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*Dan Hoffbauer*



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# WATERLOO ANALYSIS

## FRENCH STRATEGY

by John S. Hathaway

French success at Waterloo is actually nothing more than an exercise in logic. What we have to do is set the situation before us, and then carefully examine it to deduce just exactly how and why we can be successfully opposed so often by an army approximately  $\frac{1}{2}$  the size of our own. Once having determined how it happens, we then decide how to prevent it. A critical examination will reveal that, with two players of about equal ability, it is not the PAA player who wins the game, but rather the French player who throws it away! In other words, the pressure is on the attacker to perform flawlessly; if he does, he cannot lose. If he doesn't, he beats himself.

All Avalon Hill games can be profoundly influenced by the correct application of certain basic principles of war. In no game, however, can certain of these principles be so graphically illustrated as in WATERLOO. The key principles to keep in mind here are (1) MASS, (2) MANEUVER, and (3) ECONOMY OF FORCE. These might be succinctly defined as follows:

(1) MASS: The application of an overwhelming force against a much smaller enemy.

(2) MANEUVER: Deploy your units so as to maneuver the enemy out of their strong defensive positions without having to fight for them.

(3) ECONOMY OF FORCE: NEVER waste a unit! Each unit can always be positioned so that its next move can contribute to either (1) or (2) above.

You will be surprised to find that these principles can be utilized turn after turn, with great gain, in WATERLOO.

Let us examine the opening situation: Frenchie is confronted by an inferior (in size) army. He can therefore either use his superior force to win by Mass (attrition), or he can pin down the enemy forces with an equal number of his own men and use the excess units to outmaneuver the enemy. A combination of both of these is best. Well, then, what should the French player think as he looks at the

blank board before him? First, he gets no reinforcements -- on the other hand, his opponent gets stronger with the passage of time. It is therefore to Frenchie's advantage to close for combat as rapidly as possible, on as many fronts as possible in order to spread the enemy thin. At the same time, he must constantly poise his units so they can either concentrate for attack, or quickly break to the PAA flanks. It does not make sense to attack doubled positions if you can outflank the enemy and later force him to stand in the open.

The PAA player has much going for him. He has interior lines, and his units are better suited to both attack and delay. My experience has been that the really excellent PAA player must be beaten by a double-envelopment maneuver combined with a battle of attrition in the QB gap. This means we must organize our army into a Nivelles wing, a main body across the approaches to QB, and a flanking force down the Wavre corridor. The balance between these forces is delicate, and may vary slightly depending upon PAA's distribution. But it is imperative that we maintain pressure in all three areas.

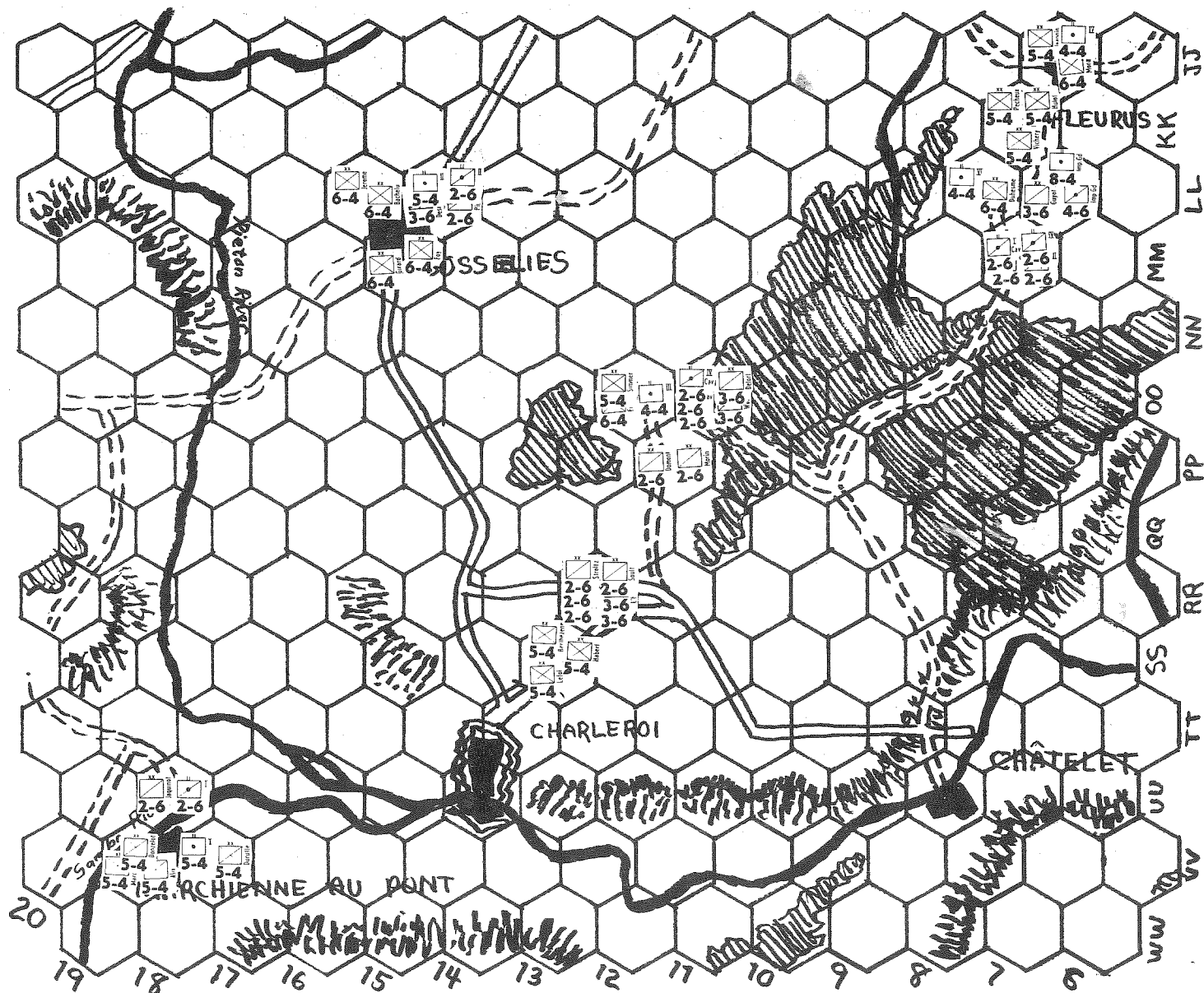
I usually organize a Nivelles wing of 60-65 factors: four 6-4's (II Corps), three 5-4's, and the rest cavalry (I and II Corps and units from RR-15 and SS-15). While the infantry presses on Nivelles, 12-14 factors of this cavalry have an even more important mission. Poised at X-42 and Y-42, they threaten both toward Nivelles and toward V-45 and V-46. By extending the flank in this direction, you force PAA to leave at least two units behind from his 11 AM arrivals. If he leaves the 2-4 and 1-4 (or either of these) at V-47, you will be able to seize V-46 and thus force the second arrivals (Clinton et al) to enter at Hal. The strategy here is to use the principle of Maneuver to force PAA to disperse and thereby weaken his armies. You also delay his reinforcements and, by forcing him to disperse, nullify his ability to counterattack. Your main line should be able to advance upon Nivelles without fear. Should PAA decide to reinforce Nivelles from QB, he should in so doing weaken Blucher to the point where Napoleon can break through there. I re-emphasize that he simply does not have the men to hold at every point. But perhaps I could further amplify the importance of this flanking movement by availing ourselves of actual research done upon Napoleon's personal strategy and tactics by a noted fellow wargamer: "The proper use of the flanking maneuver, one of most fundamental importance, is essential to the success of an army if not its very existence. It remained for Napoleon alone, among the generals of his time, to seize its possibilities to their fullest and develop from them brilliantly-calculated systems of strategy and tactics. ... His tactical system, or scheme of battle,

was based on a holding attack against the enemy's front to keep them occupied, a wide envelopment or turning movement on the enemy's rear with a small force to create dismay and confusion in the defender's ranks, and then the final decisive blow."<sup>1</sup> The reader will note that it is just such a maneuver which we threaten with our position at X-42 and Y-42, with the additional advantage (Economy of Force) that the cavalry wing can divert to Nivelles in one move!

Proceeding toward the board's center, we find the prominent terrain feature to be a large woods which must be avoided. A 2-6 at CC-29 and another around KK-20 is sufficient to cause PAA to defend the heights. At least four or five large units should be poised to gain either road, say from DD-21 and EE-21. This type of positioning and that at X-42 and Y-42 are excellent examples of both Economy of Force and Maneuver -- your units pose a dual threat to the enemy and force him to divide his already inferior force, enabling you to achieve local superiority. An attritive battle must be pressed with vigor up the QB gap.

The force assigned to the Tilly corridor depends largely upon what PAA units are left to defend it. It is worthwhile to pursue and destroy five or six screening units. If PAA allots as much as 25 factors there, you will have little success, but you should be able to force passage around Y-25. If, as is the custom of a smart PAA player, his Tilly force is 15-20 factors or less, then your right wing (Grouchy) should contain about 30 factors and they will have limited but worthwhile success in attriting small enemy units and forcing the PAA player to extend himself down the Thil River. Note again the economy of your move: you have a command large enough to operate independently without fear and successfully drive the enemy before it; yet you force him to tie down a force at least as large (though cut up by river lines) in order to contain you!

By 3 PM/16, then, what Frenchie should have created is this: he has three separate but independently operable commands, whereas he has forced the enemy to defend at least five fronts: Braine le Comte, Nivelles, the QB heights, the QB gap, and the extended and





difficult riverline of the Thil-Dyle system. One of these fronts (at least) will weaken and crack, and it will usually be one of the first two. This is not to say that the assaults toward QB will be unsuccessful, but it takes a while to push your way through. Passage can be forced on the left flank at much less cost than at QB. Also, Nivelles is a better place to penetrate, since it renders useless PAA's second line of defense (the Genappe River). Forcing the other flank (either toward Wavre or in behind Genappe) is probably the most successful approach, but again is a matter of the greatest delicacy. PAA can bleed off reinforcements from QB, and an advance down the valley can be forestalled.

Now that Frenchie understands his basic strategy, let's review a few tips on the implementation of strategy, namely, tactics. First, we must appreciate the importance of the small one and two-factor units with which PAA can block and soak-off. This means, in most cases, that PAA can make twice as many attacks at the same loss in soak-off factors. Consequently, I take advantage of every opportunity to attack and destroy these light units.

If you're up against an aggressive PAA player -- and all the good ones are -- it's especially necessary that you learn to use your cavalry units just as effectively as he does as "buffers". The usefulness of this is to gain that extra square or two of zone of control every turn without exposing large units to massive counterattacks. Consider an example: If PAA is falling back on QB and leaves a 1-6 at Z-22, you place a 2-6 at either AA-22 or Y-22 and support it with stacks of 15 factors. This precludes an effective counter-attack; it is not likely that he will give you a good shot at two large units just to kill your 2-6. Of course, you can apply this principle boardwide, but you should never expose too many light units simultaneously; you cannot afford to squander them. And recall, Frenchies, you must never lose sight of the following two very important factors: first, the PAA forces are much better suited to attacking, and secondly, the reason for this is their soak-off units which allow them to lose one factor to our two and leave another large defensive factor in every stack. A successful campaign against these units removes his capacity to counterattack. And finally, once you have successfully employed Maneuver and Economy of Force to overextend the enemy, you'll find yourself with superior mass available locally to defeat him in detail. The principles all interlock.

A concluding statement about the "playability" of WATERLOO: the fluid action and necessity for planning ahead make it in my opinion one of the most interesting games to play. It is very difficult to play either side to perfection but, given two players of near-perfect ability, I'd have to give the edge to the PAA. This is simply because the pressure is on the French to perform perfectly, or lose. Unless Frenchie does deploy flawlessly, PAA can frustrate his efforts and the game will then be decided by how daring he is and the luck of combat. There is, however, no need to rely upon luck. Mistakes in deployment are

# PAA STRATEGY

by Harley Anton

## THE DEFENSE OF TILLY

Most players in their early games of AH's WATERLOO will consistently lose as the PAA. The reason for this is that there is a great temptation to "play the Frenchman's game". The key to victory is to entice the French player into mistakes instead of helping him avoid them.

In the actual campaign, Marshall Grouchy was decoyed down the Tilly corridor and cost Napoleon the battle. The problem the PAA player faces is to decoy the French down the corridor and at the same time keep the main part of his army between Quatre Bras and Waterloo to nullify the defection victory condition.

There are two methods of achieving the decoy. The second one has proved to be the more successful for many players, but each individual commander should use the one best suited to his style. For this reason both are presented.

In method #1, all PAA 1-6's and the PAA 2-4 arty are started or moved into the corridor. From Z-18 to R-20, the Frenchman may be stopped at the cost of only one unit per turn. An aggressive PAA opening (discussed later) can prevent French heavy units from reaching Z-18 for three or four turns. The eleven units allotted to the corridor can be sacrificed one per turn (see map) and when the next to last unit is hit at Q-21, the 4th Corps comes busting on and it's off to St. Helena for Nappy.

This defense has several strengths in that for a 12-factor sacrifice the French in infinite numbers can be held up for 11 turns and that large numbers of French units can often be trapped in the Tilly corridor by the arriving 4th Corps.

The weakness in this defense is that the Bors De Metz woods can be infiltrated about 1 PM/17. Also, all early PAA cavalry is out of the main battle area and soak-offs are hard to find on counterattacks.

fatal to either side, and the careful player (by that I don't mean cautious, but calculating) will be the winner. You have only to keep the pressure hot'n'heavy from the start, and your opponent will eventually crack.

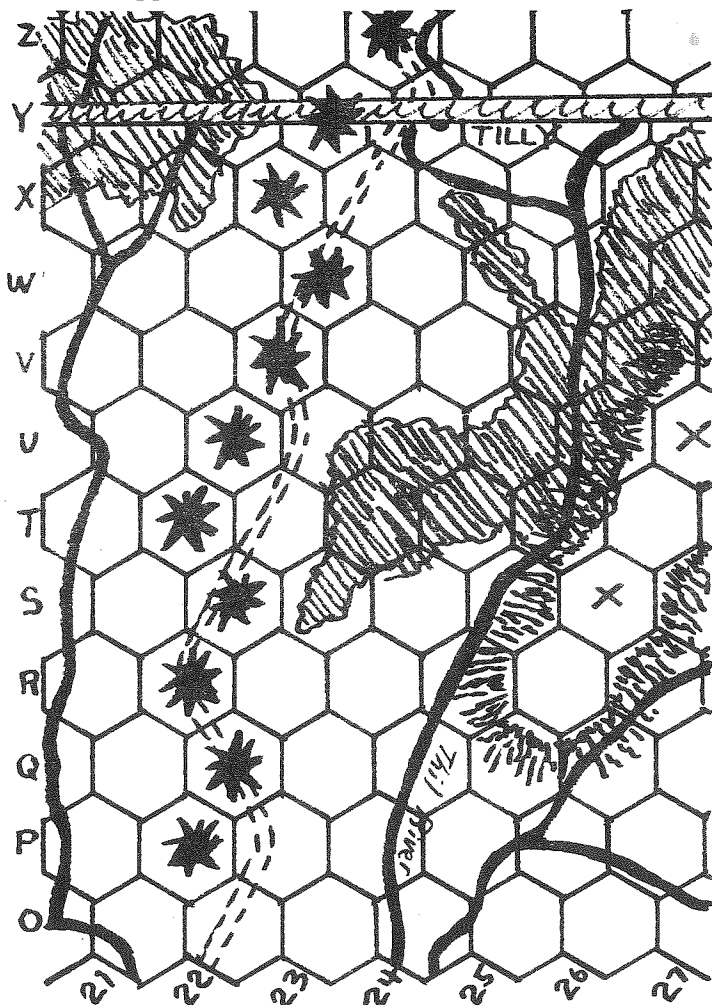
<sup>1</sup>Fry, R.S., "A Study of the Flanking Maneuver, "French Waterloo Series War Bulletin #6" (June 1970)

Because of these weaknesses, most PAA players prefer the following hyper-decoy defense or some slight variation thereof.

Three Prussian 1-6's, three English 1-6's, and one Prussian 2-4 are put in the Tilly area. In addition, the three 4-4's and one 5-4 take up a defensive line along the Dyle river (Y-18, X-19, W-20, and W-21) line. This defense allows ten turns of delay (six cavalry, one 2-4, and three turns to reach Tilly) and a reserve force of 17 counterattack factors. These 17 factors can prevent penetration of the Bors De Metz at S-24 and U-24, hold the Dyle river and let the French attack at 3-1 and possible exchange early in the game, or best of all be used late in the game in an attempt to turn the tide with timely counterattacks. By astute placement of delay factors the French can often, late on the second day, be enticed into a situation where three 5-4's can be attacked at 1-2 surrounded by two 4-4's. With a 40% chance of victory this move can cripple the French army with little risk to the PAA, if it is carried out at the right time.

The only weakness of this defense is that if the French player gets smart and doesn't push a corridor drive then 17 factors are wasted. This can be turned to advantage late in the game, however, by a well-timed counterattack toward Quatre Bras.

Although losses with the PAA are excusable, losing the game because of Tilly should never happen.



#### THE DEFENSE OF QUATRE BRAS AND THE HEIGHTS

A unit on EE-23 on the first turn (preferably a 1-6) is a must. Steinmetz and any 6-4 should be in a position to move to AA-27 and AA-25 respectively on turn two. Most people start Steinmetz at AA-25.

A good opening set-up usually resembles this one: two 6-4's at EE-14, EE-16, and EE-17 and one 6-4 and one 7-4 at DD-20. If the French player has stacks of cavalry at JJ-13 and KK-13, a 6-4 may be lost, but this risk is worth it because with that much cavalry there the French Nivelles drive will be severely retarded. All units fall back slowly to the areas Y-22 -- BB-22 where they stand and fight or back slowly toward Quatre Bras. If one decides to stand and fight he must never let the French have more than two squares on any one stack. On any one turn a delay unit can be placed and all the above units shifted to Y-29 and Y-30 to prevent woods infiltration or to counterattack in the heights area.

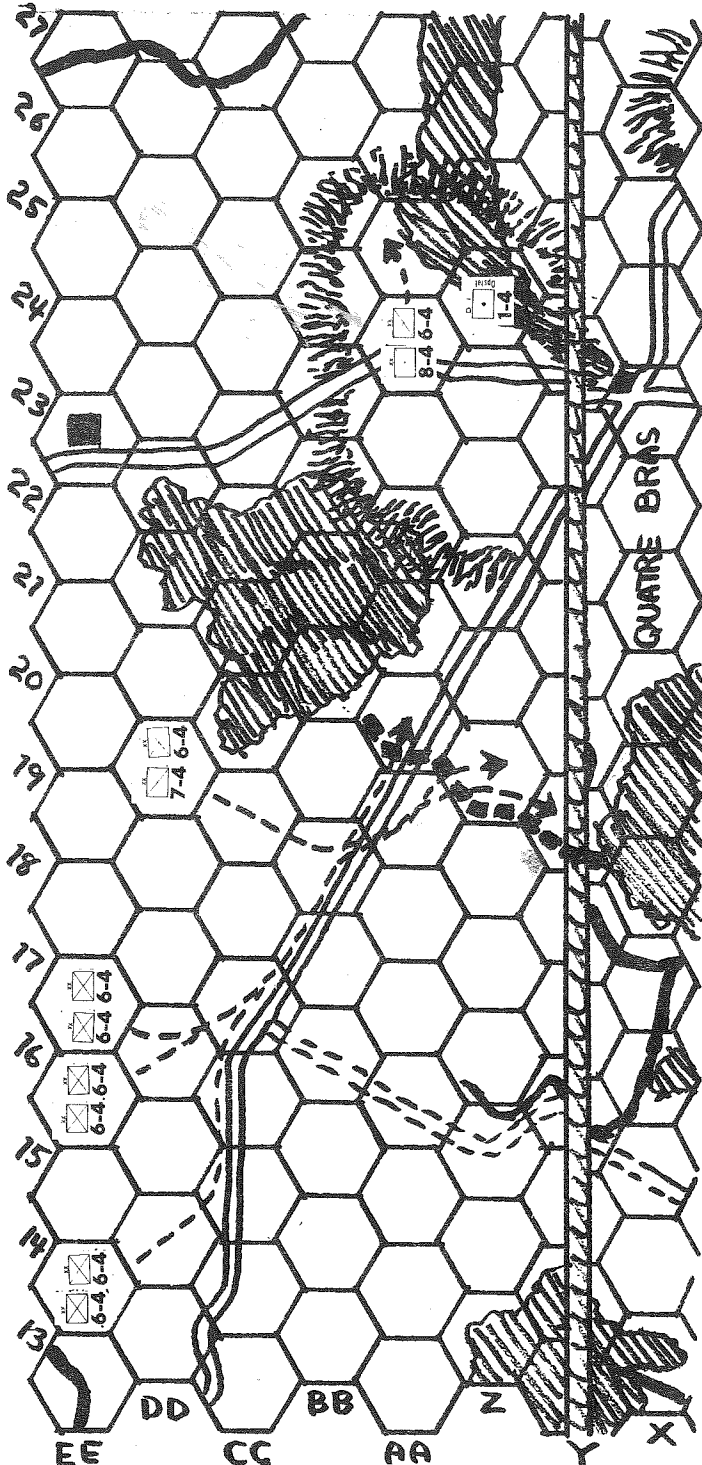
The real key to an excellent PAA defense is to get Opstal or a 1-6 to Z-27 immediately. A 6-4 can also be placed there to the PAA advantage, but only as an addition, never as a replacement for Opstal. This seemingly worthless maneuver makes the heights almost 2-1 proof. If the French player makes an attack at 2-1 on AA-25 he will probably advance if he wins. If he does not advance then the PAA player can counterattack and still be doubled at the end of his turn. When he does advance Opstal (and possibly the 6-4 if he was allotted to Z-27) moves to AA-26. Stacks move to AA-24, Z-25, and Z-26 and voila, instant surrounded counterattack with Opstal furnishing the soak-off (after the attack, of course).

Once the heights are breached or outflanked, the X and W rows may be held with one delay factor per turn as a last-ditch prelude to a fall-back to the Genappe river. Once again the PAA player must deny the French three squares on any stack and two squares as often as possible. A delay unit at V-27 and stacks at V-31, W-31, and S-31 can be a final defense before falling back.

There are several variations of PAA counterattack which are very effective if the PAA player wishes to run a risk. These occur when the French force heading toward Nivelles is composed mostly of cavalry and does not exceed 60 factors. In two turns the bulk of the PAA army is shifted toward Nivelles while only one or two delaying units jam the Bors De Metz corridor against French attacks there. The trick of this attack is speed, for a late return to Quatre Bras will be disastrous. The merit of this strategy is the look of dismay on the French commander's face as his units piled three rows deep between Tilly and Quatre Bras beat helplessly on the 1-6's while his Nivelles cavalry thrust melts before his eyes.

To summarize: 1) A soak-off unit at Z27 is essential, 2) Good use should be made of the excellent interior lines between Quatre Bras and Nivelles, 3) Try to achieve local superiority and counterattack only when despite the worst result of the attack, one will still be in a relatively advantageous position at the start of the French move, 4) When outnumbered

bered in factors try to deny your opponent squares to attack from, 5) Kill as much French cavalry at high odds as possible in early attacks. Leave the infantry for later when every body has arrived on the board.



DEFENSE OF NIVELLES

Nivelles can be either the easiest or the hardest area to defend. I have found that Perponcher is a valuable asset for this area. On the second turn he should be at U-41. This guarantees the road to Braine Le Comte, which can be cut by an enterprising French cavalry

commander before the 11 AM reinforcements arrive on the board. If your opponent sends a large cavalry force to Nivelles, and most people do because of the location, I would put Cooke at V-47 and Alten at V-44. If the Braine Le Comte river is broken early, the French cavalry force can force arriving British units to take part in costly delaying attrition over a wide expanse of hostile clear terrain rows U to O.

Once Alten reaches V-44, Perponcher or Chasse should always be at Z-39, because it is a doubled position until flanked. Delay down the DD and CC rows is possible at one factor per turn.

The PAA has two basic problems at Nivelles: 1) When to counterattack, and 2) infiltration through the woods at CC-33 and AA-33. Perponcher is excellent for solving the infiltration problem because he is a 6-4. Fifteen factors coming through the forest cannot get a 3-1 on him and a loss of 12 cavalry factors at 2-1 would just about destroy any chance of French victory in the game, let alone Nivelles.

Cavalry should be at top priority for counterattacks. Units which can be surrounded by the complicated terrain features often present a choice target for counterattacks. W-36 is a great position and it is advisable to launch at least one counterattack to prevent being outflanked.

Shuttle as many arriving factors and extra Prussian factors as possible towards Nivelles from QB. The fall-back to the Nivelles river (T-39, T-40, etc.) should be synchronized with the Quatre Bras fall-back to the Genappe river, if at all possible.

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# BUILD Your Own

by  Phil Pritchard

## DESIGNING A GAME, PART II

### RESEARCH -- LEAST LIKED, BUT MOST IMPORTANT...

Assuming you've followed my recommendations in Part I, you have now decided on a battle or at least a war which you wish to recreate in a game. Assuming that you aren't looking for just a playable game but wish to reproduce the essentials of the original conflict, you have to do research. Otherwise, you might as well do a Tactics III game and play around with the factors which will be mentioned in the articles to follow in this series until you get the right mix for the type of play you have chosen. It may not bear any resemblance to a real war, but if it's only a game you want, go ahead. But if you want something that relates to reality, you might as well do it properly rather than end up with something that is supposed to reproduce a real situation but might just as well have been an abstract game all along. In other words -- research it!

Before serious research can be started, a bit of preliminary research on the feasibility of even doing the game must be done. If you are not familiar enough with the battle you are considering, you should first read a more general history of the war in which you can view the battle with some perspective. You might also skim a narrative history of the war or battle to try and get a feel for the general factors influencing the outcome. See if the battle is fit for a game -- if it bogs down or has an obvious outcome, it's not worth working on further. Also check a few of the more serious works to see if enough information is available for a reasonably accurate OB and at least a reasonable estimate of the relative importances of the various factors which influenced the outcome of the battle.

Once this is done, you are ready to pick an exact title. For some battles this is obvious, and for others, you will have to search a bit. Brevity in a title is a necessity. It need not be the name of the town near which the original battle was fought, but it must call to mind some essential feature of the conflict which will relate to and fire the imaginations of your audience. Picking a title involves so many subjective factors that I do not feel an extended discussion of them here would be of great value -- if you pick correctly, people will at least take a look at your game, if not. . .

There isn't a great deal I have to say on research itself. There is no one correct method of research. You should not, however, expect to reproduce a battle accurately from just one source. You will have to make at least a brief survey of what has been written on your topic and take a critical look at each

source for its accuracy before you use it. In other words, don't pick up some paperback with a nice cover and expect to be able to whip up an accurate game from it. This may seem obvious to some of you, but I've seen too many articles in wargaming magazines which are obviously built around a single source which was used uncritically. You might luck out on a first book, but it is better to check out the best analysis available.

The first step is to consult bibliographies. Libraries generally have a separate section for bibliographies. Smaller libraries may have only a subject-listing card catalog. In either case, a selection will have to be made from the materials available, and you may wish to attempt to get information which is not available at your own library. For this purpose, SPARTA has a Historical Research Center run by Tony Morale (39-30 Glenwood, Little Neck, New York 11363). Tony will be glad to give you what advice he can, and is able to Xerox short articles which you may not be able to obtain in your local library. He is additionally in touch with other game designers if he is not able to solve your problem by himself.

In general, avoid fiction and straight narrative histories once you reach this stage. The preliminary research should have given you a general outline, and you will be looking for facts to fill it out. Items to pay special attention to include: official histories, analytic articles, and primary sources (such as diaries by the officers in charge).

What you will be looking for in these sources will vary upon the type of game you are designing (see the May 1970 "Build Your Own"). The outline below is designed for battle games. With larger games, the problem of "variation", or possible variation in the place, participants, and conditions of a battle, becomes severe, and more attention must be paid to the more basic factors (such as economics and military production, politics and strategic planning, action on other fronts variation, etc.) I have grouped the important things to look for under three major headings: units, terrain, and "factors", which includes everything else.

#### UNITS:

- 1) unit identification numbers and order of appearance.
- 2) composition of units, armament quality and quantity, transport, etc.
- 3) organization of units.
- 4) actual unit performance in battle.

#### TERRAIN:

- 1) maps. Check the regular maps section of your library as well. Make sure you don't use a 1967 map for a 1944 battle!
- 2) which roads are critical? Check this not only for which roads WERE critical in the battle, but which MIGHT have been critical, had the battle gone astray a bit.
- 3) connections off-board, i.e., reinforcement routes, strategic routes, etc.
- 4) variations in where the battle might have been fought in the first place.



## FACTORS:

- 1) Leadership.
- 2) Weather.
- 3) Supply (production, transport, etc.)
- 4) Intelligence.

I have only hinted at this last section, as it will vary depending on the type of game you are designing more than the other two. It will also depend on which factors were important in the original battle (for example, weather in BULGE).

Next month -- Part III. Beginning a group of articles on the various sorts of rules which have been invented to reproduce each aspect of combat. Their strengths, weaknesses, and which should be used in what situation. Plus a few new kinks on the subject.

# LEMANS

## NEW DIMENSIONS

by Norman Beveridge Jr.

Classes E and F are simply rally cars. Usually no restrictions limit the cars, except that they must be standard models. I can't say much more, but have a question of you LeMans players. The cards Avalon Hill made on Class F cars lists unlimited hard brakings, yet many players consider them to have none. Any arguments?

No/Class	Name	Gears	HB	T	S
1/E	Alfa Romeo GTZ	13-11-10-8-6-5	3	3/2	2
2/E	MG 1100	13-11-10-9-6-4	3	3/2	2
3/E	Zodiac Mk III	13-11-10-8-6-4	3	3/2	2
4/E	Sunbeam Rapier	13-12-11-8-6-4	3	3/2	2
5/E	Mercedes 230SL	13-11-9-7-5-4	3	3/2	2
6/E	Porsche	13-11-9-7-6-3	3	3/2	2
7/F	Austin-Cooper	12-11-10-6-5-4	x	3	3
8/F	Dauphine	13-11-10-7-6-4	x	3	3
9/F	VW 1200	12-10-8-7-5-4	x	3	3
10/F	Triumph Tr/4A	13-10-9-7-5-4	x	3	3
11/F	Elva Courier	12-10-9-6-5-4	x	3	3
12/F	Elan	12-11-9-7-6-4	x	3	3

HB -- Hard Brakings. T -- Turning Gear.

S -- Number of gears downshifted in one turn.

I have listed those cars in these classes from LeMans for comparison. Class E cars take green and pink corners in 4th, yellows in 3rd, reds in 2nd, and blues or blacks in 1st.

Next month, stats on Formula Junior and Formula II cars.

## SMART STALINGRAD

by

Harley  
Anton



### #3 THE FINNISH FRONT GAMBIT

A major thorn in the Russian side is the Finnish front. There are two Russian schools of thought about the Finns. The first is the containment school. They believe in a minimum policy on the Finnish front. The disadvantage to containment is that a lucky Finn can force men to be drawn from the main front at crucial times. The second school favors destruction of the Finns. I personally favor destruction despite its one major drawback. The drawback is that a good German player will notice a Crush Finland attitude in the Russian set-up. He will then put four Rumanians in Finland as his eight allowable factors. With four Rumanians and six Finns to contend with the Russian army can be contained five turns even with the best of luck. With lousy luck he can be contained even longer. In addition, on turn Six when Army Group Finland heads for the front, there is a 50% chance for a snow month.

In trying to overcome the problems of Finland I developed the following gambit:

3 Armor -- B-36	6 Armor -- R-18
65 Inf -- D-36	3 Inf -- S-18
2 Inf -- F-35	4 Armor -- U-19
11, 42 -- J-31	2 Cav -- S-20
4, 6 Cav -- V-19	7 Armor -- X-16

The German can react to this strategy in two ways. The first (and most favorable reaction as far as the Russian is concerned) is attack! The supposedly weak Finnish front can be attacked if a 6-6-6 and a 2-2-4 or two 4-4-4's are committed to the front. If this commitment takes place and the Nemunas is not broken at 1-2 on turn One, then the 2, 4, and 6 cav and the 4 and 6 armor can reinforce Finland on the Russian turn for instant counter-attack strength. All or part of these men can make the Finnish front very formidable. With average luck the Russians should take Finland in four turns and even less if the Germans exchange on their original 3-1 attack.

The second possible reaction is a purely defensive stance by the Finns. If this happens the Russians can go over to containment or attack as they wish, depending upon conditions on the main front.

For those who are wondering, all units sent to Finland are replaced by Russian units in the Brest area. The main advantage of this Finnish technique is that it keeps the Germans guessing as to the Russian intentions.

Comments and Grips welcomed at:  
2313 Wexford Lane, Birmingham, Alabama 35216

This half of the article is concerned with a continuous campaign of Jutland. It is somewhat more realistic as it comes closer to approximating the real conditions under which both sides fought (ie., the Germans now have the opportunity to wear down the British in a series of small engagements, while the main British object is to avoid this).

The same procedure is used for play as described in the first half of the article with some minor changes.

I. The German player always chooses the first time he wishes to engage. To do this he merely selects the month he wishes to sortie and play proceeds from there. All events that happened in real life prior to the month in question are considered to have happened. Example: the AUDACIOUS was sunk in October, 1914, therefore, it is sunk if the first month the German chooses for combat is November 1914. However, if the first month chosen was September, and the AUDACIOUS was lost during an engagement, the British wouldn't have to take out a substitute. If it wasn't lost during September 1914 though, it is considered sunk on October 26 as per earlier rules (even if it was under repair, which is covered later).

II. The German player and the British player have certain options which they may exercise.

III. The victory conditions are somewhat different than a normal game of Jutland:

#### A. GERMAN

1) Overwhelming Victory: To gain this, the German must have a 4-1 ratio in dreadnoughts. This counts all ships on both sides that have been completed, even if they are in the repair yards. The British player surrenders immediately.

2) Strategic Victory I: The German must gain a 1½-1 dreadnought ratio over the British player. He must maintain this for two months. He must also make one sortie into the English Channel (covered later), and one sortie against the British North Sea blockade lines (covered later also).

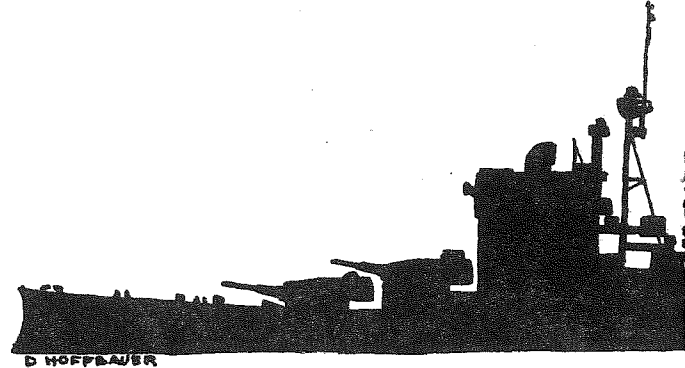
3) Strategic Victory II: The German must gain a 1-1 ratio in dreadnoughts. Other conditions same as above, except the ratio must be maintained for five months, and the Channel and Blockade sortie requirements are doubled.

4) If the German strength falls below the required ratio at any time during the months in question, he must start over again.

#### B. BRITISH

1) Overwhelming Victory: The British must gain a 4-1 ratio without losing more than 12 dreadnoughts (if French ships have been lost they don't count toward this total). The reason for the 12 ship limit is that it wasn't in the British interest to destroy the German fleet if it meant that their fleet would drop to second-place status. The German surrenders immediately.

## Jutland: 1914 - 1917

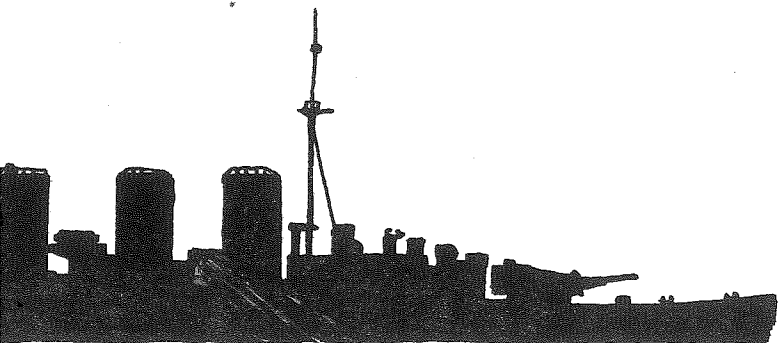


Strategic Victory: Avoid the German conditions of victory. But there is a catch. The British player could win in theory (and practice) by just leaving his fleet in port; something that doesn't even come close to approximating real life. Thus, another rule: If the German fleet is sighted (ie., it moves into a square that means its position must be revealed) the British fleet must attempt to drive it back to harbor. If it didn't, under normal conditions the commander would have been sacked, and the fleet's morale would have fallen. Also, if the British fleet sat in harbor the German fleet would have been free to break the blockade. Therefore, if the British fleet doesn't make contact with the German fleet after three successive sorties into the Channel, the northern blockade lines, or bombardment of coastal towns, the German player is allowed on all succeeding sorties (until contact has been made) to choose one British force which he will move himself. This can only be a force that was in harbor, and it can't be the Grand Fleet (the largest concentration of dreadnoughts). This is to show the effect of a rebellious subordinate commander (Beatty) who wanted action with the Germans. Contact is described as the joining of battle (ships must fire at each other) between opposing capital ships. German loses this privilege once opposing capital ships have sighted each other.

IV. The fuel limit is changed to 75 turns for the British player and 65 for the German player. Reason: ships could actually carry more coal, but usually didn't as it hampered action. In addition, the limits on fuel were apparently figured out for DD's, as the rest of the ships had considerably larger cruising radii.

V. Light forces which are lost: All light ships (Cl's and DD's) which are lost are replaced for both sides. Reason: the tables give far too high losses. Example: the AGINCOURT could open up on a German ½Floote at 7,000 yards (the range at which three German flotillas, about 30 DD's, closed during the largest torpedo attack during the battle of

## by Peter Reese



Jutland) and sink six DD's. The Germans lost only four during the entire battle, only two of which were lost during their large attack. Also, I don't have the Order of Appearance available.

VI. Submarines and Zeppelins: To my knowledge, no dreadnought of the Grand Fleet was ever torpedoed by a submarine, and I know definitely none was ever sunk. Therefore, submarines may not attack according to the table. If a third person is available, submarines and zeppelins may be used for spotting, however.

VII. Repair of battle damage to dreadnoughts and predreadnoughts: A ship that has been damaged may be repaired at three hits taken off per month. In the first month only five hits may be taken off. A ship under repair is not to be used for operations during the same month it receives repairs. Ships under repair count for dreadnought ratios, although for all other purposes they are considered as uncompleted ships. That is, if the British are to have three BB's unavailable due to minor maintenance, one of them can't be ship that is also having battle damage repaired. Germans may repair up to 45 hits per month, British 60 per month.

VIII A ship has extra boxes that will in effect allow it to stay afloat temporarily.

For each box it has the ship is allowed two hours afloat. DD's may tow such ships at the rate of one search square every two hours. To do this merely scratch off one DD off of a DD counter that is in the same square and move the ship separately toward port. On the battle board merely do the same thing, except there the ship can move four spaces per turn. If the ship makes it back to harbor within the time limit it may be repaired, otherwise it is lost. German BB's and BC's have five additional boxes, German CA's, B's, and British BB's have four additional boxes, and British BC's, B's, and CA's have three additional boxes. Every two turns check off a box until the ship has no more boxes, at which point it is sunk, or until it reaches harbor. A box may also be checked off by scoring a hit against the ship. Example: the KONIG had taken 26 hits, which caused her to go dead in the water. Therefore the German player detached a DD which towed

the KONIG for four hours (two spaces), thus two boxes had been checked off. On the fifth turn British BB's caught the KONIG and scored three more hits, sinking her immediately. These extra boxes have no effect on the protection factor. Thus, of the LION took six hits in one turn she would go down immediately, not six hours later.

IX. Options: with the exception of the Von Spee option, all of these are taken by the German player. They don't have to be conducted at all, and history is assumed to have followed its normal course if the German so chooses.

A) THE GOEBEN. At the beginning of the war the German Mediterranean Squadron consisted of the GOEBEN, sister ship to the MOLTKE, and a light cruiser. At the beginning of the game, August 1914, the German player may choose to exercise this option. He has three flight plans:

- 1) To Pola.
- 2) To the Dardenelles
- 3) To the Atlantic

He also has one attack option:

- 1) Attack the French transports.

Any of the three flight plans may be exercised after the attack option. The British player has three BC's: INDOMITABLE, INFLEXIBLE, and the INDEFATIGABLE, which may be placed in any way to counter any of the German options. Both players merely write down which options they choose initially; the German writing down where the GOEBEN goes, and the British writes down the dispositions for his ships. If both players have written down the same option, interception is considered to have taken place, except if the German takes the French transport option, in which case interception is considered to take place after the Germans hit the French transports.

Explanation of the options:

1. Pola -- Before doing anything, use the Austrian Fleet table. Both players write down a number and the British shows the German, who keeps his secret. The total determines whether the Austrian fleet will cover the German retreat. If the Austrian fleet sorties and the GOEBEN flees to Pola, interception by British BC's has no effect on the GOEBEN. Use the following table:

	1 BC	2 BCs	3 BCs
1	S	S	S
2	S	S	S
3	S	S	S
4	S	S	-
5	S	-	-
6	-	-	-
7	-	-	-

Roll die once for each BC using this table. If the GOEBEN was already damaged (it had attacked the French transports), add one to the die roll. If the Austrian fleet doesn't sortie use the normal tab-



les. In all flight options if the GOEBEN has been damaged and is caught alone by an undamaged British BC she is sunk. Flight to Pola loses  $\frac{1}{2}$  a shipbuilding point. GOEBEN remains at Pola for remainder of the game. GOEBEN escapes if damaged by British BC's at interception. British BC's may be sent to either the Dardenelles, the Atlantic, or stay there after GOEBEN hits French transports.

2. Flight to the Dardenelles -- GOEBEN escapes undamaged. Worth  $\frac{1}{2}$  a shipbuilding point. Ship remains there for the rest of the game. British BC's may be shifted to Pola from here.

3. Flight to Atlantic -- GOEBEN is sunk if damaged by intercepting British BC's. Flight to the Atlantic costs the Germans  $\frac{1}{2}$  a shipbuilding point. British BC's may not be shifted from here to anywhere after a German strike against the French transports.

4. French transports -- GOEBEN may attack these, but it must be the first option taken (ie., the German can't elect to flee to Pola if the Austrian fleet will sortie, causing the British BC's to be wiped out, then hit the French transports). Each division destroyed is worth  $\frac{1}{2}$  a shipbuilding point. An additional note will be included in the BEF section concerning divisions destroyed.

5. Each Battlecruiser sunk by the GOEBEN is worth  $\frac{1}{2}$  a shipbuilding point.

6. Loss of the GOEBEN costs the Germans  $\frac{3}{4}$  of a shipbuilding point.

7. Tables:

AUSTRIAN FLEET -- use Modulo 6 system. Even -- Austrian Fleet sorties to cover GOEBEN's retreat.

Odd -- Ships stay in harbor.

Abbreviations for FRENCH TRANSPORTS and BATTLECRUISER INTERCEPTION tables:

S - Ship sunk; 2S - two ships sunk.

D - Damaged (takes two months repair), 2D - Two damaged.

1\* - French lose one division; 2\* - two. German results for both tables are on the left, British results are on the right.

#### FRENCH TRANSPORTS (Modulo 12)

German has choice of three options:

	ALL-OUT ATTACK	HEAVY ATTACK	LIGHT ATTACK
1	S/1	S/0	S/0
2	S/1	S/1	-/0
3	D/1	-/1	-/0
4	D/1	-/1	-/0
5	S/2	D/1	D/0
6	S/2	D/2	D/1
7	S/2	S/2	D/1
8	D/2	S/2	D/1
9	D/2	S/2	-/1
10	S/3	D/2	-/1
11	S/3	D/2	-/1
12	D/3	-/2	-/2

#### BATTLECRUISER INTERCEPTION TABLE

GOEBEN vs	1 BC	2 BCs	3 BCs
1	S/D	S/-	S/-
2	D/D	S/-	S/-
3	D/D	S/1D	S/-
4	D/S	S/1D	S/-
5	D/S	S/2D	S/1D
6	D/S	S/2D	S/1D
7	D/D	S/1S, 1D	S/1D
8	-/D	-/2D	S/2D
9	-/S	D/1S, 1D	S/2D
10	-/S	D/1S, 1D	S/3D
11	-/S	D/2S	D/1S, 2D
12	-/S	-/2S	D/2S, 1D

B. THE ENGLISH CHANNEL. The English Channel was one of the fattest targets in the world. A German sortie into it could cause tremendous damage, and had one caught the BEF it could have won the war for Germany.

1. The BEF. If the German player chooses to take this option, the British player writes down one day between the 8th and the 18th of August, which is the day the BEF will cross (actually, it took several days in real life). The British may not start a sweep anytime before 1:00 on the day the BEF crosses. In reality only the eight old British B's covered the crossing. For the Germans to wipe out the BEF they must send down at least eight dreadnoughts south of line DD for at least five turns. If the German player has chosen the right day, the BEF is destroyed (the British must notify the German the first turn he moves south of line DD if he has caught the BEF, while the German must notify the British player on the first turn he moves south of line DD and every turn till his forces leave), the eight old B's are sunk, and the German gains three shipbuilding points. If the BEF isn't in the Channel the day the Germans sortie, it is considered to have gotten across safely later with no penalty, and the German scores as a normal sortie (see next paragraph). If the German destroys the BEF and has destroyed two or more divisions with the GOEBEN, the Germans win the Battle of the Marne, World War I, and the game.

2. Normal sorties. Same condition for Germans except they may be made any time and only five dreadnoughts need be used. However, the eight old B's are not automatically sunk, but on the second turn the German force is south of DD they have to engage the Germans. To do this merely line up the German formation facing SW and the British facing NE 24,000 yards apart. It is unlikely any of the old B's will survive. Each sortie into the channel is worth  $\frac{1}{2}$  a shipbuilding point to the Germans. They must always tell the British when they have ships in the Channel.

3. Channel Guard. The British always guarded the Channel with various old B's.

However, if these had been sunk, they would have had to use a battleship division (four ships). Therefore, if more than four of the old British battleships are sunk, the remainder are withdrawn from the game and a division of dreadnoughts must be kept there permanently. This division of dreadnoughts is not required to engage the Germans when they move south unless the British player so chooses.

C. North Sea Blockade. The British ran a blockade line from northern Britain to Norway, which kept out German blockade runners and kept in German raiders. This blockade was probably the main reason for Germany's defeat. It would have resulted in a very beneficial situation for Germany if she could have broken it for even a short period. A German sortie against the North Sea blockade is done as follows. At least three BC's, accompanied by at least five Cl's, must leave the northern edge of the board between squares A-22 and A-26 and remain off the board for five turns. This is worth  $\frac{1}{4}$  a shipbuilding point. Remainder of German fleet doesn't have to take part in the sortie, but BC's and Cl's must return to board by one of the above squares.

D. Coastal Town Bombardments. The Germans bombarded British coastal towns several times during the war, with the principle aim of drawing out a portion of the British fleet. It also had some side benefits. The British BC's were moved to Rosyth, it kept up German morale, and it tied down British troops (partially because of this the British still had troops to guard against a German invasion of Britain in 1917). Therefore, the German player must bombard a coastal town at least once every six months or lose  $\frac{1}{4}$  of a shipbuilding point. The coastal towns the German may bombard are: Blyth, Newcastle, Sunderland, Hartlepool, Yarmouth, Lowestoft, Southwold, Peterhead, and Aberdeen. To bombard a town, it is necessary merely to put three capital ships (old B's or CA's count) on the same square for one turn. The British are notified of the bombardment and the ships in question are considered to have used up one hour's ammunition supply.

E. Von Spee. The British gets to decide whether he wishes to exercise this option. Note first half of the article, in which three BC's had to be dispatched to intercept Von Spee. If these three ships are sent as scheduled, Von Spee is considered sunk. If the British player chooses to exercise this option he doesn't have to send any of the BC's if he so wishes. If the option is exercised, the German player writes down at the beginning of November whether Spee will flee via the Panama Canal or the Falklands. At this time the British player also writes down where he will send his BC's. One

LION, QUEEN MARY, or TIGER equals two INDOMITABLES or INDEFATIGABLES. If the British player sends one such unit to the correct place, Spee is wiped out. If he doesn't send a unit to the correct place, Spee escapes. The British may elect to send only one INDOMITABLE or INDEFATIGABLE to Panama or the Falklands. In this case use the following table:

1	S/-	Roll one die. German re-
2	S/-	sult on left. Same symbols
3	S/D	as in GOEBEN tables.
4	S/D	
5	-/D	
6	-/D	

Both players reveal their dispositions at the beginning of December. It is in the British player's interest to exercise this option even if he intends to send his BC's, for as in real life the German is ignorant of the deployment of the British ships until they are actually spotted. Spee's destruction cost the Germans  $\frac{1}{4}$  of a shipbuilding point. His survival is worth  $\frac{1}{4}$  of a point. A British BC sunk by Spee is worth one shipbuilding point. If Spee survives, his two CA's return as of January 1915. He may at anytime after the last day of January 1915 launch his ships into the Atlantic. To do this he merely notifies the British player that he has exercised his option. The British player must at this time detach his two strongest BC's, or if no BC's are available, his two fastest BB's. British ships take three months to track down Spee. He is considered destroyed at the end of the third month, but at no penalty to the German player. British BC's return as in real life. The ships that went to Panama return as the PRINCESS ROYAL, and the ships that went to the Falklands return as did the two BC's.

F. The French Fleet was not too active during the war, although they did have seven BB's. However, had the British fleet been defeated badly enough they probably would have joined the British at Scapa. Therefore, the following positions are made:

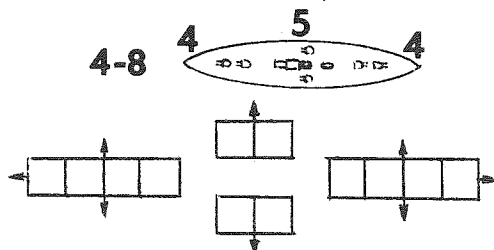
1. Anytime after May 1915 the french ships may join the British fleet if the Germans have come within five dreadnoughts of the British. All ships that have been completed, even if under repair, count.
2. The French fleet takes position in the Channel and are under the same restrictions as old B's (read first half of this article) if a squadron of BB's is required for Channel guard. British BB's in the Channel are not under these restrictions. If they are freed and a squadron of British BB's is already on guard, the French ships take the place of the British ships, which rejoin the Grand Fleet. Ships on Channel guard are always considered to have started at London, four squares to the south.

3. These ships are permanently tied down to the Mediterranean if the Germans reach a 1-1 parity before the middle of May 1915. This is because it would have been rather unlikely that Italy would have gone to war if it looked as if Germany would have won. Under those conditions Italy probably would have declared war on France and Britain. The last statement is a conjecture on my part, of course. However, as Italy's entry into the war would have been unlikely, the French fleet would have been tied down watching the Austrian fleet.

4. Ships and their availability:

1st of June, 1915:

COURBET, JEAN BART, PARIS, FRANCE



October, 1915: PROVENCE

January, 1916: BRETAGNE

May - December, 1916 (Modulo 8): LORRAINE



5. The French ships must operate together as a complete squadron (ie., if available for Grand Fleet action, the British player can't put four at Rosyth and three at Scapa) and in battle they must operate together as a single column or in two close columns.

6. French ships are repaired in British ports; no extra French allowance.

G. German Building Program. This section isn't totally accurate historically speaking, however, it was the simplest way of trying to measure the effect of successful, or unsuccessful, naval actions.

1. The following German ships were not completed before the beginning of the war.

a)	MARKGRAF	-8
b)	KONIG	-7
c)	GROSSER KURFURST	-6
d)	DERFFLINGER	-5
e)	KRONPRINZ WILHELM	-4
f)	LUTZOW	-3
g)	BAYERN	-2
h)	BADEN	-1
i)	HINDENBURG	0
j)	SACHSEN	1 Jan 1917
k)	WURTEMBERG	2 Jan 1917
l)	WILHELM DER GROSSE	3 Jan 1917
m)	MACKENSEN	4 Jan 1917
n)	SALAMIS	5 Feb 1917
o)	GRAF SPEE	6 Feb 1917
p)	SCHARNHORST	7 Feb 1917
q)	GNEISENAU	8 Feb 1917

Note -- j, k, l, and m may be taken interchangeably, at the German player's discretion. The rest must be taken in order.

2. To the right is a column of numbers that are the shipbuilding points that permits, or prevents if the German doesn't have them, the completion of the ship. It works as follows: The German player must have no fewer building points than are listed at the completion date to get the ship. Therefore, if the German player had  $2\frac{1}{2}$  shipbuilding points in Jan. 1917 he would get two of the four ships he may choose from. If a ship has already joined the High Seas Fleet and the total falls below the number that would be required to produce that ship, there is no effect. Ships that are not completed because of a deficit in building points in the month they are due, may be completed one month after the total is brought up to the correct figure.

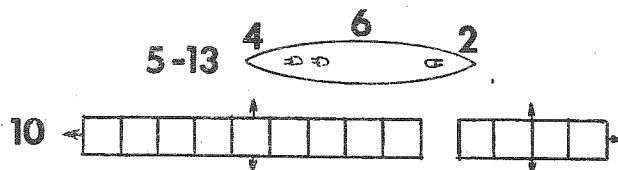
3. Note on ships.

HINDENBURG -- first half of the article in error, should be as LUTZOW except 7-12 (protection factor 14), BC.

MACKENSEN -- same as HINDENBURG, BC.

SACHSEN, WURTEMBERG, and WILHELM DER GROSS -- as BAYERN (BB's).

SALAMIS -- Originally to be a Greek ship, may be named after any German province. Same as LUTZOW in gunnery, and 4-9 protection, speed (I made a guess on disposition of turrets and had it as LUTZOW) BB. GRAF SPEE, SCHARNHORST, and GNEISENAU -- same as SALAMIS (BB's).



H. The American entry into the war. The United States entered the war on May 6, 1917. America's entry effectively ended Germany's chances of ever breaking the blockade. Not only did America have a fleet of 14 BB's, with five more building, but she would have been the major supplier had the blockade been broken.

1. Therefore, the game is over May 1917, if the German hasn't won unless he chooses to exercise the following option.

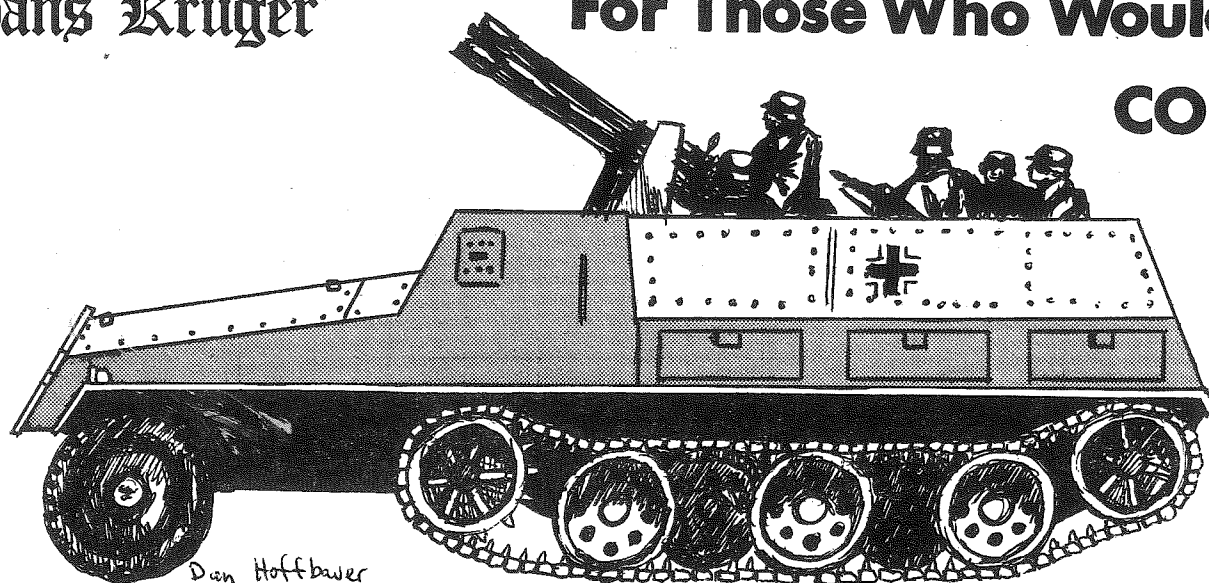
2. The German player may take the option not to continue submarine warfare, with the result that America doesn't go to war. This decision must be taken by March 1917, and may only be taken if the total German dreadnought strength is within 10 of the combined French-British fleet. This decision gives the Germans two shipbuilding points (material that was used for the construction of submarines could be used for the construction of dreadnoughts). This decision cannot be taken before Nov. 1916. If the German player takes this option he must win by the end of 1917, according to previous victory conditions, or Germany collapses.



# Hans Kruger

## For Those Who Would

## CONQUER



VIII A change is made in the limit on German sorties. When playing this way the German player may make three sorties every two months, but no more than two in one month.

XI Minor changes in ships -- All INFLEXIBLES may fire both amidships turrets on either beam. Same for the KAISER class.

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It now occurs to me that these "parts" of this series need not be taken in step form. That is, Part I, followed by Part II, followed by Part III, etc. Because I feel that there is a rather large number of people these days desiring just a small force, but do not wish to sink their whole bank role into this thing just now. By reading these separate parts, one may choose which one he wishes to use. Although it is preferable to use them all together, each one is a separate entity and is able to operate independently of the others. But on with Part II...

Cavalry is now, as it has always been, a shock weapon. It is impossible for cavalry to effectively defend a position. It should be kept on the move when not in the rear awaiting orders to advance. As example of this, I might point to the failure of the 14th Cavalry in the Losheim Gap to hold their positions as well as could be expected. If the unit was replaced with a regiment of infantry or an armored unit, the result would have been much different. The cavalry in this case, should have been stationed in St. Vith as a reactionary force to deal with any unexpected attack by the enemy.

To command any cavalry-orientated unit, you need to be an assault-oriented person. If you are not bold and tend to defend you'll be overrun! Keep on the move!

There are three major types of enemy you will have to deal with -- (1) armor -- such as tanks and the like, (2) infantry -- either mechanized or on foot, (3) aircraft. Armor should be avoided when at all possible. Attacking tanks is the job of tank destroyers or other tanks, not cavalry. Although your greater speed will gain you some advantage, how fast you go means little when your rounds bounce off the sides of your targets.

Aircraft is probably the most important to worry about. To undertake a modern war without air superiority is not practical. Your losses will be great, your speed low, and morale almost nil. Morale enters into miniatures where it doesn't necessarily effect AH games, because there are others under your command

that will feel depressed at having their companies or battalions destroyed before they are even able to join in battle. To some extent, this is also a possibility in AH gaming, but only in instances where there are subordinates. Miniatures of any size at all usually demands subordinates as opposed to AH games in which one person is able to control entire armies, much less battalions!

Therefore, it is relatively important to destroy aircraft wherever you can find them. Tanks find this hard to do because of the limitations on rate of fire and elevation imposed on them. They are just designed to do a different job. Therefore, our cavalry unit should contain some anti-aircraft weapons -- unless we're going to rely on hiding from the aircraft!

Along these lines is the threat of infantry. Foot soldiers are virtually helpless against a fast-moving armored force (even cavalry). If they aren't shot, they may still be run down! In the past miniatures battles I've participated in, I've resorted to this several times. The fear created by being crushed to death is something terrible. For some strange reason, we are able to accept the idea of death, but not the idea of being mutilated beyond recognition -- such as an armored car can do! Although most of us are willing to kill others, we don't wish to die doing it. Therefore, if someone has a great weapon, but is too terrified to fire it, then it's useless to him!

Ah, but I'm getting off the subject, aren't I? I'm supposed to be giving you ideas about the kind of army to build, not discussing war theology! So...we are faced with a multitude of different enemies and need an effective counter-weapon. There are three or four things that are desirable in a weapon system, and I believe that it will aid us if we discuss them here briefly: (1) a force should have concentration of fire power. The more fire you can lay down at a given time, the more your chances of survival. And that is actually the name of the game, isn't it? (2) a force should be strong. That is, we would like invulnerability at least from the small arms fire of infantry and like units -- if not defense against heavier weapons. (3) a force should have speed. It is totally unimportant what your strength is if you can't get it to where you want it in a timely manner. In other words, "the firstest with the mostest". (4) a force should have diversity of mission. By this I mean that a force (or weapon system) should be able to perform more than one task. Although this is sometimes impossible due to the specific needs imposed by the necessity of the primary task, it is, nevertheless, a desirable asset, and is included here.

Now, in selecting the next type of vehicle, we should keep three things (three things more, that is!) in mind:

1. We want the cheapest weapon system we can buy and still get the maximum efficiency out of it. This also increases the number we can afford.

2. We want to incorporate as many of the above objectives as possible into this one unit in order that it be independent of other

units. Although it must be realized that we generally cannot incorporate all factors, we should try to include as many as possible.

3. We want something that is operative on as many different terrains as possible in order not to limit our range of action. For instance, if you come to a river, is it going to stop you? Or are you just going across? Or what about hills?

Again, I do not intend to dictate, but I find that an anti-aircraft system mounted on a half-track tends to give us most of these assets. Whoa! you say. "I like the mounting on a tank chassis better." You may possibly be correct in that you gain the extra defensive armor of the tank, but you lose speed. And speed is what we cavalry types need. The anti-aircraft system offers protection against armor (tanks). Of course, this latter factor depends to a great extent on the size of your weapon system. Although tank fire can pierce our armor plate quite easily (in some areas), defense against the light fire of ground troops is afforded. And we have speed, which is going to make it harder for the enemy to hit us. Because of the nature of our weapon system, diversity is also realized. If a man runs up to us, we can fire 'em up! If a plane flies overhead, then we can shoot 'em down!

Because of the "half-track" part of our system, we can operate in a great variety of terrains. There is practically nothing that stops us. And even our consumption of fuel (a very real problem) is relatively low. Needless to say, the price is also cheap -- at least cheaper than a tank! This leaves only one thing left for us to achieve... concentration of fire power. There are several good systems that do this. The Americans have the quad 50 caliber guns or the "dusters" (twin 40mm jobs), which are still in use today in Viet Nam. The only comparable weapon system on the German side (the Russians are omitted because their anti-aircraft system involved the throwing of rocks) is the 37mm or the quad 20mm. I, myself, prefer the quad 20's. Although I am taking a risk at sacrificing the higher caliber 37mm, the 20's fire very fast -- almost like a machine gun, thus giving me a high concentration of fire power.

I can imagine a scene like this: it's in the desert -- hot, sticky, tiring. You're trudging along carrying supplies to the troops in the front. Then... all of a sudden... over the next hill comes a battalion of half-tracks racing towards you firing wildly. Panic sweeps through you. You must escape... you must escape. But you never do! Rat Patrol in reverse! I've always hated that T.V. show for making the Germans look like mumbling boobs, and finally I've got my revenge. We win by using cavalry tactics... run, run faster. If you stop, it may be your last stop. Is this a good place to stop? Are you willing to stop here and die? You may find yourself doing just that! Keep on the move. That's the code of the cavalry. Do not try to hold a position -- that's for stronger troops. You should take territory. If you run out of supplies, steal them from the enemy!

Both of these types of units discussed in parts one and two are attack units only. Next time, let's look at something a little heavier.

# WIPE OUT!

by Tony Morale

## THEY'LL DO IT EVERY TIME.....

During the height of the disastrous uncensored missions deep into Germany, an American aircraft firm, following the policy that Americans are better than anybody else, sponsored probably one of the most ill-received advertisements of the war. The ad ran a full page, and it showed a gunner with a rather large grin on his face peering through the sights of a .50 caliber machine gun as he pours tracers into a swarm of Focke-Wulf fighters. Beneath the heroic painting was the caption: "Who's Afraid of the Big Bad Wulf?"

One B-17 pilot who saw the page tore it from the magazine and pinned it to his group's bulletin board. Beneath the page was a long scroll with a big red-ink headline: "WE ARE!"

Every combat officer in the group signed below, and it was mailed back to the manufacturer. Strange -- the ad was never repeated again!

## WHO'S FIGHTING WHO?.....

During the Arab-Israeli conflict of '48, the Israelis used B-17's to bomb Egyptian targets. Israeli fighter pilots escorted them using ME-109's, and the Egyptian fighter pilots intercepted the Israelis using SPITFIRES!

## YOU NEVER CAN WIN.....

Three months before the Battle of Midway, Japanese Naval Staff officers tried to simulate the battle using naval miniatures. During the exercise, the American side attacked at first with torpedo bombers, and the attack was completely wiped out by fighters and ships anti-aircraft. However, just after this engagement, American dive bombers caught the Jap carriers with aircraft on their decks, no fighter opposition at high altitude, and proceeded to sink all four Jap carriers. The wargame judge stopped the game right then and there, declared that such an incident could never happen to a Japanese fleet in real life, and changed the dice rolls to favor the Japanese side! Needless to say, this is exactly what happened to the Japs at Midway!

## OLD STOGIES NEVER DIE, THEY JUST FADE AWAY....

During the London blitz of 1940, Winston Churchill received a report that a certain area was bombed out by the German bombers. Upon hearing this, Churchill was almost in a panic, as this was the area of London where his cigar supplier had his warehouse. He frantically phoned the supplier at 2 AM, inquiring about his private stock of cigars. The owner replied, "You have nothing to worry about, sir, outside of a few extra holes, they're perfectly safe!"

## FAMOUS QUOTES.....

During a conversation between Field Marshal Montgomery and Winston Churchill, Monty bragged, "I never drink, never smoke, and I'm sure to get eight hours sleep each day; this is why I am in 100% shape."

Churchill replied, "I drink to excess, smoke cigar after cigar, hardly get any sleep, and I'm in 200% shape!"

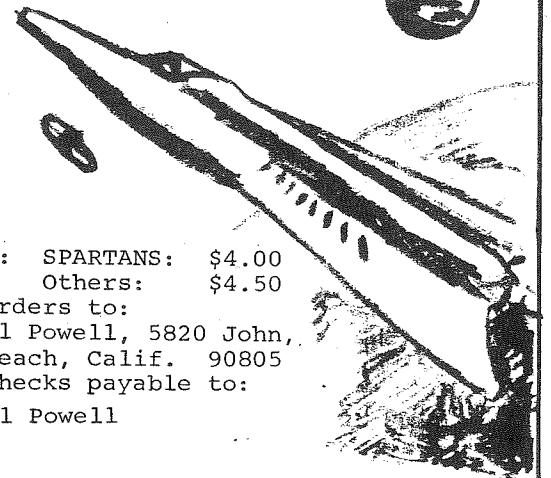
King George II made this reply to a remark that General Wolfe was insane when he scaled the heights of Quebec with his army to fight the French: "Oh! He is mad, is he? Then I wish that he was still around so that he could bite some of my other generals!"

When asked how he would classify different types of qualities in officers, Field Marshal Gerd von Rundstedt remarked, "I divide officers into four classes: the clever, the lazy, the stupid, and the industrious. Each officer possesses at least two of these qualities. Those who are clever and industrious are fitted for the high staff appointments. Use can be made of those that are stupid and lazy. The man who is clever and lazy is fit for the very highest command. He has the temperament and the requisite nerves to deal with all situations. But whoever is stupid and industrious must be removed immediately!"

"Nobody has yet found a way of bombing that can prevent foot soldiers from walking!" -- Walter Lippmann, Washington Post.

"War without allies is bad enough, with them, it is hell!" -- Winston Churchill

## LENSMAN



PRICES: SPARTANS: \$4.00  
Others: \$4.50

Send orders to:  
Russell Powell, 5820 John,  
Long Beach, Calif. 90805  
Make checks payable to:  
Russell Powell

LENSMAN is the space-warfare developed by Phil Pritchard. The SICL has purchased the rights to LENSMAN, and is the only place where you can buy it. Game includes attractive board printed on thick stock, rules, and counters. If you wish to play LENSMAN by mail, contact Bob Wilson of the SPARTAN Space Society for game openings.....



# D-DAY:

## A Critique



by Gary Charbonneau

Pending the arrival of a newly-ordered KRIEGSPIEL game, the author classes D-DAY as perhaps the best game Avalon Hill has yet produced. The only game which has more face-to-face appeal is ANZIO, which unfortunately is all but impossible to PBM. D-DAY is simple to play both face-to-face and PBM, and, unlike ANZIO, it does not take an unreasonable amount of time to set up or to complete. Sides are fairly well balanced, particularly between skilled opponents, and there seems to be an endless and fascinating variety of strategies that both German and Allied players may follow with reasonable chances of success.

It is unfortunate, then, that as a historical wargame D-DAY should have so many shortcomings. That the game seems to be a fairly accurate representation of the situation actually faced by SHAEF and OB West in France in 1944 is more a result of the fact that A.H.'s design errors tended to cancel each other out than anything else. It may fairly be argued that the addition of greater accuracy to the game would destroy its beautiful simplicity and playability, and in fact I will not even bother to contest the point. Just for the record, however, I would like for a moment to focus on some of Avalon Hill's more blatant mistakes....

### SET-UP

Historically there was no compelling reason why all German static divisions had to be located in coastal areas. In fact, not all of them were: two or three were located inland. Moreover, it might be pointed out that one was

located on the Channel Islands, not on the Continent at all, and should be omitted from the OB entirely. Overlooking history, however, A.H. has declared that every single static has to be placed on a coastal square. Then they threw yet another monkey wrench into the works by defining a coastal square as "Any land square to which a red arrow points." Note that under this definition all inland ports are coastal squares (a brief glance at the mapboard indicated that they all have red arrows pointing to them), while squares such as U-43 are located on the coast and yet are not coastal squares, because they don't have red arrows pointing to them! The SDOA, fortunately, has revised the A.H. definition; now, all "red arrow" squares on the coast are "coastal squares", while all squares not on the coast are not, red arrow or no red arrow.

Perhaps, though, the requirement that all statics must be placed on coastal squares isn't too far off. As the Historical Commentary in the Battle Manual points out, the rule prevents the Germans from immediately setting up an impregnable Meuse River defensive line right from the very beginning, and in fact Hitler, obsessed with territory as he was, would never have countenanced such a strategy. There still remains, however, another great problem with the A.H. set-up rules. The current practice is for the German to set up a defense and then for the Ally to choose a beach and then invade it. It has long been my contention that it should really be the other way around. The Allies should be required to secretly choose a beach to invade before the Germans have set up. In an operation as complex and intricate as OVERLORD, everything had to be planned months or even years in advance. The great cross-Channel leap could not be improvised, for it involved the movement of millions of tons of supplies and equipment. Once the Allies had chosen to invade Normandy, they had to invade it or delay the invasion for months while they altered their plans. Meanwhile the Germans were free to reinforce or make withdrawals from the various beach areas virtually at will. Thus on June 6, 1944, the Allies stormed ashore on one of the most heavily-defended coastal areas in all Europe, for the Germans had strongly reinforced Normandy since the original OVERLORD plans had been drawn up.

### SAC

Because of serious inter-service rivalries the Allies very seldom used heavy bombers in attacks against German ground troops, and when they did do so the results were often mixed. The heavy bomber did not make a very good close support weapon because its inaccuracy made it almost as much of a threat to friendly troops as it was to the enemy. The strategic bomber did, however, play a crucial role in the final breakout from the Normandy beachhead; despite this, most interpretations of A.H.'s SAC rules prevent strategic bombings being made as they were in Normandy, as preludes to ground assaults, because of the requirement that bombing attacks must be made on units not in Allied zones-of-control.



One wonders whether "Strategic Air Power" in D-DAY is even supposed to mean the strategic bomber at all. Certainly A.H.'s method of introducing air power to the game leaves a good deal to be desired; such factors as weather and aircraft range have been completely ignored. The only conclusion one can reach is that the A.H. strategic bombing rule is merely a sop to the proponents of air power. Avalon Hill was apparently not about to strain its brain (or its financial resources) to develop some realistic air power rules when an abstraction of air capability was all that seemed necessary.

### SUPPLY

One of my biggest gripes with D-DAY has been the problem of supply. First, I object to the fact that there are so many squares along the coast through which the Allies can receive supplies. Granted that all these squares were potentially available as sources of supply, realizing the potential usually represented quite an accomplishment in view of German demolitions and other technical problems. The Allies could not have Mulberries and Gooseberries everywhere, so why should they be allowed supplies from almost everywhere? Incorporation of a variant of the ANZIO port counter rule would be a logical step.

An even greater objection can be made to Avalon Hill's "17-square" rule. This rule undoubtedly resulted from an analysis of the supply problems faced by the Allied armies during the pursuit across France after their breakout from Normandy. A.H. conveniently overlooks the fact that these problems were due, not so much to the distance of the Allied armies from their ports per se, as to the fact that the speed of the Allied advance prevented the establishment of supply depots immediately behind the front lines, as had previously been envisioned. Whether A.H. realizes it or not, their ruling on this matter, if it were to be considered historically accurate, would make General Eisenhower out to be a fool, for it was largely on Eisenhower's insistence that South France was invaded -- and as every D-DAY player knows, the invasion of South France is a hopeless cause. Ike wanted to open the port of Marseilles to supply his armies, yet in the game Marseilles is totally useless for this purpose. I certainly think that Eisenhower should be credited with more intelligence than Avalon Hill wants to grant him, don't you? The boys in Baltimore certainly could have found some better logistics rules than the ones they actually came up with.

I certainly hope that no one interprets the above comments as a blanket condemnation of D-DAY. As I pointed out at the very beginning of the article, I think it is one of the best wargames on the market, and I look forward to many more years of enjoyment from the game. I am merely engaging in a little of the constructive consumer criticism that Avalon Hill needs from time to time to keep it on its toes.

## EDITORIAL

Apologies to all for the lateness of the September issue. This was not, however, due to any problems in the completion date, but rather to difficulties with the corporate account. These problems have been solved (please note that all checks are now made payable to Spartan International), so the October issue is now coming to you much earlier than last month's.

If you have noticed, the "condensing" of layouts to squeeze in more copy per page has now taken effect. You will not find any illustration (except maps) taking up more than a third of a page. If you don't like it, tough! Just kidding about that! No, tell me if you don't like it.

Please note the last paragraph of PRO INFO. This is to show you in small part the type of material being printed in the International Wargamer's "Fort Zinderneuf" column. If this offends anyone, I can promise that we will never print comments like it again. OK? We're tired of taking it on the chin from IFW continuously, and wish that they would stop.

I'd like to remind you-all that I still accept articles, so send in your best efforts to 4749 Denny and we'll do the rest. Also -- if each of you subscribers could get a friend (or an enemy) to subscribe, you'd help us lick our biggest problem -- circulation. That's the big thing that's keeping the SIM down.

When your circulation is only around 200, you can't help but be scalped on cost-per-issue. Printing (and selling!) at least 500 would make any price increases unnecessary, and would allow for better content, as more people who have ideas and who can write would be exposed to the SIM.

Another policy statement -- if you submit an article to us, please don't submit it to another publication without telling us to whom and when. If you're particularly anxious to see your good works in print, we'll give you an estimate as to when it will be published. Any articles received that were recently printed in other publications will be unceremoniously jerked and filed for future use.

It looks as if we may be able to return to our 24-page format by February. That's a hope, not a promise!

The original for the AKD German Order of Appearance was slightly damaged, so please note the following additions: Turn 18 units arrive at Matruh, the 21 Panzer arrives Turn 19.

In keeping with our policy, this month we're giving S&T a plug. It is without a doubt the leading wargaming publication, and has pioneered in very innovative material. Their "game-in-a-magazine" policy has extended itself to many other wargaming 'zines, including this one. Physical quality is excellent. The only drawbacks are: high price (\$9.00 for six issues) and an uncertain delivery date (at least west of the Mississippi). Whether or not you want to subscribe would depend upon your sense of values.



# PRO INFO

by Paul Mankiewicz

Dateline: Long Beach 10/70- Advanced publicity was released this month regarding the upcoming Second Kenneth A. Millard Memorial Tournament, slated to begin sometime very early next year. The biennial affair, the only elimination tournament now sanctioned by the SICL, is dedicated to the memory of Kenneth A. Millard, a fellow SPARTAN who was killed in action in Vietnam. This is also the only charity tournament on schedule. Proceeds go to the Kenneth A. Millard Fund, whose primary function is the total or partial financing of membership expenses of otherwise worthy individuals who find it difficult to meet the monetary responsibilities of an active and dedicated membership.

The method of play is simple. All participants play one game of Afrika Korps. One loss eliminates you from the tournament. All those surviving the preliminary round graduate to the quarter-finals. From there you proceed to the semi-finals and finals. Everyone making the finals receives a medal marking their achievement and a place-finish graded on their total record in the tournament. The winner is awarded a special trophy with his name and effort engraved thereon. In addition, all those who enter the Millard are allowed free admission to the Michael Gutierrez 150, a national-level tournament.

The conference which posts the best record will receive its next conference tournament free. Second-best will receive reduced rates, while the remaining will carry the normal fees. Hans Kruger is the defending champion in this one, and it promises to be an exciting contest. Further details will follow.

Dateline: The Nation 10/70- The Robert Forsythe "50", a national-level tournament, came to a close this month, and with it the SICL crowned a new National Champion. Bob Wilson, Head of Advisors and current Commissioner of International Affairs, topped the order of finish with a well-rated effort. Dan Hoffbauer was second, followed in order by Dennis Fisch, Jim Porter, and Forrest Crain.

This is Bob's second tournament victory, increasing his total money winnings to \$50.50, second in the SICL. In addition to the Forsythe "50", his other accomplishments include a win in the League PBM Open, a third-place finish in the Waterloo-Bulge tournament, and a fourth in the SNCL #2. To Bob and friends we extend our hearty congratulations for a fine effort all around!

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## Kenneth A. Millard Memorial Tournament

The Kenneth A. Millard Memorial is the SICL's tribute to a fellow SPARTAN who was killed in action in Vietnam. Proceeds go to the Kenneth A. Millard Fund to assist needy SPARTANS with dues payments.

ONLY REGISTERED SPARTANS ARE ELIGIBLE. Entry fee is \$3.00. Please make all checks payable to SPARTAN INTERNATIONAL. Deadline for registration with Russell Powell, 5820 John Ave., Long Beach, Calif., 90805 is December 1, 1970. You play ONE game of AFRIKA KORPS, pick of sides not guaranteed. PBM.

The winner will receive a trophy engraved in his name. For further details, see PRO INFO. All officers and members are urged to support this charity tournament. All entrants who do not forfeit any games are eligible to join in the next tournament described below:

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## Michael Gutierrez 150

Michael Gutierrez is our 150th member. In his honor we are throwing a national money tourny.

ONLY REGISTERED SPARTANS WHO DO NOT HAVE ANY FORFIETS ON THEIR RECORD AND WHO HAVE ENTERED THE KENNETH A. MILLARD TOURNAMENT CAN ENTER. Those SPARTANS who have not entered the Kenneth A. Millard must pay a \$2.50 entry fee. Those who have are free. Registration deadline with Russell Powell, 5820 John Ave., Long Beach Calif. 90805 is January 1, 1971. Games to be played: Stalingrad, D-Day, or Waterloo. You play three games; choose from the above three, choice of sides not guaranteed. PBM.

1st Prize:	\$20.00 + Trophy
2nd Prize:	\$10.00
3rd Prize:	\$5.00
4th Prize:	\$2.50
5th Prize:	\$1.25

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Dateline: Chicago 10/70- The IFW has whined for a long time that SPARTA refuses to acknowledge them as the largest (number-wise) wargaming organization in the nation. Well, weep no longer, boys. We do. We also acknowledge China as the largest (number-wise) country in the world. All of which proves nothing. Hear the patter of little SPARTAN feet outside your bedroom window, Len? Well, don't worry. Just crawl back under the covers, tell Cote to turn up the vibrator, and maybe it'll all go away... Maybe.