

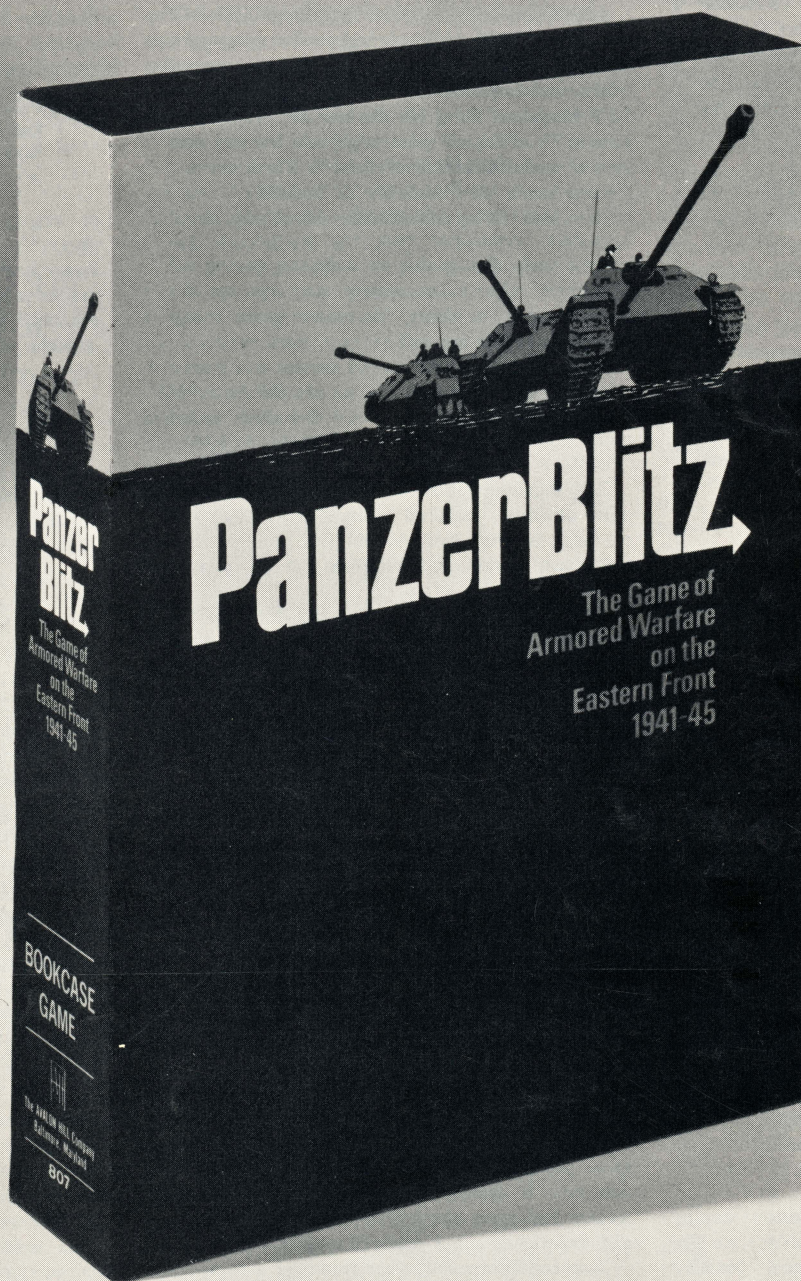
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The AVALON HILL

GENERAL

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Avalon Hill Philosophy - Part 23

The Matrix Matrimony

While it might not be very significant a statistic to wargame fanatics, mass-market game designers would be interested in knowing that Football Strategy has the highest "Friend's Recommendation" percentage of any Avalon Hill game. At 31%, this means that approximately 1 out of every 3 games was purchased on the say-so of someone else. But what does this have to do with wargamers?

Specifically this. With Kriegspiel, Avalon Hill set out to crack the mass-market with a wargame for all — and we're happy to report that we might have succeeded. In a review of the game by S&T Magazine, they hit the nail on the head in stating, "... the real sales target was the guy who gets all hot and bothered when he sits down to a rousing game of Monopoly or Scrabble... now before you shrug and mutter something about hucksters, remember that the hard core can benefit from the spread of wargames among the unwashed. The more widely and deeply this hobby sinks its roots, the more good things become available for us."

So what Avalon Hill had to do was to design a wargame simple enough to capture the fancy of the "unwashed" yet sophisticated enough to get them coming back for more. Color Kriegspiel "Pot."

The implementation of such a design concept quite obviously required a simplification overhaul of most of the usual Avalon Hill play-methods that have proven too complex for the general public.

This is where Football Strategy got into the act. For it is the matrix system that has made this game so popular from a design concept. Quite obviously, if it works so well in a sports game why shouldn't it be equally successful in a wargame?

But Avalon Hill might still be sitting on their duffs wondering exactly how to implement the idea in a wargame had it not been for one Gary Gygax.

Here's how it all came about: once upon a

time a pair of short articles gave our R & D men the jolt necessary to get them busy. In the IFW Monthly of December, 1968, there appeared a short "Space Filler" authored by the magazine's editor, Phil Pritchard. He discussed the desirability of selecting various types of offenses and defenses in battle games. In the next issue of the magazine (January, 1969) an article entitled "The Selective Offense/Defense Combat Results Table" written by Gygax brought an immediate response from our own braintrust. The attacks and defenses offered in the article were:

- "1. Prior to attacking, Attacker numbers his battles and indicates what kind of offense he plans:
 - A. Holding attack (more likely to engage)
 - B. Probe (more likely to be A-Back or Contact)
 - C. Rapid penetration (more likely to be DB — AA)
 - D. Escalating assault (more likely to be D Elim)
2. At the same time as Attacker tells Defender the way the battles will be fought (series), he numbers his defense and indicates if it will be:
 - A. Fighting withdrawal (more likely to be DB a low No. of squares)
 - B. Aggressive (more likely to Elim or throw back weak attacks)
 - C. In depth (likely to slow a rapid penetration)
 - D. Hold at all costs (stay or die)"

This envisioned several tables — one for each defense. Like the CRT in *Kriegspiel*, the "Selective O/D CRT" was meant to show differing results for differing attacks, but with two differences. The odds would run from 1-6 to 7-1, and the table would contain both Contact and Engaged results as well as advances and retreats differing with the type of offense and defense. We felt, however, that the system was too complex and unwieldy for what we had in mind.

Soon thereafter a less complex Matrix Table was devised offering 4 Attack options and 7 Defensive options. This table was immediately sent out to members of the hard core fraternity for use in some of the current commercial games such as Stalingrad, Afrika Korps and Blitzkrieg. (At this point the *Kriegspiel* game was still very much in the embryonic stage.)

Results of the Matrix test were tremendously encouraging, yet it was felt by the majority that it still contained too many variables within each odds category and as such reduced itself to nothing more than a guessing game.

We wanted it to be more than a guessing game especially if it was to offer great appeal to the general public. So back to the drawing boards we went; and after many trial and error periods developed the gem that is the first truly innovative design concept that AH has come up with in years. Only time will tell whether or not it is to be a candidate for the Game Design Hall of Fame.

This episode also serves to point out that

COVER STORY

What You Have Been Waiting

... 18 months for is just around the proverbial publication corner. That will be Panzerblitz — to be available for public consumption sometime around October, or November, or at least by Christmas.

In fact, we may wait until the snowiest day in December to release it as a way to dramatize the fact that Panzerblitz is a Russian theatre, tactical-level, armored warfare game.

Battles will take place on realistic geomorphic mapboards (this means that you'll get three large mapboard that can be joined in a variety of ways, just like in *Kriegspiel*) reproducing about twenty square miles of typical Russian terrain.

The Troop Counters — all 352 of them — are accurate symbolizations of the platoon and com-

pany sized units which fought on the eastern front in World War II.

More than a dozen different scenarios are provided, each of which will allow you to re-create a completely new game-situation in which to exercise your skill as an armor technician.

As von Runstedt might say, "*you vill buy ziss game und you vill enchoy it.*" We think that you will buy it mainly because there is no other Avalon Hill game like it. Prior military knowledge and experience is not required to play Panzerblitz — just common sense, clear thinking, a competitive spirit, and around nine dollars.

Do not send us any order. We advise you to wait for it to arrive at your local game outlet. Believe us; you'll get it quicker this way. Besides, we'd rather send you our glorious brochure on it where we'll have an opportunity to explain completely and in great detail actually what you will be getting for your money. Fair enuff...

Game Theory, Attrition, & the Kriegspiel Battle Tables

By T. A. Brown

One of the many appealing features of Kriegspiel is the new Battle Table, which resolves combat with a matrix game in place of the roll of a die. The theory of matrix games is explained very simply in J. D. Williams', "The Complete Strategist." (McGraw-Hill, 1954), and in more depth in M. Dresher's, "Games of Strategy: Theory and Applications" (Prentice-Hall, 1961). In this article we shall apply this theory to analyze battles in which both sides are primarily interested in the difference between their losses and those of the enemy: in the relative attrition. Of course, in actual plays of Kriegspiel there are many other factors which affect the players' decisions in a particular combat: Capturing a city,

annihilating special forces and airborne units, cutting a line of communication, capturing a key position, and speeding up or retarding the pace of combat may all affect a player's decision in a particular combat. Indeed, the game would quickly lose interest if optimal play could be reduced to a mathematical formula. Nevertheless, serious players should be interested in what constitutes optimal play in single battles from the standpoint of attrition only.

Let us suppose that an armored division (combat factor 8) attacks an infantry division (combat factor 4) in the open. If "D-Elim" results then the attacker loses nothing and the defender loses 4 factors, so the net gain to the attacker is +4. If "A-Elim, D-Elim" results, the net gain to the attacker is -4; and so on. The net gains may be tabulated as follows:

	Engage	Assault	Blitz
A. Abandon Position	0	0	-4
B. Withdraw	0	-4	4
C. Standfast	-4	4	-8
D. Hold-at-all-costs	-4	4	-4

there could be any number of outstanding, usable new concepts floating around just waiting to be "discovered" under happenstances similar to the matrix story.

Putting to use such "discoveries" has been one of the major benefits of organizations such as the IFW of which Gary Gyax is a long-standing member, Spartan International, St. John's U MSC, and Poultron Press. These organizations are well equipped and geared to consolidate bits and pieces of design ideas into amateur wargames of their own. Among the many respected games developed within the ranks of the IFW is "Fight in the Skys" which has been displayed annually at the Lake Geneva Conventions becoming an integral part of their tournament programs. Other amateur designs are so numerous that it would be difficult to name an historical area around which no one has designed a passable game. There is certainly no shortage of qualified wargame designers. Many such games, of course, follow traditional patterns of design. A few don't. And it is these designs that have formed the basis of Poultron Press' (publisher of S&T Magazine) Test Series Games. Resident designers James F. Dunnigan and Redmond Simonsen, along with a host of qualified staff editors, are quite adopt at molding fragments of outstanding design ideas into games that are fresh and original. Not all of their games make it. But those that do are often germinated by amateurs who submit their own ideas at random.

As Gyax recently pointed out, "the next time you and your friends are discussing wargame ideas, make a note of the novel ones; who knows what will develop. Your notion about improving wargaming may be just the innovation a game publisher is looking for."

The Matrix matrimony has certainly proved this point for Avalon Hill...

It is clear that the defender in such a battle should never "Hold-at-all-costs" — since "Standfast" is as good or better regardless of what the attacker does. If the defender "Abandons Position" $\frac{1}{4}$ of the time, "Withdraws" $\frac{1}{2}$ of the time, and "Stands East" $\frac{1}{4}$ of the time, then the expected net gain to the attacker will be -1, regardless of what he does. That is, in a series of one hundred such battles, the attacker will, on the average, lose one hundred more combat factors than does the defender. On the other hand, if the attacker "Engages" with probability $\frac{1}{4}$, "Assaults" with probability $\frac{1}{2}$, and "Blitzes" with probability $\frac{1}{4}$, then the expected net gain to the attacker will be -1, regardless of what the defender does. Thus -1 is called the "value of the game" to the attacker. If both players follow the optimal strategies (which are unique, by the way) then the attacker will, on the average, lose one more combat factor than the defender for each such battle fought.

The calculation of values and optimal strategies depends on the forces engaged and whether or not the defense factors are doubled. Such calculations are not always easy. Therefore Kriegspielers who wish to use the concepts of game theory in formulating their war-plans should find the accompanying table of values and optimal strategies for various typical encounters quite useful. The optimal strategies are, in most cases, not unique. For example, if two infantry divisions attack a single infantry division in the open, any strategy which gives equal probabilities to "Assault" and "Blitz" is optimal.

Readers who detect errors in the table, or who have specific questions about the application of game theory to Kriegspiel, should write me c/o Operations Research Branch, Land Combat Division, Fleet Air Arm, 4359 Camello Road, Woodland Hills, California 91364.

Attacking Force	Defending Force	Battle Odds	Value to Attacker	Attackers Opt. Strategy			Defenders Optimal Strategy			
				Engage	Assault	Blitz	A	B	C	D
4	4	1-1	0	1	0	0	0	0	0	1
6	4	1-1	-2	1	0	0	0	0	0	1
8	4	2-1	-1	.25	.5	.25	.25	.5	.25	0
4,4	4	2-1	0	0	.5	.5	0	.5	.5	0
4,8	4	3-1	1.33	0	.67	.33	.67	0	.33	0
4	4(a)	1-2	-1.33	.33	.33	.33	0	.33	.33	.33
8	4(a)	1-1	-4	1	0	0	0	0	0	1
6,6,4	4(a)	2-1	0	1	0	0	1	0	0	0
8,8	4(a)	2-1	-2.4	.80	.20	0	0	.4	.6	0
8,8,8	4(a)	3-1	-.36	.18	.45	.36	0	.54	.18	.27
4,4	4(b)	2-1	1.33	.67	.33	0	0	.33	.67	0
4,8	4(b)	3-1	2.00	.50	.50	0	0	.50	0	.50
6,6	4(b)	3-1	1.00	.50	.50	0	0	.50	0	.50
6,6,4	4(a)(b)	2-1	.80	.80	.20	0	0	.20	.80	0
8,8	4(a)(b)	2-1	-1.33	.67	.33	0	0	.33	.67	0
8,8,4	4(a)(b)	2-1	.67	.83	.17	0	0	.17	.83	0
8,8,8	4(a)(b)	3-1	0	.50	.50	0	0	.50	0	.50
4	4(a)(b)	1-2	0	0	1	0	0	0	1	0
4	8(a)(b)	1-3	-1.33	0	.67	.33	0	0	.67	.33
8,8,8,8	8(a)(b)	2-1	1.60	.80	.20	0	0	.20	.80	0
4	6	1-2	-1.14	.43	.29	.29	.43	.29	.29	0
8	6	1-1	-2	1	0	0	0	0	0	1
4,4	6	1-1	-2	1	0	0	0	0	0	1
4,8	6	2-1	.75	.37	.25	.37	.37	.25	.37	0
8,8	6	2-1	-1.11	.89	.11	0	0	.44	.55	0
4,4	6(a)	1-2	-3.33	.36	.42	.22	0	.33	.33	.33
8,4	6(a)	1-1	-4.5	.25	0	.75	.25	0	0	.75
8,8,8	6(a)	2-1	-1.38	.92	.08	0	0	.31	.69	0
4,4	6(b)	1-1	-2	1	0	0	0	0	0	1
4,8	6(b)	2-1	3	.75	.25	0	0	.25	.75	0
8,8	6(b)	2-1	.67	.67	.33	0	0	.33	.67	0
8,8,4	6(b)	3-1	4	.50	.50	0	0	.50	0	.50
4,4	6(a)(b)	1-2	-2	.25	.75	0	0	0	0	1
8,8	6(a)(b)	1-1	-8.2	.11	0	.89	.11	0	0	.89
8,8,8	6(a)(b)	2-1	0	.75	.25	0	0	.25	.75	0

Notes: (a) Doubled (e.g., in city, mountains, behind river).
(b) Surrounded (so attempt to retreat means "D-Elim").

Minor Country Alliances - A New Look

by Henry Gale and Geoff K. Burkman

Introduction

Are your Blitzkrieg games becoming all the same? Have you tried some minor country rules to spark the game up? If not, you're missing something you shouldn't. Our minor country variant rules will guarantee that each of your Blitzkrieg games will be unique and exciting.

All you need for units are the suggested minor country forces (Vol. 2, Issue 6 of the General) and an additional 15 armor factors and 10 infantry, purple in color. Twelve cards are used to determine the alliance system in each game. The cards are:

CARD:	READS:
1	Yellow has an ally
2	White has an ally
3	Black has an ally
4	Green has an ally
5	Brown has an ally
6	Two minor countries are allied
7	Three minor countries form a Triple-Entente
8	A minor country is a satellite
9	A minor country allies itself with the First Attacker
10	A minor country is allied with Powerful Purple
11	A minor country has a doomsday machine
12	Two minor countries have a Hate Pact

Procedure

The minor country armies are now set up. Use cards 1-5 and deal two to Red and two to Blue. Roll a die to see who gets the last card. Each player then sets up the armies of the countries he has drawn in any manner he desires, with two exceptions. All aircraft must have garrisons with them, and all roads to a great power must be covered.

Cards 1-5 are returned to the pack and all cards are shuffled. Each player draws two cards. A player may look at his own cards but not those of the other player. The game now begins.

As soon as a major power invades a minor country, the alliance system must be determined. This invading player becomes the First Attacker (in reference to card 9). He must complete his entire turn before the alliances are determined. At this point all cards are exposed and the instructions are followed (see Alliance Resolution). Beginning with his immediate turn, the other player may move all units of the invaded minor country and all its allies. The army and air force of a minor country may not evacuate the country until all but one city has been captured by the invader. No evacuation is allowed when the entire country has been captured in one turn. As long as minor country units remain in their homeland, they are automatically supplied, but once they leave, they count against the supply of the major power they are allied with.

Minor country units may not participate in invasions, although they may be shipped from port to port. Nor may more than 2 factors of a minor country be airtransported in any one turn. This transport rate is part of the normal 12 factors per turn rate allowed, it is not extra capability. Minor country units may not invade another minor country without the support of a major power. The major power's land units must outnumber the minor country's units in a ratio of at least 5-1.

Once transferred to major country bases (any base outside of the minor country in question), the air units of a minor country must be accompanied by major power aircraft on *all* missions, including fighter interception roles. When any "integrated" mission suffers losses, the minor country aircraft must be removed first. Minor country air units may not carry nuclear weapons. Except when only one city in a minor country is left, the aircraft of that country must fly from and return to their own cities. Remember, aircraft may be evacuated only when one city is left in the hands of friendly forces.

Alliance Resolution

The die is rolled once for each card 1-5 picked. The following table is used to determine who goes with who:

1) Green	4) White
2) Yellow	5) Brown
3) Black	6) Roll over

If it turns out that a country is allied with itself, it is considered that the card was cancelled.

Two dice are rolled for card 6 and three for card 7. With these cards, the dice must continue to be rolled until two (or three, as the case may be) different countries have been determined.

Card 8 calls for one die to be rolled. First the die is rolled to determine which minor country is the satellite, and then again to determine the major power (odd is Blue, even is Red) controlling it. The satellite nation dissolves at once *all* other alliances created by the cards, and allies itself with the indicated major power and all other allies of that power.

The die is rolled for card 9 to determine which minor country immediately allies itself with the first major power to invade another minor country. This card has no effect if the First Attacker invaded the minor country in question or any of its allies.

When the country allied with Powerful Purple (card 10) is invaded by one major power or the other, it receives at the beginning of its next turn 15 armor factors in any controlled port city in its borders (Brown receives them in any city). On the next turn, the country gets 10 infantry factors in any of its cities under control. From then until the end of the game (provided units of

that minor country are still on the board) the alliance bloc with that particular minor country receives 2 extra replacement factors per turn. These factors must be taken out in the minor country if possible; otherwise they arrive at the allied major power's capital. These replacements may only be infantry, armor, or tactical bombers. If the country allied with Powerful Purple has all its cities captured on the first invasion turn, Purple breaks the alliance and sends no troops at all. If the country allied with the minor country in question invades, that country immediately allies itself with the other major power, and Purple is allied with it. In this case, invasion is defined as willfully attacking and destroying a unit of that minor country.

Card 11 means that some minor country possesses an earth-destroying doomsday machine. If all the cities of that country are captured by enemy troops, the game ends in a draw (yahh, hah...wasted your time). When the card is revealed, the die must be rolled to determine whether or not the location of the doomsday machine is to be known. Odd it is, even it isn't. If it is, roll the die in the normal manner to determine which country is the tie-maker. If not, use cards 1-5 and set one aside secretly and keep the others hidden. Each time a country is subdued, a third player will announce if it is the doomsday machine's owner. Added variation: at the end of his turn, each player rolls the die; a roll of 5 or 6 indicates that the player may look at the card revealing the doomsday country. If the doomsday country is revealed (odd die roll), it is automatically allied with no one. If not, well, guess a little!

Two dice are rolled for card 12; the results determine two countries automatically against each other. This card cancels all alliances the countries may have thru other cards. The alliances must be worked out so that the two oppose each other. Note that if the die comes up the same, the hate pact is off.

Sample Alliance System

1) Cards drawn: by Blue - 4 and 7, by Red - 6 and 11.

2) Blue invades Yellow, totally conquering it in one turn. Evacuation has thus been prevented.

3) The alliances are determined. A 2 is rolled for card 4, a 2 and a 4 for card 6, a 1, 2, and a 4 for card 7, and a 1 for card 11. Card 4 therefore allies Green with Yellow. Card 6 allies White with Yellow. Card 7 coincidentally results in the same net effect, a Green-Yellow-White alliance. An odd die roll calls for the doomsday country to be revealed; a following roll indicates that Brown has it.

4) Final results pit a Red-Green-Yellow-White entente against Blue by itself, with Brown and Black neutral. Yellow has been overwhelmed, but Blue is still in trouble. Because of Brown's role as the doomsday country, the battle must take place in either Green or the Koufax Desert. In this game, Blue will probably lose.

Conclusion

These rules will definitely liven up your Blitzkrieg games a lot. They are not meant to be absolute, as you should vary them to suit your own taste. We feel that they help present a new concept designed to radically alter the natural staleness of Blitzkrieg. Comments to: Henry Gale, 408 Miami, Terrace Park, Ohio 45174, or to: Geoff K. Burkman, 715 Myrtle, Terrace Park, Ohio 45174.

Bologna or Bust

by H.C. Robinette

Here is the allied strategy to use which will help you win the basic Anzio game despite the combat-results table. Although it was designed for the specific German defense used here, its principles are easily adaptable to other defenses.

The following is the best German first-turn set-up I've been able to devise with the attacks to use against it. All the defense factors given are basic.

Square	Defense Factors	Attack
E-46	13	1-1
G-46	7	1-1
H-48	3	2-1
K-52	4	surrounded 2-1
M-49	4	
O-47	5	1-1
Q-45	5	2-1
S-43	5	
U-41	4	3-1

Of these attacks the ones at E-46 and U-41 are the most crucial; these two attacks can decide the outcome of the next three turns. A 2-square advance at E-46 will break the Tevere defense line and cut the important road center of Rome. A 2-4 square advance at U-41 can cut off the Germans at S-43, break the Pescara, and even seize the high ground north of the Pescara.

The other attacks are intended to encircle or eliminate as many German units as possible while the favorable surprise table is in effect.

The basic strategy, then, is to drive as far north as possible by breaking the German line at its northern-most point. This can be accomplished in the first few turns by strong attacks on the German's flanks.

I recommend placing enough units on the east coast to be able to attack a doubled four at 3-1 and a doubled 3 at 4-1. This should break any river line and force the German to commit more units to that flank.

The main attack in the early turns should come on the west coast. If you had a successful first turn, the German should be low on units your second turn. You should be able to route him from the three hills north of Lago di Bracciano. Once these have fallen the German must retreat to the Ombrone or face a disastrous war of attrition. Sometimes it is even possible to break the Ombrone without a battle if the German doesn't have enough units to cover B-35.

After the German has been driven to the Arno, it becomes necessary to shift the attack eastward along routes 67 and 70 with the objective being the capture of Bologna.

Once Bologna is in allied hands, you should strive to protect it by taking the mountains to the west and by extending your control of the Po Valley all the way to the north edge.

Use 2-1 and better attacks in key locations as much as possible. You should have at least two of these attacks per turn or your offense may bog down after a bad roll.

The last time I used this strategy my opponent surrendered after three turns. Please let me know how this works for you.

H. C. Robinette
212 Lakeview Drive
Chatsworth, Georgia 30705

Anzio PBM Without Tears

by Richard D. Thurston

It is, by now, obvious to all readers of the wargaming press that the ANZIO PBM system was designed by either a small, artistic gnome or by one of those industrious eccentrics who once devoted a lifetime to engraving the Bible on a pinhead. To put it bluntly, it is a disaster. To fill out the AH Operations Sheet requires the patience of Job, the talents of a microengraver and an assortment of coloured pencils and pens that would stock an art store for years. This is for Game I. Game III with Second Combat, Automatic Victory, etc., is a short course in schizophrenia.

This is most unfortunate, since ANZIO is an excellent game, and I am afraid that sales are bound to slump as a result of the complaints which are rising from every quarter. For somebody like myself, who does 95% of his wargaming by mail, this means not buying the game. I would certainly not have bought it if I had known what PBM would be like.

Happily, there is a way to PBM Anzio without losing your mind. I have developed a system that eliminates all the difficulties of the AH system without adding any new ones. There are three basic elements to the system:

First, and most important, is the Unit Designator Code system. I have taken each counter that appears in any of the game versions and assigned it a code number. This number has three parts:

1. The Army designation: A = American or US-Controlled, (This includes US, French and Brazilian units, all of which were operating under US command). B = British Controlled, (This includes all other Allied units, all of which were under British control at the time.) G = German units; I = Italian.

2. Unit Number: I have arranged all units in each Army in sequence, (I used the relative

strengths and organizational structure, but that is not important.) The vital element is that each unit has its own unique number within its army.

3. Strength: This is critical when using the SRT. I have used subscript letters to indicate step losses. For example, "a" indicates loss of 1 step, "c" indicates loss of three steps, etc.

As an illustration of how these codes look, take the following examples:

"A18" = 92d US Infantry Division at full strength.

"B16a" = 4th Indian Division, with one step lost.

"G1c" = Herrman Goering Panzer Division, with three steps lost.

"I26" = Folgore Brigade (Italian).

"G18u" = 60th Panzer-Grenadier as an up-side-down counter.

The Unit Designator Codes are the key to the system and can, in fact be used without the rest of the system. Those of you who are in love with coloured pencils (or are stuck with a pile of AH PBM sheets), can use the codes with the AH Operations Sheets. Not only are these codes easy to use on the maps, they are much easier to work with when recording combats and combat results. I have used a similar code system for WATERLOO and STALINGRAD for years, and it makes it much easier to record combats. Moreover, by marking the individual pieces with their proper codes, you avoid "unit counter salad" and most of the sorting that has to be done between PBM turns. (It is also a great help in FTF as you can enter the codes on the Order of Battle sheets as well.)

The second part of my system is the Operations Sheet. This is a simple sheet which contains all of the units to be used in the game and a

column for each turn. On my sheets, all of the movement for Game I can be recorded on two sheets. Aside from cutting down on materials costs, this sheet enables you to check movement and account for missing units as each unit's last position is right next to its present position. This means that a new sheet is required only twice during the game, except on combat turns.

The third element of my system is the Combat Sheet. This is filled out only when the player is attacking. It contains the usual elements for seven combats, unit listings, odds, stock results, etc. but is arranged in a more convenient manner than the normal AH sheet. It also contains a section for attacker to record the desired retreat and/or advance squares for his units and a section for defender to record his units' retreats. Spaces are also provided for the recording of unit losses and replacement balances.

I have, so far, discussed mostly Game I. My system is also easily adaptable to games II and III and I am in the process of making the necessary additions. The Combat Sheets, of course, can be used for any version using the UET. The Unit Code Designators are also usable in any version of ANZIO, including the mini-games and various unofficial variants that I have seen. I am now preparing a new Combat Sheet to be used for the SRT and some flexible-use Operations Sheets which will be usable for all the Games, minigames and variants of Anzio, (And which can be used for many other games as well).

I will be happy to send a sample set of my system for a self-addressed stamped envelope (12 cents, please). I am not interested in making money from this, so will just try to get back part of my investment as I had to have some of the material commercially printed. My primary interest is in furthering the cause of wargaming and not to let a fine game go down the drain because of a poor PBM system.

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Plan of the Month

Ardennes Breakthrough

by
Randy Heller

In Randy Heller's own words, "this Plan could very well revolutionize the concept of the Bastogne myth." We're not ready to concede that fact, but two of his PBM opponents who were stung by this plan stated, a) "Ouch," b) "It seems that this justifies your experience that one in three result in breakouts... it yields a sample space of probability elements for breakout about 6% greater than my best effort."

After having read several opening moves in The General, I have yet to see one that results in a breakthrough for the Germans, i.e., open road(s) to the Meuse. The Americans are always able to fill the gaps with at least one U.S. unit.

I have developed an opening move which gives the Germans close to a 1 out of 3 chance for a total breakthrough in the northern sector and close to a 1 out of 4 chance for a breakthrough in the central sector. With luck, a breakthrough in both sectors can occur simultaneously. The key to the German breakthrough lies in the Elsenborn ridge.

Order of Battle (positions after initial move)

6th Panzer Army
Peiper, 1SS/4 & 9SS/18 SS9
9SS/19, 9SS/10 & 18/35 SS8
1SS/2, 18/36 & 26/51 SS7
26/52 & 62V.G. SS6
340/679 TT11
340/680 TT9
560/915 UU13
560/916 UU11

5th Panzer Army
Pz. Lehr QQ17
116Pz./406 & 277V.G. SS15
79V.G. TT15
116Pz./310 OO23
116Pz./312 OO22
2Pz./7, 12/23 & 3 Par/13 PP27
2Pz./17, 150Pz. B. & 3 Par/14 PP26
2Pz./8, 12/24 & 13 Par/15 OO26
326/561 PP20
326/562 PP24

7th Army
5 Par TT30
167/334 & 276V.G. UU30
167/333 VV30
352V.G. RR27

Battles

(make sure attacks are in this order)

- | | | |
|-------------------------------------|---------------------|-------|
| 1. 9SS/19, 9SS/10,
1SS/2 & 18/36 | vs. 99/361 | (3-1) |
| 2. Peiper, 1SS/4,
9SS/18 & 18/35 | vs. 99/393 & 99/395 | (4-1) |
| 3. 26/51 & 62V.G. | vs. 2/38 | (3-1) |
| 4. 26/52 | vs. 2/23 | (1-2) |
| 5. | 106/422 | (3-1) |
| 6. | 106/423 | (1-1) |
| 7. | 28/109 | (6-1) |
| 8. | 4/8 | (3-1) |
| 9. | 4/12 & 4/16 | (1-4) |

Movement After Combat

Attack 1

- D back 1— QQ8
D back 2— QQ8
D back 3— QQ7
A advance— Hold

Attack 2

- D back 3— QQ7
D back 4— QQ6
A advance 2 or 3— Peiper & 1SS/4— QQ10
9SS/18 & 18/35— QQ9

Attack 3

- D back 1— QQ7
D back 2— QQ6
D back 3— RR5
A advance— All In

Attack 7

- D back 4— Clervaux
A advance— Your choice, as long as German zones of control include LL27.

Commentary

If the first two battles work, (1 out of 3 chance PBM) you're on the way to the Meuse. The only available U.S. unit to guard the Vielsalm and Malmedy roads is 106/424 at St. Vith. It can't guard both roads! Hence, either Lehr or the SS Panzers have a clear road to the Meuse. Andenne and Huy should and can be secured by 17 A.M., as well as Aywaille, Verviers and Manhay.

Even if the first two attacks result in engagements, the Germans can still have a breakthrough in the central sector by receiving a D back on the third attack and a D back 4 on the seventh attack. This will result in Pz. 116 having a clear road to Houffalize.

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Strategic Jutland

by David C. Bell

The problem of *Jutland* as the game is designed is that it is too accurate, too much a simulation of the original battle; thus in portraying the tactical situation it overlooks many of the strategic difficulties and possibilities that faced the original fleets. The British fleet was charged with protecting British shipping, blockading Germany, protecting lines of communication with the BEF in France, and protecting England herself from attack. The High Seas Fleet principally had to whittle the British down until, in a final (and *not* initial!) decisive battle, it could wrest away control of the seas. In *Jutland* the British are allowed to forget their strategic responsibilities, while the Germans are effectively denied their goal of isolating part of the British fleet. If Scheer had had any idea of the nearness of the British fleet on that fateful day (as has the German player of *Jutland*), he would have suddenly remembered an urgent appointment back in the Jade. To recreate the strategic situation, I propose the following modifications to *Jutland*.
Time Limit. As in *Battle of Britain* where several

hours of game time represent a week real time, the fleet actions of WWI can be recreated in 30 days game time.

Ships have operating radii as follows: destroyers, 54 hrs (German) and 60 hrs (British); cruisers and pre-Dreadnoughts, 3 days; battleships and battle cruisers, 4 days; submarines, 12 days. Ships dead in the water may be towed at a speed of 4 movement factors.

German ships leaving the North Sea by the Skagerrak take 36 hours to reach Wilhelmshaven where refueling may begin. Capital ships with more than 2 torpedo hits using the Skagerrak, while not considered sunk, are out of play for the rest of the game.

Refueling, rearming, repairing. Maximum capacity of British ports is as on page 14 of the Battle Manual. Ships may be refueled and rearmed as follows: Wilhelmshaven, 10 hours to refuel; Scape Flow, 10 hrs; Cromarty, 12 hrs; Rosyth, 12 hrs; Hull, 15 hrs; Harwich, 12 hrs; Dover (Chatham), 12 hrs.

Ships may be "repaired" as follows: each ship up to the maximum in Wilhelmshaven (4 capital,

4 light ships), Cromarty (1 each), and Chatham-Dover (3 each) may "erase" one hit per 24 hours in the port. After repair is completed, ships must be refueled and rearmed, then must raise steam as usual. A port may temporarily hold a 50% surplus of ships, but is still restricted as to the number that can refuel at a time. Ships that have just refueled must wait another 12 hours before leaving port on offensive operations.

Points. The German player receives

- 5 points for bombardment of a British coastal town (Yarmouth, AA4; Lowestoft, BB3; Sunderland, Q7; W. Hartlepool, R7; Blyth, A7; Aberdeen, H13; Dover, DDzero). A total of 25 hits must be scored at a range of 15,000 yards.
- 10 points each for introduction of a commerce raider into the North Atlantic. Germans have 3 (movement factor is 10): the raider must not receive any hits before it leaves the search board.
- 1 point per hour per 5 ships (ships, not counters, including DDs, CLs) attacking shipping in the Thames estuary, square DDzero.
- 4 points for each battleship or battle cruiser sunk.
- 2 points for each pre-Dreadnought sunk (Dover Fort).

The British player begins with 50 points for blockading Germany and receives:

- 4 points for each battleship or battlecruiser sunk.
- 2 points for each pre-Dreadnought sunk.

Conditions of Victory. If the British player has more points than the German player at the end of 30 days (game time), he wins. If the German player has more than 15 points more than the British player, he wins. If the German player has 0 to 15 more points, the game is a draw.

Sweeps. The British sweep is conditional upon British intelligence. When both players have plotted their moves, roll the die. A 1 or 2 indicates that intelligence has warned the British of the German sortie and the sweep is used.

Coastal Patrol. The British have a coastal patrol of 35 destroyers, whose job is patrolling the coast and giving warning. These units may be simulated by the following rule: The British player marks any 15 non-adjacent squares within 6 squares of the English coast or north of line L on a search sheet. The German player puts this sheet over his initial move and is sighted if any of his task forces passes through one of these squares.

Summary. In Strategic Jutland, the British player must use his naval superiority to meet his heavy responsibilities, rather than complacently sweeping through the North Sea. He must constantly patrol with his light ships to get advance warning of German sorties. The German player now has a real possibility of trapping part of the British fleet, but must take the attendant risk of getting cut off from his base. In addition, unlike the usual game where the German player feels he has to stand and fight even a superior fleet because if he turns tail and runs there is no game; in Strategic Jutland, he can run like hell with no guilt feelings and try for a piece of the British fleet next time. This version obviously is going to take longer to play than the standard game, but if you want to be a naval strategist....

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TAC Air in D-Day - Part I

By T/Sgt Robert A. Burge

The good Sargeant feels a bad job was done by Avalon Hill in implementing the SAC bombing rule. Having served nine years in the Intelligence field of SAC with the U. S. Air Force, he might just happen to know what he is talking about.

Every time I have an opportunity to play a game of D-Day I find that I come away with a bad taste in my mouth, so to speak, from the totally unrealistic and inaccurate SAC bombing rule which AH pulled from somewhere in left field. There is no historical basis for AH's rule. At no time during the entire Battle for France or during the Normandy invasion itself did SAC manage to eliminate a single German ground formation. The truth of the matter is that SAC was used only once against an enemy ground unit for the purpose of eliminating it from the field of combat.

This particular instance took place as part of the American breakout attempt at St. Lo and caused more US casualties than German according to most sources.

The attack was aimed at the dug-in Panzer Lehr division and only had the effect of disrupting German communications, lowering German troop morale (to say nothing of its effects on American morale), and creating a shock effect which reduced, somewhat, the German will to fight.

SAC attacks against industrial areas, rail centers, oil refineries and so forth greatly reduced the ability of the German industries to put military vehicles in the hands of the combat troops where they could be employed *but* these attacks did little or nothing to decrease the number of fighting vehicles actually on the field of battle itself.

So far I have spoken only about SAC and yet, my title speaks of TAC Air in D-Day. Why should TAC air be of any interest to the D-Day player? What use was it put to during the campaign? What results were achieved? What were the thoughts of the German Generals concerning Allied use of TAC?

In answer to the first question let me say that the use of TAC is a far more realistic approach to giving the Allied player his air power that was available to him. Why? First, simply by glancing at AH's board it is possible to see that the scale per square is tremendous — something on the order of 150 to 200 square miles — and to saturate such a huge area with enough bombs to eliminate an entire division (would you believe three full divisions) would have been an impossibility. Even with our modern B-52's such a feat is virtually impossible as evidenced in Vietnam where we have been trying to eliminate ground units with SAC forces.

TAC, on the other hand, is capable of overflying a particular ground area and can pick out targets of opportunity. It can attack troop convoys, assembly areas, and other *mobile* or *immobile* targets within a particular area. Its accuracy is increased because it can fly lower, maneuver better and operate in more adverse conditions than can SAC. All of these things put together means that it was able to hit mobile targets (which SAC could not) with a great degree of accuracy (which SAC could not) and hit smaller

targets such as highway bridges, supply dumps, railway rolling stock (which, again, SAC could not). Now, what use was it put to in the campaign.

A few figures taken from D-Day — Spearhead of Invasion by R. W. Thompson may help here. The British 2nd and the U.S. 9th Tactical Air Forces were to be in close support. On the 'Day' the air forces would maintain a sustained density of ten fighter squadrons over the beaches, five British and five American. Six squadrons would be alerted to support the beach cover. Five squadrons would cover the main Naval approaches, and a striking force of 33 fighter squadrons would be in reserve. Following the fulfillment of escort duties for the Airborne troops a total of 171 squadrons would be apportioned, 54 to beach cover, 15 to shipping cover, 36 to direct support, 33 to offensive operations and bomber escort and 33 as a striking force.

The results achieved were excellent. Only stray enemy aircraft were able to attack the beaches and the men and material on them. The 12SS Panzer Division was badly delayed in its advance from Lisieux and found its fuel dumps destroyed at Evrecy. The defences of La Madeleine were badly mauled by the U.S. 9th Air Force. German reserves were held up in their advances and losses were very high in both men and material. All ground movement was restricted for miles.

As for the feelings of the German Generals, I must once again go to R.W. Thompson's book, mentioned earlier. In it Rommel's views are expressed thusly. "He had had painful experience of Allied air supremacy in the Western Desert, and knew well the fate of armoured columns attempting to move by daylight under 'open-bomb sights'. If the armour was not there he doubted its ability to get there and certainly not in time. It was, in any case, virtually impossible to move armour on the stricken roads by day."

As for Von Rundstedts and the Panzer Generals views on the matter he says "First, Von Rundstedt visualized delivering massive counter-strokes after the Allies had broken through the outer crust of the sea defences; secondly, he did not share Rommel's views on Normandy; thirdly, he could not agree to the commitment of the armoured reserve close up before the event.

The Air argument, which rendered the armour difficult to move, might easily trap it and destroy it if Rommel had his way, and the main assault should come in against the Pas de Calais, or elsewhere. Guderian also felt that the Panzer formations could be moved quickly enough from inland areas to the beaches despite the known fact of Allied Air supremacy.

In the final analysis it can be said that Rommel's views were proven correct by the events that took place in Normandy. TAC, in the long run, proved too much for the German field commanders to cope with.

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Next month — in the final Part — Burge offers the mechanical suggestions to implementing TAC in D-Day, including the revision of "Invasion Area" charts to reflect availability of TAC factors.

Here's the first plausible attempt at transforming our new mass-market wargame into a "nut" vehicle. No one is better qualified than Edi Birsan, himself a "nut" game designer of some repute. Birsan has been a behind-the-scenes activist in most of the S&T Magazine operations. He has been instrumental in the design and development of many of the Test Series Games published by Poultron Press. We welcome him to the literary commederie of *The General*...

Kriegspiel CRT Revisions

By Edi Birsan

When Avalon Hill brought their Kriegspiel game to the general public the objective was to widen their market base through the combination of a simple game and a book case game format. In my opinion Kriegspiel fails in two broad categories: first as a game of any sophistication in design and second as a wargame. The failure as a wargame can be stomached if the game still has excitement and use of strategy or skill; but the failure as a game plain and simple is not acceptable under any conditions. While much may have to be changed to bring the game into the imagination of the hard core wargamer a few revisions of the combat results tables and procedures may be sufficient to make the game more enjoyable and give it a bit more excitement first for the regular gamer and then for the hard core nut.

In the present game, one of the crucial problems of the matrix system is that the results can be predetermined by one of the parties. While this may be permissible at odds of 7-1 it is not acceptable at odds of 1-1, for this not only reduces the excitement of the combat portion of the game it also reduces the over-all enjoyment of the game. What is needed is a CRT with action and excitement. The following modifications attempt to do just that:

1 TO 1

	Attacker's Choice					
	A	B	C	D	E	F
1	NC	CA	Aa2 DE	AE Da3	Ar4 Da4	Aa4 Dr4
2	CA	Aa1 DE	AE Da2	Ar3 Da3	Aa4 Dr4	NC
3	Aa1 DE	AE Da1	Ar2 Da2	Aa3 Dr3	NC	CA
4	AE Da1	Ar2 Da2	Aa2 Dr2	NC	CA	Aa4 DE
5	Ar1 Da1	Aa2 Dr2	NC	CA	Aa3 DE	AE Da4
6	Aa1 Dr1	NC	CA	Aa3 DE	AE Da3	Ar4 Da4

KEY: A: Attacker
D: Defender
a: Advance
r: Retreat
E: Eliminated
CA: Counter attack
NC: No combat

2 TO 1

	Attacker's Choice			
	A	B	C	D
1	NC	Aa1 DE	X	Aa2 Dr1
2	Aa1 Dr1	NC	Aa2 DE	X
3	X	Aa2 Dr1	NC	Aa1 DE
4	Aa2 DE	X	Aa1 Dr1	NC

3 TO 1

	Attacker's Choice		
	A	B	C
1	NC	Aa4 Dr4	Aa3 DE
2	Aa3 DE	NC	Aa4 Dr3
3	Aa4 Dr4	Aa3 DE	NC

KEY: Same as 1 to 1, with "X" an Exchange

1 TO 3

	Attacker's Choice		
	A	B	C
1	NC	AE Da3	Ar4 Da4
2	Ar4 Da4	NC	AE Da3
3	AE Da3	Ar4 Da4	NC

1 TO 2

	Attacker's Choice			
	A	B	C	D
1	NC	AE Da1	CA	Ar2 Da2
2	Ar1 Da1	NC	AE Da2	CA
3	CA	Ar2 Da2	NC	AE Da1
4	AE Da2	CA	Ar1 Da1	NC

KEY: Same as 1 to 1 Table

Players will note that at 1 to 1 there is a 6x6 matrix with six basically different results. All results should be self-explanatory with the exception of CA (counter attack). When a Counter attack is called for the defender has the option of either attacking immediately (during the attacker's combat portion of his turn) any of the attacking units that initiated combat with him and the resolve that combat during the attacker's combat portion of his turn, or to retreat one square and allow the attacker to advance into his previous position. In this manner there is a little more combat action in the otherwise dull routine of 1 to 1. Players will also note that there is always a chance of escape with no combat (NC). Rather than make up new cards with new titles on them players are advised to use the first 6 cards in any poker deck for their matrix choices. From a view point of over-all-affects on the

game of this CRT, players may wish to either change the opening number of units for red from 14 to 15 or two make the game start with 16 units for Red and 14 for Black. This makes up for the advantage that Red had under the old CRT and is lost with the addition of the one above.

To bring the game up to the complexity desired by most of the hard core nuts would entail a general over haul of the entire game, but through the employ of a double matrix or matrix and die roll system we may be able to make the game a bit more enjoyable for the fanatic. The idea is that first you have a combat style matrix which indicates the type of combat that emerges from the tactical choices of the players. Then you have a CRT for each of the combat styles. Thus an additional phase of combat is added to the routine of play and a bit more uncertainty.

Here we will experiment with a possible combination of matrix and die roll possibilities.

Both players choose a combat style and determine the results via the matrix below:

Combat Style Matrix

		Attacker's Choice				
		1	2	3	4	
Defender's Choice	A	A+	H	B-	R	
	B	R	A-	R	B+	
	C	H-	R	H+	A	
	D	A	H+	R	B-	

A: Attrition
H: Hold
B: Blitz
R: Regular

Advance Version CRTS
BLITZ

Die	1-4	1-3	1-2	1-1	2-1	3-1	4-1
1	CA	NC	NC	NC	NC	CA	Dr2 Aa2
2	CA	CA	CA	CA	CA	Dr2 Aa2	Dr2 Aa2
3	CA	Ar1 Da1	Dr1 Aa1	Ar1 Da1	Dr1 Aa1	Dr3 Aa3	DE Aa4
4	AE Da4	Ar3 Da3	Da1 Ar1	Dr3 Aa3	Dr4 Aa4	DE Aa3	DE Aa4
5	AE Da4	AE Da4	Ar3 Da2	DE Aa4	DE Aa4	DE Aa4	DE Aa4
6	AE Da4	AE Da4	AE Da3	AE Da3	X	DE Aa3	DE Aa4

KEY: A: Attacker
D: Defender
a: Advance
r: Retreat
E: Eliminated
CA: Counter attack
NC: No combat
X: Exchange

HOLD

Die	1-2+	1-1	2+-1
1	NC	NC	NC
2	NC	NC	NC
3	CA	NC	NC
4	Da1 Ar1	CA	NC
5	Ar2 Da1	Da1 Ar1	CA
6	Ar1 Da1	Dr1 Aa1	Ar2 Da1

The letters indicate which table the attack is resolved on: B - Blitz table; A: Attrition; R: Regular; H: Holding. The positive or negative numbers indicate a change in the odds: a +1 would turn a 1-1 attack into a 2-1 attack while a -1 would turn a 3-1 attack into a 2-1 attack. Players may ignore the positive or negative numbers if they feel it depicts too much chance in combat and may use the table without them. One other possibility is to allow the attacker to choose his combat style and roll it off on the respective tables below without going through the Combat Style Matrix . . .

REGULAR

Die	1-3	1-2	1-1	2-1	3-1
1	CA	NC	NC	NC	CA
2	Da3 Ar3	CA	CA	CA	Da2 Ar2
3	Da2 Ar2	Dr1 Aa1	Dr1 Aa1	Ar1 Da1	Da1 Ar1
4	AE Da2	Ar1 Da1	Ar1 Da1	Aa1 Dr1	DE Aa1
5	AE Da2	Da2 Ar2	CA	Aa2 Dr2	Da1 Ar1
6	AE Da3	AE Dr1	X	DE Aa1	DE Aa2

ATTRITION					
Die	1-3+	1-2	1-1	2-1	3+-1
1	CA	CA	CA	CA	CA
2	Ar1 Da1	NC	NC	NC	Dr2 Aa1
3	Ar2 Da2	Ar1 Da1	DE Aa1	Dr1 Aa1	DE Aa1
4	AE Da1	Ar1 Da1	AE Da1	X	DE Aa1
5	AE Da1	AE Da1	X	X	X
6	AE Da2	X	X	X	X

KEY: Same as Blitz Table

These are but a few possible alternatives to the present combat results system used in Kriegspiel. Players may want to experiment with these ideas so feel free to alter them as you please, but let me know how your experiments work out so that the word can be passed along the line . . .

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The Decisive Arm

by J. E. Pournelle, Ph.D.

One of the problems of war-game design - in fact, from the realism standpoint, perhaps the major problem - is the handling of units of qualitatively different types. As I have pointed out in "The Figure of Merit Fallacy,"* the technique of the "combat factor" is a major contributor to this difficulty, because it attempts to handle a qualitative difference as a purely quantitative one. The Tactics II game is the first example: in that game, armor is infantry that is stronger and moves fast. There are no other differences. Waterloo is another example: artillery is in no way different from other pieces, the horse artillery being only a form of cavalry and the "foot artillery" used mainly as soakoff fodder. Once this kind of quantitative representation is accepted in the rules, a realistic game becomes impossible.

This article, attempts to investigate two aspects of the problem: what, in the world of real military history, were the qualitative differences between combat arms, and secondly, how at least some of these can be simulated. We will particularly concentrate on the decisive arm: that is, which kind of combat force seems to have been the key to victory. In doing so we must remember one important principle: the *combined arms army*, under a captain who understood the strengths and weaknesses of each combat arm and used them efficiently, has always been the key to victory. It is this which we ought to strive for in war games: rules which are sufficiently realistic to

reward armchair general for understanding this principle, and punish them for failure to do so.

Classical Warfare

Determining the decisive arm in the early classical period is difficult because the records are not clear. However, in ancient Egypt it seems to have been disciplined infantry, while the Heroic age of Greek history relied on warrior bands led by a military chieftain. All this was changed sometime around 1500 BC when chariotry became a military art. The "Princes of the desert" or "Hyksos" or "Shepherd Kings", probably Semitic nomads closely related to the tribe of Abraham, conquered Egypt through a combination of treachery and the superior technique of the chariot. The Hittites developed a very light form of war chariot which carried two armed men and a driver; sometimes one of the fighting men was an archer, but invariably one was a spearman who also threw javelins. The war chariot combined firepower with mobility, and the warriors fought mounted, although there are instances in which the chariots would deliver a spearman into a crucial spot and recover him if he faltered.

The war chariot dominated the battlefield for a long time. Finally, the Dorian invaders of Greece developed heavy armed discipline infantry able to stand a charge of chariots or other cavalry, and the hoplite became invincible. This continued for another long period, with one exception. Alexander of Macedon, following the innovations of his genius father King Phillip, developed the technique of the combined arms army, the decisive stroke sometimes being delivered by the

* See Vol. 6, No. 1 The General

heavy cavalry (known as the Kateroi or King's Companions) as at Arbela, at other times by the phalanx of heavy infantry, as at Issus, and even at times by the light armed hypasists or "silver shields."

With the exception of Alexander, however, the heavy infantry phalanx (named for the phalanges or fingers) and the maniples (named for the hand). Legionary infantry won over the Phalanx, but the important point is that heavy infantry were still supreme. For a time Hannibal almost upset this, and speculation about what might have happened had the Nubian cavalry not changed sides and joined the Romans in the decisive battle of Zama can continue endlessly; but until Adrianople, the decisive arm was legionary heavy infantry, supported with indifferent cavalry auxiliaries.

Chivalry and Its Fall

Adrianople brought the heavy cavalry to the forefront, and changed not only military but social history for a thousand years. The heavy cavalryman, armed with equipment which might require as much as ten man-years of effort to construct, and mounted on a horse which consumed twice as much as a peasant, dominated the battlefield; and the inheritance of his equipment decided to a great extent the political organization of the western world.

The end of the age of chivalry brings a confused picture. During the Hundred Years War, English archers — an early form of artillery, in form — dominated in some battles. The archers were not really infantry, in that their supply was more complicated than that of a true infantryman, and they were effective only in fighting from fixed emplacements. On the other hand, the French developed true infantry capable of standing up to anything the English had, but forgot the lesson in time for new disasters at the hands of the English archers in places like Agincourt.

Spanish sword and buckler men and Swiss pikemen both successfully stood up to the best heavy cavalry of the age, so that it cannot be said that artillery brought about the demise of the age of chivalry: the rediscovery of disciplined infantry would probably have accomplished that result if artillery had never been invented.

But the new infantry had not long before technology made the musketeer a new factor on the battlefield, and brought us up to the age in which board type war-gamers begin their efforts. There may be Chivalry or Classical board type war games, but the author is unaware of any of them interesting enough to play. (I have heard of a game called Hannibal which is privately printed, but have never seen it. It is recommended by people for whom I have some respect.)

The Musket and the Cannon

Despite the American myths to the contrary, the age between, say, the end of the reign of Elizabeth when the Privy Council formally declared the bow no longer to be the national weapon of England, and the time of the Mini ball has little place for the rifle. George Washington was greatly concerned for the protection of riflemen, so much so that he ordered that they be issued folding pikes for defense. Nathaniel Greene, one of Washington's best Generals, hoped never to see another rifle; and Daniel Morgan, the real hero of Saratoga and creator of Morgan's Frontier Riflemen, won his real fame in command of musketeers at the Battle of Cowpens some years

later, and had little use for the rifle except as a special weapon to be used in combination with other arms. It was the disciplined ranks of the Continental Army, standing fast and trading volleys with the British, able to fall upon them with the bayonet after exchanges of fire, who won the Revolution; but there were complications. Artillery was the decisive arm.

The Civil war brought a new twist. Rifles were not perfected well enough to outrange the artillery, and the infantry became once again the decisive arm. Rifle pits and defensive tactics allowing a reduction of the ratio of forces to space to be lowered to as much as 1500 men to the mile, and the systematic use of the railway make the War Between the States the first of the modern wars. But it was not long before artillery once again caught up, and the artillery dominated the battle field once again.

In World War One, the decisive fact was supply; and one of the most critical points was that fast moving infantry outran their artillery, after which they bogged down and could do nothing against enemy strong points. For all the breakthroughs of Ludendorff's infiltration tactics, the German Army could not keep up the advance because the artillery could not move as fast as the marching troops. Once again, artillery became the decisive arm.

World War Two was the war of armor; yet the self-propelled gun also came into its own. Strategic campaigns were decided by logistics and mobility, while tactical battles seemed to show the tanks as the decisive weapon.

In Korea, the artillery quickly became dominant, particularly in the static war along the demarkation line, but even earlier the big guns (when supplied) settled most battles. There are signs that when the war in Viet Nam reaches the set piece battle stage — such as in the siege of Khe San, and certainly at Dien Bien Phu — the artillery is the decisive arm, the terrain being unsuitable for tanks.

Discussion

What can be learned from this cursory and all too brief study of military history? The important point, I believe, is that there has been a decisive arm at each point in history; and although I have not shown it in my narrative, it has always been the man who recognized this fact and used that arm properly in combination with other forces *who won battles*.

Now, what are the characteristics of the various arms? Let us take them in turn, beginning with the Napoleonic era, since board war games seem not to go beyond that period.

Infantry: need relatively little supply. Carry most of their weapons and provisions with them. Slow in comparison with other kinds of force, but capable of surprisingly rapid movement for short periods in forced marches. High firepower only when concentrated. Attack causes heavy losses in the beginning phase; after breakthrough losses can be light.

Cavalry: Rapid. Weak and almost ineffective when used against infantry in place. Good at attacking infantry in column form. Good at attacking artillery, particularly in the flank. Useful in reconnaissance, and vital in pursuit. (And pursuit is generally the difference between winning a battle and annihilating the enemy.)

Artillery: Generally slow. Requires immense supply trains for proper use, so that artillery dominated battles become in part the battle of logistics. Not particularly useful in the attack

unless combined with other arms, but when used in proper combination, concentrated to deliver the crushing blow at the proper *place* and *time* can allow decisive attacks by other arms. Highly valuable in the defense of static positions. Vitally dependent on other arms for defense, however, and incapable of operating alone.

Armor: Can be thought of as a combination of heavy cavalry and artillery. Subject to severe logistics problems, as unlike cavalry there is almost no forage capability. (Forage was, however, the major problem of heavy cavalry in the Age of Chivalry. For example, the defeat of the Kingdom of Jerusalem at the Horns of Hattin was due to inadequate water and forage rather than weakness of the combat arm itself.) Subject to the usual supply problems of artillery. Highly mobile, capable of rapid movement in terrain unsuitable for infantry, wheeled transport infantry and motorized divisions, and conventional artillery. Some of the most spectacular victories of armor have come about through exploitation of terrain features in which armor can operate without support from other forces, but usually incapable of operating alone. Best anti-armor tactics have been through combination of artillery and infantry or other armor (Rommel) and through operations against armor supply line. Decisive stroke of armor usually delivered not in direct attack, but through penetration of enemy defenses followed by exploitation of mobility of armor to destroy enemy rear areas, logistics, and supply. (Guderian; Mannstein; Patton; Rommel; Wavell)

Conclusion

My next article will look at methods of simulating the various characteristics of the different arms. However, we can draw a few conclusions immediately. First, range is not the major characteristic of artillery; it is concentration of firepower. Therefore, one rule for simulation that affects artillery more than any other would be the stacking rule, and allowing stacks of artillery in excess of the combat factors allowed for infantry would greatly increase realism. This is particularly true in Waterloo.

Second, armor is more than fast infantry with more strength. It should be allowed to operate in terrain that slows infantry down: swamps, foothills, low mountains: all these affect armor less than they affect infantry or cavalry, and certainly affect infantry or cavalry, and certainly affect it less than artillery. More armor is dependent on supply. In one simulation game we have two kinds of supply units: motorized (trucks) and armor (tracked). The tracked supply pieces can go with the armor, and supply armor for decisive battles. The truck pieces are more numerous, but roadbound and quite slow off roads. Addition of these pieces with a supply rule makes for a very complex game.

Third, armor is limited in the amount of terrain it can hold. It is fast but can hold large areas only by defeating an enemy in detail, or getting behind the enemy and cutting him off, destroying his lines of supply, etc.

I have deliberately left airpower out of this article, but will consider it in a future series. My next article will look more closely at gaming features which can be deduced from the information above.

J.E. Pournelle, Ph.D.
12051 Laurell Terrace
Studio City, Calif. 91604

Question Box

BULGE:

Q. In a situation where the U.S. has German units completely surrounded, may these units participate in an attack by units from outside the encirclement?

A. Yes. If any of the units in an attack are supplied, all others engaged in that particular attack are considered to be supplied (as pertains to the supply limitations on attacks). **NOTE THAT THIS APPLIES TO BULGE, NOT TO AFRIKA KORPS.**

BLITZKRIEG:

Q. Situation: Blue fighters intercept in bombing attack while Red is attacking all possible landing bases with range of these fighters. Some of these attacks are at soak-off odds. Are the Blue fighters eliminated for lack of an undisputed base at which to land?

A. No. In this specific situation, Blue may hold the fighters until all base raids are resolved, then land if he has a base under undisputed control (no enemy within one square). If no such base is available, the fighters are eliminated.

Q. Just what is a "friendly" minor country city, and how does such a state effect air transport, supply, etc.?

A. A "friendly" city is one that may be used for supply, air and sea transport, air base, etc. All *Major* Country cities are considered "friendly" when they are captured and under the complete control of one or the other side. Complete control means that no enemy units are in or adjacent to the city.

Physical capture of a *Minor* Country city does not necessarily mean that city becomes friendly. All cities in a particular *Minor* Country *must* be captured (with the *Minor* Country City Capture Table) in order for any of them to be considered "friendly". Which side captures the cities does not bear on whether or not they can be considered friendly. **EXAMPLE:** On Blue's first turn he captures V20, M14, U11, and X27. None of these cities may be considered "friendly" at this point since CC15 was not captured. Red, in his turn, captures CC15 with the aid of airmobile and invasion troops. On the next turn, all cities in that minor country are friendly to the side occupying them and can be used for sea movement, air transport, supply, and as bases for air units. **BUT,** if Red had only invaded the area around CC15, not capturing the city itself, none of the cities held by Blue would be considered "friendly" on the next turn (The government of that minor country is being kept alive by Red). Further, the Blue occupied cities could not be used until CC15 is reduced (using the city capture table) by one side or the other.

Note that, once captured, a city may always be used for ground movement doubling combat factor in defense. The only things affected by the above are Sea Movement, Air Transport, Supply and the use of the city as an Air Base.

Q. Must an entire minor country be subdued in order to receive supplies for the conquered cities?

A. Yes.

Q. May a Nuclear attack be used as an interdiction

attack instead of the 4 SAC factors normally required for an interdiction?

A. Yes.

Q. During Prepare for Play, may either side place units in at sea boxes that are *not* adjacent to their Home Countries?

A. Yes.

Q. May units that have entered At Sea zone B on their previous turn attack a beach in At Sea zone C on their next turn?

A. Yes.

Q. May units that have invaded a beach withdraw through that beach on a subsequent turn?

A. Only if the units are Ranger units.

Q. May Aircraft land in a city that was just captured and may units at sea land in a port that has just been captured?

A. No, you cannot capture and use a city in the same turn.

Q. If a Unit uses two unconnected roads in its move, may it carry over uncompleted fractions of road moves from one move to another?

A. Yes.

Q. If all the cities in a minor country fall on the turn it is first violated, does the violator still lose 2 factors?

A. No.

FOOTBALL STRATEGY:

Q. How does the Offensive team Punt?

A. A Quick Kick may be called on any play, including 4th Down. Thus, the Offensive player, on 4th Down, has a choice of selecting either the Quick Kick or the Punt play after the Defending Player has committed his defense.

LE MANS:

Q. May a car attempting to make a pit stop drive through other unoccupied pits in order to reach his own?

A. Yes, but the incoming car may never "pass-through" cars already in the pits that may be blocking this route.

1914

Q. Do the British get 3 replacement steps per turn or per game?

A. 3 steps per game.

JUTLAND:

Q. At night, do all British ships lose one-half of their gunnery factors?

A. Yes.

Q. During search, do players have to call out every square in which they have task forces?

A. No.

ANZIO:

Q. What is the movement of units invading on Initial Lift?

A. The movement factor of all IL units is considered to be 3. (Commandos have a M.F. of 4.) The first coastal square counts against the movement of the units.

Q. On the first turn, when Italian units are stacked with hostile German units, what happens?

A. The German player moves his units one square away in any direction before the Allied move.

Q. Can Partisans be attacked at 4-1 or better?

A. Yes, but they are eliminated only when a 5 or 6 is rolled. Using this attack, the Germans lose no steps or units.

Q. Are stacking points exactly the same as invasion points?

A. Yes, exactly the same.

BULGE, AK, and D-DAY

Q. If a unit in a fortress is surrounded, can it move one square outside the fort to a vacant square and attack only the unit (or units) that it is then adjacent to?

A. Yes.

AFRIKA KORPS:

Q. If a unit uses his entire road bonus and ends on a road/escarpment square, may it continue on road/ escarpment squares using its normal movement rate?

A. Yes, but it must stop on the first non-road escarpment square it moves to.



"Now I know where we went wrong"

Barbarossa With a Purpose

by E. D. Henderson

When World War II ended in Europe most Americans thought it was won in France and western Germany. More educated military analysts, however, pointed to the east and the Army meatgrinder that evolved out of Hitler's bid for victory in Russia: Operation Barbarossa.

Reading today of the campaign, students of warfare note that despite the magnificent early successes (700,000 prisoners in the Kiev Pocket and 3,000,000 during the campaign) Hitler was groping in the vast expanse of the steppes and didn't really know what he wanted: Leningrad, Moscow or Stalingrad.

In *Stalingrad* the same situation awaits the German commander. The game rules state that he must enter and occupy the three main cities of Russia simultaneously for two complete turns to win. And he must do this before May, 1943.

To do this the Axis forces be moved in overwhelming force in one direction while holding and pinning in all others.

To this end the Axis forces should be divided into three unequal size Task Forces (a naval term which sounds more active and less administrative than the traditional "Army Group"). The operation will have two phases and employment for all units in each.

The composition of the Task Forces will be roughly as follows:

Task Force North: All Finnish units and six German 5-5-4 infantry.

Task Force Center: two German 5-5-4, five 4-4-4 and two 3-3-4.

Task Force South: all remaining German units. This arrangement gives Force North 44 combat factors, Force Center 36 and Force South 147. Armor and grenadier elements assigned to North or Center if Russian forces in their operational areas are too large for the above organization.

Replacements will go to North and Center.

Phase one will begin with the advance across the border.

Task Force North will advance along the rail lines running from Warsaw and Koenigsberg to Leningrad, bypassing Riga if it is lightly held but flanking it on the south in any case. The primary mission of Force North during this phase will be the isolation of Leningrad with the aid of Finnish troops.

(Note: this will eliminate Russian replacements for the city and force the city's garrison to come out and fight in the open.)

Task Force Center will advance on Minsk and pin any Russian troops there. The final objective for this phase will be the capture and garrisoning of Smolensk, again with the mission of pinning Russian units and keeping them from interfering with operations of Task Force North.

Task Force South will assault and take Brest-Litvsk. Following the capture of that city, South will begin a rapid advance along rail lines running east through the minor cities south of Moscow. Final objective for Task Force South

Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Only those organizations listing at least 4 members are shown. Subscribers looking for new clubs are urged to contact those listed here and in previous issues.

Renegades
3308 N. 66th Street No. 2
Scottsdale, Arizona 85251
David P. Slick — Pres.

The Warmongers
13400 Bromwich
Arleta, Calif. 91331
Paul Thompson — Pres.

The Rheinlanders '70
2122 Ocean Pkwy, Blvd No. 17
Santa Monica, Calif. 90405
Gary Field — Pres.

Peace & Freedom Army
6202 N. Ivar
Temple City, Cal. 91780
Riley R. Geary — Pres.

Totenkopf Wargamers
114 Beechwood Avenue
Willowdale, Ontario, Canada
Jan Miller — Pres.

National Assn. of Kriegspiel Players
12995 E. 2nd Ave.
Aurora, Colorado 80010
Glenn Ledder — Pres.

Heeresgruppe
715 Hillcrest
Titusville, Fla. 32780
Mike Muth — Pres.

E.G.M.A.
303 State Street
East Galesburg, Ill. 61430
Edward Walek — Pres.

Independent Gaming League
c/o Kazuya Fujita
1451 E. 55th Street
Apt. 524N
Chicago, Ill. 60615
Alan H. Yngve — Pres.

Arsenal
5720 Brighton Place
New Orleans, La. 70114
Doug Kewley — Pres.

SS Totenkopf
548 Mill Street
Excelsior, Minn. 55331

V-2
1000 Orange Street
Helena, Montana 59601
Mike Clinton — Pres.

The High Command
303 Dan-Troy Drive
Buffalo, N.Y. 14221
Peter Schifferle — Pres.

Military Strategy Confed.
130 Columbia Street
New York, N.Y.
Richard Sidorsky — Pres.

Excelsior
3291 Dresden
Columbus, Ohio 43224
Terry Hollen — Pres.

8th Army
36 So. 28th Street
Newark, Ohio 43055
Terry Dunn — Pres.

First Kriegspiel Army
1515 Kinkaid Drive
Oklahoma City, Oklahoma 73119
Randy Bauman — Pres.

Unicorns
184 Boxfield Road
Pittsburgh, Penn. 15241
Matt Katzer — Pres.

Panzerjagersgruppe 1
2556 So. 25th
Abilene, Texas 79605
Morris Johnson — Pres.

Northwestern Stavaka
15333 N.E. 13th, Apt. 1006
Bellevue, Wash. 98004
Richard Okrent — Pres.

4th Reich
6028 So. Cory
Cudahy, Wisc. 53110
Mike Diehl — Pres.

will be the assault and capture of Stalingrad.

Alterations in the above plan to accommodate enemy reactions should be considered at every turn. The operation calls for separating the Axis forces into two main formations with the Russians main battle force within the wings. This gives Red a position of interior lines and makes him dangerous if he is a resourceful commander.

At the end of Phase One of the campaign German units should at least be in Leningrad and in the final stages of mopping up resistance around Stalingrad.

A few tactical hints concerning operations around Leningrad and Stalingrad would include the following: respect for the Russian *defensive* combat factor when a unit is holding a river position or is in a city square. In the case of Stalingrad, considering the numerical superiority the Axis player should possess, an extension of his southern flank along the river Volga.

Now Phase Two of the operation can begin. The pre-requisites for this part of the plan is the deployment of all Hungarian and Italian units and the concentration of Task Force North, Center South.

The attack on Moscow will be a concentric attack with forces moving on the Russian capitol from all five of the rail lines entering the city. To do this careful movement of forces should be observed.

Task Force North (which will receive all replacements from this point forward) will advance from the north and northwest rail lines,

moving to the river Volga and securing bridgeheads if possible.

Task Force Center (with all Hungarian and Italian units) will close from the west anchoring its flanks on the Volga and Moskwa.

Task Force South will move east from Kursk (where all units detached for pacification of ungarrisoned cities will be concentrated) and northwest from Stalingrad.

The terrain situation will favor a hammer forged from either Force North or South (or both) smashing on the anvil of Force Center. If enough enemy units have been removed from the game by the time the assault begins and when bridgeheads are established over the Volga and Oka, it's only a matter of time before the Axis finishes up Moscow.

This is a plan fraught with dangers. Force North and Center will be conducting important operations with small means so that Force South can sweep resistance before it. If either of the former forces fail or are soundly beaten the whole campaign plan can suffer collapse and Force South, deep in Russia, may find it hard to fight its way out (shades of the Sixth German Army).

There are dangers but there are rewards for this plan of operations and, given a suitable Russian commander) it should make for an interesting game.

E. D. Henderson
12014 S. Georgette Ave.
La Mirado, Cal. 90638

Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those submitting the following form will be listed in the next issue.

Club Name _____

Mailing Address _____

City _____ State _____ Zip _____

Name of Newsletter or Magazine (if any) _____

Total Membership _____

President's Signature _____

(Check One:)

☐ This is a first-time registration.

☐ This is an address change, only.

This Issue's Best???

Don't forget to vote on what you consider are the three best articles in this issue . . . record your selections where provided on the Contest Entry Blank below.

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The coupon below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill merchandise; including games, play-by-mail kits, parts, and copies of The General. Each coupon is worth 25 cents. However, to be valid your order must be accompanied by a minimum of 4 coupons (\$1.00's worth) per order. Of course, you may send along any number above the 4 minimum. No photostats please . . .

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All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

Contest No. 39

Long-suffering subscribers to this magazine will recall that Avalon Hill had participated in a semi-pro baseball league between the years 1967-68-69 more or less as a promotional vehicle for marketing their Baseball Strategy Game. Physical deterioration of key players accounted for their withdrawal from competition this year (after winning the league twice and finishing 2nd once). For similar reasons, personnel at AH won't even consider joining a football league, preferring instead to show off their strategic prowess in board game competition only. Here's where you can show off your stuff as a defensive quarterback. The situation is this: Time remains for only three plays; AH Quarterback Johnny Delightus needs a TD to win. It is "first and 10" on your

21 yard line. All you have to do is to select the Defensive Formation (A thru J) for each of four plays. The AH plays have already been "called." To give you an idea of what they might be, they were selected from Plays 2, 5, 8, 9, 11 and 17 only. You will have to guess the actual plays and their sequence. Caution: If one of the three plays ends up "out-of-bounds," AH gets awarded a 4th play.

Ten winners will be selected, from among those who hold AH to the least amount of yardage gain. Postmark deadline is October 15, 1970. Please state what you think are the three best articles of this issue. This selection has no bearing on the contest results but entries not bearing this information will be voided.

DEFENSE GAME PLAN			
DOWN	AH PLAY CALLED	YOUR DEFENSIVE STRATEGY (A thru J)	YARDS GAINED (AH use only)
1	Either 2,5,8,9,11, or 17		
2	" "		
3	" "		
4**	" "		

**Only if one of the three Downs result in O/B plays.

Headlines of 3 Best Articles:

Name _____

Address _____

City _____ State _____

Letters — Yes, We Get Letters

Dear Sir:

Here's some comments concerning Kriegspiel:

I was, after seeing your literature, planning to buy the game. But not after reading about it in Panzerfaust. I expect the June issue of Panzerfaust will save many persons from disappointment, as it did me, and will make sales of the game drop to the "bomb" level. The main reason that I'm not buying the game is because I found that (1) the hexes are larger and the board is smaller, (2) each side has only about 13 pieces, and (3) the price for this is \$8. I don't think that many wargamers are fond of fighting on a 16 square front. I prefer at least thirty; better yet, 50. I also like more units than 13. Say, about 100 plus. There you have it. Read it and weep.

Craig Ashby
19465 Vintage St.
Northridge, California 91324

With Kriegspiel our best seller ever, the old axiom, "you can't please them all" continues to hold true. Giving all the Craig Ashby's their due, Kriegspiel is not developing any love affairs among the hard-core gameholics. That's why our next publication will be an extension of the Kriegspiel geomorphic playing style into a variety of historical settings. We must, however, hide the Craig Ashby's for wanting the same old "warmed-over-hash" routine with every new Avalon Hill production. Sure — we can make games with as many troop counters as you'd like; and we can make every new game with a Blitzkrieg-size playing board. But you've already got these type in our line. The majority want variety in their games. And we are geared towards this end. As to sales of Kriegspiel at "bomb level," we're crying all the way to the bank...

Dear Sirs:

Recently, I received your new game of Kriegspiel, and I think it is the best game you've put out yet, (and I own 11 of your games). I usually find some small thing I don't like in all your games but I think this is perfect. I especially like the matrix system you have included. In fact, I like it so much, I want to request any information you can give me about adapting it to my other Avalon Hill Games. I will willingly pay for any charts that are necessary or anything else. Or if you cannot send me any information, can you send me the address of someone who can. I will greatly appreciate anything you can send me.

Chris Hillburn

Thank you "for praising Caesar." So many thousands like you have submitted identical comments to us re the Matrix System (see Philosophy) that we must seriously consider adapting this form of Combat resolution to future publications. In the meantime, look to this magazine for articles dealing with how our Matrix system is currently being adapted to existing AH games...

Dear Sir:

I fail to see the great advantages of Blue in Steve Griffin's "Strategic Bombing the Key," (Vol. 7, No. 2). For one thing, the air interdiction strikes, as I read the rules, are only good for stopping Red units when they retreat from a Blue attack. Obviously Red doesn't capture minor countries by moving during Blue's turn, he does it in his own turn when Blue can't interdict. "Well," says somebody, "you can always interdict with a nuclear attack to tie up traffic." Yes, but

on the initial move? Red should place at least 2 to 6 FTR factors in city NN-48, depending on how many Blue FTR factors are in Sea Zones Co. D. (More may be desirable for future use.) This makes Red SAC-proof for the first two turns (unless he attacks the country with city EE-34 the first turn). And, also contrary to the article, Red's cities are well placed for air force bases especially for the first move. True, as battle support bases they aren't so good, but then, the major fighting doesn't occur there anyway. The cities JJ-38, OO-40, UU-37, and sometimes VV-4Z provide excellent air support for Red's armies as they are almost always in Red hands during the crucial part of the game. Lastly, by violating minor countries while he is trying to SAC Red in the initial moves Blue not only must lose units, he leaves those countries so that Red can go in them without a 2 factor loss per turn before which Blue can't be capturing the entire country.

I disagree that complexity is what the subscribers want most. Jutland is complex and yet it is considered among the last half. Battle of the Bulge and Stalingrad aren't exceedingly complex, yet take third and fourth place. I like games that have feeling and seem to be alive. In Anzio, for example, there is a personality in the units and in the board that there isn't in many other games. More important in Anzio however, is the feeling of desperate and stubborn retreat or painstakingly slow and costly advance. This feeling is helped by the quick mechanics for each turn as is not the case in Jutland. Even Game I of Anzio, the simplest, is far more fun to me than Advanced Jutland or Tournament Midway.

Stephen Tang's idea sounds very good; few people have a good understanding of Asiatic history. For this, rules concerning the people's support or hinderance might be used.

Except for the article already mentioned this issue was better than usual.

Mark McCandless
410 N. Jefferson
Martinsville, Indiana 46151

Dear Sir:

Best move (in Contest No. 38) is to put them back in the box. Black has already won as Red has only 20 factors showing on the board...

Richard C. Giberson

Accept our apologies for not being explicit as you, and many other entrants, played the contest according to the strict letter of the law. What we did was hold a random drawing to select one winner from among your group. And to those who followed our intended interpretation of "hypothetical situation," congratulations for playing the game.

Dear Sirs:

I hate to be picky, but Mr. Thomason's plan of the Month (Vol. 7, No. 2, July-Aug., 1970) has one fatal flaw in it that makes it useless to us fanatics who use optional rules. Though the plan may be good in itself it uses 12 attacks while the first turn allotment is 10.

Also, let's hear some plans from the other side. How about some French 1914 plans and RED Blitzkrieg, etc. All the plans I've been reading are for the same side all the time.

Craig Miller
4772 Versailles Pk. Ct.
Fremont, California 94538

Dear Editor:

Three days ago I finally brought myself to mutilate one of my *Generals* by sending in a "For Sale" ad to the "Opponents Wanted" section. Today, I received your July-August issue and was horrified to discover that you had initiated a policy of deleting all such advertisements.

This act is, in my view, grossly unfair and completely unjustified.

Many games, particularly those not in the AH line, are difficult if not impossible to find in stores. The "Opponents Wanted" section can provide a means by which wargamers can exchange, purchase, or find information about these more obscure games. Then, too, one often becomes disenchanted with a game. "Opponents Wanted" then can be a place to sell that game and recoup part of the original investment.

In short, I believe that "Opponents Wanted" should have as part of its purpose providing a means by which individuals may reach the wargaming public to speed the dissemination of information and games themselves.

What makes the deletion of "For Sale" ads even more intolerable is the *General's* continued pandering, intentional or not, to clubs eager to recruit new members.

I fully recognize the importance of clubs as a means of making wargaming more enjoyable and "respectable." I believe, however, that the time has come for the *General* to stop this seemingly endless duplication and waste. I suggest that you ban "recruitment" ads from "Opponents Wanted." That would open up almost an entire column available for "Trade" and "For Sale" advertisements. Continue to print your "official" club register, but in smaller type that won't take up as much space.

Dick Trtek
215 S. E. 24th Avenue
Hillsboro, Oregon 97123

You are correct in your summation regarding the use of Opps Wanted, and you have a right to be piqued. However, the problem boils down to lack of space. When space is at a premium something's gotta give. The first to go were the "For Sales," and to your expected delight the next to go will be the "Club Recruitments." Consider this, dear reader, as fair warning that most if not all recruitment ads will disappear from the Opps Wanted within the next several issues. What we will eliminate next will be left up to the discretion of our man, Bung, who spends many hours in his wine-cellar office separating the mail.

Dear Editor:

Your games are great, but who's going to ever find out about them? Nobody in my town even sells them. Help...

Frustrated

Actually you are the one that must help. If you yell loud and long enough at your local store, he'll start selling them. Sure enough.

Dear Sir:

It appears that the major complaint of *Anzio* is the large number of units involved in the use of the step reduction. Writers to the *General* complain that it takes far too long to set up, and that counters during the course of the game slows down play. I think that I have Stamp collectors use a type of manila about 8½x11 inches to hold their dice

such. These cardboard are covered with horizontal pockets into which the stamps slip. It is quite simple to adapt these cards to hold the replacement and reduction counters. All of the counters should be slipped into the card in some sort of numerical or other order-of-battle. Then, in the space above each counter or each set of counters for a given unit, the name of that unit should be written. These cards will serve to hold all of the reduction counters when the game is not being played, thus eliminating the long set up time. During the game, it is a simple matter to remove a full strength unit when it takes casualties and pull the proper step reduction unit from the card and put it onto the mapboard. If later reductions are called for, one reduction counter can be exchanged for another, always returning unused counters to their proper place on the cards. Game set up time is reduced to that necessary to set up only the full sized units, and game slow down is virtually eliminated, for the player has all of his reduction units identified and located at his fingertips. With economical use of space, one card should hold all of the German reduction counters and one card should hold all of the Allied counters. If cards of the above mentioned size are used, they will fit neatly into the game box and keep the reduction counters orderly between games.

Marc Nicholson
4909 South First Street
Louisville, Kentucky 40205

Dear Sir:

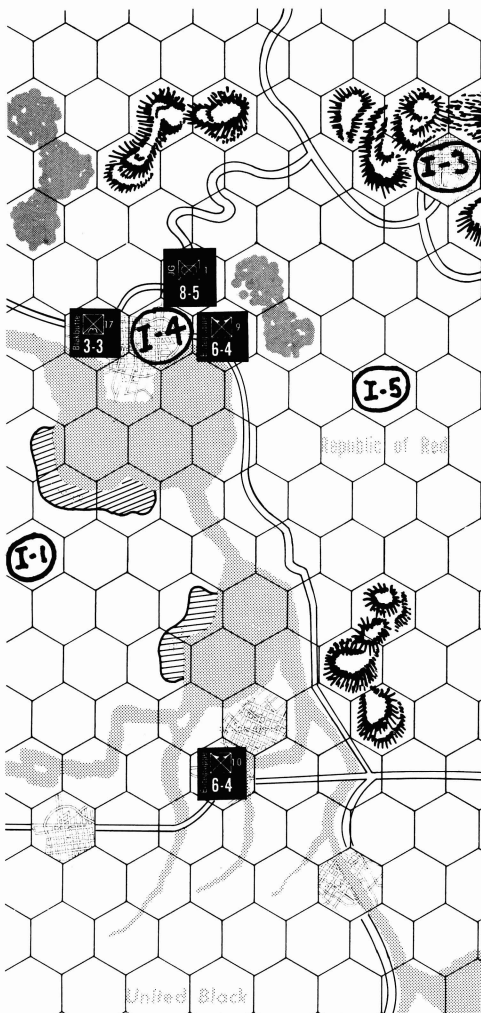
Recently, I purchased a back issue of the *General* (Vol. 6, No. 1). I would like to comment on the Avalon Hill Philosophy section, in which Mr. Shaw is commenting on the results of the previous contest. He states that the strategies most selected were ones with no surprise factor. Though I'll admit he is correct in assuming strategy "B" as the best, I will not agree with his definition of the surprise factor. He seems to feel you should do what is done least of the time. This is fine except that if you do what is not done often all the time then you'll be worse off than if you had done what was expected of you. A typical example of this happened while I was playing your BASEBALL STRATEGY game. In this game my opponent managed to load up the bases with nobody out and his clean up hitter up to bat. Since a high inside base is rarely thrown with men on base, that's just what I threw. He clobbered it for a grand slam. That ended my shut-out — and incidentally my 2-0 lead. Still clutching onto my former belief (the one which Mr. Shaw seems to uphold) I threw high inside pitches to the next 2 batters — both of which kissed the ball out of the park.

Surprise is best administered by a psychologist who knows what his opponent is expecting. By the way, keep those criticisms coming in and don't become wishy-washy, always trying to gain favor. Being able to take unpopular stands is a virtue.

Tom Stockfish
2121 Birch Lane
Park Ridge, Illinois 60068

Infiltrators Report

CONGRATULATIONS TO the following contest No. 38 entrants who submitted the "correct" tactical move as defined by our own design staff members. Actually, only 6 of you hit it on the nose. Many others were close but didn't think to move one of their Elitegruppe units one square as a better protection of the Black Capital. From among this group four were selected according to best accompanying rationales. The ten winners are: Robert Mathews, Ludington, Michigan; Robert Holmberg, Sioux City, Iowa; Lowell Espinosa, Pontiac, Michigan; Mathew Katzer, Pittsburgh, Pa; Lewis Gosnell, Jr., Greer, S. Carolina; Ron Heaney, Barstow, Ca.; Ronald Krebs, Livonia, Michigan; David Mattson, Minneapolis, Minn.; William Wilfong, Jr., New Orleans, La.; Daniel Zwirbla, Waltham, Mass.; and Steven Lowe, New Bedford, Mass. wins the random drawing of those who called our attention to the fact that Red had already lost the game—see AH comment to Richard Giberson's "Letter to the Editor."



RATIONALE OF THE CONTEST 38 TACTICAL MOVE . . .

TACTICS of the situation called for more than just attrition. It was far better to go for a guaranteed capture of Red's capital than a possible kill of two, maybe three units. The one attack, against Red's Paratroop unit, not only guaranteed its elimination (by selecting "Engage & Hold" at the 2-1 odds) but possession of the enemy capital thereby precluding Red from taking advantage of all the benefits of possession of his capital city. A fair number of contestants were not thinking along these lines. And, instead, overlooked the tactical advantages of our move in lieu of a gamble on eliminating three of the four remaining Red units. While attrition is nice, chances were against success of this tactic. Indeed, it would have required 1 to 1's in every case with no retreat routes blocked. Indeed, some left their own capital city wide open to Red occupancy in their bloodlusting stupidity of pulling out both Special Forces units for attack purposes. The worst that can happen to Black now in Red's turn is the loss of Elitegruppe-10 in a 1-2 attack by Red Armor thus saving the capital. Getting back to Black's tactical options, a close second would have been focusing 1 to 1's against both the Special Forces unit in the mountain city and the Paratroop unit in the capital city. But at 1 to 1, victory over either units is not guaranteed nor is occupancy of the cities guaranteed. Thus, the most rational attack would be the Engage & Hold 2 to 1. Eliminating the remaining three units would be just a matter of time — a short time.

LITERARY KUDOS TO Steven Griffin, Stillwater, Oklahoma for his award winning article, "Strategic Bombing the Key" which was voted far and away the best article in the July-August issue. Others whose efforts merited gift certificates were, in order; Mr. anonymous for "Offense vs. Defense;" Kevin Thompson, Whittier, Cal., for "Hit Hard & Keep Driving;" Richard D. Thurston, Spanaway, Washington, for "Artillery at Waterloo;" and Geoff Burkman, Terrace Park, Ohio, for "Care & Feeding of Regiments."

MONOPOLY players have for many years indulged in the fad of marathon games. By their very nature, AH games are marathon games. So the "fad" takes on a different direction. AHer's are vying to see who can construct the largest game. Jon McClusky, 149 W. Orangewood Ave., Anaheim, Cal. 92802 makes the claim of building one in his garage measuring 16' x 13' and still growing. Time span of the game is 1939 to 1950. It has gotten so unwieldy that McClusky has issued a call for artistic and financial help . . .

WARGAMING has become a part of the curriculum at the United States Air Force Academy, so states Michael Hanagan of Denver. A Military-Diplomatic-Economics game — POLIDOX — is part of the International Relations course at the academy.

CUT PLAY TIME IN HALF for 1914 suggests Stephen Herchak, Charleston, S. Carolina. In addition to covering the units with tape as suggested in a former article, also cover the mapboard with contact paper (transparent of course) and with a greasepencil, mark the destroyed forts and rail lines opened by work crews. The time-consuming bit with the Mobilization Pads can be eliminated by creating screens for the Mapboard. Using two Bismark-type playing boards, set up in this manner: place the first board's joint at MM-33; run one half due south, the other half along the border past Metz and on through Verdun. Take the second board and place one end at GG-26 so it meets the first board. Run it dead through Luxembourg and on into Holland, and with the other half of the second board curve it northwest. In this fashion the troops can be placed directly on the mapboard leaving nothing open, including the Dutch-German border, to peering eyes . . .

THE MILITARY BOOK CLUB, Garden City, N.Y. 11530, is devoted to books of military interest — land, sea, and air. It offers a selection and a number of alternate titles fourteen times a year, the member agreeing to take a minimum of only four titles a year. The club price of each book is a discount of at least 30 per cent off the publisher's price. Some of the titles on offer or to be offered are:

TRAFALGAR by David Howarth, WATERLOO by David Howarth, THE GERONIMO CAMPAIGN by Odie B. Faulk, LINCOLN AND HIS GENERALS by T. Harry Williams, IRON COFFINS by Herbert A. Werner, THE TWO-OCEAN WAY by Samuel Eliot Morison, THE LONGEST DAY by Cornelius Ryan, MARSHAL ZHUKOV'S GREATEST BATTLES, RICHTHOFEN by William E. Burrows, THE UNITED STATES MARINES IN WORLD WAR II edited by S.E. Smith, THE WASHING OF THE SPEARS by Donald R. Morris, THE MIGHTY ENDEAVOR by Charles B. MacDonald, THE CAMPAIGNS OF NAPOLEON by David Chandler, THE BLOODY RIVER by Martin Blumenson, INSIDE THE THIRD REICH by Albert Speer, THE BATTLE FOR NORTH AFRICA by John Strawn, WELLINGTON AS MILITARY COMMANDER by Michael Glover, THE SUPREME COMMANDER by Stephen E. Ambrose, FIASCO by John Deane Potter, THE KOREAN WAR by Matthew B. Ridgway, THE WAR IN THE AIR edited by Gavin Lyall. A short list of military classics is in preparation.

