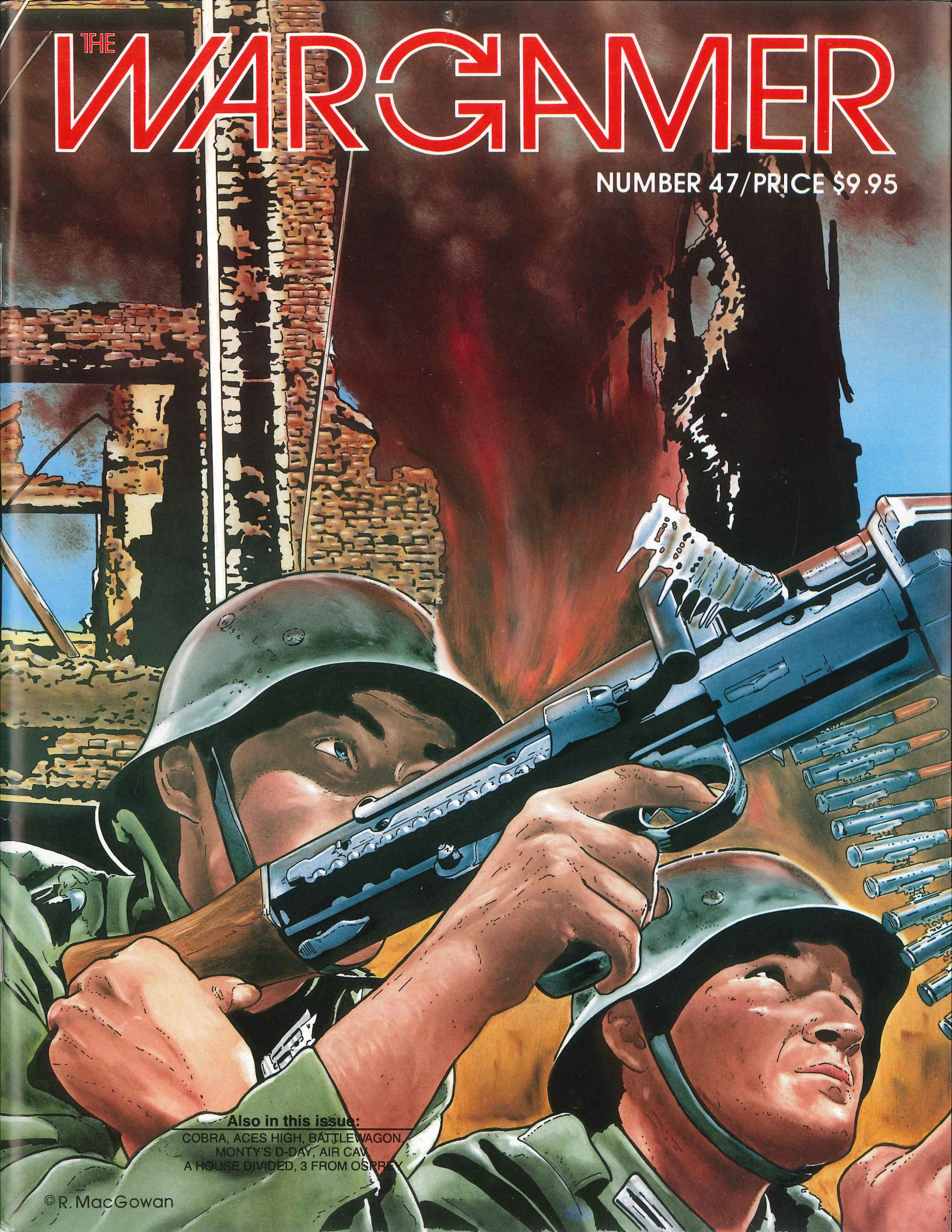


THE WARGAMER

NUMBER 47/PRICE \$9.95



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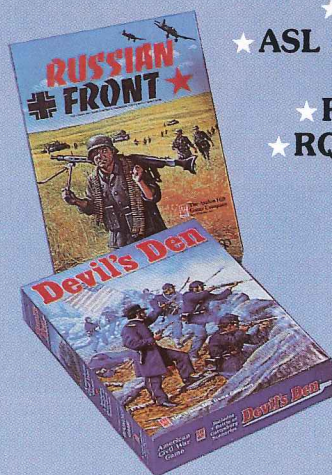
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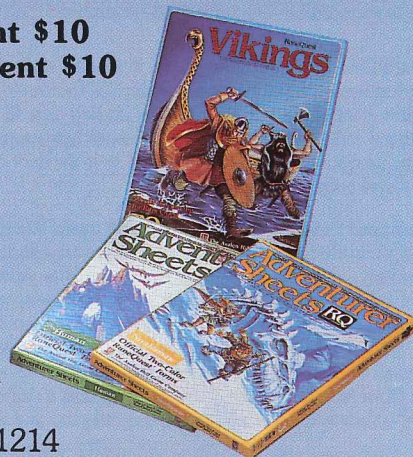
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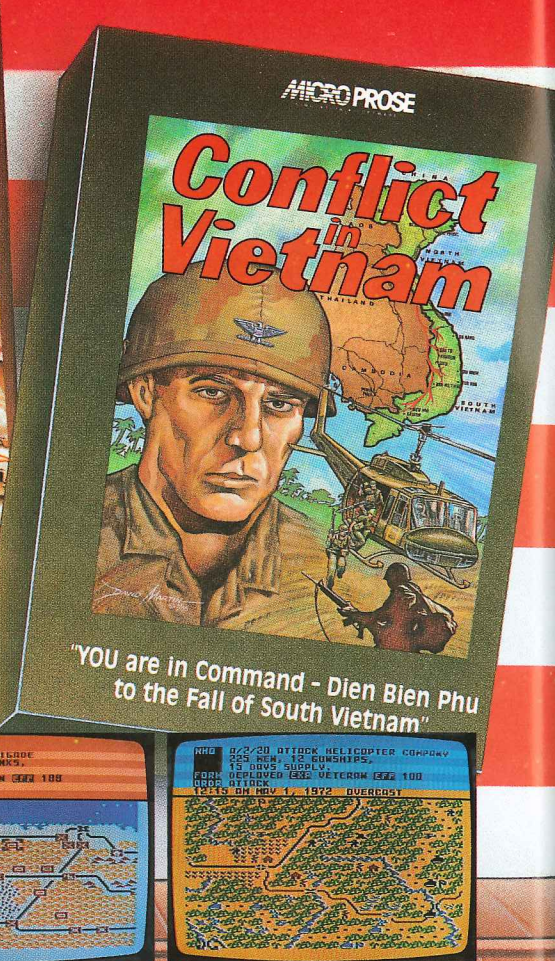
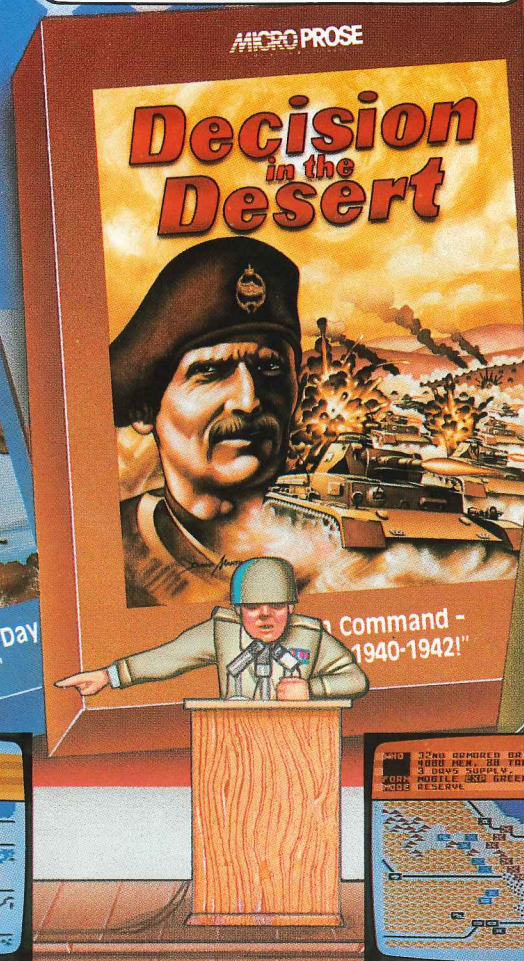
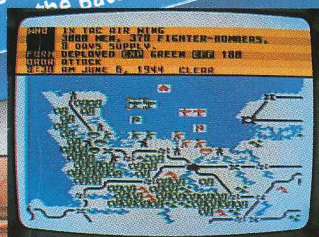
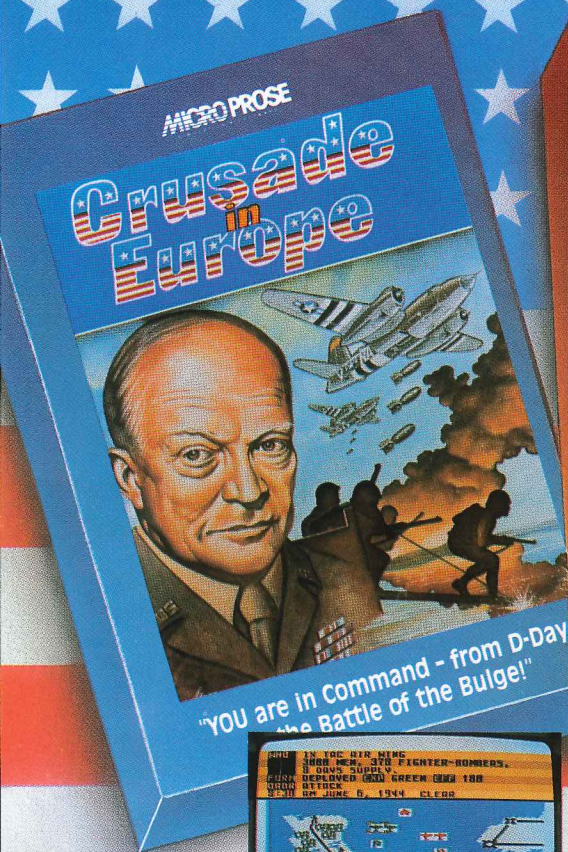
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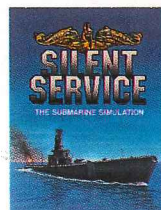
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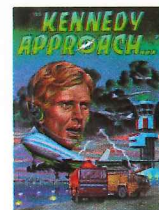
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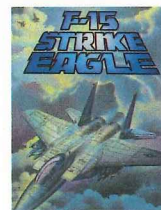
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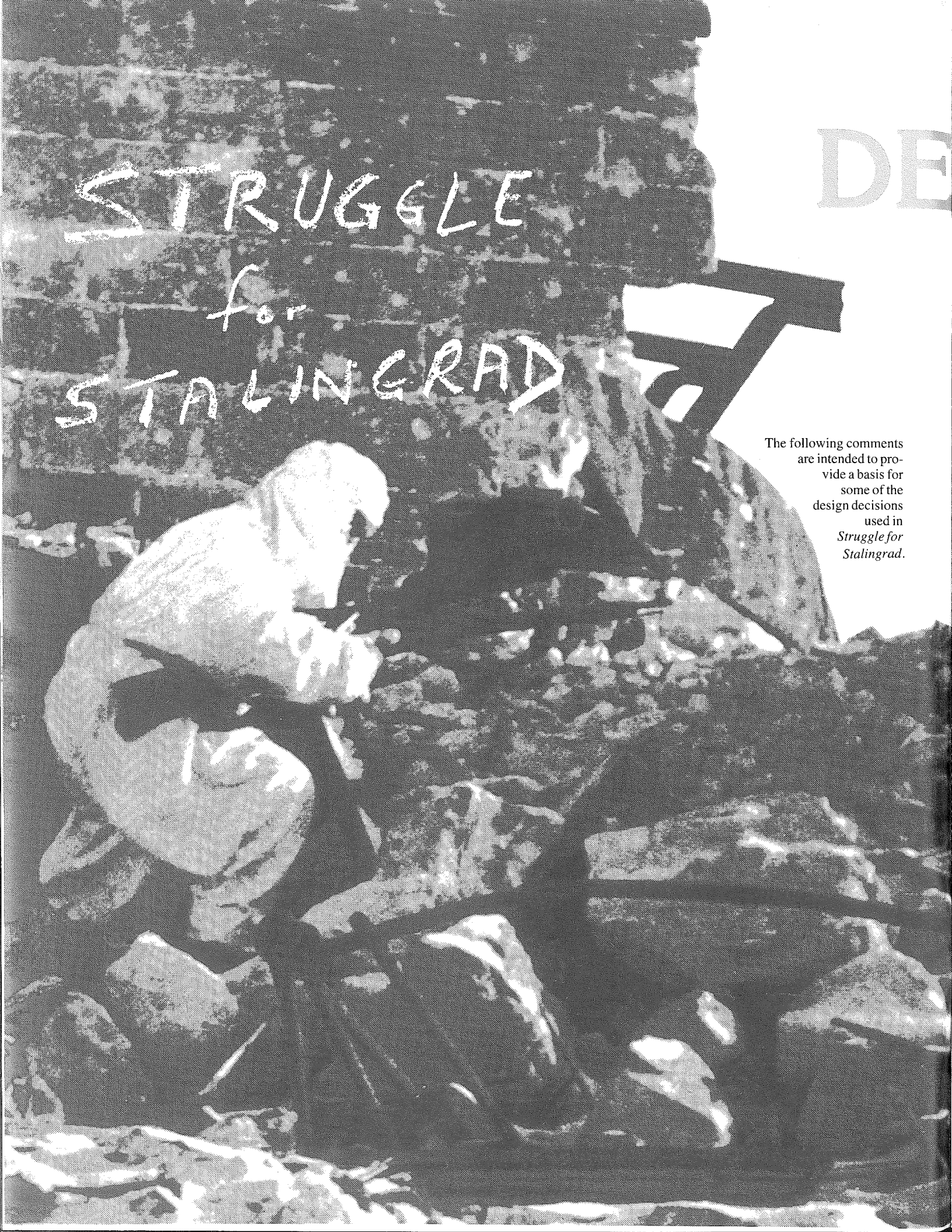
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Next Issue: **The Red Baron**, Jim Hind's new World War I air game. Plus articles on **Trial of Strength**, **Field Marshal**, **Norsemen**, **Quebec 1759**, etc.

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STRUGGLE for STALINGRAD

DE

The following comments
are intended to provide a basis for
some of the design decisions
used in
Struggle for Stalingrad.

SIGNER'S NOTES

Chris Baslund

German Units: Most German units are divisions, a military formation of about 10,000 men at full strength. In the game most of these divisions have four (4) steps and a combat strength of 9-11 points. This means that a German combat strength point represents about 1000 men, roughly one battalion, or about 20 tanks. German infantry divisions consisted of nine battalions in three regiments. German motorized divisions consisted of six motorized infantry battalions (in trucks) in two regiments, a battalion of tanks (about 40), and a recon battalion in half-track armored personnel carriers. German panzer divisions had 4 motorized infantry battalions (one in half-tracks, the rest in trucks), three battalions of tanks (about 150) in one panzer regiment. Most panzer divisions in the Wehrmacht had two panzer battalions, but the ones at Stalingrad were reinforced. On the other hand, the units were fatigued, so the strength was calculated for 100 tanks. Both motorized and panzer divisions had a motorized anti-aircraft "flak" battalion, which was also used against ground targets – it was armed with the famous 88 gun. Due to German air superiority at the time, these units are included for ground use.

Soviet Units: For game purposes, Soviet infantry units are considered divisions, tank units are brigades. Soviet organization was considerably looser than the Germans, due mainly to huge losses. A division could be from 5,000 to 10,000 men. Most Soviet infantry was hastily trained and poorly equipped. "Guard" units (often created from units that had done particularly well in combat) received better manpower, officers, and equipment and were on par with German infantry. Soviet militia (zero-step units) are partially local militia and partly figments of German imagination. Soviet tank brigades (one step) correspond to 10 T-34 tanks or about 20 light tanks.

German Reserves: German reserves reflect the better organization and training of the Wehrmacht and provide an exploitation force after all Soviet units in an area have been eliminated/cut-off during the German Attack Phase. The best place to put reserves is the Steppes, where the rebuild option is available should no valuable exploitation target be available.

Overruns: Overruns are a way of attacking during the Movement Phase in the hopes of clearing out a weak defense and clearing the way for a deep penetration. The cost is potentially bad odds as well as the threat of disruption. A disrupted unit is EXTREMELY vulnerable. It should be remembered that a unit cannot interrupt its overruns to allow other forces to move.

German divisional rebuilds: The first step a German division loses is considered to be mainly due to fatigue, disorganization, and mechanical wear and tear. It is thus easy to regain.

"An intriguing strategy is the 'Orlovka Punch'."

German Pioneers: Historically, the Pioneer groups (five separate battalions) were chosen. The Division available to the German player is completely hypothetical and reflects further training and organization. Gen. Paulus was heavily criticized for throwing the Pioneers into the battle piecemeal and nearly unprepared.

Das Reich: At this time the Division was training in France and was involved in knocking out Vichy France in November. It arrived in Kharkov in late January, 1943. The symbol on the counter is panzergrenadier, but the SS panzergrenadier divisions were more panzer than Wehrmacht panzer divisions. The Division's five steps and its drastic combat strength losses for each step are due to unfinished training. Its high combat strength is partly due to fanaticism and ferocity, thus they lose strength rapidly. The strength was calculated based on 200 tanks, scraped together from other SS divisions, hence the great cost in victory.

STRATEGIC HINTS

German Strategy: The German is in a race against time. He must win within a specific time period BUT without excessive losses. He can't focus completely on offense, however. If he doesn't think a bit about defense, his maneuvering room will be sharply curtailed by harassing Soviet forces. His greatest asset is flexibility – the Soviets can

be hit almost anywhere on the map. If the Germans cannot be easily moved around, the Soviet will be able to place his defenders accordingly.

It is probably a good idea to crush the southern part of the city quickly, then move those forces on. Mameyev Kurgan is important in its own right – holding TWO artillery bonuses – but contesting that area also cuts the Soviet defense into two non-supporting sectors. Grab the landings, but remember that before the ice period, one landing in Soviet hands is as good as six.

An intriguing strategy is the "Orlovka Punch." Mokraya Metshetka borders on many areas, so if it falls to the Germans, the Soviets will be hard pressed to guard against all the possibilities. The "Punch" is to put all possible forces against Mokraya Metshetka on the first turn and break through.

In general, the German should use "defeat in detail" (splitting the Soviets into non-supporting sectors), "freedom of maneuver" (the ability to move and strike any weak spots fast and unexpectedly) and economy of force.

Soviet Strategy: The Soviet is playing for time. Remember that a single C-division in a strongpoint on the last turn is enough to ensure total victory! Strategically, the Soviet has to react to any German initiative and concentrate on tripping the Germans up tactically. However, a thrust against the Steppes may go a long way to ruin German plans and impetus. A spirited Guards attack may also turn the tide, but it is probably better to let the Guard Units "disappear" among the other units. This way the German will have to over-insure his attacks.

It is hard to comment on the desirability of bringing in the Reserve Corps. The possibility that their presence would prevent the imminent fall of the city must be balanced against the extra turn(s) the Germans would get for the partial victory conditions and the absorption of losses.

TACTICAL HINTS

Clearing area and Cutting off units: It is sufficient to cut-off units in an area to move through. The German can cut-off/eliminate Soviet forces and allow the Reserves to plunge through the Soviet lines. Cut-off units are out-of-supply after being attacked a second time and thus weaker for the third attack.

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TORCH November 8, 1942: Over three years after the invasion of Poland, and almost a year after Pearl Harbor, the U.S. Army entered the fight against Germany. Operation Torch was the first major amphibious landing of the war—dress rehearsal for Sicily, Salerno, Anzio, and Normandy—and put three American (and one British) divisions ashore in Vichy-controlled North Africa.

Far to the east, Rommel was in headlong retreat from El Alamein, with Montgomery in pursuit. The Axis cause in Africa looked hopeless. But unexpectedly, Vichy put up stiff initial resistance and for the first time allowed Axis shipping into Tunisian ports. German and Italian reinforcements poured in and, after desperate fighting, slowed the Allied advance. Montgomery was halted on the Mareth Line and then, in February, Rommel delivered the Americans a sharp lesson in mobile warfare at Kasserine Pass. It wasn't until May 1943 that the last Axis forces were forced to surrender.

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The rules are the standard *Europa* rules for desert warfare (as in *Western Desert*), with special additions for amphibious landings, parachute drops, commando actions, and Vichy response.

Torch also contains rules for linking together the *Europa* games on North Africa—*Torch* and *Western Desert*, with the optional addition of *The Near East*—into a single game showing the struggle for this theater from December 1940 through May 1943. We call it *War in the Desert*.

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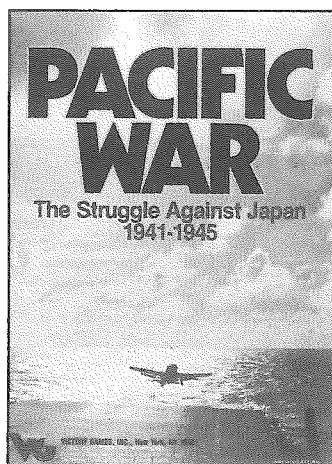
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Complexity: Medium to very high. **Solitaire Suitability:** High for the Engagement Scenarios; medium for the advanced scenarios. **Time Scale:** Monthly turns. **Map Scale:** 100 miles per hex. **Unit Scale:** Individual capital ships to amphibious groups; air squadrons; division/battalion land units. **Players:** Two (Campaign Scenarios highly recommended for team play). **Playing Time:** 30 minutes for introductory scenarios to 200 hours for the whole war.

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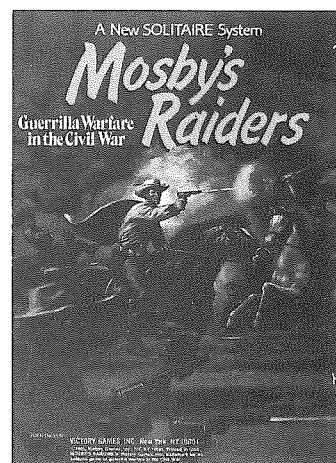
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Mosby's Raiders

\$18

Complexity: Medium. **Solitaire Suitability:** Very high. **Time Scale:** Variable; a few days per turn. **Map Scale:** Four miles per inch. **Unit Scale:** 25 men per Strength Point. **Players:** One. **Playing Time:** Two hours.



INTRODUCTION

Aces High originally appeared in *Wargamer* #12, and was subsequently boxed with a new full-color map, based on an overhead photograph of a scale model (see diagram). *Aces* has been one of our best sellers, over the years. Only 130 copies of the game remain in stock, so this is probably your last chance to obtain the game. The game contains over 500 aircraft, each type having its own data card. There are 35 scenarios, covering such subjects as strategic bombing, train and trench strafing, picking up an agent behind enemy lines, photorecce, etc. Scenarios use from 2 to 12 aircraft. Also included is a campaign game, in which players can link together a series of scenarios so as to trace the fortunes of two entire squadrons. Aircrew can be rated for such factors as endurance, marksmanship, killer instinct (they fire first), mechanical aptitude, speed of reactions, vision and flying skill. Moves in *Aces High* are simultaneous with each player recording his moves on a log sheet. Key to both the realism and excitement of the game is the "ace movement" system. Pilots are rated 1 (ace) to 5. Grade 5 pilots record their entire turn's move during the "normal movement" phase. Grades 3 and

4 hold back one movement point to the subsequent ace movement phase, grade 2's hold back 2 points, aces 3 points. This makes it relatively easy for an ace to shake a greenhorn, but difficult for the greenhorn to shake an ace. (Still he may be able to bank or turn or side-slip or half loop, or increase or decrease speed, or dive unexpectedly...) Pilots of similar grades will be an even match for one another. In the two games recorded here, Keith Poulter plays the Allies in scenario #14 and the Germans in scenario #19; his opponent is Chad Neilsen.

THE ARIZONA BALLOON BUSTER Introduction

This scenario (#19) is set in November 1918, and is based on the exploits of Lt. Frank Luke, Jr., who in a combat career lasting only six weeks, shot down fourteen enemy balloons and four enemy aircraft. The Americans have two Spad XIII's, and both pilots are grade 2. They enter map edge 1 at any altitude they desire. The Germans have three balloons in hex row 24, each at 1500 feet. Spotting rules are in effect for the balloonists. Additionally, the Germans have six "archie" batteries and three "flaming onions" (light anti-aircraft guns), positioned secretly. They also have three Fokker DVII's and a DVIII; these enter as a single formation, according to a die roll (ie. on a die-roll equal to or less than the game turn number). Victory conditions: Ger-

mans win if they down a Spad, Americans if they down a balloon; if neither or both of the conditions is met, the game is a draw.

The Action

The Spads enter at 1500 feet and make straight for the balloons. The pilot of aircraft S445 (let's call him Frank Luke) is a marksman, and his guns are loaded with Buckingham incendiary ammunition (+2 DRM against balloons), but must not be fired against aircraft, as this is contrary to international convention. The second pilot (let's call him Lt. Joe Wehner, Luke's historical wingman) remains at 1500 feet, and closes (turn 4) on the balloon on the left. He fires a single burst from a range of 3 hexes (no modifier for height), rolls a double 6, and watches as the balloon instantly explodes. Wehner's aircraft is not affected by the explosion. He now flies two hexes straight, banking right, then turns right and flies one hex straight. He is executing a wide turn to approach the second balloon. However, the German entry die-roll is a "5" and Keith's four aircraft enter the map in their preplotted formation. As it happens three of them are on Wehner's tail! Range for aircraft #2 and #3 is 2 hexes; Wehner is at 1,000 feet, the Germans at 1,500, adding an extra 1 to the range (add 1 for each complete 300' difference in height between the aircraft). Aircraft #3 opens fire, and pieces fly off the American's aircraft. #2 fires, and Wehner's plane comes apart in the

ACES HIGH

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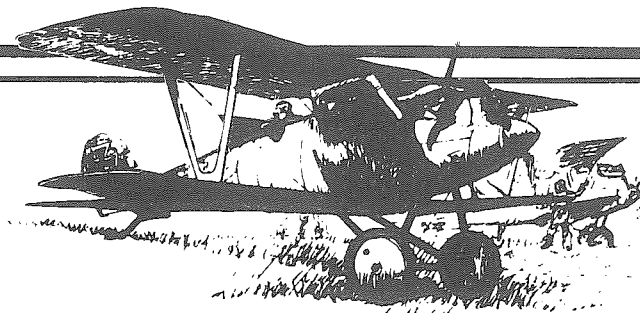
Wargamer subscribers (only) may use vouchers with up to \$4.00 towards the cost of the game.

air. This is certainly a sudden game! Neither player can now win, but they decide to play it out to see what happens.

Luke closes in on the far right balloon, now down at 500 feet, and in a single deadly burst of Buckingham, destroys it. Archie is bursting all about him, and he takes a wing hit. The remaining balloon will now land safely, so he swings left to begin the hazardous flight home. The enemy aircraft, still in formation, turn right in order to cut him off. The American streaks for home at 500 feet, with all four German aircraft peeling after him, formation now broken. Luke now slips left, then again, and *climbs*, using the Spad's superior climbing ability. The maneuver catches the pursuers by surprise – they are now all behind him, but to the right and below. All four German aircraft are going flat out (speed of 7), a speed which risks wing damage – but all escape scot free. On turn 10 Luke moves just 4

“Caught in the fire of the Snipe's 2 Vickers, the Fokker flames.”

hexes forward in the normal movement phase, while banking right. The pursuers get it right this time, sideslipping to the left and climbing. However, they overdo it – Luke's speed is down to 5, and several of the pursuers overshoot their quarry. Aircraft #3 closes in on Luke, who turns right (Ace movement) so as to present a more difficult target (deflection DRM +1 instead of +3). There is a burst of fire and Luke takes 2 fuselage and a wing hit (all his opponents know is that he's hit him, nothing of the details). Turn 11, and Luke banks left, diving steeply, then turns left. The pursuers correctly judge his bank and turn, and aircraft #3 is right on his tail, the other three turning sharply right to approach him from the left and below. But the sudden dive catches them unaware, placing two of them out of range altogether, another at extreme range. Aircraft #3 fires, as does the DVIII, and the Spad absorbs massive damage (a total now of 4 fuselage and 5 wing hits, and a knocked out gun. Loaded with Buckingham, it was useless when the balloons went down any way). Nevertheless, Luke's next turn will take him safely off the map edge, to fight another day.



BARKER'S LAST FIGHT

Introduction

On 27th October 1918, Major William Barker, a Canadian pilot with the RAF, was flying home on leave when he spotted an enemy two-seater, and was tempted. He forgot to look behind him and was jumped by a large formation of Fokkers. An epic battle followed; Barker was wounded in both legs, and had his left arm shattered by a bullet. Twice he fainted from loss of blood, to be revived by the wind on his face as the aircraft spun. He shot down three of the Fokkers, and survived a crash landing to be awarded the Victoria Cross. This scenario (#14) recreates that historical situation: Barker is a grade 1 pilot and marksman, his opponents are 6 grade 5's and a grade 4. Barker is flying a Sopwith Snipe, the Germans have 7 Fokker DVII's.

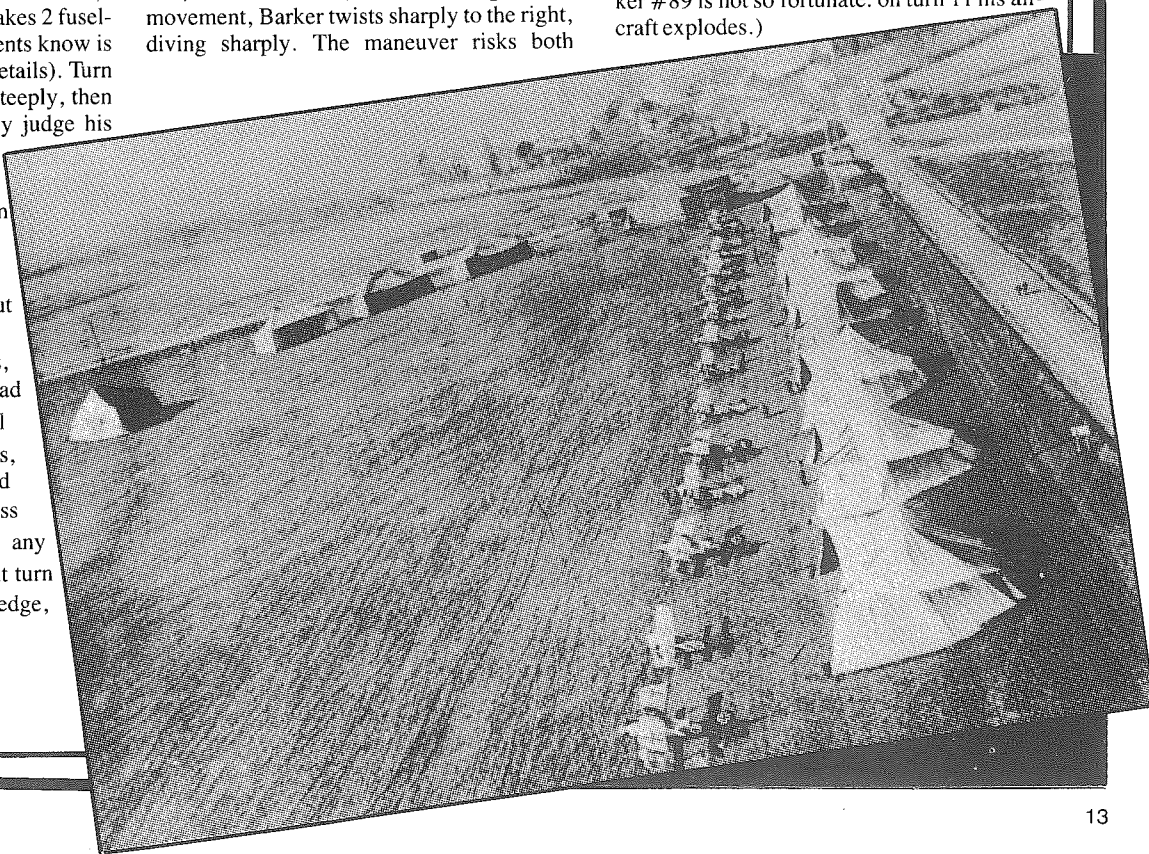
The Action

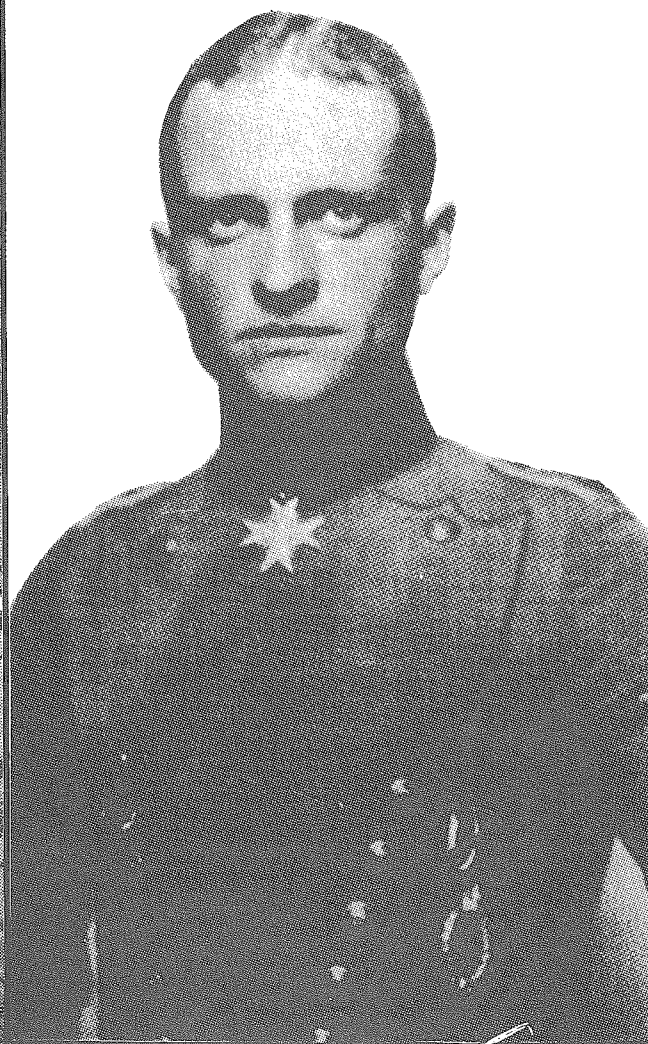
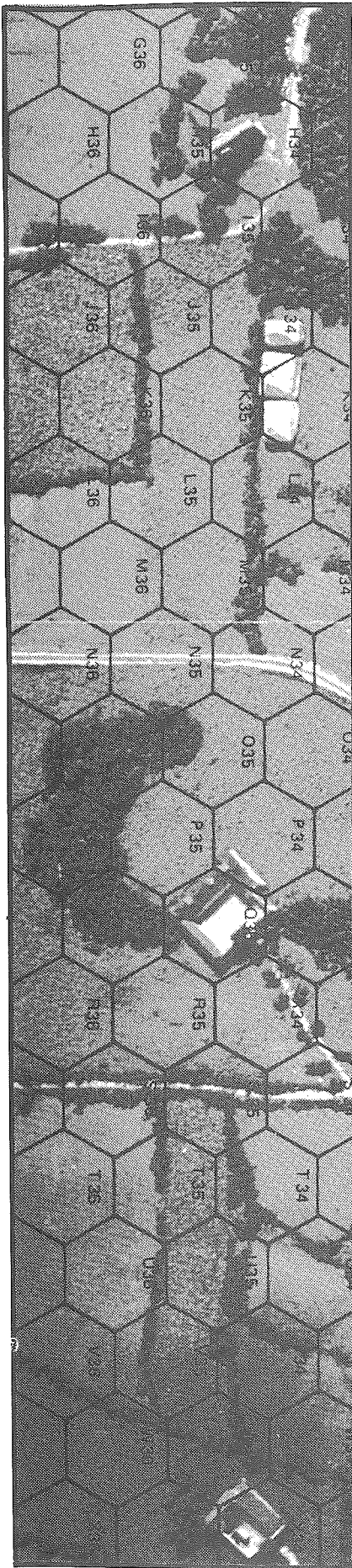
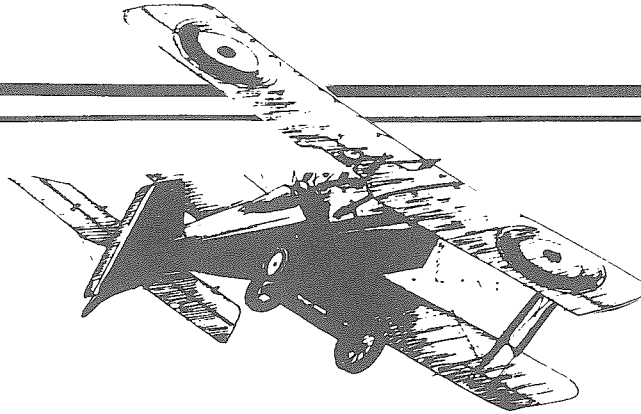
Barker sets up first in hex row 10 at 21,000 feet, the Germans set up next in any hex other than that occupied by the Snipe. To win, Barker must shoot down one Fokker and live; to win the Germans must kill Barker whilst losing no more than one Fokker. Any other result is a draw.

Barker sets up in hex L10, the Germans as shown. Three of the Fokkers are at 15,000 feet, the others at 20,000 feet. Using his ace movement, Barker twists sharply to the right, diving sharply. The maneuver risks both

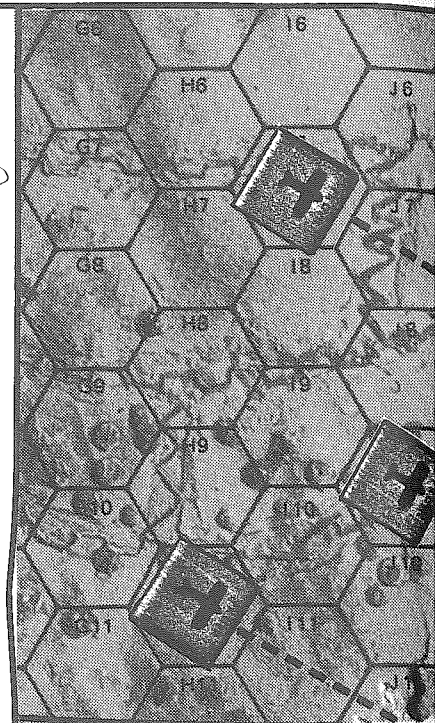
wing damage and spinning, but he is lucky on both scores. Pieces fly off Fokker #85 (2 wing, 2 fuselage hits). On turn 2, Fokker #86 (the grade 4) attempts to turn whilst diving, and flicks off into a spin. The lower Fokkers begin slowly to climb, Barker and the others are swiftly losing height as they circle one another. Barker uses Ace movement to turn sharply left, ruining the deflection shot of Fokker #89, and lining up his own shot on Fokker #90. Fokker #89 misses, Barker does not.

On turn 3, the aircraft are momentarily disengaged. On turn 4, Barker half loops and fires on the rapidly spinning Fokker #86, but with no effect. On turn 5 Barker uses ace movement to swing left onto the rail of Fokker #90. Barker is at 17,150 feet, the German at 17,400. Height difference is less than 300 feet, so there is no addition to the range, which is 2 hexes. Target is at 12 o'clock, attacker at 6 o'clock – the classic position. Caught in the fire of the Snipe's 2 Vicker guns, the Fokker flames. On turn 6, Barker again is able to use his ace movement to maneuver onto the tail of an enemy aircraft, in this case Fokker #89. Another flamer! (Subsequently the pilot of Fokker #90 manages to extinguish the flames by side slipping, and lands safely. This still counts as a Fokker down for victory purposes. The pilot of Fokker #89 is not so fortunate: on turn 11 his aircraft explodes.)

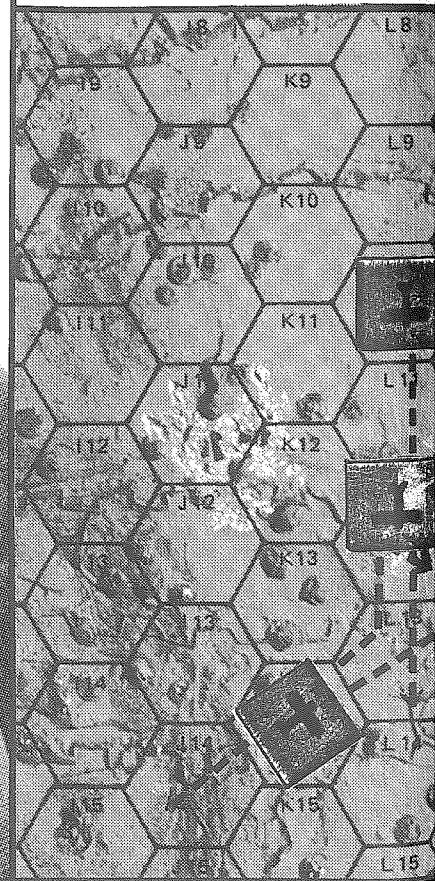




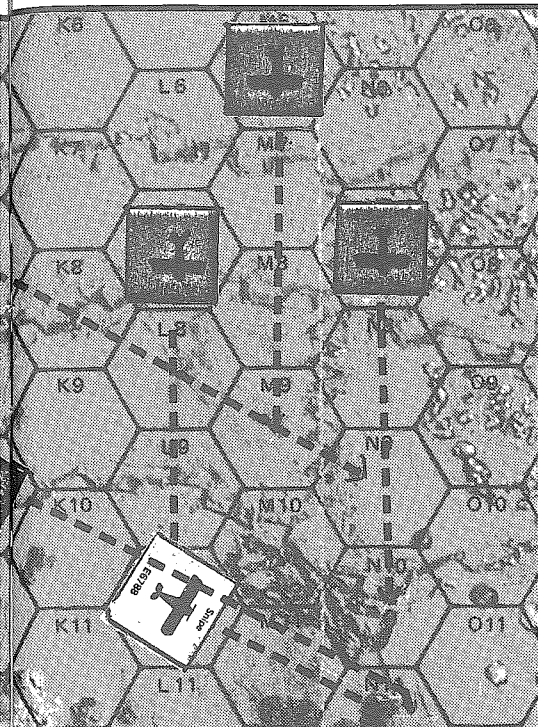
Manfred von Richtofen



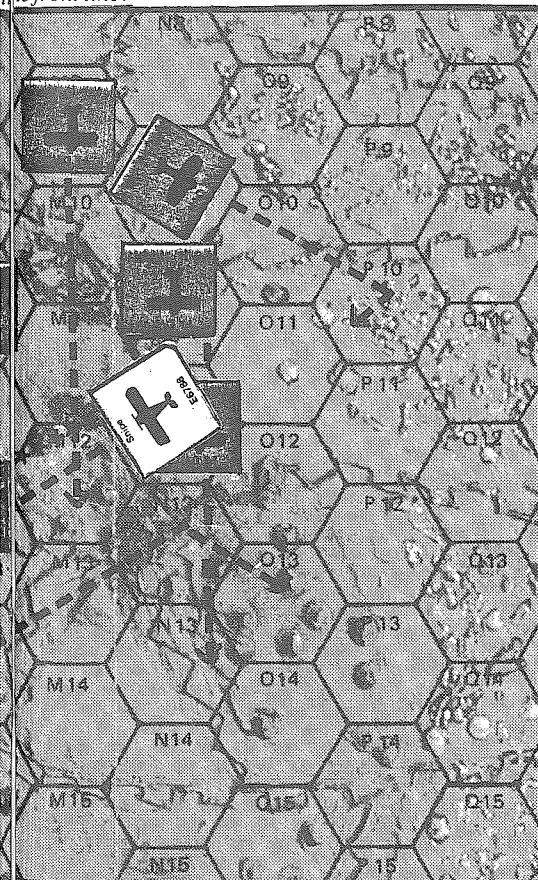
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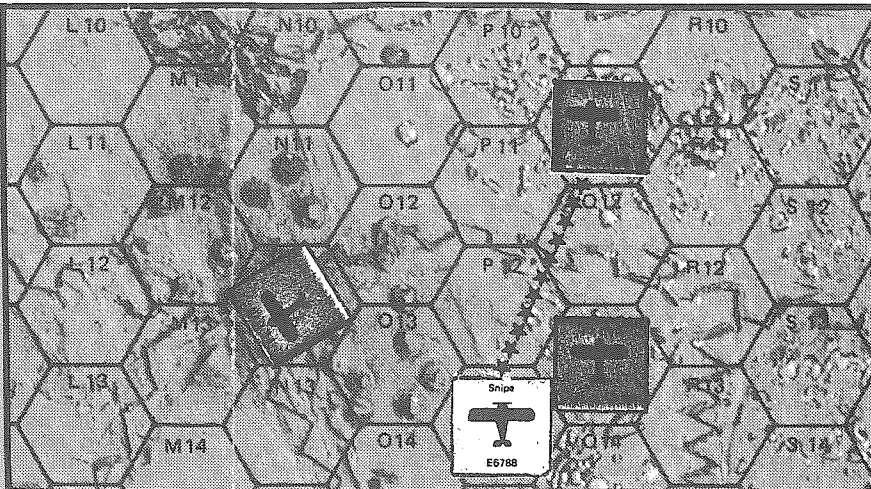
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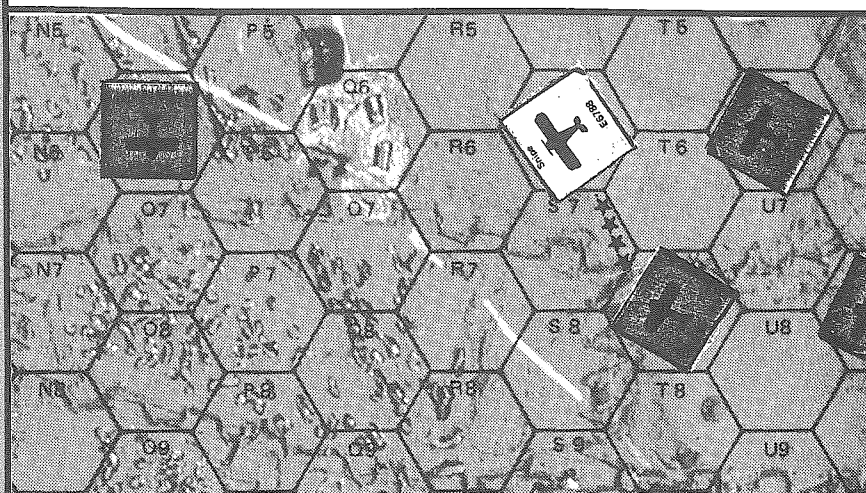
Start Flight: At start positions and Fokkers 84, 87, 88 are at 15,000 higher. Barker's right turn was "ace movement." The terrain the front line.



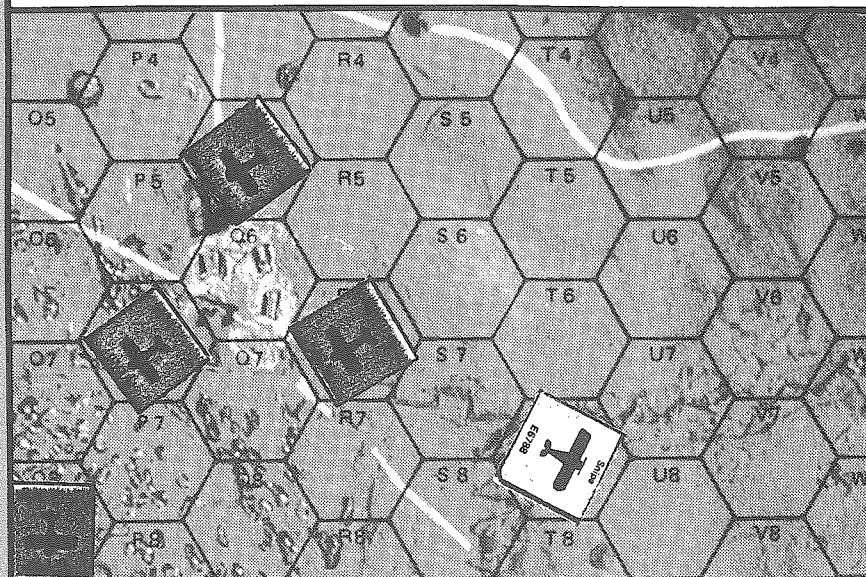
Last Flight: Turns 1-2. Again Barker (this time to the left) is made "ace movement."



Barker's Last Flight: Turns 5-6. Two down...



Barker's Last Flight: Turns 8-9. Barker has climbed 100', while the Fokkers are still diving. This increases the range to the maximum when he is fired on.



Barker's Last Flight: Turns 9-10. Barker shakes off his adversaries.

COBRA

Of all the projects I've labored over during my sixteen years as a part-time hobby journalist, this review of SPI's expanded edition of *COBRA* has been the most difficult to write. When I first asked Keith to let me be The Wargamer's reviewer for this title, I expected to be writing a paean about the undiluted joy of playing this reborn "classic." I had from the start admired the first

(with only a few typos), and the \$19.95 price is more than reasonable for today's market.

It's now three months since that initial burst of happy anticipation, however, and *Cobra* now just sits (and sits), canted on my shelf to display that fine box art, and gives me no more joy—only one more thing to dust.

The reason for that surprising fate is twofold: I don't like to play solitaire, and I can't talk anyone (including myself) into playing the German in a two-sided campaign game.

And it's not that *Cobra* is unbalanced as a game. The victory conditions were meticulously honed in the original edition, and are retained here, so that the Allied player has to better the performance of his historical counterpart in order to win. But a balanced game does not necessarily produce a balanced situation.

That is, for the Allied player, *Cobra* is a delightful, wide-open game. His operational power and strategic options are great from the start, and grow ever larger with each turn. The metaphor of a bull in a china shop—a very purposeful bull—comes immediately to mind. For the skilled Allied player, *Cobra* is a game so fun to play as to rival the best "beer 'n pretzels" experiences our hobby can offer.

Rommel's successor is not nearly so lucky. He must pray for storms simply to gain any real maneuverability at all, must use hair-splitting care in positioning each and every one of his regiments in the line (one mistake will provide the fatal breach), and seldom is presented with any opportunity for counter-attack of any kind—let alone a decisive one.

Of course, I can't fault *Cobra's* historicity, because, after all, that "draw" the Allies earned in 1944 amounted to them overrunning the gameboard and smashing to little bitty incoherent bits a 250,000-man German army group. So a skillful German player *can* suffer through the same process in the game, save himself from being smashed into quite so many bitty bits, and then come out the "winner." In practice, however, that process has shown itself to be a not very satisfying one for the German.

My play group contains two avowed (and several more closet) Germanophiles. Just the thought of commanding the dark legions is usually enough to put a twinkle in their lascivious eyes. Not so with *Cobra*; they won't touch it.

What saved the old *Cobra* was its brevity.



edition's simplicity, general accuracy, bloodiness, drama, and tension. And when the new version arrived, sporting what has to be one of the hottest box covers ever made, my anticipation grew even more.

In fact, the production values throughout are superb. The coloring on the double map is rich without the least hint of garishness; the 400 counters are easy to read and look at; the 16-page rulebook is clear and well organized

SOME VENOM

You could stand getting kicked from pillar to post and back again several times, because the beating couldn't last more than 13 turns. And through artful mastery of the strategic retreat, it could usually be brought to a finish sooner than that. That is no longer true. By expanding the game backward in time to D-Day, thus giving us 14 more turns, the German player is put through a psychic meat-grinder the intensity of which is beyond reasonable endurance.

It's not that I disagree with *Cobra's* outcome. To be historically accurate, *Cobra* should end with the German forced to withdraw from the theater of operations. I only wish David Ritchie, the expanded edition's designer had tinkered around some more in order to come up with a game wherein the inevitable process leading up to the German withdrawal was more enjoyable for that player.

I think this could've been done by making use of some of the innovations we've seen appear in later titles using *Cobra's* system, and by integrating some of the findings of recent historical scholarship into the game.

On the gaming side, SPI's *Kharkov* gave us a less extreme and more realistic way of handling the problem of disengagement from the front line than simply prohibiting a disengaged unit from re-entering an enemy zone of control during the same turn. The constant and absolute pinning of the German mechanized forces more than anything robs that player of his ability to amass a force or maneuver for counter-attack.

The *Kharkov* adaptation allowed the opposing enemy unit in the line to attempt pursuit of a disengaging unit, thus repinning it. The advantage, of course, comes from the pinner being reluctant to go too far forward of his own lines in order to maintain the pin.

Second, the evolution of the individual integrity rule in virtually all operational-level titles appearing since the original *Cobra* probably indicates that the outright doubling of attack and defense strengths is too extreme an application of this principle.

More, historicity would have been better served by rewriting the rule to allow regiments deployed in line to gain an integrity bonus. Note the historic German set-up in the breakout scenario. It is a *line*, not a series of divisional strong points.

Third, voluntary combat remains a venerable concept in our hobby for operational-level games such as we have here. But the notion

that the attacker can pick one spot in a line, concentrate there, and go forward totally disregarding enemy units on his flanks, seems to have lost credence.

A rule, such as Danny Parker wrote for the *errata* for his top-notch *Battles for the Ardennes* game (see *Fire & Movement* #20, p. 38), requiring that all enemy units adjacent to attacking units be attacked, would have, again, helped both historicity and situational balance.

And fourth, here, since *Cobra's* original publication everyone seems pretty much to have remembered that the reason there's all those grenadiers in a panzer division is to make defense of the tank-conquered territory feasible. Expanded *Cobra* still gives us tanks and grenadiers with the same attack and defense factors.

From the scholarship side, those of you who read my review of Max Hastings' *Overlord* book (*Wargamer* #40), know that a rich vein of new data about this campaign is presented there.

That is, Hastings' discussion of both sides' use of, and increasing dependence on, a few elite divisions to carry through difficult operations, alone could've provided the basis for an interesting reworking of *Cobra's* combat factors.

Further, the German tactical advantage in the bocage (especially before the American invention of the "Rhino" device) is probably not adequately reflected by *Cobra's* rules. And the ability of the two army groups, American and British, to cooperate tactically is simultaneously way overblown.

A technique never seen in history, yet used constantly by skilled Allied players in the game, is to gather a multi-national mechanized force at the juncture along the front of the two army groups, and then use them all in a sequence of mobile assaults against the same German unit.

The "joint" in the line between two Allied armies has always been considered a weak spot because of the difficulties inherent in the cooperating of different nationalities, no matter what nationalities they are. In *Cobra* that venerable strategic principle is stood on its head. A rule prohibiting the Allied player from mobile assaulting the same hex with forces from his two army groups in the same turn would've helped immensely here.

And Caen simply does not loom as a large enough magnet for Allied efforts in the game. Giving the German, say, two points for each

turn he had units in both the north and south ends of the city (as cut by the River Orne), and one point for having them just on the south, would have provided a bit of the motivation in the Allied player to take Caen that Montgomery showed in real life. As it is, *Cobra's* Allied commander usually just masks the place, and directs his main push southwestward toward Vire. (Where, again, the "joint" offensives are easy to set up.)

And last, though the Germans certainly were slowed in good weather by the Allied airpower, some die-roll chance to "force march" would have served to take away some of the Allied player's smug surety about the whole process.

If Ritchie had approached his task from this perspective, he would then have been redesigning *Cobra*, and not just expanding it. These, or other, alterations in the game's basic systems would have, of course, had chain-reaction effects throughout all *Cobra's* play, thus forcing a total rethinking of the game and its victory conditions.

And there, I guess, is my real complaint with the expanded *Cobra*. It's certainly not a bad game; it's just more of the same game. And with a man of Ritchie's proven talent at work, I was hoping for so much more — a new and more up-to-date game.

And last, so those reading this can better judge my expertise with *Cobra*, and hence my cachet for offering these criticisms, I present you with my favorite turn-one German move for the breakout scenario. It comes from my files under the heading "PLAN IV":

LXXXVI Corps (4004): 275 Inf. Div.-4707; 744/711, 763/711, 957/363-4001; 958/363, 959/363, 731/711-4002; 503 Tiger, 346 Static Div.-3904; 101ss Tiger-3905; 31/16LW, 45/16LW, 192/21-3804; 32/16LW, 125/21, 22/21*-3704.

Iss Pz. Corps (3507): 326 Static Div.-3011; 1/1ss PzGr., 2/1ss PzGr.-3505; 1/1ss Pz.-3405; 10/10ss-3205; 21/10ss, 22/10ss-3106.

Iss Pz. Corps (2708): 272 Inf. Div.-3008; 271 Inf. Div.-2908; 989/277-2905; 990/277-2806; 991/277-2706; 2/2, 304/2-2707; 12ss Pz. Div.-2609; 988/276-2408; 986/276, 3/2-2407.

XLVII Pz. Corps (2109): 987/276, 9/3 Para.-2107; 102ss Tiger-1909; 5/3 Para.-1907; 8/3 Para.-1906; 9ss Pz. Div.-1707.

II Para. Corps (1307): 916/352-1507; Pz. Lehr Div.-1506; 915/352-1307; 17ss PzGr. Div.-1205.

LXXXIV Corps (0705): 2ss Pz. Div.-1004; 1049/77, 1050/77-0804; 13/5-0706; 941/353, 943/353-0704; 942/353-0703; 922/243, 1057/91*-0503; 14/5, 15/5-0403; 920/243, 921/243, 1058/91*-0402.

The three units marked with an asterisk take turn one's replacements.



WAR TO END WARS

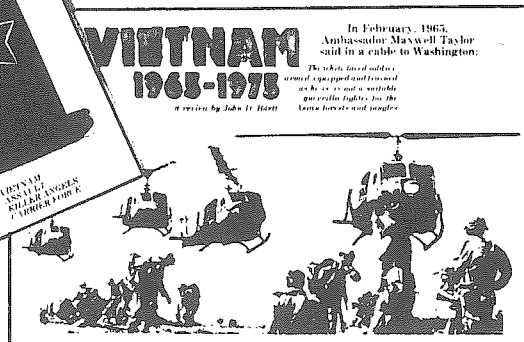
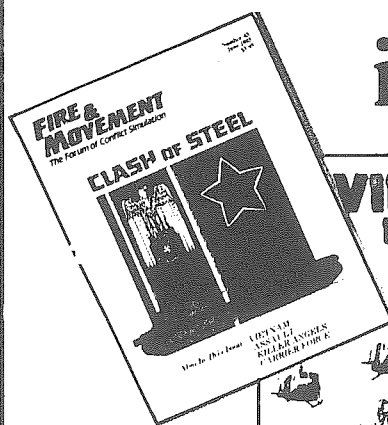
A subtle yet easy-to-get-into strategic game of the first World War, with 17"x22" map and 240 counters. Originally intended for publication in *The Wargamer*, *War to End Wars*, is now being produced as a boxed game. Usual retail \$14. Special prepublication offer (order by mail or telephone) to *Wargamer* subscribers – \$10 plus \$2 shipping and handling. Rules cover strategic and tactical movement, amphibious invasions, tanks and stossstruppen, fortified cities, submarine warfare, morale, production, minor powers, and the Arab revolt.

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1.0 INTRODUCTION

In early September 1942, the German 6th Army under Col. Gen. Friedrich von Paulus, with the 1st Panzer Army attached, had broken through the forward defenses and stood poised to assault the city of Stalingrad, defended by Gen. Vassili Ivanovich Chuikov and the 62nd Army. North of the city the German 14th Panzer Corps, having reached the banks of the Volga on August 23, were defending against large Soviet forces.

Struggle for Stalingrad is a game of the German assault on Stalingrad from this point on. As the Germans try to take the city, the Soviets struggle to hang on until Operation URANUS, the encirclement of all Axis forces, can be launched.

The map is divided into areas and the military forces are represented by counters with the strength of the unit. Each turn represents about 6 days; the map is approximately 40 km north to south and most units are divisions of 5000-10000 men.

1.1 General Description of Play. A turn consists of actions performed by the German or Soviet player. First the German may attack Soviet units in the same area. Then the Ger-

man player may move, after which another round of attacks occurs. German Reserves may move after these attacks. The Soviet player's turn consists of the same three segments with the exception of the Reserves.

In general, units may move until they enter an area occupied by the enemy. Combat takes place between opposing forces within the same area and uses an attacker/defender odds system. The game ends when the Germans take the whole city or when URANUS commences.

2.0 COMPONENTS

2.1 The Map. The map is divided into areas to regulate movement and combat. Within each area, there can be varying terrain and strongpoints.

2.1.1 Terrain Effects. The terrain in which the battle is fought is either Open, Rough, or Urban. Terrain features like strongpoints, artillery spots, landings, and fortifications also affect play. These types and features are summarized on the map.

2.1.2 Special map areas. There are several areas on the map that have significant effects on play. (NOTE: rules sections involved with the special area are noted in parentheses after each rule):

2.1.2.1 The Steppes. All the Steppe areas on the map represent much more space than the other areas and contain numerous German back-up forces. Each area is German controlled if empty (4.3); Soviet infiltration is NOT allowed (4.9); German supply lines may be traced through the Steppes (6.1); German divisions in Reserve in the Steppes have the option of rebuilding (7.2); for each Steppe in Soviet control in a German Command phase, German artillery point allowance is reduced by 2 and the German loses a step from a unit anywhere on the map (5.4.7).

2.1.2.2 Soviet East Bank. This somewhat abstract area represents the huge Soviet supply network. The area is a Soviet supply source (6.1), has an unlimited number of landings (4.10), and Soviet units can withdraw to here (4.4.3).

2.1.2.3 German Rear. This abstract area represents the German rear far from Stalingrad. It encompasses railheads and the supply network all the way back to Rostov. The area is the German supply source (6.1); Soviet units cannot enter and German units must stop upon entering; retreating into the Rear is not allowed (5.10); German units may withdraw to the Rear (4.4.3); and German divisions may rebuild (7.2).

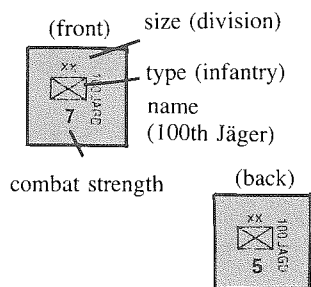
2.1.2.4 Stalingrad. All urban and rough areas (including the fortified areas) are called Stalingrad and are Soviet-dominated at the start of play (4.3.3) if empty.

2.1.2.5 Soviet Orlovka Salient. The two areas, Orlovka West and Orlovka North are Soviet fortified at the start of play and are rough terrain (5.14). German supply cannot be traced through the areas as long as the fortifications exist, and a special entering attack is required if German forces enter from the Steppes (5.11.2).

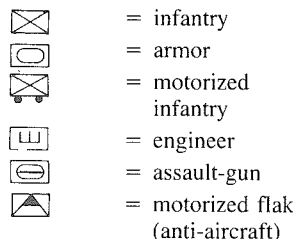
2.1.3 Playing Aids. The map includes playing aids like the turn record (including the reinforcement schedule for the standard games), turn and combat sequence, Artillery Availability Table, and German Holding Boxes for divisional breakdowns.

2.2 The Counters. A counter can be a military unit or an informational marker.

2.2.1 German Military Units.



2.2.1.1 The type of unit is shown by the symbol on the counter:



2.2.1.2 German units can have up to FOUR steps. Step losses are taken by flipping a full strength unit to its back side. If a unit has already been flipped, then a different counter for the same military unit with a weakened strength is substituted.

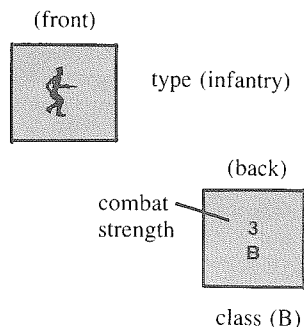
2.2.1.3 The size of the unit is shown ABOVE the symbol:

XX—unit is a division
X—unit is a regiment
III—unit is a regiment

2.2.1.4 Additional information about certain units is signaled by certain symbols next to the combat strength:

()—unit is a defend-only unit
+—unit is a support unit

2.2.2 Soviet Military Units



2.2.2.1 Soviet units have their strength and class hidden from the German by using a back-printed counter. This strength is not revealed to the German player until the unit has been attacked.

2.2.2.2 Soviet units come in several classes:

Guards—G—three steps

A—2 steps

B and C—1 step

Militia—0 steps (marked with an *)

2.2.2.3 Soviet units lose steps by converting to a lower class division: G to A to B or C (equal chance). B, C, and Tank units have only one step and are eliminated if a step loss is called for.

2.2.3 Informational Counters. There are several different counters included in the mix which are used to provide information about the status of units in the game:

Out of Supply: Units under the counter are out of supply for combat purposes.

In Res: German counter indicating the units underneath have been placed in reserve.

Entry Attack: Counter placed whenever a side must make an entry attack to move into an enemy controlled area.

Dsrpt: The unit(s) underneath are disrupted.

Draw, Partial, and Uranus: Victory markers which are placed on the Turn Record at the start of the Standard Game.

3.0 SEQUENCE OF PLAY

A turn is divided into a number of phases in which the phasing player, German or Soviet, performs certain actions. There are two impulses per turn: a German impulse and a Soviet impulse. The following is the sequence of play for each turn:

3.1 Mutual Artillery Phase. Both sides roll a die to determine how many artillery points each player receives during the turn from the Artillery Availability Table.

3.2 German Impulse.

3.2.1 German Counterattack Phase. German forces may attack Soviet forces in the same area. Each attack is resolved separately.

3.2.2 German Command Phase. Units get new supply if they were out-of-supply and reinforcements are placed on the map.

3.2.3 German Movement Phase. The German player may move all, some, or none of his units eligible to move. During this phase, units may also move within areas, entering strongpoints, and may combine in stacks. Units may also be designated as Reserve.

3.2.4 German Attack Phase. This is a combat phase identical to the Counter-attack phase.

3.2.5 German Reserve Phase. Units put in Reserve during the Movement phase may move or be rebuilt.

3.3 Soviet Impulse.

3.3.1 Soviet Counterattack Phase.

3.3.2 Soviet Command Phase.

3.3.3 Soviet Movement Phase. Soviet units may NOT be placed in Reserve.

3.3.4 Soviet Attack Phase.

4.0 MOVEMENT

The map is divided into areas to regulate movement. The following sections deal with the rules of that movement.

4.1 Movement Phases. There are three movement phases in each turn: German Movement, Soviet Movement, and German Reserve. Only friendly units may move in a friendly movement phase. During movement, the phasing player may move all, some, or none of the units eligible to move. All units are eligible to move EXCEPT cut-off and disrupted units. In the German Reserve Phase, only those units which did not move during the normal Movement phase may move.

4.1.1 No unit may move more than once in a movement phase. When a unit starts its movement, it must complete its move before any other friendly can start moving.

4.1.2 Units can move together as a "force." The force may pick up and drop off units during its move as long as no unit moves more than once and stacking rules are not violated.

4.2 Stacking. Up to three combat units may stack together. In addition, one support unit (section 8.1) may be attached to each combat unit and a stack may also contain one additional support unit. Thus, a maximum of 7 units may stack together. A stack is designated simply by placing the units on top of each other. NOTE: a single combat unit and its support units (2 maximum) are NOT considered stacked for retreat, cut-off status, and overrun attack purposes.

4.2.1 Stacking only affects movement of a force and combat. THERE IS NO LIMIT TO THE NUMBER OF FRIENDLY UNITS THAT CAN BE IN A GIVEN AREA ON THE MAP.

4.3 Area Control. An important consideration for movement in the areas on the map is the state of control of the area. Control is determined when an area is left or entered. There are three basic states: Contested, Friendly/Enemy Control, and Empty:

4.3.1 Contested Control. Both sides have unit(s) in the area that are not cut-off. Neither side's units may freely pass through a contested area.

4.3.2 Friendly/Enemy Control. The controlling side has unit(s) in the area and there are no opposing unit(s) that are not cut-off. The controlling side's units may pass freely through the area.

4.3.3 Empty. Empty areas may be freely passed through by both sides. However, an empty area is always dominated by one side or the other. Except for the Steppe areas, which are always German dominated, an area is dominated by the side which last passed through it. Domination does not affect movement, but it does affect supply and retreats.

4.4 Area to Area Movement. Movement capability between areas is determined by the state of control of the area.

4.4.1 A unit starting in a contested area may move ONE area, to an adjacent empty or friendly controlled area. It must then cease all movement. This type of movement is called disengagement.

4.4.2 A unit starting in a friendly controlled area may move through ANY NUMBER of connected empty or friendly controlled areas. It must stop its movement upon entering an enemy controlled or contested area. Entering

an enemy controlled area usually requires an entering attack (section 5.11).

4.4.2.1 If the moving unit(s) can successfully eliminate all enemy units in an area via Overrun attack, the area becomes friendly controlled instantly and the units may continue to move (section 5.12).

4.4.2.2 If the moving unit(s) are the surrounding force of cut-off enemy units, then the area they are starting in becomes contested instantly and the moving force is considered to be disengaging.

4.4.3 If a unit can trace a line of supply to a supply source, the unit may move directly to that supply source. This is a special form of movement called withdrawal. Withdrawal may involve disengagement from a contested area.

4.4.3.1 German units withdraw to the German Rear.

4.4.3.2 Soviet units withdraw to the East Bank via a landing. Normal Ferry rules apply, except that the withdrawing unit need not start in the landing. If the area of the landing is contested, the withdrawal is considered ferrying under fire (section 4.10.4).

4.5 Movement within an Area. Eligible units may move within their area. This movement is not affected by the control state of the area. A unit that moves within its area is still eligible to move normally. Movement within an area may take place either before or after normal movement.

4.5.1 Movement within an area is contingent on the unit/force designation. There are two possible designations:

4.5.1.1 Bound-in-area are those units in strongpoints, cut-off, part of a surrounding force, or disrupted.

4.5.1.2 Free-in-area are all units NOT bound-in-area.

4.5.2 Empty or friendly strongpoints may be entered and left, unless they are cut-off. There may be only ONE combat unit (plus attached support units) in a strongpoint at the end of any phase. A unit in a strongpoint exerts control over an area but will not, by itself, require an entering attack. Units in strongpoints are easier to cut-off and may not retreat.

4.5.3 In the general movement within areas, stacking may be changed either before or after normal movement.

4.6 Cut-off Forces. As a possible result of combat, defending units can be surrounded and isolated. Such units are designated as being "cut-off."

4.6.1 A cut-off force is ineligible to move. It also cannot restack or be joined by other units.

4.6.2 A cut-off force is no longer cut-off the instant there is no surrounding force (section 4.7), or if the surrounding force attacks any other units, or the surrounding force enters a strongpoint.

4.7 Surrounding Forces. As soon as a defending force is cut-off, a surrounding force must be designated. This is marked by placing the surrounding units on top of the cut-off force. NOTE: it is possible for a surrounding force to be cut-off itself by an outside enemy attack.

4.7.1 A surrounding force can freely be entered and left by friendly units.

4.7.2 A surrounding force exerts control over the area but does not trigger an entering attack.

4.7.3 A surrounding force is in the terrain type of the area.

4.8 German Reserve Movement. German units can be put into Reserve at the beginning of the German Movement Phase. These units can move only in the Reserve Phase following the German Attack Phase.

4.8.1 Units must be in German controlled areas to be designated as Reserves.

4.8.2 Units are designated as Reserve before any other movement in the Movement Phase.

4.8.3 Units designated Reserve which are in the Steppe areas may rebuild.

4.8.4 Reserve status is lost as soon as a unit moves, attacks, is rebuilt, or the area in which it is located loses its German controlled status.

4.9 Soviet Infiltration. The Soviets were experts at infiltration – sending many small groups of infantry sneaking behind enemy lines. Soviet units may infiltrate INSTEAD of moving normally. Infiltration takes place AFTER all normal Soviet movement.

4.9.1 An infiltrating unit MUST start in a Soviet controlled area and move into an adjacent German-controlled area. The Steppe may NOT be infiltrated. THERE IS NO ENTERING ATTACK.

4.9.2 An infiltrating unit may not overrun or attack in the Soviet Attack Phase. It may move within the area (i.e., enter a strongpoint).

4.9.3 Each area can be infiltrated by only ONE Soviet unit per Soviet Movement Phase.

4.10 Soviet Ferrying. The Volga at Stalingrad is about 2 km wide and may only be crossed by Soviet units. Ferrying is movement between the Soviet East Bank and the landings in Stalingrad.

4.10.1 To be eligible for ferrying, units must begin the Soviet Movement Phase in a landing or the East Bank area.

4.10.1.1 Withdrawing Soviet units just have to be able to trace a path to the landing.

4.10.2 After ferrying, the Soviet unit is eligible to continue movement normally.

4.10.3 Every landing can send off AND receive ONE unit per turn. Support units count as whole units for ferrying.

4.10.3.1 Landings are treated as strongpoints in Rough terrain.

4.10.3.2 Units CAN ferry in and out of cut-off landings.

4.10.3.3 Stacking limits may be exceeded during a phase but not at the end. Thus, units ferrying into a cut-off landing may attempt to overrun out.

4.10.4 If Soviet units enter or leave a cut-off landing, it is considered ferrying under fire. One die is rolled. On 1-4, the unit loses a step. Ferrying under Fire is also used for Soviet Amphibious Assaults (section 5.13) and for withdrawals.

4.10.5 During Ice turns (Nov/3-Dec/3), NO ferrying is allowed. Soviet reinforcements

just accumulate in the East Bank.

4.10.6 During Freeze turns (Dec/4, Dec/5) NO ferrying is allowed, but Soviet units may cross the "frozen Volga" from the East Bank to any area bordering the Volga EXCEPT Mamayev Kurgan, Yelshanka, and Spartankovka. Movement in the opposite direction is also allowed.

5.0 COMBAT

Within an area, phasing units may attack non-phasing units during the Combat Phases. There are four such phases: German Counter-Attack, German Attack, Soviet Counter-Attack, and Soviet Attack. Regardless of the overall situation, the phasing units are always the attackers; the non-phasing units always the defenders.

5.1 Forces in Combat. The general rule is up to THREE forces can attack one defending force. Each force, defending or attacking, is treated as whole and indivisible. No component may be held out of combat. An attacking force may only attack once in a phase (Exception: Overrun attacks, section 5.12), but A DEFENDING FORCE MAY BE ATTACKED ANY NUMBER OF TIMES IN A PHASE.

5.1.1 A free-in-area force can attack ANY defending force.

5.1.2 A unit in a strongpoint cannot attack any other unit in a strongpoint, or the surrounding forces on another strongpoint.

5.1.3 A unit in a strongpoint can only be attacked by ONE force.

5.1.4 A cut-off unit can only attack its surrounding force.

5.1.5 A surrounding force can only attack the cut-off force it is guarding.

5.2 Combat Sequence. The combat sequence is followed for each attack the phasing player makes. Once the sequence has been finished, the next attack can be declared.

5.2.1 DECLARE ATTACKING UNITS – and which defending force is the target.

5.2.2 REVEAL SOVIET UNITS – the Soviet player reveals his attacking/defending units.

5.2.3 ARTILLERY EXPENDITURE – both players secretly note how many artillery points they will expend this attack (take into account Overrun Soviet artillery penalty and dense target bonus).

5.2.4 COMPUTE COMBAT ODDS – factor in all reductions due to supply and strongpoint bonuses. Divide attacker strength by defender's strength and round to nearest odds ratio. Factor in any applicable column shifts.

5.2.5 DEFENDER-CRT ROLL. Roll on D-CRT once for every 10 defense strength points (rounded down to a minimum of one).

5.2.5.1 Check for Cut-off status. If there is a result on the D-CRT, roll on the cut-off table.

5.2.5.2 Defenders in Urban/Rough terrain find out how many losses are cancelled due to terrain with one roll per loss on the Terrain Defense Table.

5.2.5.3 Defender may reduce losses by ONE by retreating into a friendly controlled or dominated area.

5.2.5.4 Defender satisfies remaining losses with step losses from defending units.

5.2.6 ATTACKER-CRT ROLL. Roll on applicable A-CRT once for every 10 defense strength points (rounded down to a minimum of one).

5.2.6.1 Attacker's losses are satisfied by losing one step per loss.

5.2.6.2 Attacking units may advance into a strongpoint if all defenders have been eliminated.

5.2.6.3 Attacking units may follow retreated defending units into retreat areas.

5.2.7 OVERRUN DISRUPTION DETERMINATION. If the attack was an overrun attack, determine additive disruption factor.

5.3 COMBAT RESULTS. There are three Combat Results Tables. There is a single Defender CRT to determine how many losses the defenders will suffer from an attack. There are TWO Attacker CRTs; which one is used depends on whether the defender is in rough/open terrain or in urban terrain. The urban CRT gives higher attacker losses.

5.3.1 Combat results in step losses to attacker/defender. For the attacker, the die roll cross-indexed with the combat odds gives a blank or a number. If the result is a number, this is the number of steps the attackers lose. For the defenders, the number is the initial RESULT of the combat, but this result may be reduced by terrain or retreats, to get the final number of steps lost.

5.3.2 Combat Odds are found by dividing the final combat strength of the attackers by the final combat strength of the defenders, then rounding off to the nearest whole ratio. HALF ROUNDS UP. EXAMPLE 7 attacking 2 is 3.5:1 or 4:1.

5.4 Artillery.

5.4.1 Artillery points available for use in each turn are determined at the start of each turn. Both players roll a die during the Mutual Artillery Phase and cross-reference the roll with the correct artillery availability line.

5.4.1.1 The side that has or last had possession of the Mamayev Kurgan strongpoint adds +1 to his artillery chit.

5.4.1.2 The side that controls/controls the AREA of Mamayev Kurgan adds +1 to his artillery chit. NOTE: this is in addition to the +1 gained if the strongpoint is also controlled.

5.4.1.3 The side that controls/controls the Orlovka West Area gains +1 on his artillery chit.

5.4.1.4 One or more German Luftwaffe Summons gives +1 to the German artillery chit. The summons must be announced prior to the chit draw.

5.4.2 Artillery available changes during the game, unless otherwise specified by the scenario special rules. German artillery availability ranges from A1 to A4, while Soviet availability ranges from A1 to A5. The turn record specifies when the availability changes; these availability designations are then used on the Artillery Availability Table to determine which line to read with the die roll.

5.4.3 Both sides have a certain number of artillery points, determined at random at the beginning of each turn. These artillery points may be used in attacks to attempt to affect the outcome.

5.4.3.1 Each player chooses how many artillery points to commit to an attack/defense. The choices are revealed AFTER the combat odds have been established for the attack.

5.4.3.2 Defending artillery points subtract 1 from the D-CRT die roll per point. Artillery attacking points add 1 to the D-CRT die roll per point.

5.4.3.3 If one side has TWO or more artillery points more than the enemy, 1 (only) is added/subtracted to the A-CRT.

EXAMPLE: The Germans commit 4 artillery points to attack; the Soviets commit 5 to defend. Thus, the D-CRT die roll will have 1 subtracted from it and the A-CRT will be unaffected. If the Soviets had committed 6 artillery points, the D-CRT would have been modified by a -2 and the A-CRT by a +1.

5.4.4 German air points can be used either as normal artillery or for Stuka attacks at a cost of 2 air points per attack.

5.4.4.1 Stuka attack can be performed in ANY German Movement/Attack Phase.

5.4.4.2 When a Stuka attack is declared, one die is rolled, on a 1-4, a step loss is the result. The loss may be annulled by the Terrain Defense Table just as normal D-CRT results.

5.4.4.3 If the loss is not annulled, the defender has the option of losing a step from the attacked force, or having the force become disrupted. An already disrupted force MUST take the step loss.

5.4.4.4 A defending force may be attacked by any number of Stuka attacks. Each is resolved before the next is declared.

5.4.4.5 In a Stuka attack, supply is not used, retreat is not possible, and no hidden units are revealed.

5.4.5 In the Overrun attacks (both German and Soviet) Soviet artillery points are halved, rounding up, prior to die roll modifications. This reflects poor Soviet fire control.

5.4.6 Artillery points against defending stacks of THREE units, totalling SIX or more steps (including support unit steps) are doubled for both German and Soviet attacks. Such stacks are designated "dense" targets.

5.4.7 For each Steppe area in Soviet control in the German Command Phase, the German artillery point allowance is REDUCED by 2. The German player must also lose one step from any single unit anywhere on the map.

5.4.8 The German player may "save" a maximum of 4 artillery points from turn to turn. The Soviets may "save" a maximum of 2.

5.4.9 (OPTIONAL) For more fog of war, players may elect to use a set of cards (Ace through 6) to randomly determine their artillery allotment for the turn and keep this number secret from their opponent. All artillery usage should be recorded and compared with the revealed card at the end of the turn.

5.5 Strongpoints.

5.5.1 Strongpoints are considered URBAN terrain, except for landings which are rough

terrain. A strongpoint can only be occupied by ONE combat unit (supported by a maximum of TWO support units).

5.5.2 The defending force in a strongpoint gets +2 added to its combat strength. This is added BEFORE the effects of supply are considered. EXCEPTION: Soviet M-class units add +1.

5.5.3 A strongpoint can only be attacked by ONE force.

5.5.4 A unit in a strongpoint cannot attack other strongpoints, or surrounding forces on other strongpoints. An attacking unit in a strongpoint cannot advance out of the fortification UNLESS the defender retreats.

5.5.5 A unit in a strongpoint does not trigger an entering attack, nor can it be attacked in an entering attack.

5.6 Cut-off.

5.6.1 Cut-off is a side effect of combat. If there is a result on the D-CRT AND the combat was in Urban terrain, OR the defender was in a strongpoint, OR part of a surrounding force, the defender must roll on the Cut-off Table. The die roll is modified if the defenders are in a strongpoint, or in a surrounding force, or if Chuikov is involved.

5.6.2 If a defending force is cut-off while surrounding another cut-off force, the attacker may choose to "liberate" the latter force. If this occurs, all cut-off markers are removed and the involved forces are stacked separately. The friendly liberated units cannot restack until the next Movement Phase.

5.7 Terrain Defense. Defending forces in urban or rough terrain can have some of their losses cancelled by the Terrain Defense Table. After the D-CRT die roll, one die per resulting loss is rolled. EXAMPLE: A defending force in rough terrain suffers a 2 result on the D-CRT. Two dice are rolled, a 5 and 4, on the Terrain Defense table. The 5 cancels one loss, leaving 1 loss remaining.

NOTE: The players will have to get used to the wide range of outcomes this table provides. It can be maddening to have 5 losses inflicted on a single step C division and have all five cancelled out, but this is what the designers intended. It is suggested that the correct number of dice be rolled at once for the cancellations, i.e., if a 4 result is obtained, roll 4 dice at the same time.

5.8 Big Battles. For every 10 Defense points (rounded down), the D-CRT and A-CRT dice are rolled. The dice are ALWAYS rolled at least once for each battle. EXAMPLE: 45 German points are attacking 21 Soviet points. Both the D-CRT and A-CRT dice are rolled TWICE and the results combined.

5.9 Attack Abort. The German player can abort an attack AFTER the Soviets have revealed their strengths. No dice are rolled, German supply IS expended (not Soviet supply), AND the Germans lose 1 step immediately.

5.10 Retreat/Advance After Combat.

5.10.1 An UNSTACKED defending unit may retreat after combat into an adjacent friendly controlled or dominated area. It may not enter a strongpoint nor stack with other friendly forces in the new area. Retreat will reduce the combat losses by 1.

5.10.2 Stacked units, units in strongpoint, cut-off units, units in a surrounding force, and disrupted units **MAY NOT RETREAT**.

5.10.3 A unit may not retreat more than **ONCE** per phase.

5.10.4 If a defender retreats, all, some or none of the attacking force may follow. There is **NO** entering attack required when an attacking force follows a retreating unit.

5.11 Entering Attack. When an enemy controlled area is entered, an attack must take place to gain a "foothold" in the area. This attack is called an entering attack.

5.11.1 The entering attack can be directed **ONLY** at free-in-area forces. Units in strongpoints cannot be attacked. If there are **NO** free-in-area forces, the entering attack is automatically successful.

5.11.1.1 An entering attack is carried out normally. However, if there is no **RESULT** on the D-CRT during any entering attacks, all attacking forces must return to their starting areas.

5.11.1.2 All entering attacks must be carried out before other combat.

5.11.1.3 Entering attacks can be performed during Attack phases or by overruns. In the German Reserve Phase, overruns **MUST** be used for entering attacks.

5.11.2 In entering attacks across the Tsaritsa Gully, Frozen Volga, or into the Orlovka areas (from the Steppes), attacking strength points are halved.

5.11.3 In entering attacks during the **FREEZE** turns (Dec/4, Dec/5), all defending forces are doubled in strength. This reflects the difficulty of conducting offensive operations in intense cold.

5.12 Overrun. During the German or Soviet Movement Phases, **UNSTACKED** units can attack at reduced strength to attempt to bull through a potentially weak defense. Overrun attacks are resolved just as normal combat.

5.12.1 Overrunning units attack at half strength, rounding down.

EXCEPTION: German panzer and motorized units have the first 5 points of their strength unaffected. The remaining points are halved.

EXAMPLE: A German Panzer unit of strength 11 has an overrun strength of 8 (5 + 3).

5.12.2 Support units have a 0 overrun strength and cannot take step losses in the attack.

5.12.3 Soviet artillery points are halved during an overrun attack.

5.12.4 The same defender can be "overrun" more than once.

5.12.5 After an overrun attack, a "day die" is thrown, with the result being the number of "days" used in the attack. A unit can continue overrun attacks until its accumulated "day" points exceeds six. When the accumulated total exceeds six, the unit is disrupted.

5.12.5.1 A disrupted unit cannot move, attack, or retreat. It does not trigger an entering attack, and may not be attacked during an entering attack. An overrunning unit may advance after combat before disruption takes effect.

5.12.5.2 Attacking a disrupted unit gains an

attacker a **TWO** column shift to the right on the D-CRT (no shift on the A-CRT). A force with as little as one disrupted unit suffers this penalty.

5.12.5.3 Disruption is removed at the end of the friendly Movement Phase following the phase when they were disrupted.

5.13 Soviet Amphibious Assault. A Soviet unit starting on the East Bank can attack a German occupied landing in the Soviet Attack Phase.

5.13.1 The assaulting unit is fired upon as if ferrying under fire (1-4 = 1 step loss).

5.13.2 The assaulting unit attacks as usual (it cannot attack in cooperation with land forces because of the "one force" rule against defenders in strongpoints).

5.13.3 If the assaulting unit cannot move into the strongpoint after combat, it is eliminated. It must stop its movement in the landing.

5.14 Orlovka Salient Fortifications. At the start of play Orlovka West and Orlovka North are Soviet-fortified and should be marked with the correct markers.

5.14.1 Soviet defending forces are considered to be in **ROUGH** terrain rather than **Open**. The Orlovka strongpoint is **URBAN**.

5.14.2 **NO** German line may be traced through fortified areas.

5.14.3 **BOTH** fortification markers are removed during the German Command Phase after **ONE** of the areas becomes German controlled.

6.0 SUPPLY

To function normally in combat, a unit must be supplied. Lack of supply does not take effect until after a unit has been involved in combat.

6.1 Lines of Supply. A line of supply must be traced from the unit to a supply source. The line can be traced out of the unit's area regardless of state of control. Thereafter, the line can only go through friendly controlled or dominated areas.

6.1.1 The Soviet supply source is the East Bank. The supply line must be traced through the landings, except during Freeze when the line can be traced directly across the Volga into all bordering areas other than Manayev Kurgan, Yelshanka, and Spartanovka.

6.1.1.1 During Ice turns, the supply line cannot be traced to the Soviet East Bank. Special rules (section 6.3) apply.

6.1.2 The German supply source is the German Rear.

6.2 States of Supply. A unit can be in one of three states of supply: supplied, unsupplied, and out of supply.

6.2.1 Supplied. The unit(s) are supplied if they can trace a line of supply.

6.2.2 Unsupplied. A unit is unsupplied if it cannot trace a line of supply, **BUT** has not been involved in combat since it became unsupplied. After attacking/defending normally, an unsupplied unit becomes out of supply. **EXCEPTION:** If the unit is defending and is attacked at odds **LESS** than 1:2, no supply is used.

6.2.3 Out of Supply. Out of supply units attack and defend at half strength (rounded

down, but never less than 1).

6.2.3.1 Resupplying a unit (removing the out-of-supply marker) occurs in the friendly Command Phase. A unit is resupplied if a line of supply is reestablished.

6.3 Drift Ice on the Volga. As the rivers in the north freeze, blocks of ice drift down the Volga, blocking Soviet supply lines. In Drift Ice turns, Soviet units on the West Bank are all unsupplied, unless they can draw on supply points from the landings.

6.3.1 Each Soviet Controlled landing can supply **ONE** Soviet force in combat (attack or defense) per turn. Once a particular landing has provided supply, an Out-of-Supply marker should be placed on it. All such OOS markers are removed at the start of each Soviet Command Phase during an Ice turn.

6.3.2 A landing may be used to supply a Soviet force with an OOS marker already on it. If so, the marker is transferred to the landing.

7.0 REINFORCEMENTS

Reinforcements can be ground units, new steps to rebuild existing units, and air power. Scheduled reinforcements are marked on the Turn Record. There are also some conditional reinforcements.

7.1 Arrival of Reinforcements. Unless otherwise indicated, Soviet reinforcements arrive on the East Bank and German reinforcements arrive in Steppe I, II, or II (NOT Steppe IV or the Rear). German reinforcements can be delayed one turn and can then be placed in the Rear. Enemy Control of an area **DOES NOT** hinder the placement of reinforcements, but an entering attack may be necessary. A (?) indicates a possible choice of units arriving or of arrival time.

7.2 German Divisional Rebuild. German divisions which have lost a **SINGLE** step can regain full strength. In the German Reserve Phase, the Division must be in Reserve and in either a Steppe or the Rear. Instead of moving, the division regains full strength.

7.3 German Unit Removal. Certain German units must be withdrawn from the map on the turn indicated on the Turn Record. To be withdrawn, the unit must be able to trace a path to the German Rear.

7.3.1 The German player may remove other units of the same type (panzer/motorized are considered the same type). Whole unit(s) must be removed, not just steps.

7.3.2 A minimum of printed strength points to be removed is specified on the Turn Record. If the specified unit does not have the necessary strength, additional units must be taken to meet the requirement.

7.3.3 Previously removed units (or standins) that return to play do so at the same strength as when they left.

7.4 Soviet Reserve Corps. Some of the units earmarked for Operation Uranus can be sent to Stalingrad instead. One Reserve Corps can be brought into play per turn starting on Oct/3.

7.4.1 A Reserve Corps consists of either:

a. THREE A-divisions and a tank (+2),
OR

b. ONE G-division, ONE A-division,
ONE B-division and a tank (+2)

7.4.2 Each Reserve Corps brought in delays Uranus by two turns and extends the German victory time limits by two turns as well. All markers should be moved on the Turn Record.

7.4.3 THREE Reserve Corps brought into action CANCELS Operation Uranus.

7.4.4 A MAXIMUM OF THREE RESERVE CORPS MAY BE BROUGHT IN DURING THE GAME.

7.5 German Luftwaffe Summons. Air power is summoned in the German Command Phase. For each summons, a Luftwaffe die is rolled on the Artillery Availability Table (Row A1), giving the number of air points for that summons. The German can make up to TWO summons per turn. Air points CANNOT be saved from turn to turn.

7.5.1 Air points can be used as artillery points OR Stuka attacks (at 2 air points per attack) (see 5.4.3).

7.5.2 The German can, at his option, make additional Luftwaffe summons in batches of two (though they need not be used in the same turn). For each batch, the German Victory markers are moved BACK one turn.

7.5.3 On turns when the Luftwaffe is summoned, the German player adds +1 to his artillery chit.

7.6 Soviet Dzerzhinsky Tank Production. The Tractor Works at Stalingrad kept on producing and repairing tanks during the battle.

7.6.1 In the Soviet Command phase, one die is rolled. On a 1-2, no tanks are received, on a 3-4 a tank (+1) is received, on a 5-6, a tank (+2) is received.

7.6.2 Tanks received begin at the Tractor Works.

7.6.3 The die roll continues until the Dzerzhinsky strongpoint is attacked twice or becomes German occupied.

7.7 Soviet Random Divisions. When a Soviet Random division is specified on the Turn Record to arrive, starting on Oct/3, one division is drawn from a cup containing one A, one B, two Cs, and two M units.

7.8 German Pioneer Units. On Nov/1, the German has the choice of three pioneer groups OR waiting for the Pioneer-Division Stalingrad. (section 8.7)

7.9 Soviet 39th Guards Division. This unit arrives as an A division. In the Soviet Command Phase on the turn of arrival, the unit can be delayed one turn and arrive as a G division.

7.10 Playing Piece Limitation. The number of counters for units represents a ceiling. If there are not enough units the following rules apply:

7.10.1 A weaker unit of the same type can be taken instead. (C for a B, Tank +1 for a Tank +2, etc.)

7.10.2 The player can choose to delay receiving the units until one is available.

7.10.3 There must ALWAYS be a C and B available to reduce an A if needed. There should ALWAYS be 6 Soviet Random Divisions available when needed to draw.

8.0 SPECIAL UNITS

8.1 Support Units. Support units represent units much smaller and more vulnerable than the standard divisions. They are marked with a + in front of their combat strengths.

8.1.1 Attached Support Units.

8.1.1.1 A force can have up to ONE support unit more than it has normal combat units. A single combat unit can have TWO support units attached. Support units add their combat strengths to the force and are not considered separate in any way. They lose steps normally.

8.1.1.2 Support units do not take on the characteristics of the combat unit they are attached to, i.e., Soviet Tanks attached to infantry divisions cannot infiltrate.

8.1.2 Unattached Support Units.

8.1.2.1 Unattached Support units cannot hinder enemy movement in any way and cannot be considered for control/domination over areas.

8.1.2.2 Unattached support units are instantly eliminated if in a contested/enemy controlled area. EXCEPTION: During Movement Phases, support units can be "momentarily" unattached as they switch stacks.

8.2 German Divisional Breakdown. German divisions can be broken down into smaller subunits. Infantry divisions are broken into regiments, motorized/panzer divisions can be exchanged with Panzer battlegroups.

8.2.1 Infantry units can form the same number of regiments as they have steps (use of the Division's last step counter may be necessary if breaking down a full four step division).

8.2.2 Panzer and motorized divisions can form TWO panzer battlegroups (Kampfgruppen). The combined strength AND number of steps may not exceed the division's. EXAMPLE: A panzer division of strength 9 can form either a 5 and 2 (three steps) Kampfgruppe or a 4 and 2 Kampfgruppe.

8.2.3 A division MAY NOT be partially broken down. The whole division must be changed to subunits. To keep track of what subunits belong to what division, the holding boxes on the map should be used.

8.2.4 When calculating the number of units in a force, all subunits of the same designation count as a single unit. Remaining single units count as half a unit (rounding up).

8.3 Soviet Zero-Step Militia. Soviet M-class units are marked with an * in front of their combat strength and are considered zero step units. These units are eliminated if there is an adverse result on the CRT (either A or D), regardless of actual losses. THEY DO NOT COUNT TOWARD STEP LOSSES.

8.4 German Defend-Only Units. German security forces are various rear area units not intended for front-line duty. Their combat strength is enclosed in parentheses. THIS IS A DEFENSE STRENGTH. A defend-only unit functions normally on defense. It adds nothing on attack and cannot be used to satisfy attacker step losses. A defend-only unit MAY NOT move in the reserve phase.

8.5 Soviet General Chuikov. The Commander of the Soviet 62nd Army, General Vassili Ivanovich Chuikov was an unusually energetic and able tactician. His presence (in the form of his counter) provides the following benefits to the Soviet player:

8.5.1 Chuikov adds +1 to his force's combat strength. He must be stacked with the force. He does not count as a step, either for losses or artillery bonuses.

8.5.2 The cut-off for Chuikov's forces are modified by one in favor of the Soviets both in attack and defense.

8.5.3 Chuikov can change the Soviet artillery expenditure by +/- 1 immediately after the German expenditure has been revealed (but before the combat die roll). This benefit extends to any Soviet attack/defense in the AREA where Chuikov is located.

8.5.4 Chuikov can move UP TO THREE TIMES in the Soviet Movement Phase (disengaging, moving, and disengaging again), and ONCE in the German Attack Phase.

8.5.5 Chuikov can leave/enter cut-off forces, but each time a die must be rolled - on a 6, Chuikov is eliminated.

8.5.6 Chuikov cannot be alone. If he is with a force that is eliminated, a die is rolled - on a 6 he is eliminated. On any other roll, he is placed with any Soviet force in an adjacent area. If not possible, he is eliminated. NOTE: If Chuikov is forced to enter a cut-off force, the cut-off roll must be made.

8.6 Soviet Guards Divisions.

8.6.1 All Soviet attacks, involving one or more G (and G+) divisions get a one column shift to the right on the D-CRT. If the Soviets suffer any loss, at least one step must be from a G division.

8.6.2 The 13th Guards Division was an extra strong and rested unit. It starts as a G+ division, then reduces first to a G and is then normal.

8.7 German Combat Engineers (Pioneers). The German player chooses on turn NOV/1 if he wants to receive three engineer battlegroups or the Pioneer-Division "Stalingrad" two turns later.

8.7.1 German attacks in URBAN terrain or any strongpoint or fortification get the engineers' combat strength AND a one column shift to the right on the D-CRT if one or more battlegroups participate. If the Germans suffer losses, at least one must come from the Pioneers.

8.7.2 The German attack column shift is TWO to the right if the Pioneer-Division is involved. The Division has four steps and can be rebuilt.

8.8 German SS-Division "Das Reich"

8.8.1 In attack or defense in which Das Reich is involved, it must lose at least one step if any German losses are taken. If German Pioneers are involved in the same combat both an SS and a Pioneer step must be lost EVEN if only one German step is required.

8.8.2 Das Reich may rebuild normally.

8.8.3 Bringing Das Reich into the game counts as ONE division eliminated when calculating Victory. In addition, every TWO steps lost from Das Reich counts as one division lost.

9.0 THE FIRST TURN

9.1 Soviet Unpreparedness. During the German Attack Phase of SEPT/1, German attack strength is doubled. (German attack strength is NORMAL during the Counter-Attack Phase.)

9.2 Soviet Movement Restriction. In SEPT/1 and SEPT/2 Soviet units may not enter any Steppe, except for advance after retreat.

9.3 German Supply Problems. At the end of the German impulse of SEPT/1, place "out-of-supply" markers on ALL German forces except one of the German player's choice (unit or stack). These markers function as normal and, if a supply line exists at the start of the next German Command Phase, can be removed normally.

9.4 German Movement Restrictions. During SEPT/1, all units of the 4th Panzer Army starting in Yelshanka MAY NOT enter Steppe II or Mamayev Kurgan area. The above restriction is lifted the instant there are THREE or less Soviet units in the Yelshanka/Southern City/Central City areas combined.

10.0 VICTORY CONDITIONS

10.1 Ending the Game. The game ends when any of the following three conditions is met:

1. The German player conquers the whole city. This is defined as all strongpoints (EXCEPT Orlovka) are German controlled and there are NO Soviet controlled AREAs on the Volga west bank.
2. Operation Uranus starts. This is defined by reaching the Operation Uranus marker on the Turn Record.
3. The End of the Soviet Impulse DEC/5 turn.

10.2 Victory Markers. The three victory markers, Uranus, German Partial, and Draw, are placed on the Turn Record at the start of the game on the turns marked on the back.

10.2.1 These markers can be moved based on player decisions:

1. For each Soviet Reserve Corps brought into play, ALL THREE markers are moved ahead TWO turns.
2. For each additional TWO Luftwaffe summons, the two German victory markers are moved BACK one turn.

10.3 Victory. There are five types of victory ranging from Soviet Total Victory, Soviet Partial, Draw, German Partial to German Total victory.

10.3.1 If the game ends at the end of 1942 (DEC/5), it is a Soviet Partial Victory.

10.3.2 If Stalingrad is conquered, the level of victory depends on WHEN the city falls:

1. If the city falls before either of the German victory markers has been reached, it is a German Total Victory.
2. If the city falls on or after the German Partial Marker has been reached, BUT before

the Draw marker, it is a German Partial Victory.

3. If the city falls on or after the draw marker has been reached, it is a Draw.

10.3.3 The Victory level can be altered due to excessive losses to the Germans or excessive commitment by the Soviets.

10.3.3.1 For every THREE German divisions eliminated, change the victory level by ONE in favor of the Soviets. NOTE: German panzer, motorized or engineer divisions count as TWO for this purpose. Each Soviet Reserve Corps brought in counterbalances one German division.

10.3.3.2 If three Soviet Reserve Corps are brought into play, change the victory level ONE in favor of the Germans. Each eliminated German division counterbalances one Soviet Reserve Corps.

10.3.3.3 If the game ends by default DEC/5 and there are Soviet units in 5 of the 8 areas bordering the Volga that can trace lines of supply, change the level of victory by ONE in favor of the Soviets.

11 SCENARIOS

There are five scenarios with *Struggle for Stalingrad*. Each will specify the area of play, initial set-up forces, length of game, reinforcements and the victory conditions.

11.1 Introductory mini-game: THE BATTLE FOR RED SQUARE

AREA IN PLAY: Yelshanka, Red Square, Southern City, Central City and Steppe I. The Soviets may never enter Steppe I or Yelshanka.

INITIAL SET-UP: (Turn = SEPT/1)

German Units in Yelshanka: 14th Pz (strength 11), 29th Motor (10) 94th Inf. (7) PzKg (4), 7 arty points.

Soviet Units in SC, RS, CC areas: 1 tank (+1), 1 arty point and one option secretly from below:

- I. 5 x C, 1 x B
- II. 3 x C, 3 x B
- III. 3 x C, 2 x B, and 10th NKVD (G).
- IV. 2 x C, 2 x B, 1 x A, 10th NKVD.

LENGTH OF GAME: dependent upon the option chosen by the Soviets. I - 3 turns, II - 4 turns, III - 5 turns, IV - 6 turns.

REINFORCEMENTS:

German (appearing in Steppe I)

Each turn except first: 3 arty points.

Second turn or later: 71st Inf (8) + 1 die's worth of extra arty points: If taken the game length is shortened by one turn. NOTE: 29th Motor is NOT withdrawn.

Soviet (appearing in the landings):

Each turn except first: 1 arty point.

First turn or later: 13th Guards (G+). If taken, the game length is increased by one turn.

Fourth turn or later: 1 x B.

VICTORY CONDITIONS: when time runs out:

German win if there are NO Soviet forces at all or one step of Soviet units cut-off.

Draw: if all Soviet forces are cut-off.

Soviet win otherwise:

If a German division is eliminated, it is automatically a Soviet Win.

11.2 Solitaire game: RED SQUARE RE-VISITED

AREA IN PLAY: Yelshanka, Red Square, Southern City, Central City and Steppe I. The Soviets may never enter Steppe I or Yelshanka.

INITIAL SET-UP: (Turn = SEPT/1)

German Units in Yelshanka: 14th Pz (strength 11), 29th Motor (10) 94th Inf. (7) PzKg (4), 7 arty points.

Soviet forces: +1 Tank + Draw 6 units at random from a cup with 4 x C, 4 x B, 2 x A, 10th NKVD, 13 Guards. No arty points.

LENGTH OF GAME: For every FOUR Soviet Infantry strength points rounded up, the game lasts 1 turn (minimum of 3 turns).

EXAMPLE: Soviet forces drawn are 3 x B, 1 x A, 1 x C = 16 points. The game would last 4 turns.

REINFORCEMENTS: 2 artillery points per turn for the German player.

VICTORY CONDITIONS: Same as Scenario 11.1

11.3 Standard Game: STRUGGLE FOR STALINGRAD

AREA IN PLAY: The entire map.

INITIAL SET-UP:

German: Setup in Yelshanka (4th Pz Army): 29th Motor, 14 PZR (11) 94th Inf (7), PZKG/24th PZR (4).

Setup in Steppe II (6th Army): 71st Inf (B), 295th Inf (7), PZKG/24PZ (5), STG (+4), 389th Inf (5), Kg Stahel.

Artillery A1, Luftwaffe - 2 summons.

Soviet: Setup anywhere except Steppe/Rear: Chuikov, 2 tanks (+2), 2 tanks (+1) and either (selected secretly):

- 10NKVD (7), 1 x A, 4 x B, 7 x C, and 3 x M; OR
2 x A, 7 x B, 4 x C, 3 x M; OR
1 x A, 10 x B, 2 x C, 3 x M.

Place Orlovka Salient Fortification Markers. 2 artillery points.

LENGTH OF GAME: see section 10.1.

REINFORCEMENTS: see Turn Record.

VICTORY CONDITIONS: see section 10.2, 10.3.

11.4 Short Game: DASH TO THE VOLGA

This scenario is identical to the standard game with the exception of the victory conditions and the following rules changes:

1. The game ends on the Soviet Command Phase OCT/3.

2. German 14 PZ and 29 MOT are NOT removed.

3. SS-Division "Das Reich" enters OCT/2.

VICTORY CONDITIONS: If Stalingrad falls (see section 10.1) before the end of the game, it is a German Total Victory. If not, it is a Total Soviet Victory. If the Germans lose THREE or more divisions, it is automatically a Total Soviet Victory.

11.5 Long Game: FIGHT TO THE FINISH

This scenario is identical to the standard game except:

1. The Soviets receive ONE reserve corps on OCT/3, OCT/4, OCT/5, NOV/1 (four in all). This counts as 4 eliminated German divisions for victory conditions EVEN if the game ends prior to OCT/3.

3. There is NO Operation Uranus.

ATTACKER-LOSS CRT URBAN TERRAIN

DIE ROLL	ODDS					
	1:2	1:1	2:1/3:1	4:1	5:1/6:1	7:1
1-						
2	1					
3	1	1	1			
4	2	1	1	1	1	
5	2	2	1	1	1	1
6+	2	2	2	2	1	1

ATTACKER-LOSS CRT ROUGH/OPEN TERRAIN

DIE ROLL	ODDS					
	1:2	1:1	2:1/3:1	4:1	5:1/6:1	7:1
1-						
2	1					
3	1	1	1			
4	1	1	1			
5	2	1	1	1		
6+	2	2	1	1	1	

Die-modifiers: artillery superiority ± 1
2 or more AP than opponent)

TERRAIN DEFENSE TABLE

(Defender is in urban/rough terrain)

Roll one die per loss on the D-CRT

urban: 4, 5 or 6 = loss cancelled

rough: 5 or 6 = loss cancelled

SOVIET STEP REDUCTION

G into A, G+ into G,

A into B or C (50%, hide result),

M zero-step, B,C, tanks one step.

CUT-OFF TABLE

If there is a result (ie, 1-5) on the Defender-Loss CRT and the defender is in urban terrain, or in a strongpoint, or is part of a surrounding force, roll additionally on the cut-off table.

Defending Force Contains:	Die-roll
one unit:	1-3 = Cut-off
more than one unit:	1 = Cut-off

DEFENDER-LOSS CRT

DIE ROLL	ODDS									
	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1 +
0-						1	1	1	2	2
1					1	1	1	1	2	3
2				1	1	1	1	2	2	3
3			1	1	1	1	2	2	3	4
4			1	1	1	2	2	2	3	4
5		1	1	1	2	2	2	3	4	5
6	1	1	1	2	2	2	3	3	4	5
7+	1	1	1	2	2	3	3	4	5	5

COMBAT MODIFIERS

strongpoint: + 2 points to defense

out-of-supply: 1/2 strength

overrun: 1/2 attack strength

(German pz/mot: first 5 points unaffected)

Tsaritsa Gully: 1/2 attack strength in entering attack across

Disrupted force defending: 2 columns right on D-CRT

Soviet Unpreparedness defending: double German attack strength in Attack Phase of SEP/1

Soviet Guard division(s) attacking: 1 column right on D-CRT

German Pioneer group(s) attacking: 1 column right on D-CRT

German Pioneer division attacking: 2 columns right on D-CRT

NOTE: Halvings are accumulated, and final fractions are dropped, but never below 1.

DIE-ROLL MODIFIERS

Per artillery point: ± 1

Defender in Strongpoint: - 1

Defender part of surrounding force: - 1

German Stuka Attack (2 air points)

die 1-4 = loss/disruption (terrain defense).

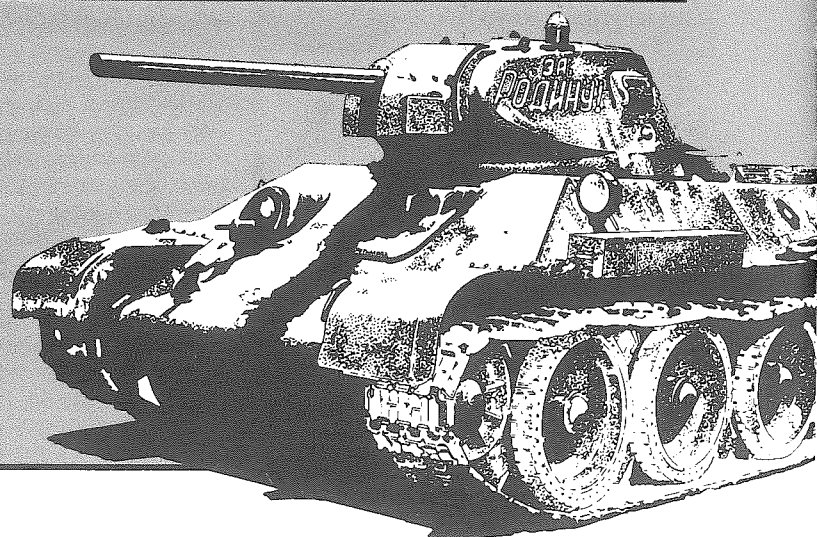
Soviet ferrying under fire


die 1-4 = loss.

GENERAL CHUIKOV

His force's combat strength: + 1

Soviet Artillery Expenditure: ± 1





END OF THE IRON DREAM

Of course, history began in 1939, and *of course* NATO, Nukes, and Nazis have been its main impelling forces thus far, and therefore deserve all our gaming energies. Of course.

Therefore I, Tyrone Steven Bomba, have done the proper – indeed, inevitable – thing, and put those potent and undeniable Ns all into one game. Not the same scenario, mind you, but the same game.

The game is titled *End of the Iron Dream*. It covers World War II in Europe from 6 June 1944 to 8 May 1945. Turns are bimonthly, hexes are 48 miles across, and units are corps for the Anglo-

Allies and Germans, and armies (and cavalry-mechanized groups) for the Soviets and minor satellite peoples.

The game's system is simple, little more than a *Panzergruppe Guderian* variant. But an improved variant – the zone of control and probing-attack rules neatly prevent that pile-them-high-skip-a-hex, pile-them-high-skip-a-hex nonsense. Frontlines are what we have here.

The real tone and tempo of the game come from the colorful – not complex – historicity enhancing “chrome.”

Iron Dream has buzz-bombs, variable invasions, the Warsaw Rebellion, Luft-

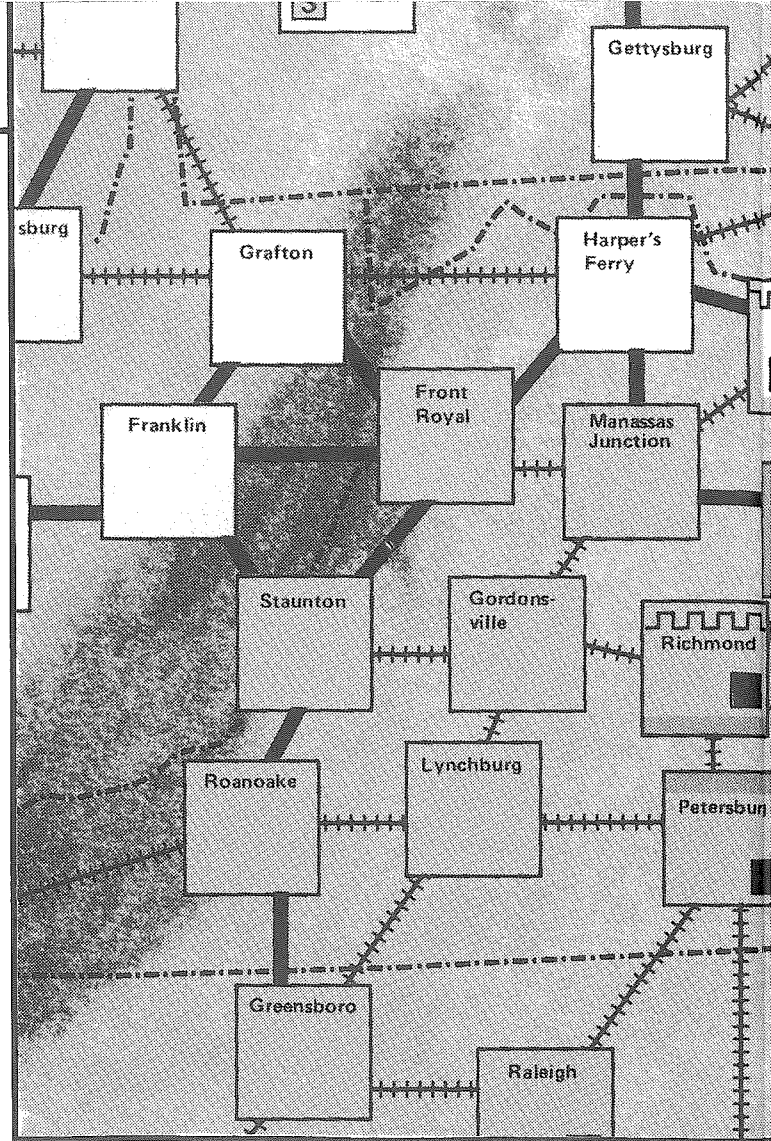
waffe FLAK corps, satellite-nation defections, optional fog—of-war, fanatical defense of (and attack on) Berlin, heavy bomber attacks, tactical airpower, mountain troops, reserve corps, *Wehrkreis* centers, airborne bridgeheads, Volksturm, the *Alpenfestung*, ULTRA, the Ljubljana Gap, partisan armies, oil, O.K.H., National Socialist Ardor, Stavka Shock Fronts, Fuhrer-Mandated Offensives, fortress supply, sieges, elite corps, fortified-line construction, Operation Bagration, and German Economic Collapse. (Phew!)

Ty Bomba

Wargamer #39

TURN ONE

Bob Medrow



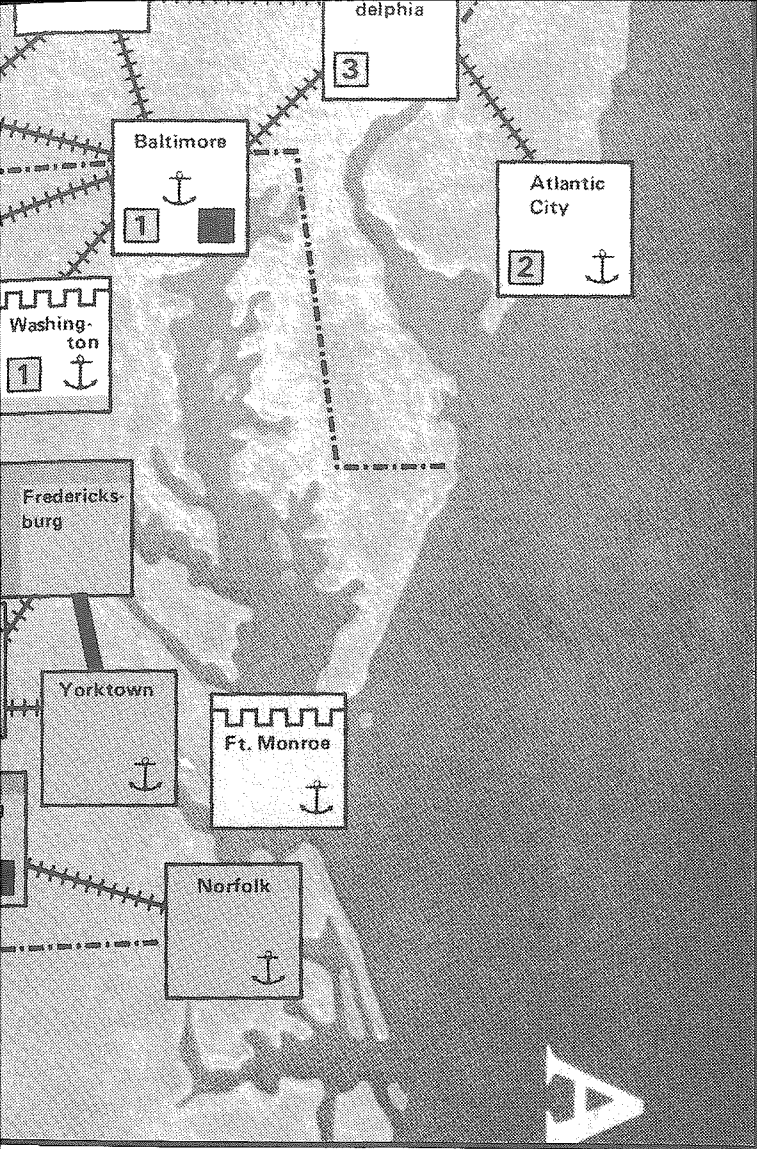
One of the things I've enjoyed about many of the articles in *The Wargamer* is the unabashed enthusiasm their authors have shown for winning the game being discussed. This article is in that same vein. As the title suggests; it does have a very narrow focus. However, my hope is that this careful look at possible first turn activities will serve to illustrate some general aspects of a most intriguing game.

In the period of less than 4 years since its appearance, *A House Divided (AHD)* has won awards, praise, and converts at a rate which reflects the general excellence of its design. One of the aspects of the design which I have found most appealing, and one which I also believe is part of the reason for its popularity, is the combat system. While it is not unique, its use here in connection with the rules' provision for combat reinforcement from adjoining squares leads to some decision making during combat of a type not commonly encountered in board games. While there have been games in which, after offensive movement but before combat, the defender could allocate reserves or defensive artillery fire, here we have a game in which both attacker and defender are frequently called upon to make decisions *after* the die has started to fall.

After the first round of combat, when the die passes to a player, he or she must first decide whether or not to continue the combat. If the decision is made to continue the combat. If the decision is made to continue one must further decide, if there are eligible friendly units available in one or more adjacent boxes, whether or not to reinforce the current combat. Finally, there will usually be a decision required as to the allocation of attacks. To sweeten it all, each of these decisions must be made with an eye toward what the map and the forces deployed thereon might look like when the battle is ended. Illustrations of most of these types of decisions are to be found in a consideration of Union alternatives in the first turn.

I suppose that many factors contribute to the popularity of any kind of game. With some games, however, I believe that it's in the decision making where one finds the aspect which draws us back time and time again. Games such as chess or *Diplomacy* seem to me to be games that





tempt us (against our better judgment) to believe that perfect play lies within our grasp if we could but reach a little further.

In two of the eight articles on *AHD* I reread just prior to starting to write, a reference to chess was made in connection with some aspect of the game. Certainly, a division of the game into opening, middle, and end game portions seems valid. Based upon the experience of others, as well as upon my own, it now seems clear that the first year is the period during which the Union is struggling to avoid defeat. Strategically, it is on the defensive. During this time there is frequently little of the South's that the Union can seize or even threaten comparable in value to that which the South can threaten to gain. The principal reasons for this are the relative similarity in army sizes until the first set of four additional militia units become available to the North and the general scarcity of units at the start.

This does not mean that, tactically, the Union must also be on the defensive. The initiative, which will tend to be in the hands of a skilled Confederate player, should be contested. But this needs to be done carefully. Perhaps the surest way to produce a victory for the South is for the Northern player to allow dreams of a quick conquest of the South to lure him into premature adventures.

In his article on *AHD* in issue 18 of *The Wargamer*, Keith Poulter expressed what I believe is an essentially similar view. He suggested that, in the west, the Union seek to secure the line of the Ohio River (i.e., the northern border of Kentucky) plus one of two other positions. He indicated a preference for the Springfield (Mo.) - Rolla-Ironton-Cairo one over the Mississippi River line (Quincy-St. Louis-Cairo). A major difference between the two is that the latter can generally be gotten without combat, while the former will usually require a fight. I would suggest, for those of you who prefer the former, that you approach that objective after first having secured the Mississippi River Line.

To this end I'd like to propose as one of the first turn Union moves the movement of the two units in the Chicago garrison to Springfield and Vandalia. With units built in Quincy and Cairo this will, at the cost of

just one movement order, make the western flank reasonably secure. More immediately, it essentially eliminates the chance of a first turn loss of St. Louis; but more of that later.

First, let's consider just what's involved in securing a defensive line. For the North, the greatest danger in the early part of the game lies in the existence of the cavalry jump move and the potential it creates for Confederate cavalry penetrations of the Union heartland. The obvious remedy is to either place a cavalry unit in a front line box or to place some sort of unit in every box behind the front line to which a front line box is connected.

When utilizing the cavalry unit version it is necessary to be quite conscious of the ownership of all of the boxes on the Confederate side of the line. If the North owns the boxes on both sides of the line, there exists the potential for the "advancing retreat". For example, suppose that a Confederate cavalry unit has occupied St. Joseph while a Union cavalry unit sits in Quincy. If no Confederate unit has ever ended a turn in Macon that box remains Union territory, even if the Rebel cavalry advances through it and attacks Quincy. After enduring two rounds of defensive fire such an advancing Confederate unit could "retreat" into either Macon or Springfield unless either a Union unit rests in Springfield or a unit from there has been used to reinforce the Quincy battle. While the hazards to any Southern unit making such an attempt are obvious, this method of penetrating the one box thick line is, under the right ownership circumstances, open to infantry as well as cavalry.

Returning to the matter of losing St. Louis if the unit there is unsupported brings us to one of the delights of the combat system. With no Combat Results Table to be seen, the extent to which certain factors influence combat outcomes is not easily determined. To take the case of the Confederate Militia Infantry (MI) up at Jeff City attacking the identical Union unit is St. Louis, the fact that the defender rolls first obviously gives an advantage to the defender. But just how much is that worth?

The simplest way to answer that question is to write a computer program, incorporating a random number generator to do the die rolling, and let a computer simulation of such a combat fight the thing through a thousand times or so while it keeps track of the results. The results of doing this are rather interesting. In this particular situation the defender triumphs only 53% of the time. Thus, the first fire advantage is not particularly great when you need to roll a one or a two. For the South, the potential gain in such an attack is one veteran unit, control of a city worth one-third of what is needed to win, and a position from which Cairo (worth another one-third) can be threatened. The potential loss is the creation of one veteran unit for the North. Since the South has so much more to gain than it risks losing, I think that, unless reinforcements are at hand, such an attack is well worth making.

The 53% figure is the one you need to have when deciding upon whether or not to make such an attack. Once battle has been joined, as mentioned earlier, there is the matter of deciding whether or not to continue. The relevant number in that case is 23%. If, in this 2 versus 2 battle we're considering, your opponent has been the first to roll a one or a two, 23% is now your probability of ultimate victory. Whether you started as attacker or defender no longer matters. On the first turn of the game there is little to be gained by standing and (probably) dying if yours is the first piece hit. As to where one would retreat, the Confederate unit would have to go back to Jeff City, while the Union one would likely be best positioned by a retreat to Cairo.

With units positioned as I've indicated, no rational Confederate would dare attack in this fashion. Just out of curiosity I explored the question of just how poor an idea that would be. In a fight to the death, the Missouri State Guard would go down without even taking anyone with it 87% of the time. This is not a game one wins by doing strange things like that.

What to do with the second move is a rather more complicated question. As does Keith (or, at least as he did when he wrote in issue 18) I, too, once favored the attack on Manassas Junction as the second turn one move. Not, mind you, out of any sense of history. No, it was the greedy bully in me. There are just so many reasons why the North would like to own that box. Coupled with the Staunton box, it's half of the best Union line in the east. With a cavalry unit in the stack in each of these two boxes, plus a potential reinforcement or two in Front Royal, it's hard to find a better shield. Later in the game it's also an excellent springboard for invasion. More immediately, of course, there's that lone Confederate unit there. A Union victory, if there's no Union loss, has the net effect of increasing the Union army by one Veteran Infantry (VI) unit.

Of course, unless the Confederate unit goes under in the first round, it can be reinforced by two friends. Supposing that the unit does survive

the first round, should be done? The Table contains some numbers relevant to such a decision. After one round of combat there are five possible outcomes, shown in the first column of the Table. The next column shows the probability of each. As we can see, then, a first round Union victory will occur just slightly more than one time in four tries.

Based upon the numbers in the column after that, my advice to a Confederate player would be to always reinforce the fight with both units. When the fight lasts long enough for the decision to reinforce to be possible, the boys in grey will win 56% of the time unless the Harper's Ferry unit enters the battle. Only if, in the first round, the Union emerged unharmed while getting one hit on the Confederate, do the odds favor the North.

Before going on, let me explain the basic difference between the first two columns of numbers. The numbers in the first of these columns are exact, calculated by considering the possible events that could have taken place by the end of one round of combat, and adding up the probabilities of all of the ways in which a particular final situation could occur. The numbers in the second column were obtained by using each of the four situations (the Union victory is, of course, excluded) as the starting point for a series of 500 trials using a somewhat more sophisticated computer program than the one mentioned earlier. Experience has shown that this number of trials is sufficient for the sort of thing we're looking at now. What experience has yet to show, in general, is the optimum procedure for allocating attacks when one side gains a numerical advantage over the other. The decision making procedure used to get these numbers is, I think, correct given the numbers of units involved and the uniformity of their strengths. That topic must, however, wait for another time.

Reinforcing the ongoing combat is not only desirable from the point of view of the Confederate potential for victory. The minimum proper use of those three Rebel MIs is to secure Richmond. That's a lot easier to do after concentrating at Manassas Junction, even if it becomes necessary to retreat to Gordonsville. For the South, as for the North, whose eastern MI must first hold Washington, continuing the battle after the loss of one unit does not seem clever.

An ahistorical Union victory at First Bull Run is then surely tempered by the realization that the only possible defense of both Washington and Baltimore is to build MIs there. If the Confederate player has extracted all three of his units and marches them to Washington he has a 7.4% chance of capturing Washington on the first round of combat in his portion of the first turn. Since each succeeding round would see the Union reinforced by one of the Manassas victors, each of whom would enjoy the -1 of the fixed fortifications of the Capital, there is essentially no chance of a Confederate victory after the first round.

Thus, unless the Northern player either has a timid opponent or enjoys a wild and woolly game, only three MI are available to attack Manassas Junction. Overall, the chance of success is then just 58%. I have, reluctantly, come to believe that the number is too small. Even victory does not lead to all that an attractive a situation unless it occurs in the first round. For if it happens later, note that the Union player has, in effect, spent one of his moves to concentrate the Confederate force in Gordonsville. One Confederate move (into Richmond) plus a build in Richmond is ample insurance for the capital of the Confederacy.

It is the primary mission of those four Union MI which makes the last column in the Table of interest only in that it shows how great the effect of a single additional unit can be. As mentioned earlier, without the Harper's Ferry unit, the North wins the multi-round battle just 44% of the time. With one more unit to enter for the North on the second round the Yankee success probability rockets up to 82%. Unfortunately, there is a nasty Confederate counter move to that one: to tip their hats, concede the battle, and retreat to Front Royal.

An ahistorical Union victory at First Bull Run is then surely tempered by the realization that the only possible defense of both Washington and Baltimore is to build MIs there. If the Confederate player has extracted all three of his units and marches them to Washington he has a 7.4% chance of capturing Washington on the first round of combat in his portion of the first turn. Since each succeeding round would see the Union reinforced by one of the Manassas victors, each of whom would enjoy the -1 of the fixed fortifications of the Capital, there is essentially no chance of a Confederate victory after the first round.

To be realistic, an attack on Baltimore would probably be a better idea. Since a Union unit in Baltimore is not an important factor in the defense of Washington, it's questionable whether or not Baltimore should be defended by the North. The danger in doing so is that the Confederate may well lose nothing in the attack and gain the promotion of one of the infantry units. There is, in fact, a 59% chance of just that happening. This is a game in which a weak force is sometimes worse than no force at all. A better location for that second unit might be Philadelphia.

Then, of course, Johnny Reb marches into Baltimore and promptly builds a unit there after promoting one of his MI to a VI. The existence of those five blue boxes (plus the white one in Louisville) with red

recruiting numbers is a major factor in the North's vulnerability.

To continue with the gruesome details of this scenario, the start of turn two then sees, perhaps, 2 VI and 2 MI at Manassas Junction in addition to the lone MIs in Washington and Philadelphia. At most, the Rebels have a VI and 3 MI in Baltimore and must be attacked, unless the Union wishes to risk losing Philadelphia. Unfortunately, the North needs three moves if it is to eliminate all possible Confederate retreats from Baltimore. As a practical matter, anything but six might be bad news. Anything but six *will* be bad news if the Confederate player has managed to drop a unit off in Harper's Ferry. If that were to occur, the Union player needs six moves to avoid certain destruction of the invaders of Baltimore. Even if an immediate Northern defeat is avoided, the minimum cost to the Union is a bunch of moves, leading to some badly positioned units for this stage of the game. More importantly, the initiative will remain in Confederate hands for some time. Given the moves required of the North there's a good chance that the end of the Army of Northern Virginia will be accompanied by some other Southern initiative along the Ohio River or in Ohio itself.

Thus, unless the Northern player either has a timid opponent or enjoys a wild and woolly game, only three MI are available to attack Manassas Junction. Overall, the chance of success is then just 58%. I have, reluctantly, come to believe that the number is too small. Even

Situations after first round attacks	Probability of situation	Probability of ultimate Union success without Harper's Ferry unit	Probability of ultimate Union success with Harper's Ferry unit
Union Victory	25.9%	-	-
Confederate flipped			
Union okay	29.6%	57.6%	91.0%
No units flipped	19.8%	36.4%	80.2%
Both sides with one unit flipped	14.8%	41.4%	78.4%
Confederate okay, one Union flipped	9.9%	22.8%	65.0%

Table. The numbers for the Manassas Junction attack on turn one.

victory does not lead to all that an attractive a situation unless it occurs in the first round. For if it happens later, note that the Union player has, in effect, spent one of his moves to concentrate the Confederate force in Gordonsville. One Confederate move (into Richmond) plus a build in Richmond is ample insurance for the capital of the Confederacy.

I see no contradiction in suggesting that the North avoid a battle here in which the chance of success is 58% while counselling a Confederate reinforcement of a battle in which their probability of success is even less. If victory is denied the North, they have lost a move and strengthened the foe. For the South, they gain at least two moves and what I consider to be a better position, even if they do lose.

As an alternative to first round combat, I have the following to offer as the Union second move; both Fort Wayne MIs to Cincinnati. This move does not eliminate Confederate hopes of mischief making in the North, but, coupled with promotion of a DC MI, a cavalry build in Cincinnati, and the building of another MI in the Capital, it gives the South food for thought.

Tactically, the placement of a fourth unit in Washington is an aggressive move. It threatens a turn two move into Manassas Junction that would be much more dangerous than the first turn advance with but three units (sound like Little Mac there, don't I). Consider the following numbers. If the Confederate player moves nothing in the east in his portion of turn one, the lone unit in Manassas Junction would be eliminated in the first round of combat 48.1% of the time. If one move has been spent to pull the Front Royal unit down to Manassas Junction, the Union player would still enjoy a one-third chance of killing a Confederate unit on the first round. Even supposing that two moves were spent to place all three Rebel units into this box and that one of them was promoted, the advantage of the additional MI would, in a fight to the death, lead to Union victory 71% of the time.

Alternatives, generally less aggressive, are available in connection with the placement of reinforcements. One unit should always go to Cincinnati, so that, when added to the Fort Wayne units, second turn occupation of Evansville, Bloomington (Indiana) and Louisville is possible. Likely locations for the second unit, other than Washington, would be Cairo and Charleston. Finally, placement of the cavalry unit in Washington is another option worth exploring.

I hope that this study will help you, no matter which side you're playing, get more out of one of the most fascinating games in our hobby. Attempting to master this game is a worthy pursuit for anyone of us.

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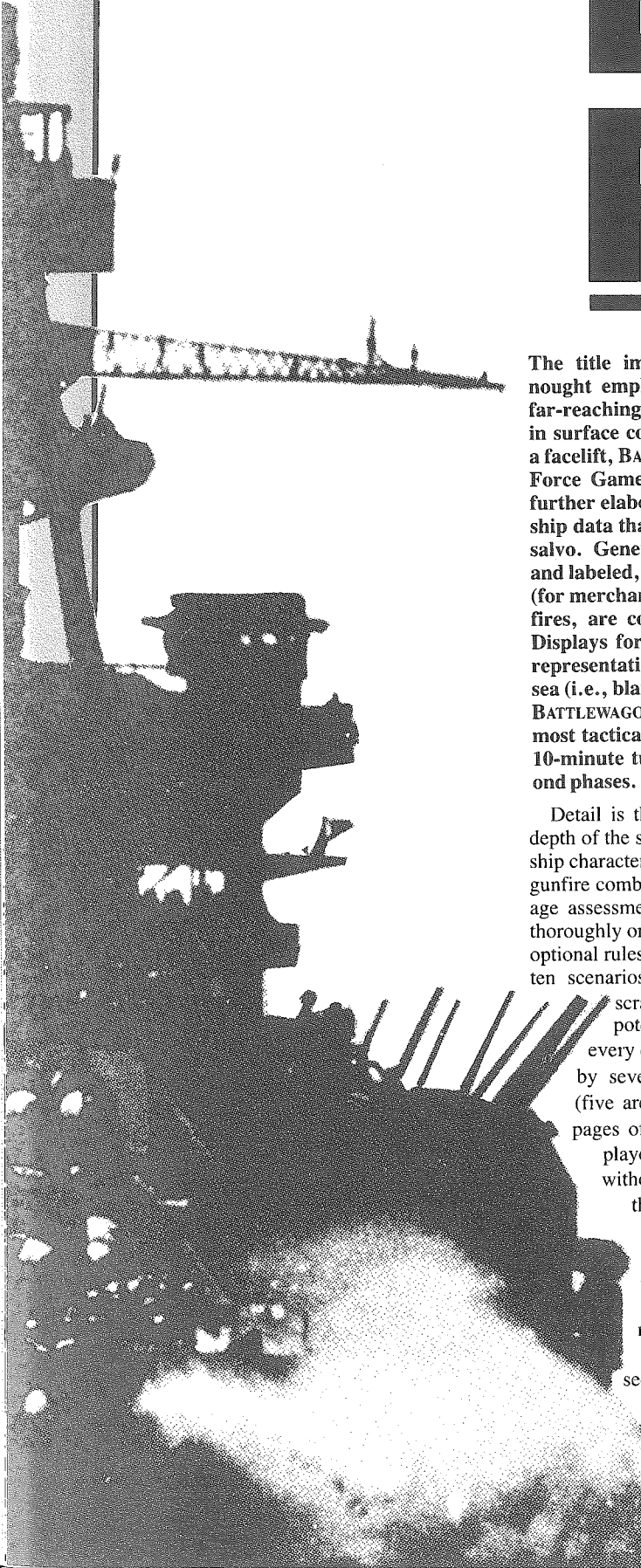
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BATTLE REVISIT



The title implies an exclusively Dreadnought emphasis, but the game offers a far-reaching look at tactical naval warfare in surface confrontations. After receiving a facelift, **BATTLEWAGON** returns from Task Force Games in a second edition with a further elaborated system and a volume of ship data that rivals an H.M.S. Agincourt salvo. Generic ship counters, numbered and labeled, BB, BC, CA, CL, DD and MS (for merchant ships), plus smoke and deck fires, are coupled with the Ship System Displays for the personal touch in visual representations. The 16" x 22" map is open sea (i.e., blank) and at 2000 yards per hex, **BATTLEWAGON** carries a larger scale than most tactical naval games, combined with 10-minute turns, broken into six 100-second phases.

Detail is the name of this game and the depth of the system reaches into many areas: ship characteristics, movement, observation, gunfire combat, torpedo launching and damage assessment. The 40 pages of rules are thoroughly organized and indexed, including optional rules, several charts and tables, plus ten scenarios. Those ten scenarios barely scratch the surface of the game's potential; ship data is included for every combat vessel class employed by seven nations in each world war (five are in both). Xeroxing the pages of charts and tables enables the players to spread them out for use without having to flip back and forth through the rule-book. The Ship System Displays are also perennial candidates for xeroxing — this may be the one aspect of the game that dissatisfies, the minor inconvenience.

The SSDs record the main, secondary and tertiary armament, firing areas, armor thick-

ness, torpedoes, speed, turn mode and flotation (ability to take water), in addition to other design features (bridge, smoke stacks, radar). Every weapon from the 18" guns of the Yamato-class battleships to the 2.2" tertiary armament aboard the American Denver-class light cruisers from World War I, 56 categories in all. Nineteen different firing arcs are applied to gun batteries and torpedo tubes and armor plating, rated for the belt, deck, turret and top side, comes in thicknesses up to 23 inches on the Montana-class belt and 25 + inches on the Yamato-class turret sides.

Movement offers a cohesion of flexibility and restriction. Fast destroyers can move and/or change heading in each of the six impulses. Slower or damaged ships and those with the worst of four turning modes struggle at a snail's pace. Speed is changed only once per turn, but a player can voluntarily forego moving by turning inside the same hex. Four units can stack per hex (again, an unusual feature in a tactical naval game) and can also make a sideslip maneuver, shifting one hex to the side while retaining the same facing. In some scenarios, ships must operate in formation, requiring coordinated movement in line ahead or line abreast, using a uniform speed.

Observation is made at a standard 20-hex range, or, with an optional rule, that distance is adjusted to 16-22 hexes, depending on the ship class sighting and being-sighted. Visibility can be altered by human effort, employing radar, searchlights, starshells or smoke. The forces of nature contribute weather, conditions of the sun, moonlight at night, the rising and setting sun, and the wind direction. Light, weather, sea and time are all included in the scenarios in their historical context, instead of left as random elements.

Gunnery is the heart of the system, just as it's the heart of any surface engagement. This is where *Battlewagon* stands out as a refinement of the basic move-and-shoot, die roll-

NEW WAGON TED

James C. Gordon

for-damage contest. Range is bracketed into five distance categories, individualized for each ordinance class. The number of guns firing, indexed with the range, determines the number of individual shell hits; the range is used again to determine the location of each hit, and also the penetration factor. Those last two elements are carried over to determine the result of each hit – disabling guns or torpedoes, starting fires, flooding, etc. Optional rules factor in gun crew skill, ammunition quality and shell types, first shot inaccuracies, splitting fire between targets and the problems in shifting targets.

Torpedo attacks can be resolved by one of two methods, depending on the range. Suitably unpredictable in their rate of success, metal fish can be fired up to six hexes using Method 1, with a delayed effect equalling one impulse per hex in distance from the target. Alternatively, Method 2 offers detailed speed/range settings for 13 torpedo classes, each with a slow and fast speed. Hidden movement plotting and several phases' delay adds to the tension as the opponent attempts to maneuver out of the way. The Japanese Long Lance torpedoes have a range of 22 hexes; you never know what they might hit.

Damage assessment follows gunfire and torpedo combat, at the end of each impulse, taking effect as it occurs within a given turn. A wide range of bad things can happen to a ship, from guns being knocked out to magazines exploding, engines failing and rudders becoming stuck, fires raging and taking water. Damage control parties can put fires out, attempt counterflooding to keep a ship afloat and even repair the rudder.

Victory depends largely on the amount of damage inflicted on the opposition, compared with damage received. Each vessel class is assigned a point value, from 3 for the British corvette Flower to 1320 for the U.S.S. Montana. Inflicting hits against the opponent's main guns, engines and flotation (both affecting speed) score points as a percentage

of the initial point value, which are totaled at the end of the contest. Some scenarios carry modifications for vessels exiting the map.

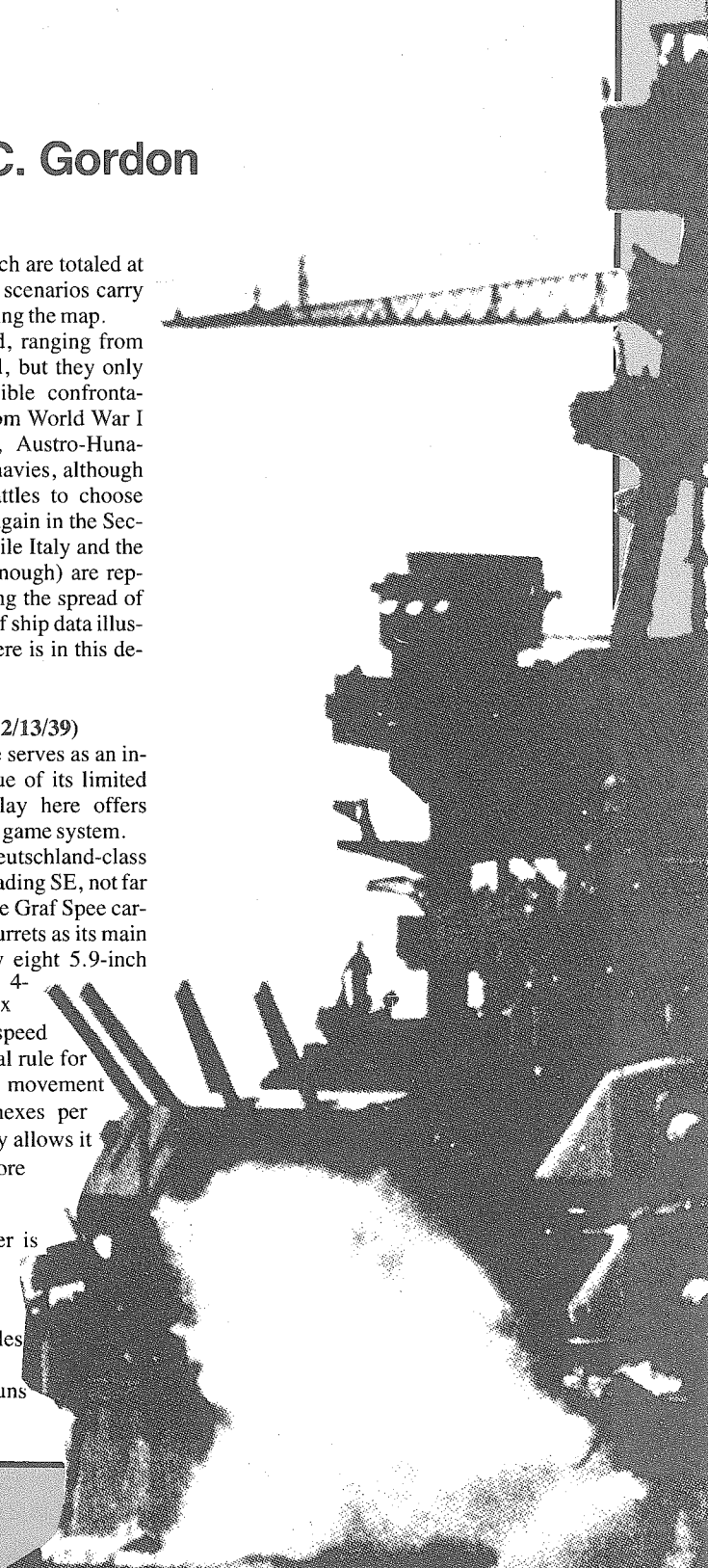
Ten situations are included, ranging from Dogger Bank to Guadalcanal, but they only scratch the surface of possible confrontations. The three scenarios from World War I exclude the French, Italian, Austro-Hungarian, Russian and American navies, although admittedly there are few battles to choose from. France is passed over again in the Second World War matchups while Italy and the Netherlands (appropriately enough) are represented only once. Measuring the spread of scenarios against the wealth of ship data illustrates how much potential there is in this design.

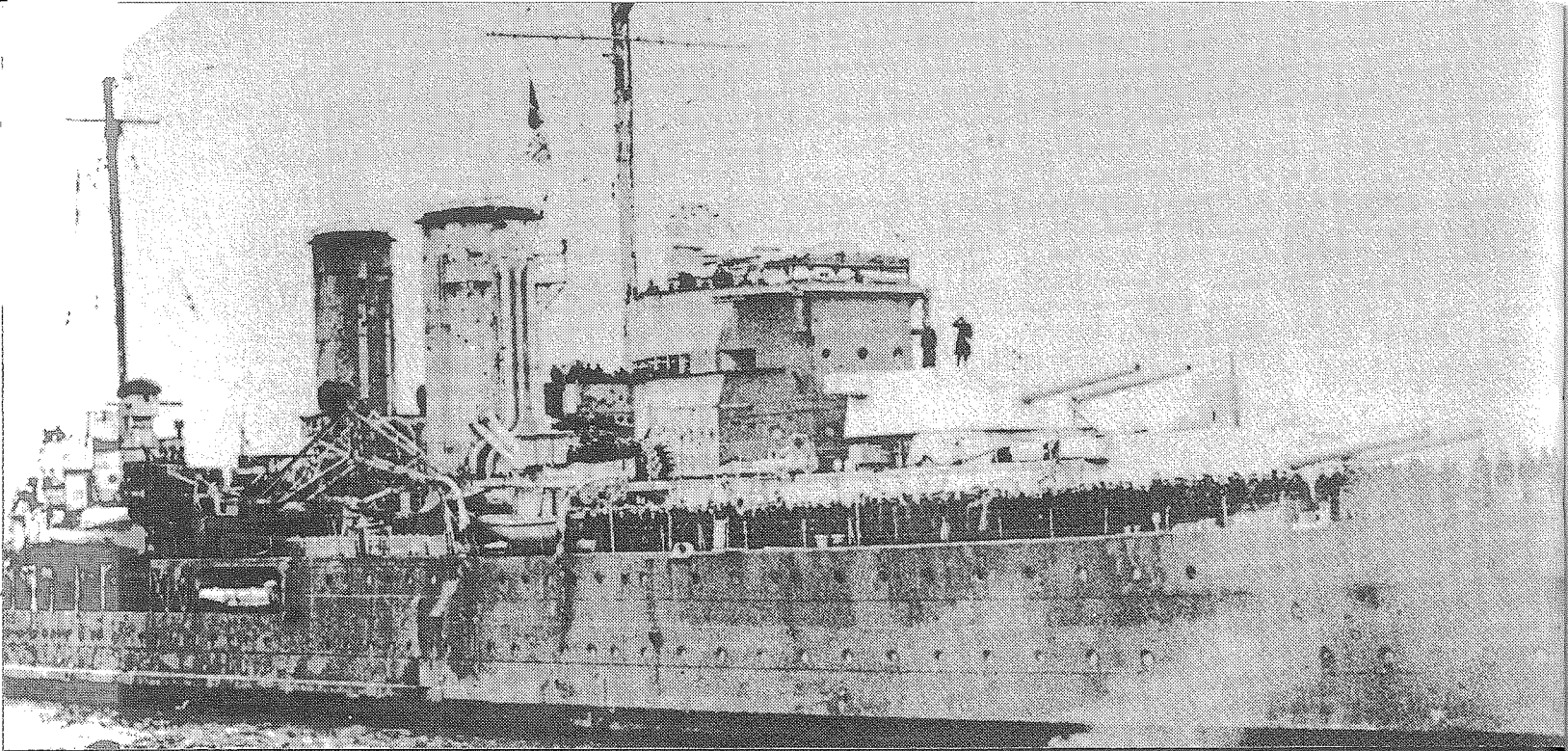
RIVER PLATTE (12/13/39)

The Battle of the River Platte serves as an introductory scenario, by virtue of its limited order of battle, and a replay here offers another chance to analyze the game system.

At start, the German Deutschland-class heavy cruiser Graf Spee is heading SE, not far from the Argentine coast. The Graf Spee carries six 11-inch guns in two turrets as its main armament, supplemented by eight 5.9-inch secondary weapons and six 4-inch tertiary guns, plus six torpedo tubes. Maximum speed is 29 knots (using the optional rule for actual speed) equating to a movement rate cycle of 4-5-5-4-5-5 hexes per turn. The cruiser's durability allows it to take three flotation hits before sinking (after a fourth).

Opposing the German raider is a British cruiser force of the CA Exeter (York-class) and the CLs Ajax and Achilles (Leander-class), at a distance of 16 hexes. The six 8-inch guns of the Exeter can only pretend





to match the German main armament while the eight 6-inch guns on the light cruisers have the same capabilities as the Graf Spee's secondary weapons. All of the British secondary armament – eight 4-inch guns on each ship – ranks with the German tertiary guns. The British ships all carry torpedoes as well. A minor speed advantage of 32 knots, maximum (allowing 5-5-6-5-5-6 per turn), is balanced by the vulnerability of the British ships: two flotations hits will sink them.

The primary factors for comparing the relative strengths of each side are the range and hitting power of the armament, weighed against speed, maneuverability and durability. Graf Spee's 11-inch guns can score hits from 21 hexes distant, but given the starting positions and the British advantage in speed the range should not become that great. The initial 32,000 yards separating the forces only allow maximum range shots by the CA Exeter against long-range salvos by the Germans. Until the range drops to 13 hexes, the Germans have the advantage of a one-on-one duel with an inferior CA. At long range, a hit by the German 11-inch guns on any part of a British ship will score a hit.

British strategy should be to close range with their entire force rapidly, confronting the German with multiple targets and forcing him to run, or else face the fire of three ships. At ranges of 8-9 hexes, all available weapons from 11- to 4-inches will be usable and the battle becomes a real shootout. At a range of 15 hexes, the Exeter and the Graf Spee will both be shooting on the long range column. The British ships have a disadvantage in the penetration abilities of the ordnance against the German armor in certain areas of the ship, particularly the turret sides and the deck.

THE CHASE

During the waning twilight of turn 1, both sides steam due north – the Germans to maintain their range advantage as long as possible

HMS Exeter returns home in triumph.

“both vessels are abandoned as the survivors head for the lifeboats.”

and the British using the cover of predawn to close the gap. As the sun comes up, sightings are confirmed at a range of 15 hexes. The Graf Spee and Exeter open at long range.

A near miss causes flotation damage to the German vessel, cutting its speed in half. An even luckier first hit on the Exeter destroys main gun turret B, starting a deck fire. Two minutes later, another hit penetrates the bridge, killing the commander; several more fires rage across the deck. Emergency fire-fighting efforts fail and the vessel is abandoned, not a very auspicious beginning for the British. The Graf Spee switches targets, zeroing in on the Achilles.

After twenty minutes, the light cruisers move within range and open fire. The Germans respond with main and secondary armament. Damage control parties aboard the Graf Spee deal efficiently with a deck fire and the flotation damage suffered earlier. Renewing the battle, the German ship scores flotation damage on the Achilles. Retaliating, the Ajax scores a direct hit which destroys the Graf Spee's rear gun turret. The German advantage has been retarded for the moment, necessitating a turn to bring the forward guns to bear.

THE TURN

The British light cruisers press forward; Graf Spee turns to starboard, crossing the British “T”. Immediately, 11-inch shells pierce the Achilles' belt armor, causing critical flotation damage. Emergency repair attempts fail and the ship begins to sink, but not before hits are scored on the Graf Spee's smoke stack and flotation.

Ajax is still moving at full speed (6 vs. the Graf Spee's 2) and closes rapidly; the range drops to 22,000 yards, then 20,000, 18,000, eventually 16,000. Deck fires and flotation hits mount on the German ship, barely kept under control by emergency procedures. Both sides suffer losses to their secondary armament. Even the 4-inch guns are active. Salvos from the Graf Spee set the Ajax alight.

THE END

The German commander made his decision early not to run for the Argentine coast (exiting the map and precipitating a draw). Graf Spee was in the battle to win or lose. The loss of the rear turret was unfortunate as it necessitated turning the vessel to use the main guns up front. At the same time, the flotation damage allowed the British to close the range too quickly.

Charging straight ahead was an all-or-nothing strategy for the British, but it seemed to be their only hope against the heavier German guns. Once the distance had been cut down, the Ajax – the sole survivor – matched the Graf Spee's turn to starboard and brought a full broadside to bear.

Twenty-five minutes after the opening rounds were fired, the final salvos find their mark. The Ajax loses a rear gun turret; both sides are taking water and trying, desperately, to fight deck fires. Radio waves are filled with SOS's and both vessels are abandoned as the survivors head for the lifeboats. The Germans win on points, 331 to 252, but it's a hollow victory.

ROMMEL

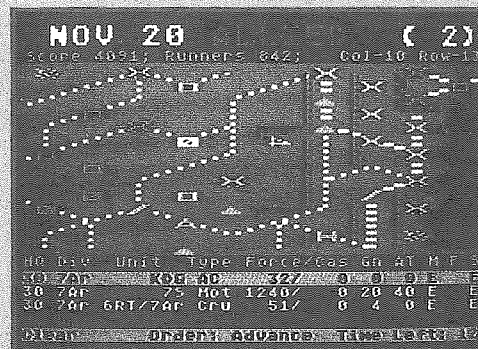
BATTLES FOR TOBRUK

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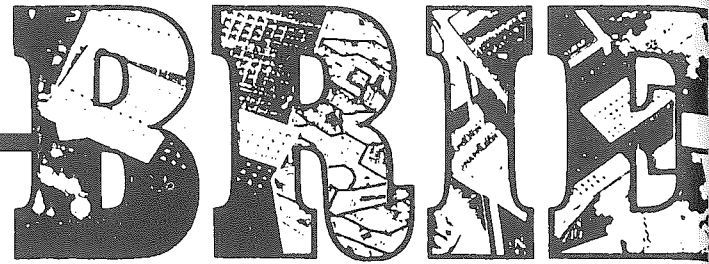
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MONTY'S D-DAY

It has been a long time since a *Strategy and Tactics* magazine issue game has prompted this reviewer to play it once, much less three times in a single week. Yet that is exactly what *Monty's D-Day* in issue number 102 did.

The John Prados design deals with a hitherto neglected subject: the operations of the British Commonwealth airborne and amphibious forces during the 6 June 1944 Normandy landings. As Prados points out in his Designer's Notes, the lack of a game on this subject is surprising. The weight of historical evidence seems to indicate that it was in the British area, particularly around Caen, that the Allies hoped for the most important, and ambitious, D-Day gains.

Monty's D-Day uses an innovative system of movement and combat to recreate both the landing phase of the battle and the inland exploitation. Game scale is 1 km per hex and 2 hours for each of its 8 or 9 turns. Combat units, which make up nearly all of the game's 200 back-printed counters, represent companies, battalions, and batteries. Allied air and naval fire support are embodied in a number of "support points" which are also used to represent the ground-force artillery which lands over the course of the day. (The counters for these latter units were deleted from the mix in order to provide some optional units.) There are four scenarios, an historical landing scenario, and an exploitation scenario, each of which can also be played assuming quicker German release of armored reserves.

The sequence of play consists of alternating player turns, with the British phases first. An amphibious placement phase is followed by

bombardment (including direct fire) and movement phases, a defensive fire phase, and an assault phase. The German turn is identical except, of course, for the amphibious placement phase.

The game system is built around an interesting combination of a fairly standard unit formation/movement system and a fairly unusual two-stage combat system.

Units may be in combat mode, maximizing firepower but limiting mobility, or movement mode, giving up the bulk of their firepower in order to maximize their movement allowance. Combat is a differential system, comparing offensive firepower to the combined defensive protection factors (or firepower in the case of close assault) as modified by terrain. Resolution depends on the type of attack (close assault, bombardment, direct gun, small arms, or mixed) and, once again, the largest protection factor in the defending hex. The system is a bit convoluted, and its rationale is not well explained. On the other hand, it does seem to work! Results are in terms of disruption lasting an entire turn (with a second disruption eliminating the unit), retreat (one or two hexes at the owning player's option), or elimination (very rare).

The play of the game provides ample challenges and potential rewards for both sides. To win, the British must capture part of the city of Caen, deep behind the invasion beaches, and keep a line of communication open to it. They can earn a draw by capturing the town of Bayeux, much closer to the beach, but on the opposite flank from Caen. The German player must set up his nearly static defense forces to delay the British drive inland and cause them as many casualties as possible. Once the main British thrust is identified, he must use his

mechanized reinforcements to crush breakthroughs, or cut off a British enclave in Caen.

The employment of the British airborne division often dictates the flow of the game's early turns. The British can employ this force conservatively, as in the actual battle, to seize some bridges and screen the left flank of the beachhead. A more aggressive use of the division, and one which results in all sorts of nasty little fights around Caen, is the original historical plan (before Monty changed it) of using the airborne to capture the city with the amphibious forces then clearing a path to it. Such a strategy could easily cost the British the entire division; it could also tie up the German Panzers in bloody street fighting and buy the seaborne forces the time they need to organize a strong and sustained drive.

Monty's D-Day is a potential classic. It is the type of game that can easily spawn an entire series. (Who could resist a similar treatment of the U.S. beaches, or possibly an extension to cover the later fighting around Caen?) This is definitely a winner, and John Prados and TSR deserve hearty congratulations.

Peter Perla

AIR CAV

West End's game *Air Cav* is a tactical look at the helicopter – and other modern weapons systems – in hypothetical European and Mid Eastern battles. The designers aimed for a "playable" helicopter game and have succeeded with a couple of reservations.

There are two maps with the game – one for European conflicts and one for the Mid-east. Guess which one has less cover! Hills, contoured to 10 meter levels, villages/towns, roads and forests populate the maps which are colorful

THREE BY OSPREY

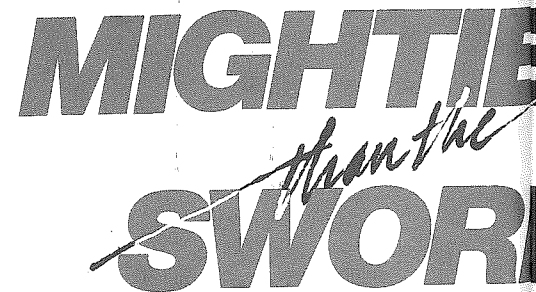
Osprey has released three new booklets, including two of their new "Elite" series. All are up to Osprey's excellent standards, both for text and pictures, but reader appeal will depend on individual interests.

The first book – and the best – is *Grenada, 1984*. This is an excellent concise history of Operation URGENT FURY, the "liberation" of Grenada from the Cuban backed regime. The book starts with the events leading up to and following the death of Maurice Bishop, head of the island's Provisional Revolutionary Government. It then discusses the planning that went into the operation. I enjoyed this section because it highlighted what the military wanted to have happen in contrast to what actually did, whether the events were changed by circumstance (like switching an airlanding at Pt. Salinas to a parapad at the last minute due to runway obstructions), or by tactical initiative (like aborting the first parapad run because of heavy AA fire and calling for suppression fire).

The separate days' events are covered for the three day battle, including the capture of Pt. Salinas and Pearls airports on Day 1 through the relief of a trapped SEAL team and the rescue of 200+ students from the Grand Anse campus on Day 2 to the mop up. The authors (L.E. Russell and M.A. Mendez) tell the whole story in concise language from the good (Ranger snipers who suppressed Cuban mortar crews from ranges of 600-1000 yards) to the bad (the bombing of Ft. Matthews, a mental hospital) to the very bad (the strafing of 82nd Airborne troops by US Navy jets). They also do an excellent job of summarizing the operation's plusses and minuses.

The color plates are, as always, well drawn and cover the combatants and their main weaponry well. But contrary to most of Osprey's books, the text, in my opinion, is the selling point of the book. I heartily recommend this book to ANYONE interested in modern military operations.

The second recent release is #3 in Osprey's Elite series. This one, entitled *The Vikings*, pro-



vides a lot of interesting information about the world's most colorful elite fighters. The meat of the booklet are the selective histories that details Viking incursions in England (855-954 and 1066 – King Harold's Saga), Ireland (including an excellent account of the battle of Clontarf in which 8 kings and 1600 nobles, along with thousands of troops, perished), and Russia. While certainly not exhaustive, the accounts

Firing

and well done. Blue and red "generic" counters, representing squads and individual vehicles and helicopters, are used in play. Each shows the top view of a chopper/vehicle or an infantry symbol, plus an alphanumeric designation. The counters are generic because a NATO/Israeli tank unit marked Bravo 10 can represent an M1 Abrams (whose top view it shows), a British Challenger, or an Israeli Merkava, Centurion, or M60A3, depending upon the scenario being played. The counters seemed to be a tad small – designer's choice, I suppose, to create small counters to fit a larger map area. The keys to the game are the Master Weapons charts which give the range, hit



numbers and modifiers for each system – a LOT of information went into these babies! There are, in fact, so many charts that play can be hampered while struggling through them, especially with all the advanced rules. I found it helpful to write down the weapons charts for weapons used in the scenarios separately. Despite my minor nit about the counters (the blue makes reading the designation a tad more difficult that it should have been), the production quality of the components is excellent.

There are two rule books, a basic one with the bare essentials to play plus scenarios, and an advanced one which adds a lot of additional chrome, plus designer notes and two EXCELLENT campaign games! The rules are generally well written and clear except for a major "grey area" which had to be clarified by West End.

The game sequence in the basic game revolves around the Operation. Starting with the Initiative player (a die roll), a single piece can

perform Operations (move, shoot, react) with each "operation" costing points. Each unit has 12 Operation points to start with in a turn. If the active unit is destroyed (or the active player passes), the inactive player designates a unit to become active (in the standard game it has to be the one which destroyed the previous operating unit). After each "operation" the inactive player may take opportunity fire against the active unit and there's where the grey started. The rules weren't clear about whether a Move operation, for example, concluded when a unit ended moving (regardless of number of hexes) or as it entered EACH new hex (i.e., each hex is an operation). The latter interpretation is the correct one according to West End. Following a shot, a surviving target may "react" by entering defilade (ducking), making evasive maneuvers, or making smoke. Opportunity fires and reaction points cost Operation points and are charged against the 12 that each unit has to start with – included in the game are some numbered markers to keep track of unexpended operation points, but there aren't enough of them. West End hints that all units should hold some Op points in reserve, to be able to fire or move if necessary . . . GOOD HINT!

Combat is based on the weapons system's range and accuracy – and, of course, whether the firing unit can observe the target. Each weapon is given a "Kill Number" as a function of range. This number can be modified by target movement, target size, terrain, etc. If a roll of a 10 sided die is LESS than or EQUAL to this modified number, the target is dead. Period. Simple and clean. Less hassle but probably less accurate than GDW's *Assault* system – but well within "accurate but playable" bounds. My only real complaint is the lack of ammunition supply rules. Seeing an infantry antitank team wipe a

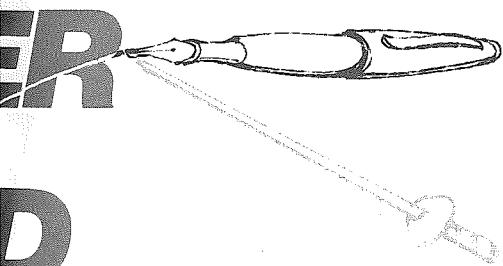
company of tanks off the map – or a Defender attack helicopter kill 30 Syrian vehicles when it only carries 16 ATGMs works for playability, but it is misleading as to the tactics used.

Advanced rules add a plethora of special vision equipment (each with its own chart...), formations, fire control, artillery, ECM and random events (which allow some units to run out of ammo...). Based on my initial playings, I would say that formations, fire control and random events add the most for the least complexity. Fire control may strain that statement a tad, but it works.

There are 8 standard scenarios – 5 for Europe, 3 for Mid East. As the game's title implies – all involve choppers. In one a Soviet force of 20 vehicles (tanks, BMPs and BRDMs) is ambushed by two Cobras and one Kiowa scout. These scenarios are well drawn, with manageable forces and a more manageable playing time. But the best of *Air Cav* is the two campaign games they have included which provide opposing players a full force which must be allocated to various sectors. An outstanding way of providing fog of war engagements! I recommend these games heartily.

Air Cav is going to be one of those games that will challenge you to discover the right way to play, then bash you about anyway. Like having your Apache missing that silly little BRDM (Kill Number = 7) and having it shoot the chopper down! (Kill Number = 1). Play will be slow and awkward at first as you learn what to do with the many systems you control, slower as you pause to allow the enemy to shoot at you, or you forget how many Op points remain to a particular unit. But it improves with time and experience. As I said earlier, with only a few nits, this is a good, solid, PLAYABLE game.

John Burt



plates are the main draw. They are exceptionally well done, showing not only warriors and weaponry, but details of military camps, home life and ship building. There is a picture of a sea battle that is as bloody as any legends about Vikings you might come up with. The artist, Angus McBride, took great care in his composition of these plates – his people come alive. You actually feel sorry for the poor girl in plate F!

The Vikings gives an excellent overview of the period and the warriors it discusses and whets the reader's appetite for more information, some of which is provided in the excellent bibliography. In short, a good and worthwhile effort. Again, recommended heartily.

The third book is a different matter, unfortunately, although it didn't have to be. Osprey's *Elite #4* concerns the U.S. Army Special Forces – the Green Berets. Most of the text concerns the history of the Special Forces, from their inception in 1951 under General R.A. McClure, through their expansion under Kennedy, their involvement in Vietnam to the present. The text is very dry and mostly devoid of accounts of operations that would have made the book more

readable and interesting. In addition the use of a grotesque number of acronyms hampers the reader tremendously – unless they already work for the Pentagon.

Special Forces organizational changes are discussed – again with no real feedback on why the changes were made. The section on selection and training may give you an additional understanding of why these troops are called *special* forces. Finally, there is a discussion of the various insignias used by the USSF, including the account of the hassles over the green beret. The authors have included a lot of information, but the text simply lacks the color or interest to hold a reader's attention.

The plates are well done, providing a look at the weaponry used by the Special Forces and some of their allies, but without complementary text material, the plates will hardly ever be looked at. I could only recommend this book to a Special Forces historian or collector. Which is too bad because with a little more attention to the text, this could have been as good as *The Vikings*.

Joh Burt

give a good feel for the period. Heath's text reads like a treatise with the acknowledgements of scanty sources and the author's own learned opinions readily identified – a point in his favor. A short discussion of tactics adds to the information provided in the histories. Heath also includes a fairly dry account of the Viking ships and the origins of the word Viking.

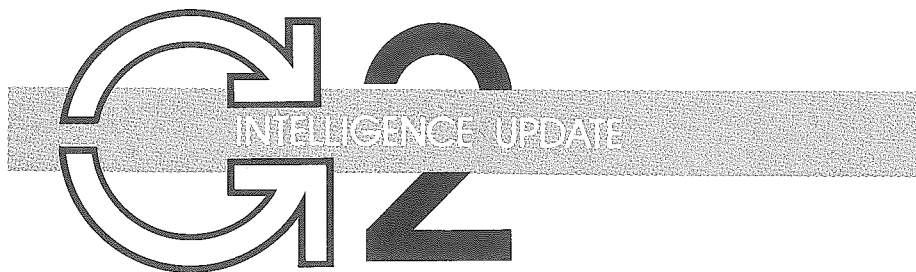
As good as the text is, in this booklet the color

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3W THE HISTORY PEOPLE



MAKE LOVE

If you're wondering why there's yet more delay in the appearance of *Advanced Squad Leader* from Avalon-Hill (take the month advertised and add *two* die rolls...), it may be because most of the energy at Monarch Enterprises is currently going into Victory Games' *Dr. Ruth's Game of Good Sex*. Based on the TV program *Good Sex* (Dr. Ruth Westheimer is game consultant), the game is to be played by 2-4 couples. A Monarch spokesman said, "this is not a touchy-feely game." Designed by Michael Moore, the game has four concentric "arousal tracks" (one for each couple), and players move around these tracks gaining "arousal points." There are three levels to the game. In the first level, players have to say whether statements relating to marriage, sex, relationships, anatomy, etc., are true or false. In the second, they have to select the appropriate answer from multi-choice questions based on "case histories" provided by Dr. Westheimer. In the third level, couples ask questions of one another. The game takes one hour, and the winners are

the first couple to "come" (pass come and collect \$500?). Ah me, I suppose it was only a matter of time. Watch future issues for a "debriefing."

OR WAR

More in line with Victory's normal fare is *Battle Hymn*, described as "Ambush in the Pacific." Using the same game system as *Ambush*, and with much the same components, *Battle Hymn* is nevertheless a complete game in its own right, with original scenarios by Joe Reiser. *Battle Hymn* is expected to appear some time in 1986. A possible release in February (for the HIA show) is Victory's *Mujhaedin*, by Eric Lee Smith. This is a solitaire game of the present Soviet involvement in Afghanistan. Components are still being worked on, so Victory will have to move fast to have it out in February. Also in the pipeline from Victory is *The Korean War*, a game covering the period June 1950-May 1951, and including the Inchon landing and the Chinese invasion. The game will have two 22"x32" maps and 520 counters. Scale: 7½ miles to the hex.

Also scheduled to appear in 1986 is Jack Greene's *Fleet Admiral*. This covers the battleship actions of the first World War, and will use a "new and simpler system than *Royal Navy*." Jack describes this one as "a monster," and says there will probably be 4-6 counter sheets, and four maps totalling 44"x66". Scale: 1,500 yards to the hex, retail price "expensive." Incidentally, Quarterdeck's recent Hobby Japan import, *Pacific Fleet*, is selling like hotcakes.

The next game from T.O.M.E. will be *The Emperor Returns*, a game of the Waterloo campaign by Kevin Zucker, with 200 counters and a 34"x22" map. Each turn represents a day of real time, each hex 2 miles. The game should be available in February-March, and will retail for "less than \$20." Two more (mateable) Napoleonic games from Kevin, one with 200 counters, one with 100, and each with a 34"x22" map, will appear in *The Wargamer* later in 1986. T.O.M.E. are also bringing out a role playing supplement for *Stormbringer*, called *Bloodlust*. This is being produced under license from Chaosium, and should be available in early December. Retail price will be under \$10.00. I think T.O.M.E.'s decision to go into the fantasy field leaves just three purist historical wargames companies who have produced any significant number of titles: People's War Games, Quarterdeck, and 3W, all based in California. Perhaps there's enough fantasy in California without producing more of it!

3W's next two boxed games, both due out before Christmas, are *War to End Wars* and *Rommel at Bay*. Full details next issue.

DECISION AT KASSERINE

Now available boxed, Vance von Borries' *Decision at Kasserine* has a 34" x 22" map and 290 counters. *DAK* recreates the tension as Rommel's Panzers break through the US lines and race for the crucial desert crossroads. The Allied player must display skill and daring to slow and then counterattack the Axis forces. *DAK* recreates a classic *Blitzkrieg* situation, and faces each player with a series of challenging and interlocking decisions. Rules include hidden victory objectives, minefields, ground support and interdiction operations, emergency supply, special reserve movement phase. The variety of units and terrain, and the uncertain victory conditions combine to produce a game of great flexibility: no two games will ever be quite the same. \$14.95 (boxed) from 3W

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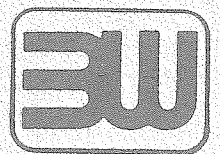
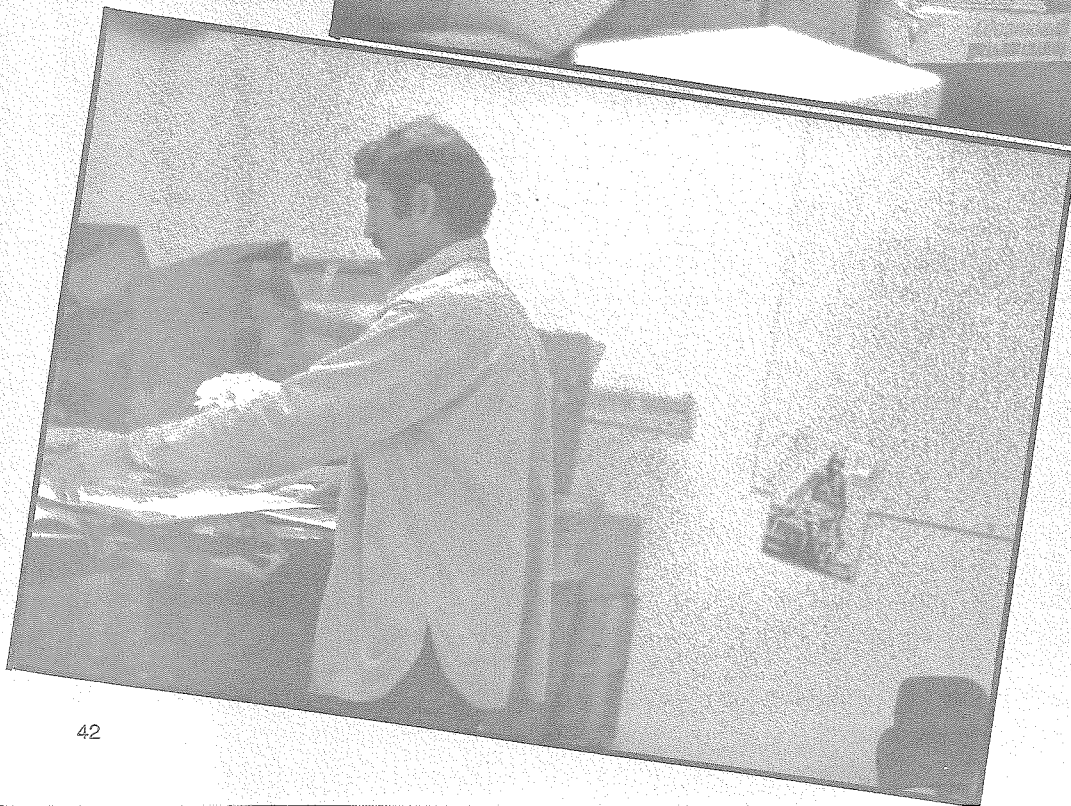
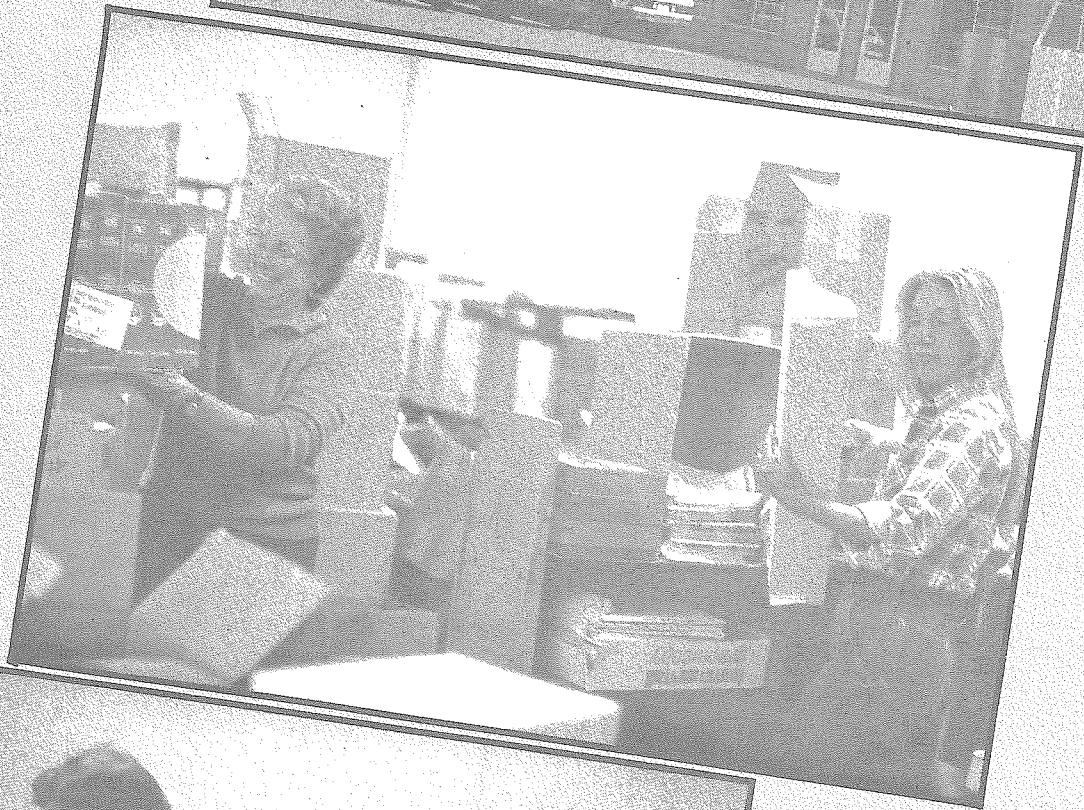
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HOME FRONT

Keith Poulter



Main news from 3W this month is our move into a new office building. Pictures at left show the office on the day we moved in, pictures at right show it two weeks later when things had – relatively speaking – settled down. The greater space will enable us to cope more efficiently with our growing volume of business.

At top right Larry Hoffman and I consult over production of a game; the wall charts keep track of magazine production. Center right is bookkeeper Kathy Cude, with Anabel Royer's desk in the foreground. (Anabel was taking the photographs at the time.) Bottom right shows a view through to the shipping department, with Ana Thomas (standing) and Jan Jones.

BOXED GAMES

Wargamer #48 will contain Jim Hind's new World War I air game, *The Red Baron*. What with the rules, charts and tables, and aircraft data sheets, this is a big game, taking up a major part of the magazine. We had therefore to scrap our earlier plan to include two games in a single issue. Instead, *War to End Wars*, a strategic game of the First World War, will appear as a boxed game. See advertisement on page 20 of this issue. Also available soon will be a boxed game from Vance von Borries, *Rommel at Bay*. Previously entitled *Mareth Line*, this is one of our *Battles for North Africa* series. *Wargamer* subscribers (only) will be eligible for special prepublication discount offers on both these games.

ISSUE GAMES

Wargamer #49 will probably have my own *Napoleon and the Archduke Charles* (the battle of Aspern-Essling); if for any reason this game is not quite ready, we'll probably put Colin Bruce's *Knights of Justice* game in #49, with NAC in #51. Scheduled for #50 is Roger Nord's *Okinawa*, with *Shot and Shell* and the first of our *Company Commander* series following right along.

GRAPHICS

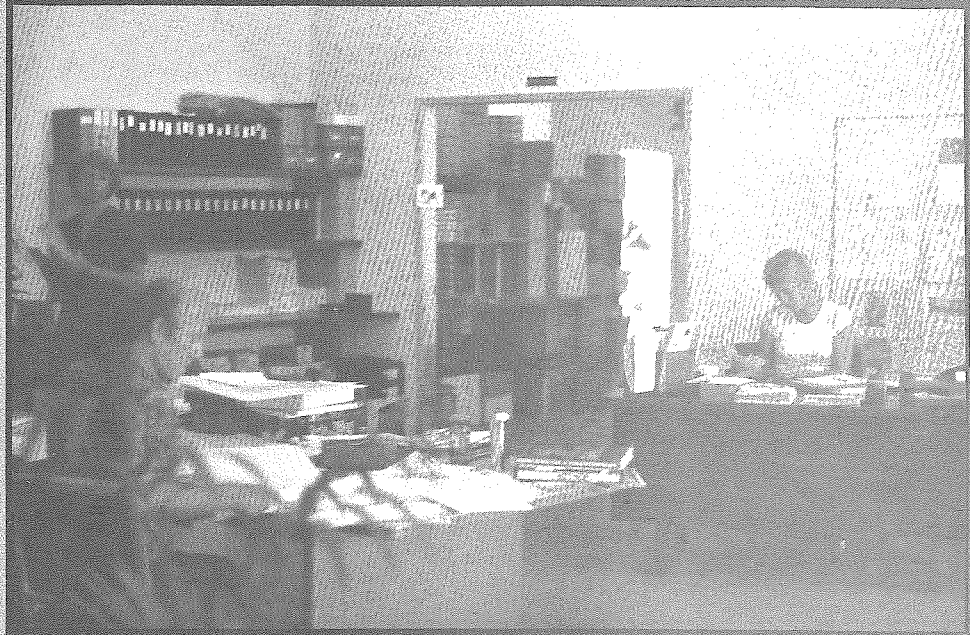
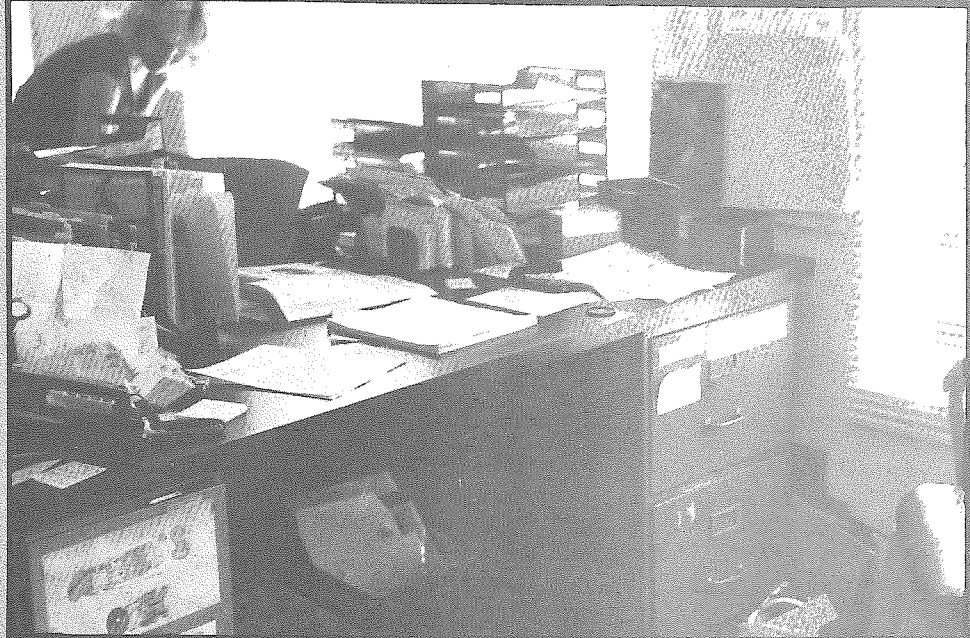
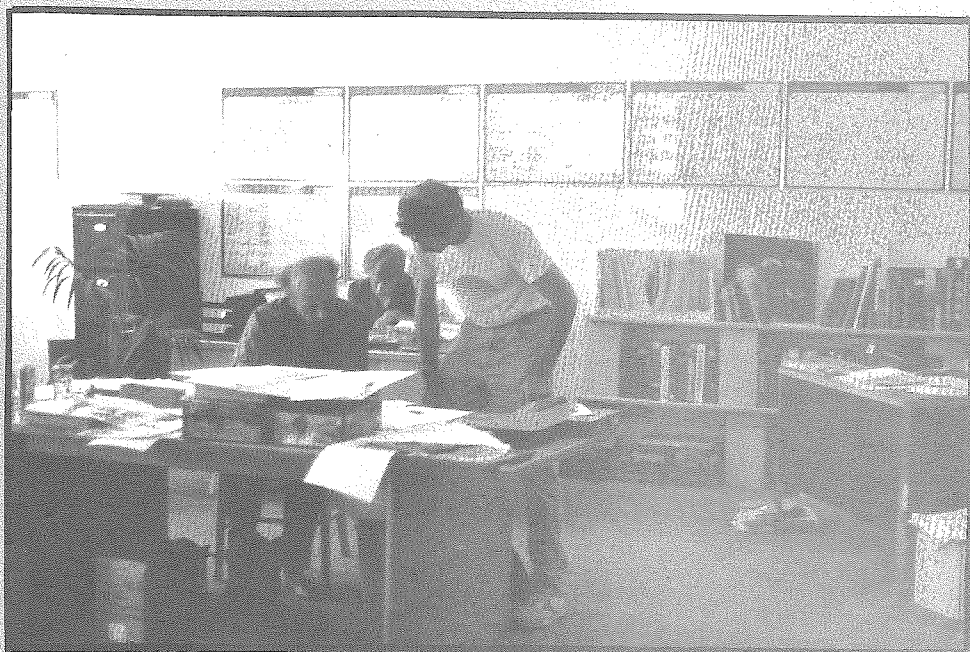
Jan French Johns and Lauri Knotts of our graphics department have both left us. We'd like to take this opportunity to thank them for all they've done for us, and to wish them well in their new endeavors. I'm taking over from them for the time being – and maybe permanently – so if you've any gripes about the internal look of the magazine, direct them at me! One drawback is that we've had to postpone improvements we were planning in the look of our counters; but we'll implement them as soon as possible. Over on the east coast there has also been some graphic moving, with Larry Catalano leaving West End Games.

WINNERS

Winner of the overseas subscriber drawing for a lifetime subscription is Jeff White of Saskatoon. Runners-up hail from Canada and the UK.

OTHER

Our *Hitchhiker's Guide to Computer Wargames* will reappear next issue. Please note that we have completely sold out of *Wargamer* #44, *MacArthur: The Road to Bataan*.

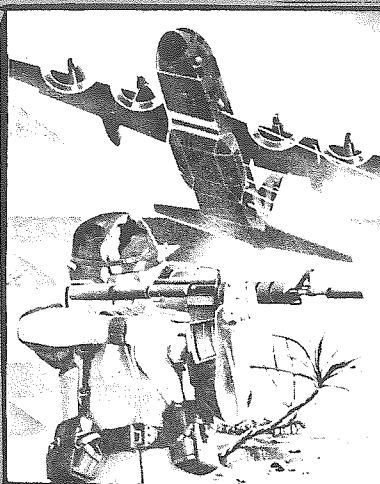


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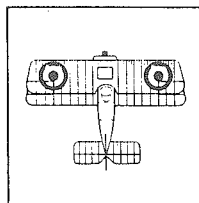
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Mail Call

Dear Sirs:

I would like to take issue with several points in Mr. Tuohy's review of *Pax Britannica*. It seems to me that his experience with the game is slight else he would not make the claims he does.

For example, he complains that the Minor Powers Phase slows play considerably. I have never seen this phase take more than three minutes. All one does is roll a die to see if the power is active and if so, roll a pair of dice to determine where. Then simply place the appropriate Status marker. Seven minors can be done in almost no time and often there are fewer than that.

More serious is his charge that *PB* devolves into a series of solitaire games. Sure, everyone looks out for his own interests, but inevitably those interests intersect over a valuable piece of real estate. Or two players decide a third is too far in the lead and gang up on him. That's when the fireworks begin. If all the players concentrate on staying out of one another's way, solitaire games may result. But that's not the way to win at *Pax Britannica*.

As for the unstructured nature of the Movement/Status Phase, I too had initial misgivings. However, I congratulate myself and my gaming group that we gave the game the benefit of the doubt and first tried the rules as they are written.

The rules worked out wonderfully. There is a great "act-react" contest that is reminiscent of Victory Games' gem *The Civil War*. If one strictly enforces the rule that nothing, once moved or placed, may be moved again, there will be no problems. A refusal to play the game as it is intended will make it dull, as Mr. Tuohy found it, and is an unfortunate hindrance to designers like Mr. Costikyan who employ innovative ideas to break through hide-bound tradition.

Other examples of Mr. Tuohy's basic unfamiliarity with the game include his gripes about codominions and victory points. He says establishment of codominions is far too easy. Doesn't he realize that all codominions *must be approved* in the Congress of Europe? When two players go to Congress and try to set up a codominion like that, they are usually voted down. And why not? Why should the other players let them get ahead without compensation?

With respect to Italy, first of all Mr. Tuohy's numbers are wrong. Italy gets fifteen VP per turn if it does nothing, not five. But even so, Italy is probably not going to win this way. In ten turns, she could get one hundred fifty points, but most games don't last that long (I've seen it happen once) and in every game I've played, unless the Great War broke out in the first couple turns, the winner had way

over two hundred points. I wonder if Mr. Tuohy has ever played a game with Italy as a player power.

Finally, there seems to be some trouble with the $\frac{1}{2}$ EX result on the CRT. I'm not sure why since the rule is very clear, but Mr. Tuohy again seems to insert his assumptions, rather than playing the game as designed. Yes, if you have only one unit and roll $\frac{1}{2}$ EX, you lose the whole unit. Next time plan your deployment a little more wisely.

In short, I find that Mr. Tuohy's review of *Pax Britannica* exhibits too little familiarity with the game, as well as two cases of subtle prejudice. I strongly suspect he never played in a game with more than four players. So, if you are interested in this type of game or in this period and you regularly play in a group of four or more, by all means ignore this review and get the game. Like SPI's *Empires of the Middle Ages*, it's destined to be a classic.

Sincerely,
Rick Heli

John H. Van Devender in *Wargamer #43* has moved me to write. His comments re the Invasion of Britain by Germany seems to me to be a mixture of mis-reading situations or not learning or not understanding lessons to be learnt, and of sheer ignorance.

It is one thing to fling a couple of divisions on a hostile shore; quite another to keep them there, maintain and expand them, then move on to victory. To achieve D-Day landings the Anglo-US alliance needed total air/sea superiority, vast resources, and detailed planning. The Germans had no such resources, no navy to speak of (at the time), and no air superiority, let alone items such as flails, Mulberries, PLUTO, etc.

Landing 2 divisions and an air division (providing all arrived safely) is not much. For Prime sources refer to Halder's comments on that ("mincing machine," I believe). I'm not sure that he can be really serious about unopposed. The German invasion of Crete was solely by air and succeeded (barely) with horrendous loss thanks to a) air supremacy and b) poor communication on Crete. A naval effort was made, but destroyed.

Re the fleet action, it would appear to me that the Germans would have been attacking England and therefore getting further from their bases and nearer to the English bases. Their speed of crossing would have been very slow and direct hits by bombs would not necessarily have been needed. The wash of near misses would have swamped barges. Their supply needs meant they couldn't afford to lose any. Assumptions on RAF strategy are only assumptions, other more effective ones exist. I presume he is aware that Britain also had submarines, mines and patrol craft. The Bismarck episode only proved no ship is unsinkable.

I concede the German abilities and that usually they were outnumbered. I think Van Devender has forgotten most of the BEF returned home safely, they were trained and experienced. They had leaders the like of Alanbrooke, Auchinleck, Montgomery, all of whom were experienced and up front in the invasion area. In France they had held off all direct attacks on their positions.

The prestige blow is arguable and one can develop effects on Russia, etc. The Germans were avid listeners of the BBC so would have known. I also presume that a defeated invasion would have cost much material loss to the Germans, probably including some of the fairly small numbers of U-boats. Van Devender must have forgotten every guerilla war in history to write off a Home Guard on the own ground, quite capable of making Molotov cocktails at the least.

Perhaps the telling point is that the Germans who would have had to carry out the task, decided that the invasion would not have been successful without, at the least, air supremacy. They also wanted a Broad Front assault not a couple of divisions. Neither the German Navy nor the Luftwaffe could deliver. Our forces in June '44 did, so the armies went ashore.

Peter Windle
Boshom
West Sussex

I have particularly enjoyed the game *Khyber Rifles* and am currently fighting my second lengthy campaign on the Frontier. Occasionally I refight the scenarios included in the original game using rules borrowed from *Squad Leader*. The relief of Outpost 4 takes on a new dimension when the relieving column has to dredge its way through deep snow in extreme winter conditions.

To give the "Thin Red Line" a bit of a change in opponents, I have made Zulu, Boer, Egyptian, and Mahdist counters and have drawn a few new maps for them. Although the Zulu and Sudanese maps are completely hypothetical, the map for the Boers features the Modder/Magersfontein area and Spion Kop.

Many thanks for many hours of enjoyment.

Paul Hinson
Scales Mound, IL

I have noticed while playing your game on Mr. Lincoln's War that you are apparently unaware of the existence of the Falls of the Ohio at Louisville, Kentucky. Navigation on the Ohio River past Louisville is only possible because of a dam and locks built there. The first locks were built in 1832, and always have been on the southern side of the river, in the city of Louisville. Incidentally, Louisville was founded by George Rogers Clark in the early 1800's at the portage point around the Falls of the Ohio.

The significance of this for your game is fairly obvious. A southern player who can reach Louisville can cut navigation on the Ohio, and prevent naval movement past Louisville. In addition, a southern force could cross the Ohio River to Louisville and trace its supply back across the Ohio River to Louisville without the Union river fleet being able to cut the supply line.

I hope you find this interesting and choose to investigate it, as it would open up a lot of interesting possibilities for civil war games.

John Cowling

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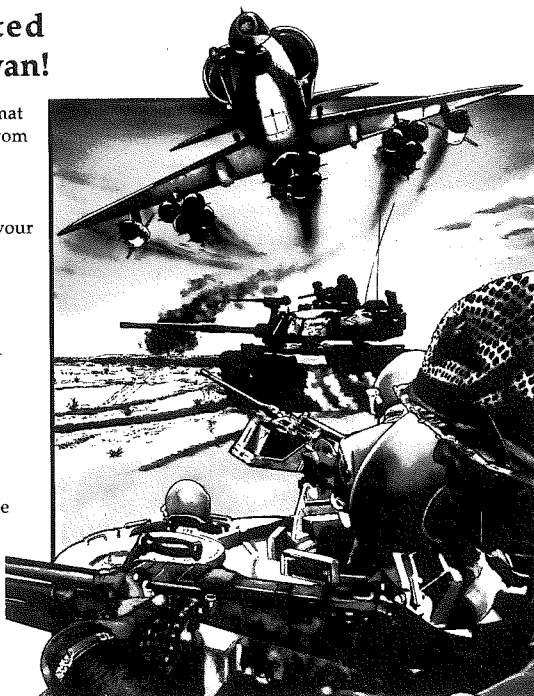
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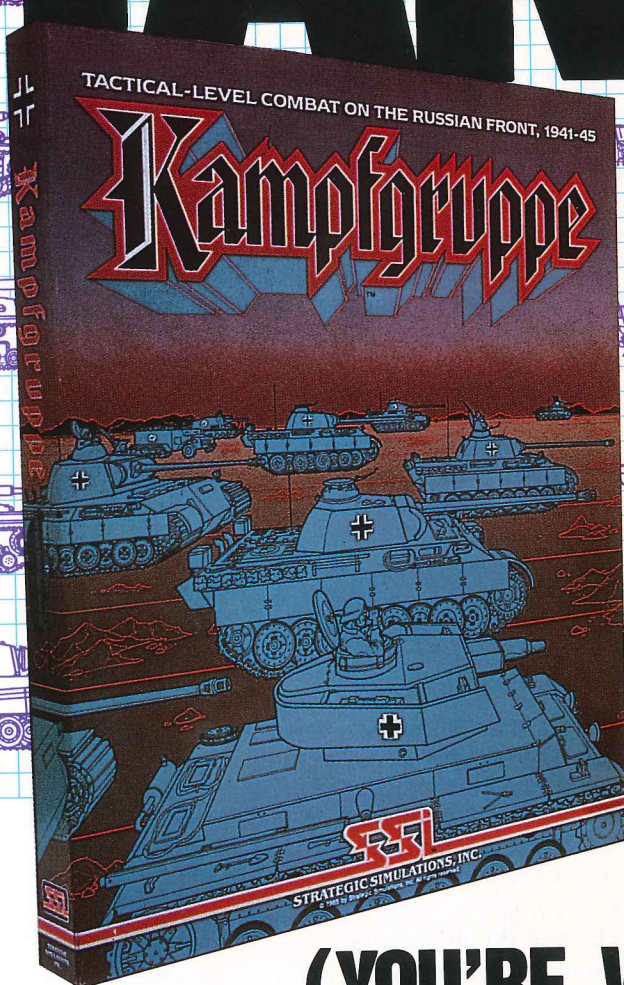
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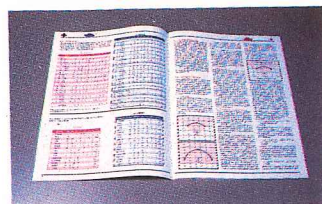
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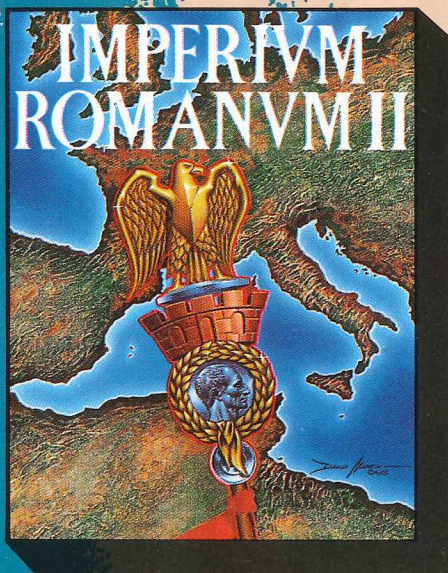


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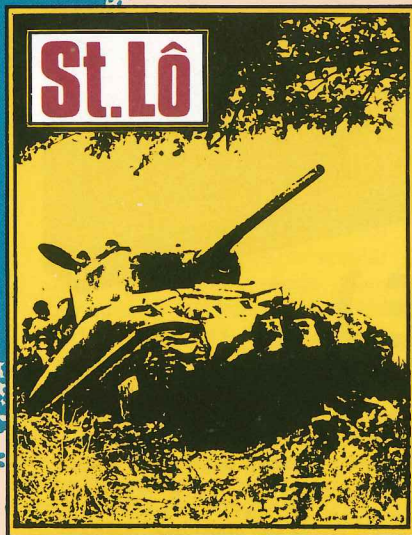
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