interesting as I am a *SL* fan. However, you put all the cut-outs on the back of the scenario sheet. Was this an oversight?

And, what about the postage coupon? Here a copy will not pass for that, certainly. I realize that you can't send another one to me, so I'd suggest, if you agree, that you print two of these coupons in the next *GENERAL* for those of us who can't bring ourselves to cut this one out!

In closing, I would like to say keep up the good work; I do enjoy your games and your magazine very much.

Robert Purdy
Deep Brook, Nova Scotia

I am always uncomfortable when the pressures of lack of space and excellent material combine to force placing our usual coupon/survey page on the back of variant or scenario material. I realize that this causes some hardship for our loyal readership. Unfortunately, it is at times unavoidable in the presentation of extensive articles. I have always consoled myself that those who don't play that particular game will have no qualms about slicing the page to bits; and that those who do can utilize that modern miracle, the photocopier, for one side or the other.

★★★★★

Dear Mr. Editor:

I have greatly enjoyed *ASL* through the three modules you have published so far. The amount of detail is remarkable, and the action is fun. But I am disappointed in the promotion of the game because I think it is a little deceptive.

First, *BEYOND VALOR* states on the box that it contains all of the components needed to play *ASL*. This is simply not true. Four of the ten scenarios require either or both of Game Boards 1 and 8, which do not come with the module. Having Board 1 should not be a problem, but AH is not recommending that a buyer go through *GI* before getting to *ASL*. The generation of gamers that did not learn *SL* through the games probably will not buy *GI*. I would be pretty frustrated with AH if I spent eighty-five dollars or so only to find out that I was missing Board 8 (which is used in 20% of the scenarios!) I can understand not making us who have been with the system for so long buy Board 8 again, but why tell people that they have everything they need when, in fact, they have not? As time goes on and fewer people buy the *SL* games, it will become upsetting for the new buyer to spend so much and still have to mail order another board.

The second issue concerns the matter of *ASL* being more playable, as is also written all over the various boxes. Once the person has mastered the *ASL* rulebook, *ASL* does play better. But part of playability is the time required to read the rules and how often one must refer back to them as he plays. With over 110 large, double-columned pages to read containing so much fascinating detail, it is an enormous effort to master the game for those who have to make a living on the side, stay married, and enjoy their children. Until that effort is made, the game is far less playable. People who have normally busy lives and diverse gaming interests should be warned that *ASL*, compared to most other games, is a massive undertaking before it becomes more playable than its predecessors. There is no formal programmed instruction. To play well, you are responsible for most of the rule book almost immediately.

Third, I am surprised at how *PARATROOPER* is being promoted. It is billed as an inexpensive medium that introduces *ASL* to *SL* system players who are thinking of making the switch. All that is needed is to already own *SL* and then to spend sixty dollars on *ASL* and *PT*. I agree that the scenarios are a nice introduction to the new system, and they are fun to boot! But any game that costs \$45.00 before you have a game board or a cardboard soldier has no inexpensive medium to test the gamer interest. Until *ASL* is circulated in libraries, the only low cost introduction to *ASL* is to play with somebody who already owns it. We who like the system will pay the cost, but that cost is a lot and your promotion should not indicate otherwise. *PT* is worth buying because the scenarios are interesting and fun. Promote it upon that basis.

All of this, however, is not to denigrate *ASL*. I have the rulebook, the three modules, and have played portions of all three. *ASL* is my favorite, from which I take a break only when I want to play something quick and exciting, such as *UP FRONT* (a very good game). But I think that

Letters to the Editor ...

potential buyers are going to be slightly deceived by some of the advertising angles being taken.

Brian Post
Boulder, Colorado

Your letter, like most reasonable points of view, is not without merit. But all coins have two sides; allow me to present ours.

BEYOND VALOR does not include Boards 1 and 8, which are needed if one is to play all ten scenarios included therein. However, the box clearly states that owning the original *SQUAD LEADER* game is a recommended pre-requisite for purchase — thereby making ownership of Board 1 almost a certainty. We cannot make such a claim for Board 8 and must indeed confess that inclusion of Board 8 in two of the game's scenarios was probably a poor decision. Consider, if you will, however the dilemma that we are faced with—not only here but in the publication of future modules. On the one hand, if we use previously published boards we run the risk of gaining the ire of folks such as yourself who may not own those boards. On the other hand, if we don't use previously published mapboards, the veterans of the system complain that we are not using the system to its best advantage (i.e., that we are not using the best available board to depict the terrain as accurately as possible). They will protest that their old boards—like their old counters—are falling into disuse. This is not a situation we have not previously considered. Already Don must tolerate the indignant protests of veteran players and scenario designers who wish to use all of the system's boards without restraint in formulating new scenarios for upcoming modules. No matter which way we go, Mr. Grenwood is sure to upset one group or the other. Consequently, he can only attempt to pursue a course of moderation which will hopefully please the most people. The next *ASL* module, *TAKING FIRE*, poses this same dilemma and will solve it the same way. A few of the scenarios may require use of Boards 7 and 12 which are not included. We will, however, point this out on the box.

Your second point, is largely a matter of definition. Your version of what constitutes "playability" could well be far different from mine. There is no question that *ASL* requires an immense amount of effort to learn; it is not for the casual player. I believe we have been more than candid about that in Don's statements in *THE GENERAL* and elsewhere. Without Programmed Instruction, it is a monster to tackle all at once. However, it is assumed—again as the box recommends—that all new players will be familiar with basic *SQUAD LEADER*. Given that head start, they should be able to handle its detail. Once players have made the commitment to learn the *ASL* system, you'll find few among them who think the original game plays more smoothly. This issue's RBG should be proof of that.

Your last point is not up to the perceptivity of the first two. Of course, \$60 is not cheap. But surely you will admit that \$15 is less expensive than \$40—and that is the alternative that *PARATROOPER* offers the new buyer. In addition, he should benefit most from the "Training Manual" therein which will help him understand the game. Moreover, the scenarios have been specially designed with the beginning player in mind. They are short, of modest scale, and presented in order of difficulty and rules presentation—a non-rigid form of Programmed Instruction, if you will. I'm glad you enjoyed the *PARATROOPER* scenarios, but the game itself would not exist were it not to serve its very real purpose as an introductory module.

Too much ink has already been wasted on the matter of *ASL*'s cost. Yes, it is expensive; any fool can see that! The issue should be whether it is worth the money to the buyer/player. According to the Overall Value rating of the latest RBG, the answer is a resounding "Yes"! It is the Cadillac of games and is without peer for what it offers. For what you get, the game is the most modestly priced in our entire line. The question is more simple—do you want that type of game?

★★★★★

Dear Mr. Martin and Mr. Mishcon,

Thank you very much for including the *ASL* versions of "The Streets of Stalingrad", "The

Tractor Works" and "The Guards Counter-attack" in your latest issue of *THE GENERAL* (Vol. 22, No. 6). It was good to see some "oldies but goodies" applied to *ASL*. I hope that you will continue to do the same with the other great *SL*, *COI*, *COD* and *GI* scenarios.

Once again, my thanks and a hearty "well done" to you both.

Chuck Cuthbert
Phoenixville, Pennsylvania

★★★★★

Dear Editor:

As a subscriber to *THE GENERAL*, I see the need for two of my own concerns to be brought forth as quickly as possible. I was at first disillusioned, then sceptical, and finally ecstatic when AH came out with *ASL*. I hesitated to buy *ASL* due to its price, but I now believe *ASL* and *BV* to be well worth the expense, and I anxiously await the next module. However, if I am to understand you correctly, AH plans to market a miscellaneous, a North African, and a Campaign module. In addition, the next major OB will be the American, then the British OB. While I agree that the American OB is needed to compliment the Russian OB, we already have the British OB thanks to *COD*. Admittedly the *COD* counters need some work to be usable in *ASL*, but we never have had a chance to see the Italian or Japanese OBs. These two OBs ought to enjoy priority over such "extras" as miscellaneous and Campaign modules. So bring on the Yanks, but give us the Italians or Japs next!

Secondly, I use *THE GENERAL* as a method to get a look at new (and old) games from AH, and use your articles to decide if I want to buy the game. That is why I found issue 22, #6 to be so disappointing. I did not find any useful first impressions in your "First Impressions" article. While I bought *ASL* anyway, a Series Replay of *ASL* that highlighted that difference between *ASL* and *SL* would have allowed many to decide if it was worth the expense. So, if at all possible, a feature article ought to contain an overview of the game, a series replay, and some strategy hints. That is where *THE GENERAL* really excels, and is what we have come to expect. By the way, I would have preferred that you simply list the changes to the original *SL* scenarios, and provide new ones if possible. After all, I have already done so for most of the old scenarios (and I have already played Scenario number 1 a hundred times! . . . well, maybe not a hundred). Keep up the good work.

Scott Parkinson
Hudson, Ohio

While I agree with your basic approach to introducing a new game, I must be frank and note that quite often the material simply hasn't been submitted. Too, I must make some judgements on what will be acceptable to the majority of the readers—and you have to admit that few in the *SL* fraternity have more recognizable names than Mr. Meadow, Mr. Mishcon and Mr. Greenwood. In point of fact, it appears that Jon's rewrite of the old scenarios and Bob's article on the statistics were long awaited; your letter is thus far the only one decrying the contents and approach of this issue. I should point out that an SR had been planned, but due to problems was not ready for the issue. Instead, it appears in this issue and serves nicely to highlight some of the changes in the game system. Indeed, given the amount of material on *ASL*, we will likely feature the system in several issues over the next few years. I am sure that the type of material you prefer will see print somewhere in that sea of ink.

★★★★★

Dear Editor:

PANZER LEADER is still the most frequently played game by mail. May I suggest two improvements to this popular classic?

At present, A-class weapons are doubled at half-range against town hexes. This unrealistic rule renders town hexes untenable for infantry in the face of even the puniest armor and destroys play balance in every scenario involving towns. Small caliber tank HE shells are ineffective against buildings in *SQUAD LEADER*, and armor

is halved against towns in *FORTRESS EUROPA*. *PL* is dead wrong! The solution is easy: treat A-class weapons like H-class weapons against targets of any type in towns. Other rules remain the same.

The Indirect Fire rules compel players to divide indirect fire by the number of units in the target hex. This leads to the ridiculous tactic of stacking wagons or trucks with high-value units to dilute incoming indirect fire. Consider the Omaha Beach scenario. The U.S. player has enough naval fire to KO four of the five German forts, but if the German player orders his useless infantry to stand on top of the bunkers, the forts may not be destroyed! The solution here is more difficult because I can understand the characteristics of blind indirect fire that the designers were trying to simulate. I think the best compromise is to modify the WEC so that indirect fire against non-armored targets is halved and against armored targets quartered. The fire is then applied to each target in the target hex regardless of the number of such target units. For instance, if a Wespe hits a target hex containing one infantry unit and one tank unit, the infantry will get hit with 20 factors and the tank 10. If there were another infantry unit in the hex, it would also get hit with 20 factors.

These two small changes make *PANZER LEADER* much more enjoyable, and less of a rules lawyer's case book.

Michael Anchors
Rockville, Maryland

★★★★★

Re:

Enclosed are issues 64 and 65 of *LIFE OF MONTY* (the two most recent issues). Both issues include "Meeting of Minds", the *North American Tournament Ratings* subzine. The tournament rating system was published in issue 63, which I am out of at the moment, but since it is a simple system I will describe it here:

1. The NATR system rates each *DIPLOMACY* tournament which has at least 14 players and in which at least six games are played. (This is six total, not six per person!)
2. Only the top half (rounded down) of the participants in a tournament receive any points for the tournament; furthermore, only the top one-third (rounded down) receive more than one point.
3. The winner of a tournament receives N/2 (rounded down) points, where "N" is the number of participants. To determine the points received by the remainder of the top players, calculate N/3 (rounded down) and apply the following procedure:

- a) subtract the player's final place in the tournament from the sum of one and N/3 (i.e., 1 + N/3);
- b) divide this result by N/3;
- c) square the result obtained in b) above;
- d) multiply the result by N/2, and add one [i.e., (N/2 × b2) + 1].

Round this final result to four decimal places. If two or more persons tie for a place in tournament standings, they receive points for the averages of the places. (If, for example, two persons tie for second, they both receive points for place "2.5", and the next place awarded is fourth.)

I would appreciate having news of this system appear in *THE GENERAL*, especially since it is impossible for me to find out on my own all the conventions which have *DIPLOMACY* tournaments, or who to contact for the results of those.

One note: it does not matter how many points a person scores in a tournament—only the player's final placing determines how many NATR points are received. Also, the overall NATR standings are based up the sum of a player's points, so a person's point total cannot decline during a year, only stagnate or increase.

Don Del Grande
Greenbrae, California

For those tournament directors who have *DIPLOMACY* as a feature of their convention, I would encourage you to contact Mr. Del Grande. His rather wacky zine (*LIFE OF MONTY*—devoted to pbm games of *DIPLOMACY*, *KINGMAKER*, 1829, and to the infamous humor of Monty Python) will be carrying the evolving results of the NATR. For those interested in the NATR or in Don's zine, he may be contacted at 142 Eliseo Drive, Greenbrae, CA 94904.



THE PIECES OF PANZER LEADER

A Unit-By-Unit Review

By Robert C. Clark

PANZER LEADER is the Cinderella sister of *PANZERBLITZ*. I have found that many gamers are hesitant to play *PL* because it is reputedly harder to master than its sister. I can't agree with that. *PANZER LEADER* was the first wargame I ever played, and the first that I ever purchased. It is the most realistic of the *PB* system (*ARAB-ISRAELI WARS* being the third). *PANZER LEADER* provides more of the feel of combined arms warfare than the others simply because it has more realistic rules and actual variety in its use of artillery. The Experimental Rules are easily blended into the Basic Game, as can be the Optional Rules. In fact, for the optimum of playability and excitement, the addition of all the Experimental and Optional rules is recommended.

The following article is the work of two and a half years of play. I have taken the format of Larry McAneny's fine article on *PANZERBLITZ* in the "Wargamer's Guide". Many thanks to Mr. McAneny for the guidance he provided. This approach allows for uniformity in all such articles (admittedly, some of the entries on German units are taken directly from the above mentioned article since it presents the information so concisely and accurately). I hope that the readers will use this article as a guide for future DYO games, and foster an appreciation for this fine game.



1. Fortifications

Forte: Defense factor.

Foible: Movement factor. It doesn't have one. When you deploy a fort it stays there; it can't retreat if the enemy concentrates on it and you can't send it elsewhere if you've misjudged the path of his attack. Therefore, consider its deployment very carefully.

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

Pals: Heavy artillery, inside the fort. An infantry unit outside helps to make things rough on those pressing too close.



Natural Enemies: Heavy artillery or a mass armored assault with infantry support.

Fate: Survival. You may lose one fort in a game; but if you lose more you are doing something wrong or your opponent has something against forts.

Loss: Demoralizing for two reasons. When you lose a fort you generally lose something else along with it. And forts usually guard a geographical weak spot in the defensive line; loss causes a gap in that line.

Deployment: Hilltop hexes. Be very careful on Board B. If the Allied player has naval assault points, forts on the seaboard cliffs or hilltop hexes will surely be destroyed. If using the Experimental Field-of-Fire Limitations rule, watch carefully the positioning of your artillery in the forts.

2. Blocks

Forte: Holds enemy units for artillery to fire on. Unlike *PANZERBLITZ*, in *PL* blocks can be removed by engineers.

Foible: Porosity; eventually your enemy can move through a block. And they have no attack value of their own.

Threat: Channelizing.

Pals: Artillery, for covering fire.

Fate: If there is absolutely no other way through your lines, you're likely to lose one or more. Otherwise, loss is unlikely since it is easier to go around them than remove them.

Loss: Hardly critical; if removed, they have likely done their job.

Deployment: In LOS/LOF of friendly artillery, preferably on roads in the open. Don't put blocks on lateral roads between or behind your own lines since this would only slow your own response and reinforcements.



3. Mines

Forte: Attacks at a sure 2-1.

Foible: Zero movement factor.



Threat: Channelizing, as for all positional defensive works.

Prey: No one. An opponent that will willingly move units into a minefield he can see is no opponent.

Range: 0 hexes.

Execution: Mostly Dispersal, with a Kill possible.

Pals: Artillery, as with blocks; always cover your minefields if at all possible to keep them from being removed.

Enemies: Engineers and Sherman Flail tanks.

Fate: Survival, unless your opponent thinks removing it would be worth the effort to open an unexpected small hole in your defensive line.

Loss: You might think "So who cares?"; but if that minefield was holding back an onslaught of armor, you'll miss it.

Deployment: Same as blocks, in the open if possible. Remember that no vehicle may traverse a stream hex or a green hex side, so try to make continuous lines of these natural obstacles and any mines and blocks available.

4. Wrecks

Forte: Realism; they look neat on the board and are an ego-boost when they are the opponent's.

Foible: Everything; they really serve little purpose.

Threat: None. Unlike in *PANZERBLITZ*, a hex can never be made impassable because of wrecks. The only feasible reason for wrecks is that they limit the speed at which units may pass through hexes and for stacking purposes.

Pals: Artillery to cover; if they occur, you might get a chance to place some more in the same hex.

Enemies: None.

Fate: Survival.

Loss: Impossible.

Deployment: As the Gods of Chance will.

The anti-tank artillery in PANZER LEADER is hard up for something else to defend it. AT weapons in this game have very low attack strengths, which seems the inverse of the historical truth. But in a game where the German player cannot create a channel of 88mm cannons to lead the Allied player

down because there are no secrets, the value of AT artillery is dubious. Since an opponent is never surprised by them, he either goes around (if he is weak) or attacks (if he is strong). The AT guns are, consequently, most difficult to deploy effectively.

9 A 5 57mm 2 0211 0	13 A 6 75mm 2 0221 0	12 A 10 76mm 2 0220 0
20 A 20 88mm 1 0233 0	15 A 20 90mm 1 0231 0	14 A 10 17lb 2 0240 0

5. Allied 57mm AT

Forté: Attack factor.

Foible: Defense factor.

Threat: Channelizing.

Prey: Vehicles. Although technically it should be after the enemy armor, the short range, low defense factor and nominal attack factor makes this weapon most useful against trucks, half-tracks, wagons, armored cars, lightly armored vehicles (such as SPAs, assault guns, Lynx and PzKw III).

Range: 1-3 hexes; usually on the short end of that.

Execution: At least a Dispersal, with a reasonable chance for a Kill on the above-mentioned targets. Other targets are unlikely to be even worth shooting at because of such poor odds.

Pals: Infantry to ward off close assault and enemy infantry. Trucks for placement, but don't tie up valuable transport saving these guns. If it comes to a sacrifice, you won't be sorry to leave these guns behind and save something else.

Enemies: Infantry. With an A-type weapon and low defense factor, the lone AT gun makes an easy target.

Fate: Death after Dispersal. The first wave of enemy will either disperse it or be dispersed by it, and the second wave will remove it.

Loss: Won't make you lose sleep at night.

Deployment: Historically, in defense of captured bridges and at road intersections. In the game, woods hexes adjacent to road are best. Not alone in towns. And don't bother putting them on hilltops; they barely have the range to reach down the slope and won't survive long if they interfere with anything important.

6. German 75mm AT; Allied 76mm AT

Forté: Attack factor.

Foible: Range factor for the German 75mm. Defense factors of both types.

Threat: Channelizing.

Prey: All vehicles up to and including medium armor.

Range: German 75mm — 3 hexes; Allied 76mm — 5 hexes.

Execution: Dispersal, with normal luck.

Pals: Infantry, and forts to hide in. These guns can also be used as mobile firebases since they have reasonable attack factors. Also good to pair with mines and/or blocks in a defensive line.

Enemies: Infantry.

Fate: Death after a delay.

Loss: Shuggable; possibly annoying if this is the best available.

Deployment: Woods hexes near roads or covering flats. Woods hexes on hilltops should be studied. Makes a good mobile AT reserve as well.

7. German 88mm AT

Forté: Attack factor and range.

Foible: Defense factor.

Threat: Pressurizing. The long range and large attack factor tend to make the Allied player very cautious as to where he moves.

Prey: Almost everything. There is a slight discrepancy in that the rules do not allow this unit to be fired at the aircraft allocated to the Allies. Since this weapon was often used in an AA role, why not?

Range: 4-20 hexes. Try to stay on the low end of that span so as to double the attack strength against enemy armor. If enemy infantry moves within four hexes, move.

Execution: Against armor, a kill at close range; dispersal between 10 and 20 hexes. Against other targets, 50% chance for dispersal out to 20 hexes.

Pals: Halftracks to move about; trucks are great for road movement but no good on hills. Forts are nice to place 88s in when on defense.

Enemies: Infantry. If playing with the Experimental Artillery Field-of-Fire Limitations rule, watch out for fast moving armor from the rear.

Fate: Decided by the battle, could depend on whether the Field-of-Fire rule mentioned above is in force.

Loss: To a history buff, demoralizing; to an armor fan, shuggable; to anyone else, shocking.

Deployment: Anywhere with a long field of fire with long LOS/LOF. Woods or town hexes, on a hilltop if possible.

Historical: A favorite trick to pull with these tank killers was to create a path between two batteries of 88s and then lead the Allied tankers between them with "retreating" tanks. While pursuing the fleeing enemy, the Allied tanks would drive into the sights of the concealed guns. An interesting tactic that cannot be duplicated in this game.

8. Allied 90mm AT

Forté: Range.

Foible: Defense factor.

Threat: Pressurizing. A formidable weapon as far as the Allied OB goes.

Prey: Armor, although could conceivably disperse enemy infantry.

Range: 4-20 hexes.

Execution: For armor, a kill up to half range; dispersal out to 20 hexes. Against infantry, one-quarter chance to disperse.

Pals: Trucks to shift away from danger; also works well with infantry in close support. Best for covering mines and blocks.

Enemies: Infantry, the bane of all AT.

Fate: Depends on the vagaries of the battle.

Loss: Discouraging but not fatal, unless it's the only AT available.

Deployment: In the front line, as mobile or main defense — all with long LOS/LOF.

Historical: This 90mm weapon is the basis for the main armament on the American M47 medium tank that came into production in the early years of the Korean War and is still found in service in some fifteen nations. The gun was also the main armament on the M48 in all but the M48-A5 and M67-A2 series. One of the deciding factors in the Arab-Israeli wars of the 60's. The 90mm AT should not, therefore, be passed off as inferior to the German 88mm since it has proven itself so well.

9. Allied 17 lb. AT

Forté: Attack factor.

Foible: Defense factor.

Threat: Channelizing.

Prey: Vehicles up to and including medium armor.

Range: 5 hexes.

Execution: Dispersal.

Pals: Infantry for close support and forts for cover.

Enemies: Enemy infantry.

Fate: Destruction after initial dispersal.

Loss: Shuggable.

Deployment: In woods hexes near roads, or on heights over level land. Makes an excellent mobile reserve.

Historical: The Unit Function Table states that this unit is the same as the 76mm AT gun mentioned previously. The difference lies in the extra four men in the crew who served as sight-range finders.

Field howitzers in PANZER LEADER range from the ridiculous to the gargantuan. If you love artillery, this is the game for you. But, to get full use out of your guns, you should devise some DYO scenarios using all four (or more) mapboards. This allows for the true long-range indirect support shell-fire for which these big guns were designed. Pieces like the German 170mm and Allied 8" guns were obviously not going to be used in close support.

2 H 12 75mm 2 0411 0	20 H 12 150mm 2 0432 0	20 (H) 28 75mm 2 0421 0
35 (H) 35 25pdr 2 0431 0	40 (H) 32 105mm 2 0441 0	60 (H) 36 150mm 2 0453 0
60 (H) 36 155mm 2 0461 0	50 (H) 80 170mm 2 0471 0	80 (H) 40 8in 2 0480 0

10. German 75mm IG

Forté: Range.

Foible: Abominable attack factor.

Threat: None. Actually, all this unit will do is count for victory points.

Prey: Very weak or dispersed infantry.

Range: 12 hexes, but what good is that without a reasonable attack factor?

Execution: Maybe a 16% chance of a dispersal.

Pals: Why waste other units by tying them down protecting this?

Enemies: Infantry, artillery, tanks, anything that can fire.

Fate: Obliteration . . . if the Allied player even bothers with it.

Loss: Slightly less concern than for an empty wagon.

Deployment: Anyplace that doesn't really need protection.

11. German 150mm IG

Forté: Attack factor.

Foible: Defense factor.

Threat: Antagonizing. The long range and high attack strength make this unit roughly equivalent to the German 88mm. Weapons class H will discourage your opponent from roaming in front of your sights with his infantry and much of his armor.

Prey: Infantry; light vehicles.

Range: 4-12 hexes. Although the range for this unit seems to be lacking for a weapon of this caliber,

most of the area usually covered by artillery is in close quarters interspersed with woods and hills.

Execution: Kills infantry 40% of the time; dispersal of most vehicles is likely.

Pals: Excellent to mix with the 88s. Keep a half-track near.

Enemies: Infantry.

Fate: Probable death in combat.

Loss: Damaging. This is an excellent anti-infantry weapon.

Deployment: Should only be used on defense when in retreat. Otherwise keep it on hill hexes and mixed with AT guns.

12. German 75mm Howitzer

Forte: Large range and attack factors.

Foible: Defense strength.

Threat: Antagonizing.

Prey: Enemy infantry. Weapons class (H) makes this unit good for breaking up pockets of infantry with indirect fire.

Range: 4-28 hexes.

Execution: Kills infantry 40% of the time; dispersal of vehicles is also likely.

Pals: Trucks for transport; infantry for spotting.

Enemies: Infantry, although if deployed properly no enemy should ever get close to it.

Fate: Usually survival.

Loss: Demoralizing, since this unit is almost always just behind the first line of defense.

Deployment: No place near the front line of the attack. This weapon, and all (H)-class weapons, have the range to shoot without being exposed to direct danger. Since the prime function of these units is indirect fire, place them anywhere they can use their full range LOS without sticking out their necks.

13. Allied 25 lbr. Howitzer

Forte: Long range and high attack strength.

Foible: Defense factor.

Threat: Pressurizing.

Prey: Infantry and fast-moving vehicles. I have found this weapon terrific for slowing or eliminating vehicles that are trying to penetrate the lines to cause havoc in the Allied backfield.

Range: 4-35 hexes.

Execution: A kill on non-armored targets 60% of the time; a kill on light armored units half the time; can disperse heavy armor most of the time.

Pals: Infantry to spot and defend against any threatening penetration. This gun should never need transport; its range is long enough to reach out to the limit of most situations. And there are better Allied howitzers to move with any attack.

Enemies: Infantry.

Fate: Probable survival.

Loss: Demoralizing, since this would be a considerable loss of firepower.

Deployment: Hilltop hexes. One "Dirty Trick": place one unit of any of the heavier (H)-class weapons on the extreme edge of the mapboard. This allows for direct fire attacks against any units sneaking up the sidelines and allows for crossing fields-of-fire in indirect fire attacks.

14. German 105mm Howitzer; Allied 105mm Howitzer

Forte: Attack factor.

Foible: Defense factor.

Threat: Pressurizing.

Prey: Infantry and armor. The attack factors on these units are high enough to warrant shooting at anything in range.

Range: 4-32 hexes.

Execution: A kill on a non-armored target 70% of the time and a kill on armor about half the time. A dispersal on anything that survives.

Pals: Infantry to defend and spot. The Allied player has enough of these units to make them the main artillery in any attack. He should keep them mobile.

Enemies: Infantry.

Fate: Killed if caught, but the good player won't let that happen.

Loss: Damaging but not serious for the Allied player; there's plenty more of them available. For the German player, loss is very damaging since good German artillery is usually in short supply.

Deployment: For the Allies: front line to soften up the enemy; keep in cover with transport nearby. For the Germans: just behind the lines; excellent on defense.

Historical: This gun is now the main armament on the American MBT M60, M60-A1 and the Army's newest tank, the XM1 MBT.

15. German 150mm Howitzer; Allied 155mm Howitzer

Forte: Attack strength. The German unit has the highest attack factor available to the German player, although this howitzer does share that distinction with two Allied units.

Foible: Defense strength (the defense strengths of all artillery pieces in this system is poor).

Threat: Pinning. The opposing player is going to watch his step if he is even close to being in the sights of these guns.

Prey: Anything. These guns have the power to take on anything and at least disperse it.

Range: 4-36 hexes.

Execution: Dispersal most of the time. A kill on soft targets 85% of the time.

Pals: Infantry, to defend the unit if need be and to spot. These howitzers are best used as support batteries so don't bother with transport (unless you are on the retreat in the scenario).

Enemies: Infantry.

Fate: Will probably last the game. (I have always found that my opponents feel insecure in deploying these units because they are in such limited supply.)

Loss: Damaging and demoralizing. These big guns can be crucial (see Situation #3 for the Germans, for example) and early loss could be cause for forfeiture of the game.

Deployment: Find a spot with good cover, near a road in case of retreat, preferably on a hilltop hex. Make sure that you are in range of most of the enemy.

16. German 170mm

Forte: Range, the highest on the board. Nothing is safe from this monster.

Foible: Defense strength.

Threat: No one is safe. This unit, if given spotters, is the main fear of any Allied player. It can reach almost anywhere with instant firepower. If one German armored car gets behind Allied lines, it can act as spotter and wipe out most of the backfield.

Prey: Actually, infantry is the most likely target; but, if your forward patrols are successful, this is an excellent way to eliminate any bothersome artillery. Leave the armor to someone else, unless a concentration of fire is needed to scatter them.

Range: 10-80 hexes.

Execution: Dispersal most of the time; usually a kill on soft targets.

Pals: Anything that is acceptable as a spotter, and possibly either infantry or a fortification. No need

to keep this giant mobile.

Enemies: Allied aircraft. Seldom do ground units make it behind the German lines far enough to reach the positions of these guns.

Fate: Some opponents have an obsession to kill these, but seldom are they successful.

Loss: Critical, more likely inevitable if the main line of defense is smashed. Don't expect to lose them if well placed.

Deployment: Furthest to the rear, behind a screen of anti-aircraft guns and in a fort if possible. Keep them under cover as much as possible.

17. Allied 8-inch Howitzer

Forte: Attack factor! Largest on the board.

Foible: Range. Can you imagine this unit's attack factor coupled with the range of the German 170mm? As is, this gun must stay too close to the fighting for comfort.

Threat: Hampers open movement, slowing down attacks and reinforcements.

Prey: Anything, anywhere, anytime. Even die roll modifiers do not really affect the firepower of this monster.

Range: 10-40 hexes.

Execution: Very little doubt of any result other than a kill.

Pals: Infantry for defense. Don't let the attack factor blind you to the fact that these guns are vulnerable. Any break in the front line should cause some alarm for the safety of this unit. Remember, there's only one in play.

Enemies: The German player may risk anything to eliminate this unit if it is causing too much damage.

Fate: A good player will see the 8-incher make it through the game.

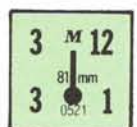
Loss: Possibly the single greatest loss the Allies can suffer.

Deployment: Placement is quite tricky. You must deploy it close enough to the front lines to be in effective range, yet far enough away so as not to be in danger of an overrun. Set up on hilltops, and never leave the unit without fast transport.

Historical: Ever seen the guns on the bow of Coast Guard cutters or Navy destroyers; this is it.

An additional note of realism. To get the real feel of field artillery, I strongly suggest that players use the Experimental Artillery Field-of-Fire Limitations rule. Not only does this add realism, but makes armor an enemy of artillery. Fast moving armor can now make an end run around artillery emplacements and disperse or destroy the guns from the rear. This rule adds a great deal of strategy to the game, forcing you to consider carefully which units to move against which threat (because you may, in the process, open a gap for armor to break through and wipe out your artillery cover). A realistic practice, to say the least.

Mortars play the idiot's role in most situations in PANZER LEADER. Mortar crews were often told, "The enemy is somewhere out there; fire!" No exact sightings; they were fired simply to harass the enemy. This practice has been diluted in PANZER LEADER. Mortar attack values are so low that they cannot inflict any real damage. But, the random firing at sectors in range without knowing the target has been lost. The target in this game must be in LOS/LOF or be spotted for indirect fire.





18. Allied 76mm Mortar

Forté: Movement factor.

Foible: Attack factor.

Threat: None, there is too little firepower here.

Prey: Transport units and units being carried.

Range: 2-8 hexes.

Execution: Dispersal, at best.

Pals: These mortars make good units to cover other artillery pieces. It is often fun to let the mortar units roam about and bring a little disruption to the enemy.

Enemies: Infantry; and watch out for enemy artillery pinning them down.

Fate: Killed if caught, but these feisty little devils don't give up easily.

Loss: Oh well.

Deployment: Near other non-mobile artillery if possible. Letting them roam is interesting, especially if they can get behind enemy lines.

Historical: Please remember that these units are not sacrificial lambs. No sane commander would send these units on suicide missions. Too often I have seen these sent just anywhere, regardless of the power or intent of the enemy.

19. German 81mm Mortar; Allied 81mm Mortar

Forté: Movement capabilities.

Foible: Attack factor.

Threat: None.

Prey: Transport and passengers.

Range: 2-12 hexes, preferably on the long end of that range.

Execution: Dispersal. A second unit is needed to get a kill.

Pals: Non-mobile artillery; transport is nice.

Enemies: Infantry, artillery, and armor on mop-up duties.

Fate: Destruction if caught.

Loss: No great bearing on the game (exception, Situations 1 and 10 for the Allies).

Deployment: Near cover, near non-mobile artillery. Excellent as advanced spotters; use like infantry.

20. German 120mm Mortar; Allied 107mm Mortar

Forté: Range.

Foible: No movement.

Threat: Pressurizing.

Prey: Soft targets.

Range: 4-17 hexes (107mm) and 4-20 hexes (120mm).

Execution: Dispersal 50% of the time.

Pals: Trucks. Save the halftracks for better units. Infantry make good spotters for these mortars.

Enemies: Infantry.

Fate: Death if attacked, although this unit is better in a mobile reserve or first-line defense position. Still, should last most of the game.

Loss: Damaging. There is no single situation in the game that is overly-dependent on these units for victory, but they can be helpful.

Deployment: Under cover. A good unit for holding a position.

21. German Nebelwerfer

Forté: Attack strength. Highest in the German arsenal.

Foible: Range, much too short.

Threat: Intimidating. Weapons class (H) keeps the Allied player on his guard.

Prey: Anything in range.

Range: 4-16 hexes. Never let any enemy get closer than four hexes; if something you can't handle does, then move.

Execution: A 50% chance of a kill.

Pals: Trucks and infantry. Keep these nebelwerfers mobile and cover them with infantry.

Enemies: Infantry.

Fate: Almost certain death. The range on this unit brings it so close to the front that it becomes a juicy target for the Allied player. Who can resist eliminating 60 factors of German firepower in one blow?

Loss: Demoralizing; loss of that big an attack factor can hardly be shrugging.

Deployment: It has to get close, so keep them in cover and transportable.

Historical: Rocket warfare was fairly common in WW2. A bit upstaged by the V-rockets were the vast arsenals of smaller rockets (most under six feet long) that were used by every major country in the war. The Germans had the Nebelwerfer artillery-style rockets; the Russians the M-13 Katyusha in artillery and truck versions. The Americans and British mounted rocket launchers on the turrets of some Shermans. And, of course, many had air-to-surface rockets of various design. All were efficient, and brought the rocket to the fore as a battlefield weapon.

Anti-aircraft weapons have an important role for both players in this game. The German player sometimes has planes to counter, and always has infantry to fire on. The Allied player has a great need for infantry-killing guns to guard stream hexes and woods. Both players will find ample uses for their AA guns.



22. German 20mm and 37mm Anti-Aircraft

Forté: Range. Just enough.

Foible: No mobility; this can be crucial when on the attack.

Threat: Keeps the airplanes away.

Prey: Infantry, transport vehicles and the occasional aircraft.

Range: 1-10 hexes for the 20mm gun; 1-12 hexes for the 37mm.

Execution: As individual units, there is little chance of any effect; but my experience has been that these weapons work best in very efficient groups.

Pals: AT guns, with transport units nearby.

Enemies: Infantry. Although armor would surely kill these AA guns, it isn't likely that a tank commander would waste his time on these "small potatoes."

Fate: Probably lost in any stalled advance. If used on defense, it depends on how fast the Allied player slices through the lines.

Loss: Damaging, especially if the Allies have aircraft aloft.

Deployment: It depends on the speed of your transport, other units, and your intestinal fortitude. If there are Allied aircraft, don't use these guns against infantry unless it is unavoidable. Use these priorities: 1) guard your big immobile artillery from air attacks; 2) guard your front line from air attack; 3) consider its secondary use as an anti-personnel weapon.

23. German 20mm Quad; Allied 40mm Anti-Aircraft

Forté: Range for the 40mm; attack factor for the 20mm Quad.

Foible: Movement. This is a noticeable defect, especially for the 20mm Quad.

Threat: Obstructive.

Prey: Infantry, transport, and aircraft (for the 20mm Quad, of course).

Range: 1-10 hexes. Try to stay in range even with the 40mm. This tends to make the German think that you have forgotten this unit and he may get overbold.

Execution: Fire from the 20mm Quad should at least damage any aircraft, but is assured of a kill when combined with other AA units. Against infantry, the 20mm has a fairly good chance to disperse it; and a kill is even possible. The 40mm has a 50% chance of dispersing most any enemy unit.

Pals: Transport. These weapons have excellent firepower; don't waste it. And the German player will want to keep his 20mm Quad mobile for AA uses.

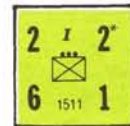
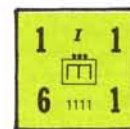
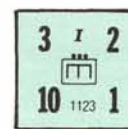
Enemies: Infantry and armor.

Fate: Killed in action.

Loss: Damaging for either player. The 40mm is the only Allied gun exclusively intended for fighting infantry. The 20mm Quad is the most powerful AA gun the German player has.

Deployment: For the 40mm, put it in the mobile reserve or covering a potential infantry crossing from cover. The German wants to keep the 20mm Quad mobile, so the guidelines for the other German AA weapons serve.

Infantry is the generic term used for the common foot soldier. All fighting in WW2 was dependent on the infantry, the glory of the armor and air force notwithstanding. Infantry units in PANZER LEADER, therefore, must be the foundation of all attacks, of all retreats, of all defensive positions. Do not let the great mobility nor immense firepower of the armor in the game lead you to lose grasp of the true purpose of the game. Infantry have been the leading edge of all successful offensives. Operation Overlord, the invasion of Normandy, began with waves of paratroopers and infantrymen who were landed in the surf. If you have any hope of mastering this game, you must master their use.



24. Engineers

Forte: Unit type. Engineers have very special capabilities.

Foible: Attack factor; too small when alone.

Threat: Terrorizing. Engineers can remove any man-made obstacle; and engineers with infantry raises the odds in a CAT attack by one column.

Prey: Obstacles, artillery and infantry.

Range: 1 hex (adjacent). CAT attacks are the preferred weapon of infantry. If a CAT attack fails, use the units as spotters next turn.

Execution: Dispersal is certain; kills are very possible.

Pals: Infantry. Fast tanks for the German engineers as transport; the Allies use halftracks or BRENs.

Enemies: Artillery, especially big ones. Hanging around enemy assault guns isn't too healthy, either.

Fate: Killed in action, but who said an engineer's life was long?

Loss: Damaging. Engineers are probably the most valuable of all types of infantry because of their special abilities.

Deployment: Always with rifle companies. The odds are better that way. Keep them near the front; keep them mobile; keep them in reserve. But always keep them with the rifle companies. Woods hexes with easy access to transport is the best place to deploy.

Historical: The Allied player will find that the UK engineers are more powerful than the US engineers (as denoted in the Unit Function Table). This should indicate to the Allied player that it would be best to put the UK engineers into the heavy combat and hold the weaker US engineers in reserve.

25. German Security; Allied Scout; Allied Machine Gun

Forte: Defense factors.

Foible: Attack factors.

Threat: Obstructive. These units are best used in other than attack roles.

Prey: Artillery and transports.

Range: 1 hex. The two-hex range does no good at all.

Execution: Dispersal half the time.

Pals: Artillery. These units serve as fine spotters and are good for defense of artillery positions.

Enemies: Almost everybody. These are weak, but annoying, units.

Fate: Almost certainly killed in action.

Loss: Temporarily leaves a hole. There is no such thing as an expendable infantry unit.

Deployment: As spotters, and as defense for artillery. Occasionally you may use them as a defensive reserve. Try to keep them under cover — in woods preferably.

26. German Sub-machine Gun

Forte: Attack factor. A reasonably good defense factor as well.

Foible: None really, considering that this is a slow attack group.

Threat: Mobilizing. When the enemy sees these units approaching, his tendency is to move to concentrate against it, or move to avoid it.

Prey: Infantry and artillery.

Range: 1 hex.

Execution: Dispersal.

Pals: Tanks. This is the best attacking infantry in the game.

Enemies: Artillery and assault guns.

Fate: Killed in action, usually by something other than enemy infantry.

Loss: Damaging.

Deployment: Stay out of towns. Best on the point of attack.

27. Rifle Companies

Forte: Defense factors.

Foible: Attack factors.

Threat: Mobilizing.

Prey: Artillery and enemy infantry.

Range: 1 hex.

Execution: Dispersal half of the time.

Pals: Friendly infantry, especially engineers. Transport to move swiftly (for the German player, that means tanks).

Enemies: Infantry, artillery and assault guns.

Fate: Losses among the ranks; extent depends on the scenario being played.

Loss: Damaging.

Deployment: In woods with engineers, with transport near and near the front-line fighting.

28. Allied Armored Infantry

Forte: Defense factor.

Foible: Attack factor; could be better.

Threat: Mobilizing.

Prey: Infantry; keep the enemy artillery a secondary target.

Range: 1 hex.

Execution: Dispersal 50% of the time; kills possible if used in mass.

Pals: Other infantry, halftracks and Bren Carriers.

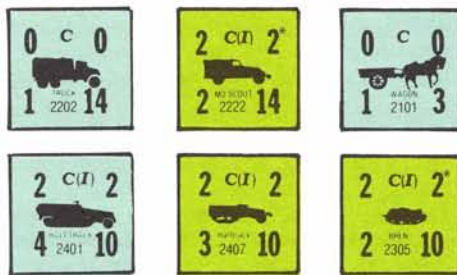
Enemies: Artillery and assault guns.

Fate: Death is possible, but dispersal is more common.

Loss: Very damaging.

Deployment: Forward line, sticking to cover and other infantry support.

In a game about the fast and mobile battles of the Western Front in Europe during WW2, transport units are essential. Something must move all that artillery and infantry at a rate that can keep up with the armor. Transport units serve that function.



29. Truck; Allied M3 Scout Car

Forte: Movement factors.

Foible: Defense factors.

Threat: Mobilizing if they carry artillery; pressurizing if they carry infantry.

Prey: None.

Pals: Infantry and artillery.

Enemies: Anything they fall into the sights of.

Fate: Instant destruction if caught.

Loss: You'll notice, especially if transport is in short supply.

Deployment: Try and keep them on the roads.

30. German Wagon

Forte: It is invisible.

Foible: Slow, and has no defendability.

Threat: I have found that a few wagons can often penetrate where a panzer can't. They're sneaky. Wagons creep up on the enemy unnoticed.

Prey: None.

Pals: It doesn't need any; it is totally self-sufficient.

Enemies: Anyone it is caught by.

Fate: Death, usually while loaded (otherwise, why should he bother).

Loss: If it is all that is available, you'll miss it; otherwise . . .

Deployment: These units work neatly on woods roads as shuttle service for infantry (likewise for shuttling infantry between two wooded areas that are six hexes apart or less with a road between). Don't underestimate their "spy" potential; they may be slow, but they're diligent.

31. German SdKfz 251; Allied M3; Allied Bren Carrier

Forte: Movement is not hampered by terrain as severely as for trucks.

Foible: Defense factors.

Threat: Pressurizing. They carry bad news and, when acting as spotters for artillery, are a real threat themselves.

Prey: Artillery positions; but don't use them directly on offense, save them for transport duties.

Range: Undeterminable: I-class fire, 1 hex; but there are other factors involved . . .

Execution: I-class weapon has poor chances of doing any damage, but those other factors . . .

Pals: Heavy artillery has top priority, followed by infantry and other artillery.

Enemies: Any A or H or (H) or M-class weapons.

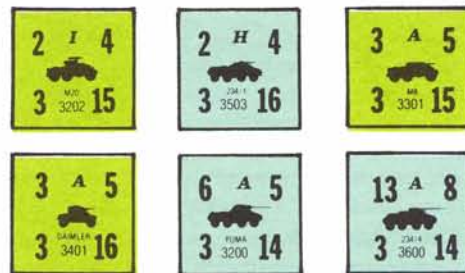
Fate: The biggest waste of a halftrack is use as a spotter. The Allies can maybe afford a few losses among them; but the German cannot. Halftracks will get killed in any serious fighting.

Loss: Costly, more so to the German player than the Allied.

Deployment: Everywhere. In the forefront, the mobile reserve, with the big artillery — but don't venture more than one hex from the passengers.

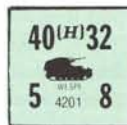
Historical: The M3 halftrack, an American design, can be traced back to a 1925 design of the French Citroen. First production of the M3 was in September 1940. Some 23 nations still make use of the M3 (notably Israel). The M16, an Allied assault gun in this game, is a variant on this chassis.

Historically, armored cars served five basic purposes: scouting, advanced armor support, hampering enemy supply and communication, patrol of captured territory, and patrol of areas where enemy advances were imminent. In PANZER LEADER, the latter two are unnecessary. Armored cars can still act as spotters, cut behind enemy lines and cause havoc while acting as advanced armor. Therefore, do not underestimate the value of your armored cars. Their speed is exceptional and their worth lies in how adept you are with them.



32. Allied M20**Forté:** Movement factor.**Foible:** I-class weapons.**Threat:** Pressurizing and antagonizing. A couple of these in the rear of the German lines are bothersome.**Prey:** Transport.**Range:** 2 hexes.**Execution:** Kill transport, but that's about it.**Pals:** Any fast armor.**Enemies:** Tanks. Artillery can rarely train onto one of these fast cars.**Fate:** Probably death in action, most likely in an overrun attack.**Loss:** Oh well, it was fun while it lasted!**Deployment:** These comments are true for all armored cars. Follow these priorities: 1) Get behind the enemy and hamper his reinforcements; 2) cover for advancing infantry; 3) as spotters for artillery.**33. German SdKfz 234/1****Forté:** Movement. Shares with the Daimler the distinction of having the highest on the mapboard.**Foible:** M-class weapons.**Threat:** Pressurizing and antagonizing.**Prey:** Transport. If the Experimental Artillery Field-of-Fire Rule is in effect, you can try sneaking up from behind some lone enemy artillery unit.**Range:** The H-class weapon is weak; keep it down to 2 hexes.**Execution:** Dispersal.**Pals:** Any fast armor.**Enemies:** Tanks of all sizes.**Fate:** Lost in an overrun attack.**Loss:** Aw shucks!**Deployment:** Behind enemy lines as a spotter, cover or transport for infantry (an ability not given the Allied cars). Note that Larry McAneny's "dirty trick" for the 234/1, mentioned in the *Wargamer's Guide to PANZERBLITZ*, does not work in PL because of hex limits on wrecks.**34. Allied M8; Allied Daimler****Forté:** Movement.**Foible:** Attack factors.**Threat:** Antagonizing.**Prey:** Transport.**Range:** Weak A-class weapons; keep it to 2 hexes.**Execution:** Dispersal; possible kill.**Pals:** Fast armor.**Enemies:** Tanks.**Fate:** Lost in an overrun.**Loss:** Slightly missed.**Deployment:** Behind the enemy lines, as spotters or to cover attacking infantry.**35. SdKfz 234/2; SdKfz 234/4****Forté:** Movement factors.**Foible:** Defense factors.**Threat:** Pressurizing.**Prey:** Transport.**Range:** For the 234/2, keep it under 3 hexes. And for the 234/4 keep it at four or less.**Execution:** A kill.**Pals:** Any fast armor; infantry is nice.**Enemies:** Tanks. Don't become overconfident with the large attack factors; the defense is still low.**Fate:** Eliminated if surrounded.**Loss:** Slightly missed.**Deployment:** Behind enemy lines. Be a little more

daring with these. Use as spotters, transport for infantry, cover for same.

Self-propelled artillery (SPAs) are often to be the deciding factor in a stalled battle. SPAs are mobile artillery that can come quickly into battle, provide instant firepower, and can retreat to safer territory when threatened. These pieces are not to be taken lightly. They are deadly to artillery positions and infantry, and pose some threat to some tanks. Watch their movement, and either avoid them or destroy them. And, mind you, protect your own.**36. Allied Recon HQ Troop****Forté:** Movement factor.**Foible:** Attack factor. So small it's hard to believe that it's a SPA.**Threat:** Atagonizing.**Prey:** Artillery. Transports are even more likely.**Range:** 2-12 hexes. Stay on the long end of that.**Execution:** Dispersal.**Pals:** Artillery. This unit is most likely going to end up spotting for them.**Enemies:** Tanks. Remember that this is an armored target.**Fate:** Lost while spotting.**Loss:** Demoralizing. It is the only one of its kind.**Deployment:** Keep it under cover. Use the good range of this unit to shoot from a distance. Get in behind enemy lines if possible.**37. Allied Sexton****Forté:** Attack factor.**Foible:** Defense factor.**Threat:** Pressurizing.**Prey:** Anything.**Range:** 5-35 hexes. Don't risk attacks any closer.**Execution:** Dispersal on most infantry targets most of the time; a kill in all armored targets in close.**Pals:** Other SPAs; units to spot (such as armored cars).**Enemies:** Infantry on a CAT attack. Armor would surely destroy it, but SPAs should always either destroy them first or else retreat out of range.**Fate:** Decided by the battle; likely to be dispersed, then killed, in hard-fought ones.**Loss:** Severe, especially if the unit is part of interlocking fields of fire.**Deployment:** Hilltop hexes with cover, in range of the action.**38. German Wespe; Allied M7****Forté:** Attack strength.**Foible:** Defense values.**Threat:** Pressurizing. Every possible spotter is a deadly menace to the enemy.**Prey:** Any unit in range.**Range:** 5-32 hexes.**Execution:** Dispersal of infantry targets and a kill on armor at close range.**Pals:** Other SPAs; some units for spotting targets.**Enemies:** Tanks.**Fate:** Decided by the scenario.**Loss:** Shocking. Could be the downfall of the losing player.**Deployment:** Hilltop hexes with cover in range of the front.**39. German Maultier****Forté:** Attack factor.**Foible:** Range.**Threat:** Pressurizing.**Prey:** All units in range.**Range:** 3-12 hexes. If anything threatening gets closer, turn on that magnificent speed.**Execution:** A kill half the time.**Pals:** Other SPAs; units for spotting. Cover with AA just in case.**Enemies:** CAT attacking infantry and airplanes. This unit seems more prone to air attacks because its short range brings it close to the action and away from most AA coverage.**Fate:** Death if immobile, so don't get surrounded.**Loss:** Damaging.**Deployment:** Immediately behind the main attack. If a hard spot arises, move in for a kill, always keeping a buffer zone of friendly units between the Maultier and the enemy.**40. German Hummel****Forté:** Attack factor.**Foible:** Defense strength.**Threat:** Pressurizing.**Prey:** Everybody.**Range:** 5-24 hexes.**Execution:** A kill half the time, and a sure kill against any armor in close.**Pals:** Other SPAs, and any units for spotting.**Enemies:** Infantry in CAT attack.**Fate:** Decided by battle.**Loss:** Loss of six 12-ton monsters mounting 150mm guns is bound to be more than demoralizing.**Deployment:** Hilltops with cover. If used with the Maultier, this unit can provide maximum firepower and crossing fields-of-fire (Hummels as rear vertices in the triangle and the Maultiers in close).*Assault guns are essentially armored guns for assaulting infantry hard points. They use infantry or high-explosive shells (designated I or H or (H) on the counters). If used properly, these can be invaluable tank support by eliminating large infantry concentrations. This is particularly noticeable in Situation 10, for example. Here the German player's greatest asset is his two Gw 38(M); they can eliminate or weaken the Allied infantry, leaving his own armor and infantry to deal with the remaining enemy units.***41. Allied M16****Forté:** Attack factor. Reasonable for its purpose.**Foible:** Defense strength.**Threat:** Pressurizing against enemy infantry.

Prey: Infantry.

Range: 1-4 hexes. No need to risk a CAT attack.

Execution: Dispersal 50% of the time.

Pals: Infantry in close support.

Enemies: Tanks. Artillery has a hard time knocking this out given its speed.

Fate: Destruction after it does its duty. Working in close to a tank battle, eliminating any enemy infantry is there, doesn't help the high mortality rate.

Loss: Frustrating. That next time you need anti-personnel fire . . .

Deployment: Right up there with the armor in the main line.

42. German Gw 38(M)

Fort: Range; no need to get close.

Foible: Defense factor.

Threat: Pressurizing for enemy infantry.

Prey: Infantry.

Range: 1-12 hexes.

Execution: Dispersal half the time.

Pals: Infantry in close support; armor for protection.

Enemies: Tanks.

Fate: Death in battle.

Loss: Frustrating.

Deployment: In the midst of any combined arms firefight.

43. German Wirbelwind; Allied M3/105

Fort: Attack factors; range is good, too.

Foible: Defense strengths.

Threat: Mobilizing.

Prey: Infantry.

Range: 5-10 hexes; if possible, keep your distance with them.

Execution: 50% chance of Dispersal.

Pals: Tanks and tank destroyers, infantry and half-tracks. If with tanks, the range increases to 1-10 hexes.

Enemies: Tanks and close-assaulting infantry.

Fate: Lost in battle if not handled very carefully.

Loss: Annoying.

Deployment: At the front against infantry. Remember too that the Wirbelwind can serve as mobile AA.

44. Allied Churchill Flamethrower

Fort: Attack factor.

Foible: Range.

Threat: Mobilizing.

Prey: Infantry; this unit has the ability to kill tanks but its range and speed should be enough to discourage this practice.

Range: 1 hex.

Execution: Almost certainly a kill on any soft targets; good chance for a kill on others too.

Pals: Tanks.

Enemies: Tanks, especially tank destroyers and artillery.

Fate: Dispersal imminent, loss probable.

Loss: Demoralizing and often damaging. There's only one.

Deployment: Keep near the action because of poor speed and range; use against infantry concentrations and strongpoints.

Historical: This unit, like most Churchill-chassis vehicles, is actually an engineer support AFV.

The British had many special usage attack vehicles. Most of these were assigned to armored engineer formations. In PANZER LEADER, these units

are vital to the Allied player in some circumstances. Their special capabilities make them most treacherous and interesting units. Use them wisely.



45. Allied Tank Bridge; Truck Bridge

Fort: Defense factor.

Foible: There is only one of each type in play.

Threat: Neutralization of terrain.

Pals: The bridgelayer.

Loss: Demoralizing, maybe even disastrous.

Deployment: These units must be placed carefully, as once they are deployed they cannot be moved. Actually, in the rules, it is stated that the tank bridge cannot be moved once placed, but makes no mention of the truck bridge. Historically, truck bridges could be moved and used more than once, but this practice was rarely conducted under battle conditions.

46. Allied Valentine Bridgelayer

This unit has only one purpose in the game: to transport and deploy the tank bridge. Its slow speed and singularity warrants keeping it near the action to cross a stream that leads to a breakthrough. Do not waste it.

47. Allied Sherman Flail

Fort: Stands up to minefields.

Foible: Limited in numbers; be careful with it.

Threat: Antagonizing; makes a hole in the defensive position.

Prey: Minefields.

Range: Same hex.

Execution: If unhampered, always eliminates minefields.

Pals: Engineers, assault guns, anti-tank guns, especially those on tank destroyers.

Enemies: AT guns.

Fate: Depends on the battle and the opponent's artillery positions.

Loss: Damaging, notably so if you haven't penetrated enemy lines.

Deployment: Close to the front line for quick use and penetration.

The aircraft in this game are all Allied. There are three types — the Typhoon, the P-47 and the L-5 spotter plane. The use of the latter is obvious. Use this plane in conjunction with your largest artillery pieces to hit well covered enemy positions and destroy reinforcements behind the front line. The other two planes are used for direct attack. These are perfect for hitting artillery positions well behind the enemy lines. Use them when you wish to open an offensive to soften the counter-blows of his artillery. But the key to their use is to do so sparingly. Remember, their attack values are finite — only one bomb or rocket attack and five machine-gun attacks per game. If you are playing Situation 21, you may consider increasing these limits proportional with the length of the game.



48. Allied L-5 Spotter Aircraft

Fort: Range; unlimited movement and LOS.

Foible: No attack value itself.

Threat: Pressurizing.

Prey: None by itself since it acts as the eyes of others.

Range: Unlimited.

Pals: Heavy artillery and units that eliminate enemy AA guns.

Enemies: AA guns.

Fate: Lost if flown too near Flak.

Loss: Damaging; you'll have to find someone else to spot for your artillery.

Deployment: Over the enemy lines.

49. Allied Fighter-Bomber (Typhoon or P-47)

Fort: Range.

Foible: Finite ammunition.

Threat: Disrupting and pressurizing for the enemy.

Prey: Infantry and artillery positions; any armored reserve.

Execution: Depends on the type and strength of the target. Usually will kill almost anything, so long as the weapon fired coincides with the best type against that target.

Range: Unlimited.

Pals: Units to eliminate enemy AA positions.

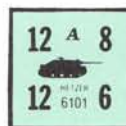
Enemies: AA guns, especially the mobile Wirbelwind.

Fate: Maybe shot down; more likely to simply run out of ammo and fly home.

Loss: Damaging.

Deployment: Against enemy artillery positions and armor reserve, in the enemy backfield.

Tank destroyers are a bit hard to assimilate in this game. Why do they look so much like tanks and act so little like them? But their purpose is clear: to kill tanks. Do not restrict these powerful units to their task alone, however. They are equally good as infantry support or as penetration forces. Their speed is sufficient for any task. But keep in mind that they have nominal defense factors.



50. German Hetzer; German StuG III

Fort: Balanced attack and defense factors.

Foible: For the Hetzer, it is movement factors. So far as I can determine, the StuG III has no foibles — a perfectly balanced unit type.

Threat: Antagonizing.

Prey: Armored targets.

Range: 1-4 hexes is preferable so as to double the attack value.

Execution: Dispersal.

Pals: Infantry and tanks. Remember, the German player has the advantage of being able to carry infantry on his armored units. Use that ability with the tank destroyers and you have excellent combined arms groups able to take on any target.

Enemies: Tanks.

Fate: Locked in eternal dispersal, or killed in battle.

Loss: Damaging.

Deployment: The point of attack mixed with infan-

try; the rear of any retreat because of speed and defense factors.

Historical: The StuG III was introduced as an assault gun to work closely with the infantry, but was later found to be excellent in the anti-tank role. From 1941 onward, a great many of these units came into service. The Hetzer, though less numerous and slower, had an excellent sloped surface to its armor and mounted a very economical weapon. The Germans used the Hetzer in support of the infantry, forming very strong teams for both attack and defense. The German player would do well to copy these tactics.

51. Allied M10; Allied M18

Forte: Attack and movement factors.

Foible: Defense factors; deathly low.

Threat: Mobilizing.

Prey: Armor of all types.

Range: Say, 1-4 hexes.

Execution: Dispersal.

Pals: Infantry and assault guns; tanks are nice for support.

Enemies: Tanks.

Fate: Lost in combat; low defense values assures you of that.

Loss: Damaging (especially in Situations 14, 15 and 18).

Deployment: Front line near infantry. Best use of the M18 is like that of an armored car — behind the enemy lines if artillery field-of-fire rules are used. Kills all artillery from the rear.

52. Allied M36; Allied Achilles

Forte: Attack and movement factors.

Foible: Defense strengths.

Threat: Mobilizing.

Prey: Tanks.

Range: In close.

Execution: Dispersal.

Pals: Infantry and assault guns.

Enemies: Tanks.

Fate: Lost in battle if not reinforced.

Loss: Damaging. They are so few, it hurts when even one goes.

Deployment: At the point of the attack with the infantry.

Historical: The M36 differs from the M10 only in that it is lighter, taller, has better ground clearance, and is slightly slower, and has only half the travel range (although it actually carried more fuel). It also has thicker armor and a 90mm main gun as opposed to the 76.2mm gun standard on the M10. Both were developed in 1942 and are still in use in small countries around the world.

Tanks are the single most prominent elements in PANZER LEADER. Since this is a game on the tactical level, the use of tanks and their counterparts must be broken down into types. Players will have to learn to recognize the different units in order use them most effectively. The tank is powerful, and master of the battlefield. After you have learned the strengths and weaknesses of each type, you will appreciate their role in WW2. PANZER LEADER is an exciting game, and the tank counters are the major contributor to that excitement. Don't miss out on getting the best from them. Make your tanks the nucleus of your force.



53. German Lynx

Forte: Movement factor.

Foible: Attack factor.

Threat: Antagonizing; potential spotter.

Prey: Transport.

Range: 1-4 hexes.

Execution: Dispersal half the time.

Pals: The Lynx is a good unit to mount the sole security infantry unit on. Otherwise, use it as a spotter for artillery. Works well in conjunction with armored cars.

Enemies: Tanks.

Fate: Lost as a spotter or in making an overrun.

Loss: Inconsequential.

Deployment: As a spotter, behind enemy lines. Or, as a fast transport for infantry.

54. Allied M5 Stuart

Forte: Movement factor.

Foible: Attack and defense factors. Range isn't too hot, either.

Threat: Antagonizing.

Prey: Transport and light armor. This unit is perfect for chasing armored cars.

Range: 1-5 hexes; keep on the low end of that if possible.

Execution: Dispersal most of the time.

Pals: Fast armor. Artillery when spotting.

Enemies: Tanks.

Fate: Lost in battle when spotting; could last if careful.

Loss: Bothersome.

Deployment: As an armored car, behind enemy lines. Same if used as a spotter.

Historical: This unit was at its best when used in the desert in North Africa. The M5 can trace its development back to the early thirties and production was ended in 1944. The M5 is still in use in the Mexican armed forces. The Stuart suffered from inadequate hitting power and poor protection. Its high speed and maneuverability were no substitute for thicker armor.

55. German PzKw III; Allied Cromwell

Forte: Attack factors; these aren't much, but they'll do.

Foible: Almost everything. The Cromwell was a poorly designed and out-dated rush job. The PzKw III was better suited for the desert with its 50mm cannon.

Threat: Mobilizing.

Prey: Transport and light tanks.

Range: 1-5 is best.

Execution: Dispersal.

Pals: Other light, fast armor; infantry — especially

for the German player who can carry it.

Enemies: Tanks.

Fate: Lost in battle while spotting; may last but . . .

Loss: Bothersome.

Deployment: Keep the attacks by these units under half range. They may be poor AFVs, but they can kick. Use the Cromwell as a hit-and-run vehicle. The PzKw III is best as an infantry transport and support vehicle.

Historical: Design of the Cromwell began in the late thirties, served the hard-pressed British well in the war. Its sister, the Comet, is still in service in four countries. The PzKw III has an unusual history. The German command had decided to go with only two types of tanks in 1935, the light PzKw II class (the Lynx) and the medium PzKw IV class AFVs. The PzKw III was designed to compliment the PzKw IV, but its thin armor and poor gun made it almost useless as a tank in Europe and it was turned to support roles.

56. Allied M24

Forte: Attack and movement factors.

Foible: Singularity — there is only one.

Threat: Antagonizing and mobilizing.

Prey: Lone armor. This unit is also superb for knocking off artillery when using the field-of-fire limitations rule.

Range: 1-8 hexes.

Execution: Dispersal.

Pals: Armored cars; this unit has the speed to keep up with them and adds punch. SPAs are nice to have along to clear infantry away.

Enemies: Tanks.

Fate: He who fights and runs away . . .

Loss: Damaging to moral; there is only one.

Deployment: Does the work of partisans, which are absent in the game. Good unit to get behind enemy lines and disrupt enemy reinforcements or reserves. Don't waste it as a spotter if at all possible.

Historical: This AFV was to be the new light tank and replace the M5. Over 4000 were produced in WW2 (the British version was dubbed the "Chaffee"). The M24 is still in service in 19 countries.

57. Allied Sherman; Allied M4/75; Allied M4/76

Forte: Attack strengths.

Foible: Movement is inferior to equivalent enemy armor.

Threat: Pressurizing.

Prey: Armored targets.

Range: About 4 hexes is best. This allows for the double attack strength. It is my impression that most tank battles take place at close range in this game system.

Execution: Dispersal mostly, but kills are possible. With reinforcements, kills are almost assured.

Pals: Other tanks of similar make; there is safety in numbers.

Enemies: Tanks and tank destroyers.

Fate: If lost, they are usually lost in a massive armored skirmish.

Loss: Seriously damaging.

Deployment: The main weapon of attack and the last to retreat.

Historical: In 1943, the Allies' only match for the Panther was this series (although in that year all Shermans had the short 75mm gun). The Americans even held off production of more powerful tanks so as not to disrupt production of the Sherman. The "Firefly" is another variant, the only Allied tank with firepower heavy enough to deal with the

Panther or Tiger at the time of the D-Day invasion. Many variants were produced of the Sherman, including the M7 Priest and the Flail tank. The Sherman remains in service in 19 countries today.

58. German PzKw IV (W and SS)

Forté: Attack factors.

Foible: Defense factors.

Threat: Mobilizing and antagonizing.

Prey: Armor and artillery.

Range: 1-8 hexes. Strictly an offensive vehicle.

Execution: Sure Dispersal most of the time, and can kill most Allied armor outright.

Pals: Infantry on the attack, or with more of their own in large pockets in the rear.

Enemies: Tanks and infantry in CAT, especially when with engineers.

Fate: Usually the first tanks lost by the German player, whether spotting or in armor dogfights.

Loss: There's plenty more, but don't waste them. In some situations, the loss of these tanks are extremely damaging.

Deployment: First in battle, last in retreat. Can be used as a mobile reserve for the Panthers.

Historical: The (W) designation on the lesser of these units represents *Wehrmacht*; the (SS) designation indicates the *Schutzstaffel*. The SS units in the game represent the Waffen SS, intended originally to keep order in conquered territories, but which often took part in actual front line combat. Their superiority to the Wehrmacht units in the game is numerical in nature (five tanks in a counter as opposed to four) and, to some extent, political as they were favored with supplies and replacements.

59. German PzKw V (W and SS)

Forté: Everything; an excellent tank superior to almost anything they will face.

Foible: None (at least in the game).

Threat: Mobilizing. As an Allied player, only take on these toys if you have a numerical superiority or if it is a matter of life or death.

Prey: Armor. If possible, don't use these for any other reason (although they are quite good against anything); let other units handle the small stuff.

Range: 1-12 hexes.

Execution: Kills almost 100% of the time at less than half range; dispersal is virtually certain.

Pals: Infantry when on the offensive. SPAs to brush aside any annoying concentrations of enemy infantry.

Enemies: Tanks. These German tanks are almost too fast for artillery.

Fate: Almost certain to live. Those that are lost die because of extreme bravery or extreme stupidity.

Loss: Damaging.

Deployment: The number one attack tank in the game. If faced with infantry, these tanks are sturdy spotters.

Historical: The Panther was arguably the best designed tank of WW2, but its mechanical complexity and difficulties made it unreliable. Only 5508 of these were ever built (mainly because Allied bombing of factories kept production slow). The long 75mm gun proved sufficient in combat against all less powerful and lighter armed enemy vehicles.

60. German PzKw VIa (Tiger) and VIb (King Tiger)

Forté: Attack factors.

Foible: Movement factors (the King Tiger is painfully slow).

Threat: Mobilizing. If faced with these monsters, stay and fight only if you have a great numerical

superiority.

Prey: Armor if possible. But the King Tiger is so slow that the only thing it is likely to catch is straggling infantry.

Range: 1-12 hexes.

Execution: A Kill is certain at half range or less; dispersal the rest of the time.

Pals: For the PzKw VIa, PzKw IVs and SPAs. For the King Tiger, infantry and (H) Weapons.

Enemies: Armor. Be careful with the King Tiger not to place his slow moving carcass in front of direct firing artillery.

Fate: Long live the Tigers.

Loss: Shocking, maybe even damaging in some situations.

Deployment: Right at the front, staying as close to the enemy as possible.



Series Replay . . . Cont'd from Page 24

will be coming on right here, even if I can suppress the gun. Nonetheless, the vast majority of my force is in good shape and P7 is still the weakest point of the defense. Let's see what I can do.

Russian: Boy, Don really faked my jock off when he moved his armored car. After the first round ricocheted off the canal bank, my heart went up to my throat as it SLOWLY turned around! Imagine if you will, the gun captain beating the gunner with his own helmet and yelling, "What did you fire for?" I planned to save the ATG's intensive fire for the inevitable overrun, but was pinned before it could be used.

I wish I could find that sniper so I could pin a medal on him! Now that the StuG III is stunned, it will all be up to the ATG.

There is nothing like the threat of imminent death to sharpen one's senses and skills. The by-now well motivated AT gunner got hot and dispatched both vehicles with four shots. The only other thing I can do is try to get some people down to help cover bridge P7. I am puzzled about Don's delay in crossing and his shift to the north. I hear the distant bugle call of my "cavalry" coming to the rescue.

Neutral Commentator: A very telling turn indeed—the sniper shot that the Russian missed previously (Event 130A) was made up for by stunning the StuG, thereby immobilizing it for the turn (Motion status removed). A few errors were committed this last turn:

Event 168—Again, the +1 DRM for CX has been neglected, but no matter on this shot.

Event 172—Should be a +6 for the PzIV To Hit shot; evidently the +1 (small) size DRM was not used.

Event 185—The Conscripts' 8FP should be halved three times (to 1FP) for long range, concealed target, moving fire; but this also had no effect on play.

At long last, during the Russian turn, the German suffers his first reverses—and big ones at that. In my opinion he should have (and still should probably) shifted his attack to the southern two bridges. The Fritzes could still be well on their way to victory, however.

I'm wondering if, at this point, the Russian has realized that the German thrust is to the center of the board, or still thinks he's trying to cross at the southern end.

With the game at a critical point, we will take a break and complete this ASL Series Replay in the next issue (Vol. 22, No. 3). Mr. Chappell and Mr. Blick certainly deserve a breather.



THE AVALON HILL GAME COMPANY'S BEST SELLER LIST

As is our custom, the editors once again present sales rankings for our line of game titles based on totals for the 1985 Fiscal Year, which began May 1985 and ended April 1986. Figures for the All-Time List include all versions of a title sold to date, provided the game system has not radically changed in any subsequent printing over the years. *D-DAY* and *FOOTBALL STRATEGY*, by way of example, have collectively passed through eight different editions—but each retains its original system. *GETTYSBURG*, on the other hand, has changed dramatically in each of its four versions and is therefore omitted from the list—even though the collective totals of its various incarnations would normally grant it a place. Titles are placed on the All-Time List only after having sold in excess of 100,000 copies while under The Avalon Hill Game Company's ownership. Readers should note that there are several games which qualify under this restriction but have not, as yet, surpassed *RICHTHOFEN'S WAR*.

1985 BEST SELLERS

Rank:	Title	1984 Rank
1.	SUPER SUNDAY	—
2.	WIZARD'S QUEST	13
3.	TELENGARD	8
4.	COMP. STOCKS & BONDS	—
5.	STATIS-PRO BASEBALL	3
6.	ADVANCED SQUAD LEADER	—
7.	DIPLOMACY	11
8.	OUTDOOR SURVIVAL	9
9.	STATIS-PRO FOOTBALL	7
10.	BEYOND VALOR	—
11.	THIRD REICH	10
12.	FIREPOWER	—
13.	SQUAD LEADER	2
14.	CIVILIZATION	20
15.	RUSSIAN FRONT	—
16.	FACTS IN FIVE	6
17.	YELLOWSTONE	—
18.	B-17, QUEEN OF THE SKIES	4
19.	LEGIONNAIRE	—
20.	PANZER-JAGD	—

ALL-TIME BEST SELLERS

Rank:	Title	1984 Rank
1.	OUTDOOR SURVIVAL	1
2.	FACTS IN FIVE	2
3.	PANZERBLITZ	3
4.	PANZER LEADER	4
5.	TACTICS II	5
6.	SQUAD LEADER	6
7.	THIRD REICH	7
8.	LUFTWAFFE	8
9.	BLITZKRIEG	9
10.	FOOTBALL STRATEGY	10
11.	ACQUIRE	11
12.	STATIS-PRO BASEBALL	13
13.	MIDWAY	—
14.	DIPLOMACY	14
15.	STARSHIP TROOPERS	12
16.	PAYDIRT	16
17.	D-DAY	15
18.	AFRIKA KORPS	17
19.	WIZARD'S QUEST	28
20.	RICHTHOFEN'S WAR	19



Top of the 9th. 2 to 2. 2 men on.

How do you pitch their .300 hitter?

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The issue introducing *ADVANCED SQUAD LEADER* (Vol. 22, No. 6) certainly closed out our 22nd year of publication with good feelings all around. Marked by a return of Bob Medrow's analytical studies of the *SL* evolutions and convolutions, it ranked as one of the best in the past five years (with an overall reader rating of 2.83). Needless-to-say, Mr. Medrow's article "First Impressions" dominated the poll of articles. Surprisingly, Mr. Shaw's "Holding the Ridge" indicates that there is enough interest in the original *SQUAD LEADER* to justify devoting some precious space to that old warhorse. The ratings for all the articles in Vol. 22, No. 6—based on 200 reader responses taken at random—are as follows:

FIRST IMPRESSIONS	343
SQUAD LEADER CLINIC	250
HOLDING THE RIDGE	182
STRUGGLE FOR EL SALVADOR	115
THEY'RE COMING	64
MAKING THE BEST OF A SHOT IN THE DARK	51
DESIGN ANALYSIS	50
COMMANDER'S NOTEBOOK	48
STAFF BRIEFING—GREENWOOD	42
COMPLEAT DIPLOMAT	29
AH PHILOSOPHY	26

We are already excited about the return of *ORIGINS* to Baltimore on the 4th of July weekend next year, and have been lining up many of our favorite gamemasters to host a large variety of tournaments. But we can always use more; the new Baltimore Convention Center certainly has the space to make this the largest *ORIGINS* ever. If you would like to run an Avalon Hill tournament at the upcoming *ORIGINS '87*, we'd like to hear from you as soon as possible. Please include your qualifications and plans, especially if you haven't dealt with us in this capacity before.

CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to our readership such as tournaments or events utilizing The Avalon Hill Game Company's games is solicited and will be printed if made available.

The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events using The Avalon Hill Game Company's games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

DECEMBER 6-7

BEETHOVENCON IV, San Diego, California
Contact: Larry Peery, P.O. Box 8416, San Diego, CA 92102. (619) 295-6248.

NOTE: *DIPLOMACY*, *RAIL BARON* and other multi-player games against a background of 24 hours of non-stop music by Beethoven.

FEBRUARY 6-7

WARCON 87, College Station, Texas
Contact: John Beadles, c/o MSC NOVA, Texas A&M University, College Station, TX 77841. (409) 845-1515.

FEBRUARY 13-16

ORCCON '87, Long Beach, California
Contact: Jeff Albanese, Strategicon, P.O. Box 8399, Long Beach, CA 90808. (213) 420-3675.
NOTE: Among the many TAHGC tournaments planned are *SL/ASL*, *UP FRONT*, *FLIGHT LEADER*, *WAS/VITP*, *B-17*, *THIRD REICH* and *CIRCUS MAXIMUS*.

JUNE 5-7

NEO-VENTION VI, Kent, Ohio
Contact: Ian Guistino, NEO-GS, P.O. Box 412, Cuyahoga Falls, OH 44222.

Infiltrator's Report

In the *US DIPLOMACY* hobby, one of the most important posts is that of "Orphan Games Custodian"; he seeks to insure those postal games that are suspended due to departure of the Gamemaster are resumed under another. The current Custodian is Jim Burgess (100 Holden Street, Providence, RI 02908). He produces an irregular and intriguing small 'zine entitled *Yes, Virginia, There is a Santa Claus*, which carries news and views about the hobby itself (as distinct from the Game). A lively, unedited letter column by the leading lights of the PBM hobby makes *YVSC* (as it is widely known) an interesting read. Issues are \$.25 each from Mr. Burgess.

As usual, the games of Avalon Hill make a fine showing on the annual list of "Top 100 Games", as selected by the editors of *GAMES Magazine*. The selections this year were announced in the November issue (look for it). They include several old favorites—*VENTURE*, *BALI*, *SPEED CIRCUIT*, *STELLAR CONQUEST* and *CIVILIZATION*—as well as a new "classic", *EMPIRES IN ARMS*. Two years ago the editors of that magazine became tired of pointing out that some familiar games appeared regularly on their list of favorites; these are indeed the "classic" games of our era. To date, three of our most popular titles were in this hallowed group of 15—*ACQUIRE*, *DIPLOMACY*, *TWIXT*. This year we are most proud that another of our line, *SLEUTH*, was chosen to be part of this permanent "Hall of Fame" of games.

Surprisingly enough, there are many game aficionados who have been turned on by our little-known, yet unique, word game *BALI*. In essence, *BALI* is Scrabble with cards. But, in the latest rules revision (August 1986) we have made two revisions that take it a step beyond Scrabble:

a) Ignore the value of "5" for the *Bali* card; like vowels it now has NO value.

b) Once started, a column may be broken; heretofore, the rules did not allow a column of letters to be so split.

These major revisions alter the strategy of play considerably. Perhaps, now, *BALI* will enjoy some new-found interest among the many die-hard word game fans. Readers may get the new rules sheet free—a \$1.00 value—simply by sending a self-addressed, stamped envelope addressed to our Mail Order Department requesting the "August '86 *BALI* Rules Sheet".

Contest #130, concerning a contrived *DYO ASL* situation, drew a great many responses. The key to the solution lay in holding your fire and using maneuver to win the hypothetical game on the last turn. Of the over two hundred entries, only three matched our solution in every particular. Another nine entries made little use of the 2-2-6, simply taking it out of the line of fire but still displayed all pre-requisites for a Russian victory. After deleting all entries which violated the rules and all that were simply wrong, we decided to award all twelve left. The following will receive merchandise credits for solving Contest #130: Raymond Andrews, Auburn WA; Donald Clouse, Louisville, KY; Leonard Dickens, Pittsburgh, PA; Joe Hamm, Vermillion, SD; Richard Lake, Brooklyn, NY; Steve Lockwood, Albuquerque, NM; Dale Meerdink, Rome, NY; Dana Moreland, Torrance, CA; Paul Rosengrant, Dunlap, IL; Charles Silverstein, Pittsburgh, PA; Barry Smith, Birmingham, NY; Fred Timm, Santa Clara, CA.

Contest #131 was an exercise in creativity for our readers—composing the name and nose art for a B-17. Of course, there is no correct "answer". Instead, three of us—Charlie Kibler, Bruce Shelley, and I—will select the ten best from those received. As long as they are not vulgar, we feel all entries to be legitimate. We hope to publish the ten best in a future issue. For but one suggestion, below is shown Charlie Kibler's rendition of his favorite B-17:



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INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). **EXCEPTION:** Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for **Complexity** and **Year of Publishing** have been provided; do not rate these categories.

- 1. Overall Value _____
- 2. Components _____
- 2a. Mapboard _____
- 2b. Counters _____
- 2c. Player's Aids _____
- 3. Complexity 10
- 3a. Complexity _____
- 4. Completeness of Rules _____
- 5. Playability _____
- 5a. Excitement Level _____
- 5b. Play Balance _____
- 6. Authenticity _____
- 7. Game Length _____
- 7a. Basic/Shortest _____
- 7b. Advanced/Longest _____
- 8. Year of Publication 1985

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WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to rooting the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil The GENERAL's version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with since you received your last issue of The GENERAL. With this we can generate a consensus list of what's being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in bias to the survey because you all play our games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

- 1. _____
- 2. _____
- 3. _____

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- So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Advanced Squad Leader—ASL, Afrika Korps—AK, Air Force—AF, Alexander—AL, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete—AOC, Banzai—BANZ, Beyond Valor—BV, Bismarck—BIS, Blitzkreig—BL, Battle Of The Bulge—BB, Bull Run—BR, Caesar Alesia—CAE, Caesar's Legions—CL, Circus Maximus—CM, Civilization—CIV, Conquistador—CON, Dauntless—DL, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires In Arms—EIA, Firepower—FP, Flat Top—FT, Fortress Europa—FE, France 40—FR, Frederick the Great—FRED, Freedom in the Galaxy—FITG, Gettysburg—GE, Gladiator—GL, Guns Of August—GOA, Gunslinger—GSL, Hitler's War—HW, Jutland—JU, Kingmaker—KM, Knights of the Air—KA, The Longest Day—TLD, Little Round Top—LRT, Luftwaffe—LW, Magic Realm—MR, Midway—MD, Napoleon—NP, Napoleon at Bay—NAB, Naval War—NW, Origins—OR, PanzerArmee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Streets of Fire—SOF, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Struggle of Nations—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Titan—TT, Tobruk—TB, Trirème—TR, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

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CONTEST 132

- American Win German Win

Cards Played:

Cards Discarded:

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
 Best 3 Articles

- 1. _____
- 2. _____
- 3. _____

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The GENERAL

The Sarge had a little talk with The General...!

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THE HEDGEHOG OF PIEPSK

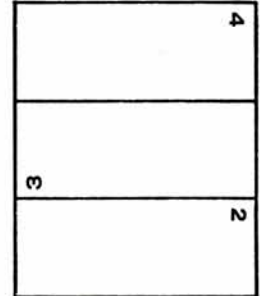


ASL Scenario D



PIEPSK, RUSSIA; November 14, 1941: Despite a heavy beating, the Soviet Army was still holding the field and, in some areas, giving better than they got. However, the German ranks were thinning out as their manpower resources were called upon time and again to fight just one more battle. Very often, an entire section of the line would be held by occupying the main village in a region with remnants of a battle-weary company. With winter approaching, possession of these small towns became crucial, as they were often the only shelter for miles around. Piepsk was one such village garrisoned by Company A of the 3rd battalion, 72nd Infantry Regiment. Knowing the German defenses were sparse, remnants of the Russian 169th Rifle Regiment were set to attack and overwhelm the hard-pressed defenders at dawn.

BOARD CONFIGURATION:



BALANCE:

- ♣ Replace one 9-1 leader with a 9-2 leader.
- ★ Replace eight 4-2-6 squads with eight 4-4-7 squads.

VICTORY CONDITIONS: The Soviet player wins by being the last to occupy exclusively, with an unbroken unit, all stone buildings on Board 3.

TURN RECORD CHART

♣ German Sets Up First [70]	★ 1	2	3	4	5	6	7	8	9	10	END
★ Russian Moves First [176]											

Remnants of Co A, 3rd Bn, 72nd Infantry Regiment [ELR: 4] set up on any board at least 11 whole hexes (inclusive of placement hex) from east edge: {SAN: 4}

 4-6-7	 4-2-6	 4-2-6	 4-2-6	 7-16	 5-12	 3-8	 8
7	2					3	

Remnants of 169th Rifle Regiment [ELR: 2] enter anywhere along east edge on Turn 1: {SAN: 2}

 4-4-7	 4-2-6	 4-2-6	 4-2-6	 4-10	 2-6
16	16		2		3

SPECIAL RULES:

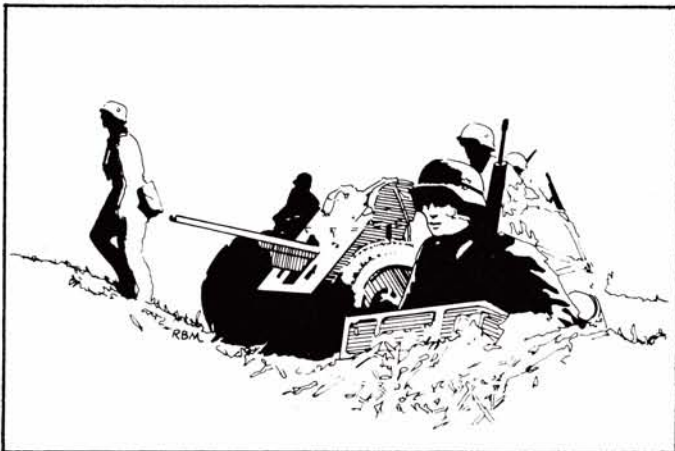
1. Environmental Conditions are Moderate, with no wind.
2. All German units enjoy the benefits of HIP (A12.3).
3. The German radio represents one battery of 81mm MTR offboard with Scarce Ammo (C1.211).
4. Any unit in the upper floor of a building whose path of egress is blocked by Good Order enemy MMC is encircled. Such encirclement occurs the instant the path is blocked and is removed the instant there fails to be a Good Order enemy MMC blocking the exit path. If a unit is encircled by fire as well as having its egress path blocked, there are no additional penalties other than the fact that encirclement can only be removed by having both an exit and meeting the conditions of A7.7.

AFTERMATH: The Russians, despite overwhelming numbers, were unable to gain surprise and the first Russian attack was cut down by accurate long-range machinegun fire. Rather than regroup, the Russians committed troops piecemeal throughout the day against the village. The Russians were able to eventually gain a small foothold in the town, but were totally at a loss to support it. After taking nearly 70% casualties, they lost heart and faded back into the surrounding countryside.

HILL 621

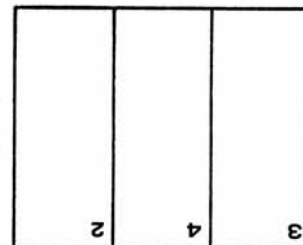


ASL Scenario E



NEAR MINSK, RUSSIA; July 1, 1944: In late June 1944, the Soviets began what eventually would be known as the "Destruction of Army Group Center". The key to this offensive was the city of Minsk. Should it be captured, numerous German formations would be hopelessly cut off. One of the vital routes for the German retreat was via Stolbtsky Highway which ran behind a series of low ridges and then crossed the Berezina River south of Minsk. On July 1st, the much over-worked and understrength German 170th Infantry Division (in reality a large battalion) was overwhelmed by elements of Rotmistrov's Fifth Guards Army. The survivors took to their heels and attempted to patch together a defense along the last line of ridges overlooking the escape route to Minsk. The Russians, in probing for a weakness in the German line, had managed to overrun the German-held village of Letornovski and were boiling towards the ridges. Hurriedly gathered German reinforcements were converging in an attempt to patch up the line and hold Hill 621, key to the defense.

BOARD CONFIGURATION:



BALANCE:

♣ The radio that enters on Turn 4 represents 150mm OBA with Plentiful Ammo (C1.211).

★ Add 8-1 leader to initial onboard forces.

VICTORY CONDITIONS: The Soviet player wins by being the last to occupy exclusively, with an unbroken squad or AFV with functioning main armament, at least five of the seven *Level 3* hexes that constitute the crest of Hill 621.

TURN RECORD CHART

★ Russian Sets Up First [432]	1	2	3	4	5	6	7	8	9	10	END
♣ German Moves First [176]											

★ Elements of Fifth Guards Army [ELR: 4] as follows: {SAN: 3}
Initial forces set up any whole hex on Board 3:

4-4-7	5-2-7	9-1	8-0	2 4-10	1 2-8
24	24	2	2	4	

Enter on any single road hex on the east edge of Board 3 on Turn 5:

8-2-8	9-2	13 8-6	16 122	21 29 PP
8		2	3	2

Enter on any single road hex on the east edge of Board 3 on Turn 2:

16 76L 2/4
6

Retreating elements of 170th Infantry Division [ELR:3] as follows: {SAN: 4}
Letornovski Garrison set up any whole hex on Board 4:

4-6-7	9-2	8-1	3 7-16	2 5-12	1 3-8	8
8			3			

Tank platoon enters any single road hex on the north or south edge of Board 4 on Turn 2:

13 75L 3/5
4

Rear area reserves enter on any single road hex on the west edge of Board 2 on Turn 4:

8-3-8	10-3	8-0	1 3-8	1 3-8	8	16 15PP AAMG -1/-3
						4

Enter on any single road hex on the edge of Board 2 on Turn 5:

2-2-8	13 75* 3/5	13 75L -1/4*/1*	16 3 CNG -1/3*	18 9PP AAMG -1/-3	10 50L [75]
3		2			

Enter on any single road hex on the edge of Board 2 on Turn 8:

16 15PP AAMG -1/-3	8 75L
	4

Enter on any hex on west edge of Board 2 on Turn 8:

13 105 -1/-2*

SPECIAL RULES:

1. Environmental Conditions are Moderate, with no Wind.
2. After "At Start" placement, the German player must check the morale of each unit. Those failing a normal Task Check are broken. The only possible consequence of failure is that the unit must start as a broken unit. Those units which break are not subject to Desperation Morale unless fired upon since the beginning of the scenario.
3. The German radio with the Letornovski Garrison represents one battery of 81mm MTR OBA.

4. The German radio that enters with the Turn 4 reinforcements represents one battery of 100mm OBA.

AFTERMATH: The German defense briefly crystallized and held the Russian onslaught. Field Marshal Model formed a regimental *Kampfgruppe* from remnants of the 4th, 5th and 12th Panzer Divisions to close the Russian breakthroughs; but there were too many breakthroughs and not enough Germans. Desperate, he sent in whatever armor remained for the last ditch fighting along the ridges that flanked the Stolbtsky highway. Gradually, one ridge after another was cleared by the Russians. The remaining German mobile forces darted here and there in futile efforts to stem the tide. By July 2nd, both the ridges and the highway were Russian-held; and on July 3rd, the Soviets entered Minsk, former headquarters of Army Group Center.