

# JAGDPANTHER

Vol. 3 No. 12



## ANVIL-DRAGOON

THE SECOND D-DAY



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In our next issue we will present a Division level game entitled THE SIEGE OF LENINGRAD.

Cash payments are now being made for articles, but only to authors who have had articles appearing in three successive issues. Write for details.

Last issues Feedback determined that the issues two best articles were MORE MODERN BATTLES and ANARCHIST VARIANT.

## EDITORIAL

As we now finish our third year, we look back upon it with a sense of accomplishment. The year began in the wake of the disaster of issue 8, when we printed our first History article, running to four pages. We had, of course, sadly misinterpreted what the readership wanted, and were only able to survive the storm of indignation by promising a free year's sub to everyone if we went over two pages of history for the next year. That year is now over. We have never gone over one page of history because we are primarily a GAME magazine, not a history magazine. While we are renewing the promise on the amount of history, we did not enjoy living under a self-imposed death threat (which \$9000 would be) and are glad to be out from under that.

This issue is, and is not, late. While we are more than two months late based on the schedule announced in issue one those three long years ago, we are almost exactly three months from the mailing of issue 11, so you can take your pick and believe what you want.

1975 was a good year for JagdPanther. Game sales totaled 4200, which would have been much better if we were selling \$5 games, like we are now. Die cut counters came into use, as with full sized maps. Circulation more than tripled, now being just over 1000. Sales revenue is up enough to make cash flow look a lot better than it ever has before. The volume of mail being answered has gone up 400%, which explains why it sometimes takes up to three weeks to get an answer if you asked something that wasn't particularly crucial and your answer took more than a couple of minutes to write. One rather upsetting event this year has been the loss of several of our people. A year ago we had 3 full time and 5 part time employees, and now we have only 2 full time and 2 part time. While the organization is still running, we are training new people to fill the empty slots and until they are trained mail and the magazine are not going to catch up (they won't get any further behind), though orders are still going out within a week on what is in stock.

Our office has moved. The new location is at 1408 West 8th, #106, Amarillo, Texas, 79106. Naturally, the mail should still be sent to Box 3565, Amarillo, TX 79106. The Phone at the office is 806-372-8861. Like all great Military organizations, the working day starts around 12 noon and runs til about 10. We have decided to schedule Tuesday Evenings from 7PM til 10PM Texas time for you to call and ask questions about your orders; has this been shipped or why is that late, etc. We will have the files out and hope to be able to give you an answer at once. Unfortunately, we cannot accept collect calls.

Games in the works and moving along with varying degrees of steadiness include WARSAW PACT, SIEGE OF LENINGRAD, BATTLE FOR MADRID, AIRBORNE, and the 2nd Edition of POLAND 1939. Games less well in hand (and including some which may not see publication) are TUNISIA, BATTLE OF BERLIN, LEBANON, THE FALL OF FRANCE, CANNONS AND CAVALRY, and the revised (and upgraded) versions of PQ17, MP44, ZEPPELIN, and GOETTERDAEMERUNG. Probably eight of these games will see publication in 1976. Taken with SPANISH CIVIL WAR II and ANVIL-DRAGOON, this will be a respectable number of games for us to publish this year. Our Tolkien and Conan designs have been dropped. Outside designers are working on several more games, but we will not mention them here. Perhaps we will feedback them later. JagdPanther has always prided itself that the games published in our magazine were the games you told us you wanted to see through your letters and feedback.

The new die cutter is working well, and we are glad that we can now match our die cut counters against any others in the business. By the way, we now manufacture die cut counters for others, so if you would like us to make yours for your game, get in touch with us. People publishing their own games should contact us about possible business arrangements or advice.

# THE SECOND D-DAY

The Invasion of Southern France, known to the Allies as ANVIL-DRAGOON and to the Germans as the Second D-Day, is an excellent example of one of the main principles of War. That principle, simply put, is that in a war one cannot always do what one wishes, but must respond to enemy actions and live within your limitations.

ANVIL was originally conceived to be simultaneous with OVERLORD, to catch the Germans in France and cut them off from the German Frontier. This proved impossible, as the Long-Range bomber campaign had crippled the production lines and siphoned off so much of everything that there were not enough landing craft available to land both forces at the same time. Thus ANVIL could not fulfill its purpose and preparations halted. Then, further American study indicated that even if two months late it would be necessary to conduct ANVIL anyway. The only alternative was several hundred miles of picket line from just below Britain to the Swiss border to keep the German forces in South France from interfering with the supply line. Also, one Division (presumably American) would be required for each 12 miles of Front, tying down far

## THE FRENCH RESISTANCE

The actions and status of the French Resistance in the Second World War are a highly emotional subject that has never been really understood in America. In the most strictly legal sense the Resistance was illegal. The Geneva conventions state quite clearly that when a nation is defeated and has surrendered, its citizens and armed forces may take no further actions in any way to support the war or the former allies. For the French forces overseas to continue the fight was very illegal. Such men, in the eyes of international law, are mercenaries and not covered by the convention. They can be, and were, shot on capture. Civilians who participated in acts of Resistance were legally spies or saboteurs, and could be tried in the military courts of the occupying power and shot. They were.

The French did not, understandably, see it that way. Charles DeGaulle considered himself to be the legal government of France, and he had not surrendered. Thus, France was still a nation at war and deserved all rights due her as such. In any event, the Allies won the war and were able to enforce their side of the story. For better or for worse, might makes right. The winner writes his own rules, and his own history. Put another way, violence is the only thing that ever settled anything.

Churchill and the British regarded DeGaulle as an inconvenience, especially when he demanded, and got, permission to address the French who had come to England during Dunkirk, before the British had the time to spread scare stories about German atrocities in occupied France. Almost 90% of the French went home. The Americans regarded DeGaulle as a joke. The Russians highly respected him and the pressure to support the Resistance, as well as much of the manpower in France came from Stalin and the French Communist Party, willing to do anything to put pressure on the German Rear.

The French underground remained only a nuisance until mid-1943, when the Germans had obviously lost the war and recruiting was easier. Also, fewer troops were assigned to guards and garrisons. By June, 1944 the underground was very powerful and able to cause significant problems for German movement. Unfortunately, units in Southern France had also mobilized, but the Germans there had all but wiped them out. ANVIL-DRAGOON would not have the Free French of the Interior to help stop the German retreat.

## CHURCHILL DECLINED...

The British enthusiasm for ANVIL-DRAGOON, never very great, quickly waned when they discovered that the units intended for use were all to be drawn from the Mediterranean Theater. Pulling four French and what amounted to four American Divisions out of Italy left the British and their commonwealth troops practically alone on the rather unattractive Italian Front. The British manpower situation was worse than the German (which was bad enough) and they did not desire to be left to do all of the dying on a Front that was going nowhere. Besides, all of the new men were going to France.

The withdrawal of so many units (virtually all the French and half of the Americans) also froze the British units there, preventing their transfer to the more glorious Western Front. Churchill, who had dreamed up the Italian Nightmare to begin with, argued desperately to have it dropped.

The Americans, who counted on ANVIL to relieve them of the task of covering the flanks of their drive to the Rhine, were amazed to find that the British felt the Americans were only going to France to cover the British Flank on its drive to the Rhine. The British regarded themselves as the Senior Partner, and to this day think that they did more to win the War than anyone else. But then, the Americans think they won the War Singlehanded.

too many troops for an economical operation. This had the side effect of putting the Americans in the role of covering a British Invasion of Germany instead of making it themselves. So, ANVIL was on again, this time for about two months after D-Day (actually it took a little longer, until Aug 15). By now, however, ANVIL was so old that the Germans were bound to know about it, and the name was changed to DRAGOON. The story goes that Winston picked the name because he had been "dragooned" into the idea.

Temporarily halted, Churchill now proposed a joint British-American landing at Trieste, presumably as a part of his fear of a Russian outright seizure of Eastern Europe. This began to make some ground in SHAEF HQ, but the need for the ports DRAGOON was expected to capture was greater, and anyway, FDR and Marshall would have vetoed any scheme to keep the Russians from Eastern Europe. Stalin had ordered Tito to attack the Americans if they did, and while that may or may not have happened, the Russians would have been displeased, and they were, at that point, carrying the ball. So DRAGOON was, once again, back on.

The German view was rather simple. The Allies could invade Southern France or not, that decision was out of their hands. If the Allies preferred to use a picket line so be it. If they did invade, the German Army would simply pick up stakes and march out of the area, fighting just long enough to take anything worthwhile with them. They had conducted just such well-planned retreats while in Russia, and could do so again. They would take their dependents, records, prisoners, administrative personnel, bureaucrats, wounded, sick, loot, and supplies with them. The Americans could have France and with a blessing on it but not until they had gone to the trouble to invade.

ANVIL-DRAGOON would not be cheap. Eight Divisions had to be pulled from every corner of the Med, stagnating the Italian Front and lessening the danger in the Balkans. Tremendous amounts of fuel and food had to be expended, a fleet assembled, aircraft readied, and all the things one must do in modern war. It was, as are all things, a trade.

# Historical Interpretations in ANZIO

by Stephen V. Cole and Jim Brown

Avalon Hill's classic game ANZIO, and its step-son ANZIO 74, not only has so many optional rules that you cannot remember them all, but what rules there are tend to create controversy. To put it simply, there is a valid historical case to prove that at least half of the rules in the game are just plain wrong. This half consists of the half that favor your opponent.

What is intended by the present authors is to present a system whereby you can actually play two games of ANZIO at the same time, one by your rules and one by his. For example, if the Allied player believes that the designer was wrong in denying the 51st and 50th British Divisions their bottom step, he simply declares that he is going to use that bottom step anyway, but must pay the German player a sum of points for this privilege. The charts below will give more specific details, but for now we should explain the system.

Obviously, you will be paying in points for what you will call "correcting" and your opponent will call "cheating". When the game is over, total your victory points and his, subtract the smaller from the larger, divide by 25, and drop all fractions. Now, if the German has done more cheating, this is the number of victory cities that he would have lost if he had played by the rules. If the Allies cheated more, this represents the number of victory cities they would not have captured.

Now it should be obvious that while we have solved the constant arguing about what rules to use, we have created another, in that one person has won by the rules as written, but another may have won by the rules as modified. It is entirely possible for both players to have a legitimate claim to victory. The argument about the rules now takes place at the end of the game, instead of before and during.

The following options must be exercised before the game and remain in effect for the entire game.

## German Options:

Armored and armored infantry cannot invade	15 pts.
Armored and armored inf. can't unload on beach	30 pts.
Germans have 12 pt initial lift and 6 pt build up invasion capability on east coast	25 pts.
Keep 2nd Para, get 4th anyway	5 pts.
Can move 2nd para and get 4th anyway	10 pts.
No partisan units	5 pts.
Units with Mtn symbol are Mtn units even if rules say they are not	5 pts.

## Allied Options:

Non-American units can unload on a beach	15 pts.
Non-American units can invade	30 pts.
No stacking reduction for mixed stacks	10 pts.
50th and 51st Divisions have bottom step	10 pts.

Following are in effect for one turn or 1 attack:

## Allied Options:

	per attack	per turn
NZ has stacking pt. value of 3	1	-
Casualties not doubled on dbl. position	3	12
Allied Repl have 1 DF and can be in combat	1	3
Allied Armor not penalized in rough terrain	2	10
Armored Inf not penalized rough terrain	1	7
Each extra port that you shouldn't get	10	-
Armored Brigades stack as 1 pt.	1 per stack	-
Can enter German ZOC from south end	-	10

Reduce wait between invasions	10 per turn
Call Airstrike one month early	35
Hold Airstrike one month late	20

## German Options:

Make 1 para regiment air dropable	3	-
Forts double defense	2	10
Use of Regimental counters	1	5
Germans can supply by sea: East Coast	5	
West Coast	20	

## Either Side:

Refuse to retreat, no 2nd combat	10	50
Get back inverted counter from isolated unit	5	
Supply one infantry unit by air	2	
Supply 1 armd Inf or armd unit by air	4	
Cities double defense	2	10
Pick your own number for 9.C retreat	1	
Roll die again	5	
Cancel attack after rolling die	10	
Buy back destroyed cadre	5	
Transfer step from 1 unit to another	1 per step	
Each extra replacement step	1	
Absorb more than one step per turn	1 per unit	

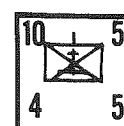
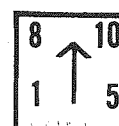
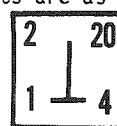
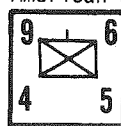
Naturally we have not covered every case, and the details will have to be worked out. Of course, you may not agree with our point values, you could, of course, come up with a system of paying for adjustments of the cheating points...

# American SOLDIERS

by John Anderson

The war the Americans entered in 1917 bore little resemblance to the one that began as a battle of rifle-men in 1914. However, by fall 1918 the Germans were in retreat and the massive positions of the first years had been passed, and the war again adopted a mobile air, but by now only the Yanks were any good at it. With some effort, this can be shown in the SPI game SOLDIERS.

All Europeans in the game are severely depleted and of rather low quality. British Rifle units are replaced with Austrian, German units with Russian (excepting the elite Stross Divisionen), the French can't get much worse off than they started (though they managed it somehow). American units are as follows:



Infantry      37mm Gun      Machine Gun Cmpy      Marines

The Americans also have generous use of French 75mm guns. The 37 was used as a machine gun sniper.

## THE PURSUIT SCENARIO

American forces, including Marines, are pursuing a force of Germans toward the Rhine.

GERMANS (deploy within 6 of the wide side of the canal)  
6 German Rifle, 12 Russian Rifle, one German 77mm gun, one 105 Howitzer, two German MG sections.

AMERICANS (Deploy on the narrow side of the canal, set-up second move first).

3 Marine, 9 Infantry, three 75mm gun, two 37mm gun, two MG companies.

VICTORY CONDITIONS. Score one point for each enemy destroyed, Germans get one for each of his units moved off of the side of the board furthest from the canal.

# AIRWAR IN THE EAST

by Phil Kosnett

WAR IN THE EAST is so enormous that adding anything to it seems a minor crime. As that never stopped this or any other magazine from printing something, we shall proceed.

## Airborne Operations

Neither side made much use of Airborne operations in the east. The Soviets dropped equipment and advisors to partisans, but their few larger drops turned into fiascos and the Germans never really tried at all. However, both sides did have the capability to deploy several divisions of airborne troops. In the actual event, several units of German paratroops fought as mechanized Infantry.

In the Campaign game or the 1941 scenario, the Germans may, at any time, remove one 8-8 and three 6-5 Divisions and bring on three paratroop (4-3) and one Glider Division (5-4). Kampfgruppe for both are 1-4. If reduced to KG they may be rebuilt to 6-5 for one Inf pt, to an 8-8 for one mech point, or to its original airborne status for three infantry points.

For an airdrop to occur, the dropping player must have had more air units on air superiority missions, on the previous joint airwar phase, and must allocate two units of air-support aircraft for each unit dropped. Such aircraft may conduct no other operation on that turn. The Germans may not conduct airborne operations on mud or on snow turns, the Russians may.

To drop a parachute division, it is removed from any clear terrain hex and staged to another clear terrain hex within twenty five hexes. Neither hex, nor the route to be covered, can be out of supply for the owning player, and both the originating and staging hex must be at least three hexes from the nearest enemy unit. From the staging hex the unit is moved no more than ten hexes, disregarding enemy units and terrain to the landing hex. Neither sides units can drop on mountain terrain, and German units cannot drop into swamp hexes. There is no scatter due to the great size of the hexes.

Parachute Divisions drop in this manner during the first movement phase. They may drop into an enemy ZOC but not into a hex occupied by an enemy unit. If they drop next to an enemy unit, they must participate in an attack on at least one stack of enemy units to which they land adjacent. If they refuse to do so, any or all enemy units adjacent may immediately attack them. Glider Divisions land on top of parachute divisions which landed in the first movement phase of the same turn. Glider units land in the second movement phase.

All airborne units are supplied on the turn of landing and may (in some cases must) attack on the turn of landing. They may not move on the turn of landing.

Perhaps the best purpose for German airborne units is to cut a critical rail line at just the right moment. The traditional tactical and strategic employments are, of course, possible, though it is unlikely that the Russians will leave Moscow or Leningrad unoccupied. At least you can keep him honest.

At the start of the game convert 15 Soviet 1-4 Rifle Divisions into 1-3 Parachute divisions. No more than four

Divisions may be in any one of the five Soviet deployment groups. The Soviets may build extra 1-3s at a cost of two personnel and three weapons points each, time factor is 8 turns. Three such divisions may form a corps (4-3). Cost of conversion is two points of arms and personnel, time is 10 turns. No limit is set on Soviet airborne units, but the Soviets may not form glider units. Soviet units out of supply after dropping may become partisan units at will.

## Airmobile Operations

Of course, there were no helicopter operations to amount to anything in the second World War, but Hitler is known to have had a penchant for weird weapons and in '44 ordered a study made on using the armed helicopter in the Panzer Division. Guderian told him he was nuts.

Presumably only the Germans would have the technology to produce the helicopter in quantity (although in the actual war, the Soviets had helicopters in action first, neither side committed more than a couple of dozen). The Airmobile Division is 9-9 (the scale of the game does not warrant breaking it down as in NATO). The KG is a 2-9, replacement costs six times normal for a mech division, or you can rebuild it as a 10-8. The Germans would have two of them. Although they could be added to any scenario to observe them at work, they could only be marginally justified in the 1945 Scenario.

The unit is treated as a mechanized Division except for the following:

1. Rivers do not halve the strength of a 9-9.
2. AT units do not halve the strength of a 9-9.
3. 9-9's are halved attacking cities.
4. On the first turn they are used, AF is doubled.
5. Movement into or out of enemy ZOC costs 1 point.
6. May not move or attack on snow turns.

The Germans may convert full strength 8-8s and 10-8s to Airmobile units by running them through the refitting track and expending five mech factors. The units are even more useful than Panzers for breakthroughs but there aren't many of them.

## Strategic Bombing

It is well known that Germany never developed an effective strategic air arm, and what part of her limited resources could be spared for such programs was rapidly curtailed after the Battle of Britain. However, the Russian industrial areas west of the Urals were not adequately defended against air attack, and they could not afford any losses to such causes.

The cost of a program to ready the He 177 or improve the existing types would have been high. In the game, it can be reflected by reducing the German Tactical Air unit strength to 15 and canceling the first three replacement steps each year. The Germans can attack six arms centers each month in 1941, four each month in 1942, and two each month in 1943. After that, nothing. V-weapons could be used in 1945 (if your local historian will look the other way). This would be two attacks per month.

The effect of each attack is determined by die roll. A roll of 1, 2, or 3 has no effect, a roll of 4 reduces the output of the industrial hex to 67% normal, a roll of 5 to 33% normal, and a roll of six eliminates all production of that plant. At the beginning of the first Russian turn each month, a die can be rolled to repair each damaged factory. A roll of 1 is successful.

Only factories within 50 hexes of German railheads can be attacked. Factories with impaired production can keep the fractions of points until they accumulate to a full point. Factories impaired in any way cannot be removed by rail.

## Historic

### SCHUTZTRUPPE

by Dennis Bishop

The game SCHUTZTRUPPE, published by its designer, Mr James Bumpas, goes a long way to recapture the feeling and spirit of the guerilla campaign in Tanganyika in the First World War. It tends to lose a bit of its accuracy in the 1916 scenario. The game is geared to a rather long and desperately fought campaign game covering two years, and the limitations of the counter mix prevent, in some cases, reflecting the changes in the German forces, composed mainly of highly trained black askaris, during the first two years of the war. It will, for example, be necessary to construct a number of 2-10 Field Companies reflecting the depleted state of this unit by 1916.

The German OB is as follows: At Tanga:(3-10) 17 FK, (2-10) 4 SK, (2-7) Abt Tanga; Within three of Kilimanjaro (3-10) FK's 1, 3, 4, 6, 8, 9, 10, 11, 13, 14, 15, 16, 18, 20, 21, 24, 27, 28, 30, (2-10) SK 4, WK's 5, 6, 7, 8, and 9, (2-7) Abt Arusha; at or within two of Dar es Salaam: (3-10) FK 22, (2-10) SK's 1, 2, 3, (3-6) Abt Konigsberg, (2-7) Abt "Dar es Salaam", Abt Delta; anywhere in Tanganyika are seven 1-12 Ruga-ruga (irregular) units. Also available off of the south edge of the board is FK 2 and 12. Anywhere also are the two 8-5 Artillery Batteries, Sternheim and Fromme. The game starts in March, 1916.

The British may begin anywhere in Kenya with the following units: 6-6 East African (which can only move in clear terrain as the recon unit is on motorcycles), the mounted East Africans should be a regiment and be a 6-7, only three KAR units are available, these are the 1/KAR which is a 4-9, the 3/KAR which is also a 4-9, and the 4/KAR which is a 7-9; the 29th Punjabis (the symbol should be a brigade), a 1-9 company of the 17th Cavalry. A 6-5 MG battery, a 7-5 (the 5th Light Inf Rgt), the Gold Coast Regiment (consisting of 3 2-6 Battalions), a 2-9 (the 4/SA Horse Btn), one (and only one) Cape Corps Btn, the 5/SA (which is now mounted and a 6-9 Artillery Btn), a 6-3 Zanaibar Rifles Rgt, four 5-16 Armored Car units (which replace the 21-16 Armored Car unit), the Nigerian Brigade (now a 4-6 and a 2-9 Mounted Battalion), and the 17th Inf which is now a 4-4. The 2nd and 3rd SA Mounted Brigades are deleted from the game. All other units remain the same excepting that in May 1916 the British receive a 3-16 SAMCC which is subject to the same restrictions as the armored car units. This unit is battalion sized. The players may wish to include other KAR units to balance the game, but they had been sent to other duty by then. The British player should have available the following artillery units: 2-3 #2 Light Battery, 2-3 #6 Lt Bry, 134 Mtr Howtze Btry (which is incorrect, it was 0x-drawn, being motorized in name only, it is a 5-3), the 11th and 158th are the same as the 134th, and a 3-4 SA Howtze Bty. Subject to Armored car rules are the following artillery units: #6 (2-16), #9 (6-16), #10 (2-16), #11 (4-16).

The game with these modifications (and the construction of not a few new counters) bring an excellent game into more near perfect alignment with history. It is a shame that every game cannot come with five or six hundred counters with alternate strengths of units to reflect changes in their OB. All rules remain the same, excepting that 2-10 units are treated as 3-10 units for the various tricky rules. In actuality, the 3-10 Feld Kompanies were mostly black, the Schutzen Kompanies were for the most part white. Lettow-Vorbeck, the German commander, intermixed the units to provide both the technical expertise of the whites and the steady fighting ability of the askaris.

## FAST CARRIERS

### Mini - Scenario

by "Professor" Clifford L. Sayre, Jr.

FAST CARRIERS is a recent SPI release providing an interesting and innovative game on WWII and contemporary aircraft and aircraft carrier operations. This Mini-Scenario is based on the OB given in the game for the Midway Scenario. The situation supposes, (as the Japanese had planned) that no US forces would be available for the defense of the island. The game can serve as an introduction to learning the rules. It is probably best as a Solitaire Scenario. The US Player does not have much to work with and it doesn't last very long, although he can win in the sense of satisfying the Victory Conditions.

US VICTORY CONDITIONS: Obtain a D1 result (Marginal) or a D2 result (substantial) against a Japanese carrier and cause the equivalent of at least ten D1 damage results against Japanese aircraft.

JAPANESE VICTORY CONDITIONS: Avoid the US VCs and eliminate all US aircraft except air search aircraft and have the Midway base in a D2 damage state at the end of two strategic turns.

SET UP: Japanese Player rolls a die. If even he can place his task force one or two hexes from Midway, if odd he can place his task force three or four hexes from Midway. A second die indicates direction from Midway. North is assumed to be "1" and the numbers revolve clockwise. The Japanese Player does not inform the US Player of the results of the die roll.

#### US Order of Battle

Midway: 2x10 Flak points, 3xF2A, 1xF4F, 2xSBU, 3xSBD, 1xB-26, 3xB17, 2xPBV.

#### JAPANESE Order of Battle

Akagi	503	3x Zeke, 4x Val, 4x Kate
Kaga	504	5x Zeke, 4x Val, 5x Kate
Hiryu	505	4x Zeke, 3x Val, 4x Kate
Soryu	506	4x Zeke, 4x Val, 2x Kate

Haruna 521, Kirishima 522, Tone 546, Chikuma 547, Nagara 559, 11 DD's (581-589, 591 and 592).

This OB reflects the availability of counters on the sheet and is only at deference with the rules in the case of the Soryu, where one Val replaces one Kate.

#### SPECIAL RULES

The game must conclude at the end of two strategic game turns. The US Player cannot obtain a technical Victory by placing search aircraft in a readiness state in the final stages of the game when the Japanese Player can not retaliate. The US Player may transfer aircraft from search to an attack readiness state in accordance with the rules provided in the game, however this change in status must be accomplished sufficiently in advance of the end of the game that he can attack the Japanese task force.

# MERCHANT RAIDER

by Jim Bumpas

One aspect of the game DREADNOUGHT which was overlooked by the publishers was the Merchant Raider, such as von Spee's East Asia Cruiser Squadron, the Emden, or the Goeben. This situation has now been presented as a scenario for the Campaign game of DREADNOUGHT. As the British are the only people trying to keep up an active Merchant Marine, the Germans are the only ones allowed to have raiders, the British the only ones to have hunters. Raiders may be single or paired Capital ships, or Screens, but only two counters may be a Raider Group. Hunter Groups may consist of any number of ships, but the more assigned to this duty, the less available for other scenarios.

Before Play begins, the British Player announces how many dice he will roll to search the area in question. He may roll up to one die for each hunter group. A roll of six is required to find the Raider, and if more than one raider is present, only one is found by each group. If two groups find a single raider, then fight it successively, not together. The German receives one victory point for each turn that the British spent searching, including the turn the raider was located.

If there are other raider groups assigned to the scenario, the German Player also receives one victory pt. for them each turn until they are found. All encounters between raiders and hunters are played out separately. No other raider or hunter may join the action.

To begin the scenario, the German player places his ships on hex E 1101. The British player rolls a scatter pattern (one die for direction, two for distance), placing his ships on the hex designated. Enemy ships are then placed facing each other bow on, at any speed desired. The distance determined in the die roll is also the base visibility for the scenario. Next, the German player publicly rolls another scatter pattern, with distance x10 to tell both players the distance and direction to a neutral port, in which the German can hole up. Obviously it would be preferable to escape to the open sea. If the German ships escape, twenty victory points are scored, if they reach the port, ten. Victory points are scored as in rule 9.5. A Raider is assumed to have escaped to sea if he can stay outside of base visibility range of any British ship for four turns.

## CAMPAIGN DREADNOUGHT

by Jim Bumpas

SPI's recent game DREADNOUGHT includes an abstract campaign game which is rather obviously patterned around the first World War. This is necessary for those who wish to try the South American Dreadnoughts or the Russians vs the Japanese, but for those wishing a more accurate simulation of the main event, the following modifications to the extended campaign game should prove worthwhile.

First, one must divide the world into the following theaters: North Sea/North Atlantic; Baltic; Mediterranean; South Atlantic; Indian; Far East; and Pacific.

The Central Powers have the use of the German and Austrian fleets, the Allies have the British, French, and Russian fleet. The American fleet can be added on turn 8 but tends to ruin the game and can be left out. The Japanese fleet patrolled the areas around their possessions and the home islands. It can be assumed that the various actions take place outside of their patrol areas. The Germans may deploy ships on merchant raider duty, and may deploy one or two capital ships and one screen unit in the Med. The Turks and the Russian black sea fleet are assumed to be keeping each other at bay.

The Italian fleet can join either side or just sit out the war. At the start of each turn, roll two dice for

the Italians. On a roll of 2-7 they join Germany, on a roll of 8 they remain neutral one more turn, on a roll of 9-12 they join the Allies. Each turn that they remain neutral, decrease the chance of them joining Germany by 1 and add this to the chance of neutrality. For example, on the second turn the chance of neutrality would be 7-8, of joining Germany 2-6.

Fleets are now deployed. The Germans can deploy in the Baltic or North Sea/North Atlantic, Austrians and Italians in the Med, French in the Med (according to the treaty they were to leave the North to the Brits), the British can deploy just about anywhere, the Russians in the Baltic (the Black sea fleet is not used). The British, by the by, can't deploy in the Baltic.

The game consists of 12 megaturns, each representing six months. Historically, the ground campaign forced the centrals to give up on turn 10. Each Scenario begins by the British deciding where to transfer their units. With the exception of the Baltic, the British can send their fleet anywhere. This will mainly be used to track down the German Merchant Raiders. Next, the French may transfer no more than 10% of their victory point value to the North Sea/North Atlantic to reinforce the British. Next a die roll determines where the major action will be in this megaturn. This replaces complicated rules to show who was at sea where and fooled whom. The roll is as follows:

2-3 Baltic, 4-5 Merchant Raider Scenarios only, 6-8 North, 9-12 Med. After this, the Germans can transfer ships up to 25% of their victory point totals from the Baltic to the North or vice versa.

When the players have determined the location of the major action this turn, they apportion their ships among the four scenarios. A Merchant Raider Scenario will take place every mega-turn even if nothing else does. Roll one die for this. The theaters are: 1-2 South Atlantic, 3 Indian Ocean, 4 Far East, 5-6 Pacific. Play then proceeds in accordance with the standard rules and the modification for Merchant Raiders presented elsewhere in this issue.

## The 6th Army at KURSK

John Burns

If Hitler had not waited a week to allow Stalingrad to be relieved, Hoth's PanzerGruppe may have been able to break in, saving at least the cadre units from the Sixth Army. These forces, presumably, would have been used in halting the Russian drive, then yanked out of the line to rest and be rebuilt into their usual strength. If such a force had been available to reinforce the German forces at Kursk, the battle may have become the finally decisive one of the war rather than sharing the honor with Stalingrad, and the Battle itself may have come out somewhat differently. Use SPI's game KURSK.

The Sixth Army, with its attached Panzer Corps, can be reasonably approximated as two 10-8 Pz Divs, one 8-8 Mechanized Division and seven 4-8 Infantry Divisions. It might also be realistic to increase the German Air power by adding an air ground attack unit or two.

## The Ride Into INDIA

by Bryan Madsen

Presented along with the game MARCH ON INDIA 1944 were a set of interesting rules for the employment of a Horse Cavalry Division available to the north of the campaign area. What is missing from these rules are the supply units of the Cavalry. Two such units, each 0-2-6, represent the pack horses available. These include 20 factors of supplies each, but these are reserved for use by the Cavalry Division only. Additionally, a 3-6 Horse drawn light artillery unit should have been included.



# CONQUERING STELLAR CONQUEST

by Russell Johnston

STELLAR CONQUEST has been out for about a year, and has been accorded its justly deserved praise as the best science fiction wargame on the general market. For all the careful thought that went into its voluminous and often convoluted rules, it has several minor flaws, quickly corrected, which can greatly improve its quality.

As the game stands, NM (naturally Mineralized) planets double the industrial output arbitrarily, which results in a game of NM, NM, who's got the NM? Whoever is fortunate enough to find a good NM world will shift most of his population there and have a tremendous arbitrarily awarded advantage. Substitute a plus 10 industrial advantage and the NM planets resume their proper place in the game as an interesting, but not paramount, side issue.

Next, the most fundamental flaw in the game. In SC, believe it or not, the Escort ships are better than the Attack ships. With a little probability theory, (simple enough that it need not be gone into here) you can demonstrate that for a given number of industrial units spent on the production of Escorts or Attack ships, the advantage in a battle between such fleets lies with the Escort ships! Besides that, you must purchase the ability to buy Attack ships. Since you are allowed to buy the capability to produce Dreadnoughts without having previously purchased the competence to build attack ships, the wise player ignores this class altogether.

Fortunately, a fundamental change in the design can be made simply, without disturbing any of the prices, which will greatly improve the game, mostly in reference to combat, which is made more interesting and less arbitrary. A solution is to introduce a step system. A hit which would previously have destroyed a Dreadnought now reduces it to an Attack ship. A hit which would earlier have destroyed an Attack ship reduces it to an Escort. Escorts and the Scout class ships are simply destroyed.

This change is especially fascinating with the repeated combat turns in STELLAR CONQUEST, and has two other effects: First, it forces players to strive for ship technology which now includes the Attack class (requiring the purchase of this technology prior to buying Dreadnought technology could be done). Secondly, the hordes of Escorts usually left over toward the end of the game can now be used to dry gulch any crippled Dreadnought.

The next change involves the Scouts. As it is, they get far too much information for far too little risk to themselves. Scouts are now told only the star type and the complement of ships there, and at the price of one enemy fire at them before they leave. If they survive they may, if they wish decide to continue the search and bring shorter ranged but more accurate sensing equipment into range of the system. They are now told the missile base complement and the exact population at the price of a second enemy firing phase. Even if destroyed in a fire subsequent to its search, the Scout is assumed to have transmitted the information to another unit out of range. If the player wishes, he may detail a larger ship, or more than one ship with the same restrictions.

A ship that is scouting is assumed to be using all or most of its energy and personnel to operate the sensor units, and may not fire in that firing phase, though it may have fired in an earlier or a later phase. This will allow scouts to fight for their information.

A related change has to do with passing through a star hex without exposing oneself to the harsh rigors of combat, especially after your far sighted opponent has carefully arranged for a warm welcome and hell-raising (as opposed to homeraising) party for your benefit. As the visiting team, so to speak, would not know of the other party's arrival while in transit, but only when he swung through, the opponent now gets to present him with a farewell (or perhaps fare-poorly?) salute (a single firing

phase) DURING the movement phase.

The last change regards the present peculiar possibility of enjoying the fruits of the labor of a captured planets production as you happily burn off as many of the laborers as you can. It seems doubtful if any right thinking sentient being would stand for this, assuming it is anatomically possible for the being in question to stand at all, due to the probable incompatibility of the two technologies and the probability of failsafe sabotage systems. So, you never get the accumulated production of a captured planet (though perhaps some recompense should be available for massive stockpiles, just to prevent the accumulation of them. Perhaps 10%)

Finally, there should be provision for the more rapid sterilization of planets, especially in a future, high technology age. If not, your battle for the space over a given planet may have been in vain. To destroy the planet the quick way, junk 3 escorts, or 1 attack ship, or 1 Dreadnought and use their energy sources to construct one custom made, engraved, PLANETBUSTER.

These changes, which you probably never wanted but can live with (they're for your own good) change the slightly flawed masterpiece of Metagaming Concepts to a superb game.

## Leaders in VON MANSTEIN

by Daniel S. Palter

As leaders are intended to represent the attention of specific commanders on subordinate units rather than the actual presence of formal headquarters, their movement in the game VON MANSTEIN should be modified as follows to reflect their actual use:

1) Leader counters have unlimited movement and may be moved at will by a player during his movement phase. This applies even to out of supply and encircled units. For example, the German General Hube was airlifted out of the Stalingrad Pocket when his expertise was needed elsewhere and Manstein directed the breakout of the First Panzer Army in early 1944 from outside the pocket.

2) Each stack of units in an attack may use a separate leader instead of using the rules as written which require that no more than one leader be used in one attack. This is perhaps a bit inaccurate in the other direction, but probably closer to the truth.

## Sicily and Malta in WW II

by Daniel Scott Palter

The rules on Axis Amphibious shipping, already weak, slip into the edge of unreality when applied to Sicily and Malta. If actual sea transport was required as in the rules, the only defense the Allies would face in the Husky landings would be the almost worthless Italian 6th Army. To reflect the realities of the ferries on the straights on Messina (which the Allies never really stopped) allow rail movement into Sicily just as if it was connected to the mainland. Also, allow direct attack by ground units across the straights as if they weren't there. This also allows the Germans to take Malta, something they literally could have done any time they wanted to go to the effort. Sticklers for accuracy might insist that at least one factor of airborne should be involved, and this action uses the Italian transport capability for that turn. The rule also allows the Allies to invade lower Italy without a massive logistical buildup, just as Montgomery did in 1943.



# Is Nothing Sacred?

by Howard Anderson

While there are no laws in this country as to where the factors on a counter should or must be, it is interesting to note the various positions assigned to such numbers and just as importantly what those numbers mean. Rather than go through all games in order, let us just go where the discussion takes us, and cover a few types.

SPI has given us the one-factor counter, assigning each unit type (or every unit in the game) a movement factor by law. This system has, in some cases, been adopted by other companies. For example, it was used by JP in both editions of Spanish Civil War. Third Millenia's Sea Lion game included one-factor counters, but these were tied to a system where units consumed factors to move and used what was left over as a combat factor. This idea had merit, but the system was unworkable (did this or that unit move six?) and tended to stagnate the game as you had to move adjacent the previous turn and accept a counter attack. This system, for all its merits and faults, has never been repeated.

Perhaps the most, or only, stable format has been two factors per counter, the first being a generalized combat factor, the second movement. Luftwaffe, which may be the sole exception, is an entirely different kind of game. For years it could be said that AH preferred to use a three factor unit with separate attack and defense, and SPI used the two factor counter, taking up the slack with their famous AE at 5 to 1 CRTs. This distinction is no longer so clear.

Even the semi-traditional three factor counter has been violated, to the occasional disfigurement of the gamer. First of the violations was Third Millenia, with another innovation. Their three factors were Combat, on-road movement and off-road movement. This idea was, to our good fortune, unique. The theory was never explained and even the designer probably never understood it. In past months, we have seen GDW/Conflict again violate this maxim by having separate fire and melee factors (as in Crimea) or separate anti-Tank and anti-Infantry attack factors as in Fall of Tobruk. This can be initially confusing as the Italians are 0-9-3 and the Russians 0-1-4, and at first glance you may be led to believe that half of your army cannot attack.

The four-digit system (PanzerBlitz, MechWar, Dreadnought) is essentially the old three-digit system with a range factor typed on. Minor exceptions to this format (which traditionally put the factors in the four corners) were Soldiers (where defense depended on terrain, stacking being the other factor) and CA, which defined speed by a separate counter and substituted a torpedo factor. Not quite an exception to the rule is Anzio 74, which had the traditional three factors across the bottom and a stacking factor at the top, required by the complicated rules to prevent frequent reference to the rule book. In JagdPanther's March on India 1944, the stacking factor returned, this time required by rules limiting the number of counters on the board as a command control rule.

From four digits we can go just about anywhere. If we admit such oddities as Frigate with attack factors for a succession of ranges, we can add a fifth factor to designate a weapons class. Two more could be used, as in MARINE! or MGB to indicate an alternate or additional weapons class. Fall of Tobruk had these for Artillery units to designate bombardment factor and range. SPI has given us a small number to indicate minimum range or the probability of exhausting ammunition.

From here we leap right to the top, SPI's old Ancient series. These had Attack, Frontal Defense, Flank Defense, Rear Defense, Movement, Unit Class, and for some units Missile Attack and Range factors. Additionally, fire defense strengths and victory point values were assigned by law.

The other end of the scale now closes upon itself, and we come to Tank, Sniper, Patrol, and PBI. Only an I-

dentification number is given, but dozens of small bits of information are contained in a succession of charts, rule books, and tables.

In deciding how many factors will be on the counter, designer's are directed by the system being described. In one sense, the smaller the unit the more must be told about it. Limitations are also imposed by the requirement for simplicity and the physical size of the counter. What the factors will be and how they are presented is more or less open to whim. Unspoken rules (described in this article) have kept it more or less simple, and there is not much use for rules designer's must abide in placing them. It is, however, interesting to see how much you can learn about a new game by the picture of the counter sheet in the publishers advertisement.

## WW 3 UPDATE

by John M. Astell

Since the world seems to have taken a breathing spell, gamers should take the time to update their WW3 games as follows:

1. North and South Vietnam become one country for game purposes. The fixed armies of both remain, the mobile army of North Vietnam may set up there or in Cambodia. Vietnam is Russian Controlled. Either Russia or China may construct an additional strength point of mobile forces which is added to Vietnam, but Russia may not donate the troops without Chinas Okay.

2. Cambodia is created by designating an appropriate hex on the Vietnamese border. The country is Russian dominated.

3. At the beginning of the game, roll a die. If a 1 or 2 is rolled, the naval units in the Philippines must be re-deployed to some other base in the Pacific, reflecting a change in Phillipine Policy. The Phillipines join the West on turn 2.

4. Give Cuba a port. Soviet forces may base there before war starts. If Cuba is invaded by the West, roll a die. A roll of 1 indicates that the Cubans may make one nuclear attack within two hexes of Cuba. This does not trigger a general nuclear war.

5. The Indian Army is increased to total three one strength point units, the Pakistan Army includes one one point unit and one two point unit. India is pro-Russian, Pakistan is pro-US.

6. Cruise Missiles - Conventional. When Russian ships are attacking Allied ships, Russian surface B forces two hexes from the target may contribute one fourth of their attack strength to the battle, so long as they are not attacking any other unit that turn. Allied forces up to 3 hexes away may contribute up to one half of their attack or defense strength to a Naval unit in attack or defense.

7. Cruise Missiles - Nuclear. Up to three fleets of US Surface B may be designated as carrying nuclear cruise missiles. These may launch nuclear weapons up to a limit of five hexes against any target.

8. Angola, Somalia, and Peru (select appropriate hexes) are designated as Soviet overseas bases. These are manned by one coastal defense point, one Surface B fleet, one non nuclear submarine, and one one point ground unit. The Russians lose all first turn production to pay for this. The units are over and above the Soviet usual OB. These forces have supply to last two turns, then must draw supply from the Soviet Union. It should make moping up the Soviet fleet a little more interesting.

9. Three US Surface A forces are designated as Attack units and can launch nuclear attacks within 5 hexes.

# SOLITAIRE MARINE!

by John Anderson

This scenario presumes that some American civilians are holed up in a small town in a country undergoing civil turmoil. Bands of gangsters, hoodlums, revolutionaries, and soldiers roam the countryside, and are as likely to attack the Americans as not.

In town D deploy six Civilian groups and three squads of Marines. Three LSTs, each capable of carrying up to 10 units, arrive on the beach and land 9 squads of Marines. The object is to get the Civilians onto the boats and off the map.

The game is played solitaire and the player maneuvers the Marines and Civilians. The assorted armed mobs (AAM) consist of the following: 18 Army rifle, 9 Security, 3 MG and 3 Mortars. These are turned upside down and mixed thoroughly. Then they are divided more or less evenly into six groups, and placed on each of the letters A to C and E to G. These are then scattered by rolling two dice for each unit, one for distance and one for direction. Units moved off the board or into the water stop on the first hex before leaving playable board. They are turned right side up before play commences. For the purposes of this scenario hex G is in 0528.

Play is by turns each consisting of the following:

1. Complete turn for Marine Player. As there are no airstrikes or artillery, this is greatly simplified. AAM units disrupted are, of course, flipped upside down.
2. For each unflipped AAM unit, roll a die. This is the direction the unit will begin movement. After the first hex is entered, if the AAM unit comes into a hex within six of a Marine or Civilian unit and has a line of sight to it, it immediately moves toward it until coming in range.
3. AAM units which begin the turn within range of a Civilian or Marine unit fire at it instead of moving. Attacks are never combined.
4. Upon completion of its turn, an AAM unit is flipped upside down. Units are moved in order of the closest one to the Americans. If two are equally distant, the one in the lowest numbered hex.
5. All AAM units are flipped right side up.
6. One turn is over. There is no time limit.

AAM units which attempt to move off of the board or into the ocean stop on the last playable hex.

Mortar units are never moved. They remain in their original place and may, or may not support the AAM. Mortar units fire last. When their turn, each rolls a die. Only if a 1 is rolled does the unit fire. If capable of firing, the unit fires on the Marine or Civilian unit in the most central location (for game purposes, the unit which has the most friendly units adjacent to it or the most stacked in that hex, with the highest numbered hex winning in case of a tie) provided there is an Army Rifle squad with a line of sight. If not, the most desirable target to which a line of sight can be established.

Victory is based on points. The player receives 10 points for each civilian group loaded on the boats and moved off of the board, and loses one point for each casualty (including AAM) occurring in the game.

# FALL OF ROME Revisited

by Scott Rusch

It is unfortunate that ancient and medieval wargames are not more popular with the gaming audience. In staying with the last 400 years, game designers are ignoring 4500 years of organized bloodshed. THE FALL OF ROME was one of the best ancient wargames around, and the only strategic game until PUNIC WARS and Histo Games edition of HANNIBAL. If more interest was shown in buying the games on this or any other period, perhaps more effort would be devoted to perfecting the designs. In conjunction with the Staff of SPI, the following clarifications and explanations are offered.

1. The Hun strength in Scenario 5 is too high, as the 150 SP equal about 1 and a half million fighting men. This is an abstraction to provide some of the feeling of Rome's overreaction to them.

2. The Persian Garrison rules and the prohibition of Persian movement into Egypt are abstractions intended to simplify the game and generalize the Persian operations.

3. The Persians, being a proud people with a long heritage, cannot be bribed.

4. The Romans cannot build more strength points than they began the scenario with. This is not actually correct, but as scratch built legions needed about 20 years to equal the fighting stamina of the old line units, it tends to yield the correct strength in power if not units exactly.

5. The lack of a German revolt table is highly questionable, and reflects only one of a half dozen possible and viable points of view. One recommendation is to use the scythian Table, though you could construct a system to choose a new table each turn.

6. The possibility of revolt can be reduced by the age old political tactic of a tax break. If taxes are reduced by 25%, subtract one on the IR die roll. If taxes are reduced 50%, subtract 2. Taxes cannot be reduced any lower than that, and a six is always a revolt anyway.

Players interested in political maneuvering and using wrinkles in the rules might try the following ideas.

There are many opportunities to play off your automatic opponents against each other. For example, in scenario 5, bribe all Scythians as they appear. When the Huns arrive, they will have to smash through a wall of Scythians to get at the empire. Try to bribe barbarians into their path. As Asia is the richest province of Scythia, this won't be easy. However, you could allow the Persians to conquer it.

Persian units which are lost in provinces not adjacent to Persian provinces are lost for the remainder of the game. When the Persians enter Syria, hold them there by having more troops than they have present. Then send units into Messopotamia. If it can be conquered, the Persian army can be bled to death.

When at all possible, get out of England. It is literally more trouble than it is worth and a long way from where you need those Legions. If you can get it to revolt, so much the better. This will stop the picts.

These ideas should illustrate that there is as much maneuvering in the ancient theaters as in the more modern ones.

# ANVIL-DRAGOON

## RULES OF PLAY

### INTRODUCTION

ANVIL-DRAGOON is a regimental/brigade level simulation of the invasion of Southern France in August 1944. One player represents the German forces employed in this area and maneuvers unit counters which represent the German forces which were or which could have been involved in this campaign. The other player represents the Allied commander, and maneuvers unit counters which represent the British, American, and French units which were, or which could have been included in the actual campaign. Depending on the scenario being played, a set of victory conditions are established, which will affect the actions taken by both players as they maneuver their units in an effort to fulfill the victory conditions and win the game.

### GAME EQUIPMENT

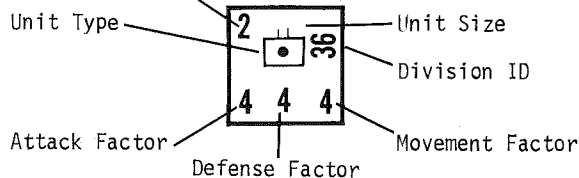
#### THE MAP

The mapsheet depicts the terrain in Southern France where the actual campaign took place. North is generally to the "top" of the map, south toward the ocean area.

#### UNIT COUNTERS

Referred to as units, unit counters, or units, the die cut playing pieces are used to portray the forces that actually did or could have fought in the campaign. The coded information on each counter is deciphered as follows:

Range (of an artillery unit)



**Range:** The number of hexes which an artillery unit may project its attack or defense factors.

**Attack Factor:** The relative strength of the unit in attacking.

**Defense Factor:** The relative strength of the unit on the defensive.

**Movement Factor:** The number of hexes which the unit can enter on a given turn. May be reduced by Supply Terrain or Zone of Control restrictions.

#### UNIT SIZE

Battalion II, Regiment III, Brigade X, Division XX, Corp XXX, Army XXXX.

#### UNIT TYPES

Panzer or Armored	Mechanized
Infantry	Low Grade Infantry
Garrison	Parachute or Airborne
Artillery	Commando
Headquarters	Airbase
Armored Cavalry	Ships (Naval Gunfire Spt.)
Airstrike	SSF Special Forces
Coastal Defense	Coastal Gun

American units are Light Green, British units are Green on White, French units are White on Green, German Army units are Gray, SS units are Black on White, Coastal Defense units are Black on White.

### SEQUENCE OF PLAY

A game of ANVIL-DRAGOON, depending on the scenario, consists of 15 turns, each of which consists of two player turns. In all cases, the player turns are in the order of Allied, then German. The sequences are basically identical, although they differ in detail. The sequence is as follows:

#### ALLIED PLAYER TURN

**REINFORCEMENT SEGMENT.** The Allied player determines from the appropriate scenario if new units will be available on the current Game Turn. If so, the counters representing such units are placed in the Units Available Box. Also in this phase, any Allied Naval or Commando units which are to be withdrawn on this turn are removed from the board. If Commando units are surrounded and cannot trace a trail of hexes free of German or their Zones of Control to a beach hex, they are eliminated instead.

**PLACEMENT PHASE.** The Allied player now, within the limit described in the scenario, places units in the Units Available Box onto the assault hexes on the map. Notice that some units may not make assault landings, and that assault landings are limited to certain turns and levels, and that, in some cases, units placed in hexes designated to assault defended hexes may not be able to land, unless the defenders of those hexes are eliminated by other actions. On the first turn, naval units may be placed on any sea hex which has an identification number ending in 37. The Allied player must pay special attention to those units which were left on assault hexes during the previous turn and are still attempting to land.

**SUPPLY DETERMINATION PHASE.** The Allied player determines which of his units are out of Supply. Such units, for the upcoming movement phase are restricted in their ability to move on the map.

**MOVEMENT PHASE.** The Allied player now moves his units across the hex field of the map. Units are moved individually and the movement of one unit must be completed before the movement of another is begun. Within the limits of gentlemanly conduct, a player may change or revise his movement before the end of his movement phase. In such cases the end result may not be to have achieved a position which would have been impossible given the original position of the units. Movement is, of course, within all rules in the movement section.

**COMBAT SUPPLY DETERMINATION PHASE.** The Allied player now determines the supply status of all of his units. Note that units out of supply have reduced combat effectiveness. Attacking units in supply at the beginning of the Combat phase remain in Combat for the entire Combat phase. Supply for defending units is determined at the instant of combat.

**COMBAT PHASE.** Within the limits of the rules of combat, the Allied player now designates which of his units will attack German units with a view toward the destruction of or forcing the retreat of those units. After all attacks are designated, the Allied player conducts these attacks within the limits of the rules. Refer to the Artillery rules for their special effect on combat. This ends the Allied player turn.

#### GERMAN PLAYER TURN

**REINFORCEMENT/PLACEMENT SEGMENT.** The German player checks the appropriate scenario to see if he receives new units on this turn, and if so he selects the unit counters which represent these units and places them on the board where they are designated to arrive. If the specific hex where the Reinforcement units are to arrive is occupied, the German player may position these units on the next vacant hex to the North.



**SUPPLY DETERMINATION PHASE.** The German player now determines which, if any of his units are out of supply. In the case of coastal defense units, this could result in their being removed from play. Regular units, if out of supply, are restricted in their ability to move during the immediately following movement phase.

**MOVEMENT PHASE** The German player now moves units subject to the same rules which the Allied player was subject to.

**COMBAT SUPPLY DETERMINATION PHASE.** The German player now determines once again if his units are in supply. As in the American supply determination phase, supply for German units attacking is determined at the beginning of the Combat phase while supply for defending Allied units is determined at the instant of combat.

**COMBAT PHASE.** Following the same rules and restrictions as the Allied player, the German player now conducts his attacks against Allied units.

This ends the German Player Turn. The passage of one game turn is now recorded on the Turn Record Track.

## MOVEMENT

Basically, a unit is moved from hex to hex expending a given number of movement points for each hex depending on the type of terrain included in the hex. Each unit is assigned a given movement point allowance, and may not expend more points than it has. If, in the course of movement, the unit reaches a point that it does not have enough points left to enter another hex it must stop. Within the limitations set forth in the Zone of Control rules, a unit may always move at least one hex in its turn.

Players may move some, all, or none of their units. A unit is not required to move its entire movement point allowance. Units of opposing players may never exist in the same hex at the same time. During one player's movement phase, the units of the other player may not move or be moved.

The movement of a unit may be affected by supply and enemy zones of control.

## COMBAT

Basically, during each player's combat phase, he will designate certain of his units to attack certain enemy units with a view toward displacing or destroying them, as a means to the end of winning the game. This is accomplished, basically, by comparing the attack strength of all attacking units as modified by terrain and other considerations with the defense strength of the units in the hex under attack as modified. In all combat situations, the special rules under COASTAL DEFENSE, GARRISONS, ARTILLERY, AIR POWER, NAVAL GUNFIRE, LANDING SEGMENT, COMMANDOS, COASTAL GUNS, ARMORED CAVALRY, SUPPLY, TERRAIN EFFECTS, and ZONES OF CONTROL should be consulted for the particular effect of those rules on the combat in question. The attacking strength and defending strength as modified are expressed as a ratio of attacking to defending strength, and the fractions if any rounded to the defenders favor. This ratio is found as a column on the combat results table, and compared with a die roll for the results of the action.

Units (excepting artillery, air and naval gunfire) can only attack adjacent units. Units are never required to attack. With the exception of armored cavalry they are always required to defend. Units which are stacked together in one hex are treated as a single combat factor for defense. Units stacked together in a hex may attack separate units in adjacent hexes. Several stacks may attack a single defending stack.

Terrain effects on combat are cumulative. That is, a unit attacking across a river and into a mountain hex is penalized twice. For example, if three 6-6-5 Regiments were attacking a 2-4-4 Regiment which was on rough ter-

rain across a major river, the 18 factors of Americans would first be reduced to six by the river. The four factors of Germans would be doubled to eight, and the attack, which on plain terrain would have been a four-to-one is reduced to a one-to-two and probably cancelled.

Units retreated by combat may not enter an enemy ZOC unless it is occupied by a friendly unit. If this would violate the stacking rules, the unit is eliminated instead. The attacking player in each instance is the player whose combat phase the attack occurs in. This is not related to the overall situation on the board at the time.

The effects of combat take place immediately and before any other combat is resolved. The effects of one combat do not directly affect the next.

When a defending unit is forced to retreat by a combat, the attacking player may at his discretion advance units which participated in that specific attack into the vacated hex, ignoring terrain costs and zones of control. The advanced units may not be in violation of stacking. The decision to advance units into the hex must be made at once, and before other combat is resolved.

Supply for purposes of combat is determined before the combat phase in the combat supply determination phase unlike other games where the supply is determined at the instant of combat.

Artillery, Coastal guns, Air Strikes, and Naval Gunfire are not reduced if involved in an attack on units across a river hexside. Non-artillery units involved in the same attack are reduced. As Rough terrain and Mountains affect the defending unit, and not the attacking unit, air strikes and artillery fire are treated identically to non-artillery units in attacks against units in such hexes. In attacks against units which are both across a river and on rough or on mountain hexes, artillery and air strikes are unaffected by the river, but all units are affected by the rough or mountain hexes.

## SUPPLY

**GENERAL RULE:** Units must establish a supply path to a source of supply. The source may and will vary with the units being supplied. The length of the supply path may and will vary with the units being supplied. In all cases, however, the supply path must be free of enemy units and their zones of control. For the purposes of this rule the presence of a friendly unit negates the enemy zone of control for the hex it occupies.

The supply path includes the hex occupied by the supply unit but does not include the hex occupied by the unit which is being supplied.

Units which are out of supply have all of their factors reduced by half. Drop all fractions. For example, an American parachute Regiment (3-4-4) out of supply would be treated as a 1-2-2.

Two special considerations with regard to supply are that the two German coastal defense gun counters never need supply and Allied Airborne units are supplied on turn 1. After that, they must find a source of supply by conventional means.

**GERMAN SUPPLY.** German units are considered to be in supply when they can trace a chain of hexes not exceeding 50 movement points either to (but not including) one of the board exit hexes in the North East corner or to one of the Italian border hexes (the easternmost row of hexes) south of Hex 2919.

Additionally, all German units are considered to be in supply on turn one regardless of Allied actions. Both supply determination phases in the first German Player-turn are skipped.

German units are also in supply if Marseilles is in German hands and a supply path of no more than 10 movement points can be established. This capability lasts for the entire game, as some German held ports lasted for the rest of the war. Considering the victory point value of Marseilles, the possibility of the German player voluntarily allowing some units to be trapped in the city is not remote.

**ALLIED SUPPLY.** Allied units are divided into British, American, and French, each of which have their own supply

systems. However, all are basically variations on the same system and not particularly difficult to learn.

**AMERICAN SUPPLY.** American units are considered in supply if they can establish a supply path consisting of an unbroken chain of hexes no longer than eight movement points to either a supplied American or British Headquarters unit or to a beach hex. American Headquarters units are considered in supply if they can establish an unbroken supply path of no more than 40 movement points to a beach hex.

**BRITISH SUPPLY.** British units are considered in supply so long as they can establish a supply path of no more than six movement points to a supplied British or American headquarters unit or to a beach hex. British headquarters units are considered supplied if they can trace a supply path no more than thirty movement points to a beach hex.

**FRENCH SUPPLY.** French units are considered to be in supply as long as they can trace a supply path of no more than six movement points to a supplied French headquarters unit or to a beach hex. French headquarters units are considered supplied if they can trace a supply path no longer than twenty movement points to a beach hex. In actuality the French were used primarily for the capture of Marseilles.

## ZONES OF CONTROL

Each unit has a zone of control with the exception of the airbase unit and the naval gunfire units. Air strike markers are not units, though they may approximate the effect of a zone of control through the interdiction rules explained in the aircraft section.

A zone of control represents the ability of a unit to direct fire against or to respond to enemy units which move within a given distance approximated as the size of one hex. In effect, if a unit marches to within a few miles of an enemy unit, the enemy unit will maneuver some or all of its troops in a position to engage this unit with fire or direct combat, and the unit will have to cease further movement in order to defend itself against this attack. Often, the intention of the unit was to attack the enemy unit in question and stopping to deploy for combat is planned in advance.

For game purposes, units which move adjacent to (enter the zone of control of) enemy units must cease all movement for that movement phase. Units which begin the movement phase in an enemy zone of control may not move directly to another enemy zone of control even if it is the zone of control of a different enemy unit.

Mechanized and armored units, including Armored Cavalry, can, to a limited extent, move through enemy zones of control. In such a case, the mechanized unit must pay an additional cost of two movement points to leave an enemy zone of control if moving directly to another enemy zone of control or if it entered the enemy zone of control in question during the movement phase in question. If the mechanized unit in question began the turn in an enemy zone of control and moves to a hex not in an enemy ZOC it does not expend any additional movement points for that particular action. For mechanized units, the cost of penetrating zones of control is in addition to the movement point cost of entering the hex itself. In some cases this cost may be prohibitive. This would reflect that the terrain is sufficiently rugged that the speed the armored unit is not great enough to avoid the reaction of the enemy unit.

## STACKING

Stacking units (concentration of additional combat units in a given area) is permitted within the following limits. British, German, and American units represent Regimental, Battalion, or Brigade sized units and may be stacked to a maximum limit of three units. French units which bear markings as divisions are three times the size of the other units in the game and may not stack with any other unit. All headquarters units are large formations

and cannot stack with other units. All artillery units are Battalions and stack as regular units. Commando units count as regular units for stacking except that one may be added "free" to an otherwise filled stack of the same nationality (British, French, Americans). This is in apparent violation of the French Divisional stacking rules with respect to the French commando Battalion.

There is one rather special consideration involved in stacking, however, and that is Division Integrity. For example, the American divisions consist of three regimental counters and an artillery unit. German Panzer Divisions consist of one Panzer, two Panzer Grenadier, one Artillery and one armored cavalry unit. For this reason, American Infantry and German Panzer Divisions are marked with the historic Division Identifications. The entire Division may be stacked in one hex so long as no other unit is there also. In the case of the German Panzer Divisions, either four or five units may stack together, it is really no penalty to have sent one unit of the division somewhere else. Most unit counters do not have historic designations because they represent hypothetical variations or, in the case of the Germans, the actual units in this area were changed from time to time.

Any German 3-3-3 artillery unit may be stacked with German infantry units for free in addition to the normal stacking limits.

## PREPARING FOR PLAY

The Scenario to be played is determined by mutual agreement. The Allied player selects his initial forces and secretly records the landing assault hexes they are to be placed in, and the hex numbers of the landing hexes for his airborne units. With this information written down he leaves the room briefly while the German player sets up his defenses. The Coastal Defense guns and units are deployed in accordance with the special rules section for those units. Other forces are deployed in accordance with the instructions included in the scenario. The Allied player then returns and positions his units on the landing assault hexes and the parachute landing hexes he previously indicated in his written orders. Play proceeds from this point with the airborne landing segment and the Allied Combat Phase. Refer to the special airborne rules.

## LANDING SEGMENT

The Allied Player begins the game with no units on the map, and must land his units by amphibious assault. In the actual campaign portrayed in the game, the Allies had become highly proficient at landings, and Anvil-Dragon was expected to be the last amphibious operation of the European war. There was no particular shortage of ships or transports, and the system had been pretty well smoothed out. Thus, the landing sequence in this game has been somewhat simplified as, unlike Normandy, it was the pursuit after the landing, not the landing itself, which was the critical phase.

The landing phase stretches over the entire Allied Player turn, from placement to Combat phases.

During the Placement phase, units are positioned on the landing assault hexes. They are presumed to be in supply for the next movement phase. If there is no German unit in the hex which the landing hex faces, the unit may move into that hex, but no further, during the movement phase of the turn in question. Units which move ashore in this phase may have combat against adjacent German units in the ensuing combat phase. If the unit making such a move is an artillery unit, it may attack non-adjacent German units. Note that this ability to move units into unoccupied coast hexes makes it absolutely critical that the German Player occupy all hexes which are faced by landing assault hexes, or the Allied player will be able to pour in huge reinforcements, including the big French Armored units, for free.

During the Combat phase, units on assault hexes must attack the German defenders in the beach hexes they face. If successful, (the German defending units are eliminated or retreated) the Allied units may advance into the coast hex so vacated. Only Infantry, Commando, or Special forces units can attack from assault landing hexes. Other

units (artillery, HQ, Armor, etc) cannot attack and are not required to do so. Note that if the German unit turns out to be a "0" coastal defense unit, the attack is an automatic DE and the infantry advances. Airstrikes, Naval gunfire, and units already ashore may assist the units making the assault by also attacking the defending unit. It is permissible to place non-Infantry units (such as a Headquarters unit) in an assault hex facing a defending unit knowing that the HQ cannot possibly attack and thus cannot eliminate the defending unit and cannot land. It is also permissible for other units already ashore, or naval gunfire, or both, to attack the unit and secure the beach. After the combat phase, all units facing hexes not occupied by German units may land on those hexes. In all cases, units may not stack on beach or assault hexes in violation of the stacking rules.

In the event that units which cannot make an amphibious assault are placed in an assault hex and the defending units are not eliminated, it is returned to the pool of units available off of the map.

In the event that units which are making an assault landing receive an AE result, they are eliminated.

In the event that units which are making an assault landing receive a result of AR or NE, they are presumed to still be in the act of landing (clinging to a narrow strip of beach or some such poetic phrase) and remain in the assault hex until they are eliminated by obtaining an AE result in a subsequent Allied player turn or they obtain a DE or DR result and can advance into the beach hex and operate normally. Naturally, both players can reinforce the battle in question. For example, let us say that a 6-6-5 Allied Regiment is assaulting a hex which is occupied by the German "5" coastal gun Regiment. The Attack, which is at 1 to 1 because other landings have been given the support units does not achieve the DE required to eliminate a Gun unit, and the landing is still in progress. On his player turn, the German player places a 2-4-4 Infantry regiment in the hex, and maneuvers a 3-3-3 artillery unit into a supporting position. The attack, on the next Allied player turn will thus be 6 to 12, or 1-2, and quite possibly result in the loss of an American Regiment. However, the Allied player brings up Naval and Aircraft support and is able to increase the odds sufficiently to retain his precarious position until units can advance to the area overland and attack the gun from the rear, or Commandoes are able to attack the fort with their special weapons and techniques.

French units may never assault land, with the exception of the Commando unit.

There is never any limit to the number of Allied units which can be landed on any given turn. This is restricted solely by the availability of beaches to land the non-Infantry units. It is, of course, a good idea to land Divisions and National forces together, or at least in the same area, to take advantage of the artillery rules.

There is no provision in this game for evacuation of Allied units. Airborne and Commando units, when scheduled for withdrawal, are, if in supply simply removed from the board and do not count for German victory. If an Airborne or Commando unit is out of supply when scheduled for withdrawal, are eliminated and count for German Victory conditions. Allied units which have reached shore and are forced to retreat into an all sea hex are eliminated instead.

## SPECIAL RULES

Some units in this game are operated in a different manner than most, and for this reason have been grouped into this section for more detailed explanation of their functions.

### ARTILLERY

Both players are provided with artillery units. These can be easily distinguished by the presence of an additional factor on the counter, in the upper left corner. This is the range in hexes of the artillery carried by the unit in question. The attack and defense factors of

the artillery unit may be used in combats taking place at that distance from the unit. An artillery unit may, in a friendly combat phase, add its attack factor to any attack so long as the unit under attack is in range.

In an enemy combat phase, after your opponent has indicated all of his attacks, the defender may direct some or all of his artillery be used to provide defensive support to his units under attack. This decision is made after all attacking units are allocated, and can change the combat odds involved. To perform this task, the supporting artillery unit must be within range of the unit being supported. Artillery may not be used to attack or support more than one unit per combat phase, but may participate in both combat phases of one game turn.

### THE ITALIAN BORDER

On the East edge of the board South of row 19, the Allies could exit the map into Italy. This would cause considerable distress to the German forces in Italy. In the actual campaign, the Germans pulled forces from the Italian front to screen the mountains, and the Allies, who were more interested in the German frontier North of Switzerland than the Italian frontier and the considerable Alpine ranges, did not do much more. As the Victory Conditions take into consideration the possibility of invading Italy, this front must be handled by more than abstract means. On turn 1, in the Reinforcement phase, the German player gets six 2-4-4 Regiments on the East edge of the board south of Row 19. These Regiments represent troops borrowed from the Italian theater. They are prohibited from moving more than two hexes from the edge of the map, that is, they may operate only on columns numbered 28, 29, and 30. If other German units retreat into the Alps, they could, of course, later sortie from these areas and cause minor problems for the Allies, so it is not entirely possible to ignore this front if the Allies do not wish to fight on it. In the Scenarios involving a Normandy type Invasion in this theater, this front is ignored. That is, no Allied units can leave the map from this front and no German special Italian forces are available.

For all game purposes, including supply, entering or leaving the mapsheet, and victory the Italian border is presumed to include hexes 2920 to 2935 inclusive.

### AIRPOWER

Only the Allied player receives air support in the game. This is in the form of three air support units. The units may be used to add four attack factors to an attack if the hex occupied by the defender is within the operational range of the air units. Alternatively, the air units may be used to interdict German movement. In this use, the counters are placed on an otherwise empty hex, and left during the German movement phase. They count as an Allied Zone of control. Only the hex so occupied by the air unit counts as a zone of control. Air units cannot be used in defense.

Air units may only be used south of the Air Range Limit line ( ————— ) marked on the map until the airbase unit can be landed. So long as the air base is out of a German Zone of Control and is on the board, the range of air units is unlimited. Note that landing areas 1 - 3 are out of range of air support.

### NAVAL GUNFIRE

The Allied Player is provided with four units of Naval gunfire. Two are cruisers (6-4-8) and two are Battleships (10-2-8). Each represents two naval vessels of the appropriate class. These units are considered to be artillery units with ranges as noted (4 and 3) and may be used as such to support units on landings and as far inland as their range will permit.

Naval Gunfire units are, however, different from artillery in a number of ways. First, they can only be placed on or moved into all-sea hexes. Secondly, they are allowed to attack coastal defense units (those usually deployed upside down) by artillery fire without the participation of a ground unit. This allows, over a period of time, the Allied player to develop a pretty clear idea as to the German defenses, at the cost of his gunfire support. When firing alone against coastal defense units



only a DE result affects the unit, however it is exposed in any event. Naturally, a zero unit is removed at once. Finally, Naval gunfire units can be fired upon by the German Coastal gun units. If the result is a DE, the Naval unit is lost for two turns, if a DR, for one turn. The Germans are not likely to actually sink anything, as the ships would pull out of range when hit once or twice.

Naval units which enter the range of a German coastal gun unit during their movement phase must stop and be attacked by the coastal defense gun unit immediately. Any given ship unit may only be attacked by a given gun unit once per turn. It is possible that all four units could be attacked by both gun units on one turn, but either gun could attack any one ship only once. If a Naval unit enters a gun units range on a given turn and is attacked, the result is taken at once. Gun units are never adversely affected by their attacks, just as Naval units cannot be affected by their attacks. If the Naval unit is still within range of the gun on the German combat phase, it may be attacked again by that gun. If it starts the movement phase in the Germans range, it may attack the German gun.

Due to requirements in other theaters, the Naval units must be withdrawn from the game at various times. One Battleship unit must be withdrawn in the Reinforcement phase of turn 4, the other on turn 7. One Cruiser is to be withdrawn on turn 6. History nuts may wish to know that the last remaining cruiser is French.

#### COMMANDOES

The Allies are provided with four Commando units. Commandoes which attack coastal defense units or guns do so on the Commando attack table. Commando units are not required to use the Commando attack table. The decision of which table to use is made after the German unit is turned right side up but before supporting artillery fire is allocated. When using the Commando attack table no artillery or air support is allowed for either player. When Commando units are stacked with other units they have the option of combining their conventional attack strengths with the non-Commando units or attacking on the Commando attack table alone. If they elect the latter and the attack fails the non-Commando units must immediately attack the coastal unit unless they are non-Infantry units on an assault landing hex.

#### AIRBORNE LANDING PHASE

All Allied airborne units available in the scenario must be landed on turn one. Prior to the German set-up, the Allied Player must select a specific clear terrain hex for the unit to attempt to land. After the German set-up and before assault landing on the beaches, the Allied player must resolve the landing of his parachute units. This is done as follows: First, roll a die. If the result is 1-3, the unit has landed as planned. If not the unit lands one hex from the drop zone in a direction determined by die roll (1 is north, the rest clockwise). If the unit landed on Rough terrain, it cannot attack in the Combat phase of that turn. If the unit landed on a German unit, the German unit immediately attacks the Airborne unit (If the German has no Attack factor, use the Defense factor unless the unit is a coastal defense unit with a strength of 0 in which case it is eliminated) assuming a defense factor 1 for the Airborne unit. If two or more units land on a German unit, each is attacked individually. If the Germans are not able to destroy it or force it to retreat, the Allied unit is frozen in position and must attack the German unit on its combat phase. If the Airborne unit lands adjacent to a German unit, the German unit has an option to attack it at once using normal odds. If the Airborne unit survives the landing, it may attack adjacent German units in the Combat phase of turn one. Airborne units may only land South of the Air Limit line.

#### GARRISONS

The German Player positions, before the game, six garrison units, one each in the following cities: Grenoble, Montelimar, Avignon, Asbres, Reiz, and Digne. These units are frozen in position until one of the following

actions occurs: They are forced to retreat out of the city by combat; an Allied unit comes within two hexes; supply paths to the city are cut (it is surrounded). At that time, the unit is free and may move normally. The unit consists of various occupation Army bureaucrats, and is very important to the German War effort. As such, the unit can be "carried" by another German unit at a rate of one garrison unit per carrying unit. However, the unit still counts for stacking and will reduce German offensive and defensive power in the hex. Carrying is portrayed by both units beginning the turn in the same hex and moving together at the faster rate for the entire movement phase.

#### COASTAL DEFENSE UNITS

The German player is provided with a number of coastal defense units, which bear a peculiar symbol shown in the unit identification chart. These units consist of positional defenses, low grade (mostly foreign) troops, and a few German officers and NCO's. These units have a Zone of Control but cannot move. If a result of DE or NR is achieved against them, they are destroyed. Initially, all coastal defense units are deployed upside down, within three hexes of the beach (including both the beach and occupied hex). Such units are turned right side up only if attacked by an Allied unit, and only after the Allied unit is committed to the attack. Naturally, if the defense factor of the unit is "0", the attack is an automatic DE. Coastal defense units are treated as units for supply purposes, but beginning with the supply determination phase of the German fifth player turn, any unsupplied coastal defense unit is removed from play owing to desertions. There may never be more than one Coastal Defense unit stacked in a given hex at one time.

#### COASTAL DEFENSE GUN UNITS

Two of the German Coastal Defense units have attack factors and artillery ranges. These are heavily defended coastal defense guns. One of them (10-10-0) is a pre-war French structure and must always be deployed in hex 0633. The other (5-5-0) is a wartime German structure and may be placed anywhere within the restrictions applied to all coastal defense units. It represents the sum of effort applied by the TODT organization. Coastal Defense gun units can fire in any direction including landward, may attack ship units, and are treated as artillery units for regular combat purposes. Coastal defense guns never need supplies. DR results against Coastal Defense Gun units are treated as no effect.

#### GERMAN REGIMENTAL BREAKDOWN

At any time in the German movement phase, the German player may breakdown some of his 2-4-4 Infantry Regiments into Battalions in order to gain more units to hold the line. Two 1-2-4 Battalions are formed from each of the regiments so broken down. No more than three regiments can be broken down in the entire game, and once broken down they cannot reform. The Battalions count as Regiments for stacking. This may be done before the game begins with the German forces initially on the board. No other unit in the game can breakdown.

#### ARMORED CAVALRY

One (insome scenarios two) German armored Cavalry battalions are involved in the game. These units are 2-4-6. When attacked at odds of 6-1 or less, the units may elect to substitute a DR result for the combat before the die is rolled. In this case, the die is not rolled. When stacked with other units, and Armored Cavalry unit may retreat independently of the other units before combat and the attack is conducted against only the remaining units. However, the defensive factor of the Armored Cavalry unit is still added to that of the defending stack even though the Armored Cavalry unit cannot be adversely affected by the attack.

# SCENARIOS

There are various scenarios for the game ANVIL-DRAGOON, each of which represents a possible alteration of the Historical Campaign to consider various alternatives which were, or could have been, open to the Allies.

## #1 THE HISTORIC SCENARIO

German Forces: One 10-10-0 Coastal Gun, one 5-5-0 coastal gun, eight 0-3-0 Coastal Defense, six 0-1-0 coastal Defense, four 0-0-0 Coastal Defense, two 0-3-3 within four of hex 2434 (Nice), two 0-3-3 in 0112, three 2-4-4 within five of hex 0225 (Marsailles), six 0-1-1 Garrison units as specified in the Garrison rules, one 3-3-3 Artillery unit in Marsailles, one 3-3-3 Artillery anywhere.

German Reinforcements: Special Italian Border Forces on turn 1, also on turn 1: one 8-6-6, two 4-6-6, one 2-4-6, one 3-3-6 (11th Panzer), hex 0112.

Turn 2: Three 2-4-4 hex 0112.

Turn 3: Two 0-3-3, one 3-3-3, hex 0112.

Turn 4: Three 2-4-4, hex 0112.

Allied Forces: Available turn 1: US: two 3-4-4 Prcht Rgt, nine 6-6-5 Inf Rgt (34,36,45 Divisions), three 4-2-4 SSF, one BB, one CA, three Airstrikes. British: one 3-3-4 Prcht, one BB. French: one 4-2-4 Commando, one CA.

Available turn 2: US: three 4-4-4 Arty (34,36,45 Div Arty), one 6-6-4 Arty, one 0-2-4 Corps HQ, one 8-8-6 Tank Brigade. French: one 16-16-6 Mech Div, one 18-16-6 Tank Division, two 15-15-5 Inf Divs, one 4-4-4 Arty, one 0-4-2 Army HQ unit.

Available turn 5: one Airfield counter.

### SPECIAL RULES

All Airborne and Command units must be withdrawn on turn three. Game length is 15 turns.

### VICTORY CONDITIONS

The Allied Player receives one point for each German infantry unit destroyed or out of supply at the end of the game, five points for each mechanized unit destroyed or out of supply at the end of the game, two points for each Garrison unit destroyed or out of supply at the end of the game. Additionally, the Allied player receives one point for each city he holds at the beginning of each turn of the game. For example, if a given city is captured on turn four and never retaken, the Allied player would receive a total of 11 points for it during the course of the game. The city of Marsailles, however, is worth five points per turn.

The Allied Player receives one point for each unit exited into Italy if the exit hex is still in supply at end of the game.

The Allied player loses one point for each unit lost in the game (Airborne units cost two points).

Points are totaled at the end of the game. The level of Allied victory is determined as follows: Below 60; German Decisive, 60-72 German substantive; 73-84 draw; 85-96 Allied substantive; 97-114 Allied Decisive, 115 and up, Allied Climactic victory.

This scenario is intended to be balanced. Players may wish to "spot" a less experienced player a few points.

## #2 SIMULTANEOUS OPERATION

This variant presumes that the operation is conducted simultaneously with the Normandy operation, and that a sufficient amount of shipping is available. In this scenario, the German high command has a considerable amount of difficulty in deciding what to do with the strategic reserve. This is reflected in the game by random chance. This scenario is for players who enjoy having a totally uncontrollable element dramatically change the game.

German Forces and Reinforcements are the same as in the Historic Scenario excepting that the two 0-3-3 regiments at Nice are replaced with three 2-4-4s. Additionally, on turn 4, the German player rolls a die. If the result is a 5 or 6, the 11th Panzer must be immediately removed from the map. If not, roll again on turn six. In this case, a roll of five or six means that the 2nd SS Panzer Division (consisting of one 10-7-6, two 5-7-6, one 2-4-6, and one 3-3-6) arrives on the board exit hexes on turn 7. Allied forces are the same. Victory is the same.

## #3 HASTY INVASION

This scenario postulates that the Normandy landings are having considerable difficulty and DRAGOON must be launched without adequate preparation.

The Scenario is identical to Scenario #1 (Historic) with the modified Panzer Division Deployment rules from Scenario #2 (Simultaneous Deployment), excepting that the Allies have only two airstrikes, no BBs (they keep the CA units), two 3-4-4 Parachute units (no British 3-3-4), and can only land a maximum of six Infantry units by assault on any one turn.

Game Length is 15 turns. The Victory Conditions are the same as Scenario #1. This Scenario favors the Germans moderately.

## #4 THE BRITISH OPTION

This Scenario postulates a purely British Invasion for the purpose of assisting the Allied Front in Italy. The German OB is the same as in the Historic Scenario. The Allied OB is as follows:

Available turn 1: one 3-3-4 Airborne, nine 5-5-5 Infantry, one BB, one French CA, one French 4-2-4, three US 4-2-4 (substituting for Royal Marines).

Available turn 2: One 0-4-2 HQ, one 6-6-4 Arty, all of the French units.

### SPECIAL RULES

The German player is told before the game that the Historic Scenario will be played.

### VICTORY CONDITIONS

Three British 5-5-5 Regiments must be exited into Italy, and the exit hex kept in supply, in six turns for the British to win. If not, the Germans do.

This scenario is short and vicious, and can be finished in time to still play a regular game. It is primarily intended to keep the German player deploying his units under the same potential Allied threats as they actually faced.

## #5 THE "ANZIO" LANDINGS AT NICE

This scenario postulates a landing by the Allies at Nice to totally upset the Axis defenses in Italy.

German Defense is set up just as in the Historic Scenario, plus the 2nd SS arrives hex 2501 turn 4.

Allied Forces available turn 1: US: Six 6-6-5, (of two Divisions), three 4-2-4 SSF, two Airstrikes, one CA. British: Six 5-5-5, one BB. French: one 4-2-4, one CA.

Available turn 2: US: two 4-4-4, one 6-6-4, one 0-4-2, British: one 0-4-2, one 6-4-6, plus all French units.

Game length is 10 turns.

### VICTORY CONDITIONS

Eliminate all German units within three hexes of Nice, exit three British or American Regiments into Italy, keep exit hexes in supply.

The Germans win by avoiding the Allied Victory Conditions. The German player does not lose if the Allies obtain the Conditions and later lose them.

## #6 OVERLORD

This scenario postulates that the Overlord Invasion takes place in Southern France.

Germans deploy as in Scenario #2.

Second SS Panzer arrives turn six at hex 2101.

Italian Front: Allies cannot exit and need not cover the frontier. The six 2-4-4 Regiments arrive turn 1, hex 2901 instead. The Italian Front can still be used for German supply, but units voluntarily or involuntarily exiting the map into Italy cannot, unlike other scenarios, return later. The German player may receive up to six destroyed Infantry units and up to 3 destroyed Mechanized units (those with a movement factor of 6) back as replacements the turn after they are destroyed. They are received at the North exit hexes.

Allied Forces: Turn one; US: three 3-4-4 Prcht, nine 6-6-5 Regiments, three 4-2-4 SSF, three airstrikes, one BB and one CA. British: nine 5-5-5, one BB, three 3-3-4. French: one 4-2-4, one CA. Unlike the Historical Scenario, the Allied paratroops and ship units are not withdrawn. However, the Commando units must still be withdrawn.

Available turn 2: US: Six 4-4-4, two 6-6-4, two 0-4-2, nine 5-5-5. British: one 6-4-6, one 6-6-4, one 0-4-2. All French units.

Available turn 3: six US 8-8-6.

Available turn 5: one airfield counter.

Game length is 15 turns. Victory conditions same as in Historical Scenario. Weighted moderately Allied.

# You Jest, Beau

by Arthur J. Brear

As an interesting variation for RIFLE AND SABER, by SPI, you can create the classic battle between the French Foreign Legion and Arab dissidents. Only a few simple rule changes are needed. Beginning with the basic map, the entire town of V4 becomes the "fort". All other terrain disappears excepting the hills, which become sand dunes. Units are tripled on defense in the fort, or on the first hex beyond the crest of a sand dune. There is no other terrain effect. The French (blue) receive 6 Early Breach Loaders, 1 Mounted Rifle, and two Muzzle Loading Artillery units. These begin in the fort, excepting for the Mounted Rifle unit, which is placed on the board last. The Arabs begin with 12 Cavalry, 8 Early Breach Loaders and six Muzzle Loaders.

Arab units begin the game at least 21 hexes from the fort. The Arabs must destroy all French units to win. The French must keep at least one unit alive until the Arabs give up. If you wish, you may double the Arab force, but have eight mounted Rifles arrive to relieve the French on turn 30. Naturally, shock attacks have no effect on units in the fort attacked from the outside, but units inside the fort can shock units outside. Entering the fort costs a unit its entire movement allowance.

## Is Postal DIPLOMACY for YOU?

by Travis Nelson

Despite its superficial similarity, the game of Diplomacy is an entirely different world from wargaming, being perhaps more closely related to chess in that it is an abstraction. In truth, Diplomacy is an extremely simple game which is little more than an excuse for the more pertinent aspect of negotiation and dirty dealing.

Before you consider entering a postal game, you must be well versed in the rules. The people you are going to be facing know them very well, to make mistakes is not going to look good when you are trying to cultivate their respect. Additionally, you should not be involved in any other activities which are going to consume time. Postal Diplomacy is not something you can slap together and get away with. You must have at least one completely free evening (preferably two) each two weeks for each game you want to be in.

It is going to cost you money to play this game. You can expect to spend about \$10 per game on postage to send in your turn and to write the other players. You are expected to subscribe to the magazine of the game master, and he will need a few dollars for his trouble. Do not quibble on this point, he is losing money as it is.

You must have someplace you can keep records. You must have a file for each game, keeping all mail, copies of all of your letters, and your moves. There is some advantage to sending in two sets of moves (identical) for each turn to be sure one of them gets there in time.

If you are going to get upset because the other players rip you off or the game master louses up a turn or you find out that the other six players are good friends and have decided to get you first, don't play. All of this will happen, if you are going to lose your temper don't play at all.

In the world of Postal Diplomacy there are scads of cheap, quick-print magazines and constant ink wars. Stay out of all of them. Never write a gamemaster you aren't involved with and respond to his editorial, he may be a fun-loving guy or an SOB, in any event don't make trouble. There are rating services in Diplomacy, and the sem-pro

players will instantly know that you have never played a game of Postal Diplomacy before. You will lose your first game, and probably the first few. Your point score will go down a long way before it starts to come up.

Now it may seem I am trying to keep you out of it, and for some of you this is true. However, there is a record of stabs and if you meet him in a later game you can get him back. That's all part of it. Any of the GMs can tell you more, we just wanted you to be aware of some of the less publicized aspects.

## HISTORICAL 1776

by Daniel Scott Palter

To more accurately reflect the historical situation in the Revolutionary War, the following changes should be made to the advanced rules:

- 1) Replace the British and American magazines starting on the map with two supply units each.
- 2) The Americans have their artillery unit with the main army before Boston rather than in Springfield as stated in the rules.
- 3) Tory militia in Halifax, West Indies, Canada or any port with sufficient strength to meet the Variable British Garrisoning and control requirements aren't affected by reductions in strength. However, Tory Militia units count triple for sea movement to reflect the numerous civilian refugees.
- 4) For the purposes of controlling a region don't count Canada. However, mark separately all Tory militia units originating in Canada. If the Americans at any time control at least one Canadian city and have at least one French strengthpoint with them, all such Canadian Tory Militia units automatically defect to the Continental side. These militia units are the direct successors of the ones that helped to hold Canada for the French before the fall of Quebec to Wolfe.
- 5) On the first turn only, the British may avail themselves of a special withdrawal from Boston. If they do so then all British forces in the city and all naval units are automatically moved to Halifax regardless of maximum transport capacity. However, none of the units so transported may be removed from Halifax before the March turn. This rule is designed to allow the British player to repeat History. In fact the British actually evacuated the entire garrison, its supplies, and a veritable horde of civilian supporters and irregulars in one fell swoop, but in the game the maximum British sea lift won't even get all of the regulars and their stores out. The difference between the game and history can be found in the large number of civilian and foreign merchant ships used in the actual evacuation but not provided for in the game. However, this extra sealift carried a steep price. The British staff work simply wasn't up to such a task, there was no time to invent a system. While everything got out of Boston, it came out in no logical order. This resulted in a complete reorganization being required at Halifax. The British aren't given this extra capacity on later turns because once the various passengers and cargo were discharged in Halifax, the various ships quickly scattered at the direction of their owners to prevent the temporary use of their ships becoming permanent.
- 6) Bateau units may be carried overland between rivers and lakes at the rate of one hex per month. It takes at least one strength point to move a Bateau unit. In the winter four points are required. The Bateau may be carried along frozen waterways at the same rate.

Gamers are encouraged to use these slight modifications to improve the historical reality of an otherwise excellent game. It should be noted that the original design was intended to allow some historical slippage to prevent the use of so many special rules. For those not adverse to using them, historicity can be improved.



# KOREA AND THE SOVIETS

by Phil Kosnett

When the Chinese intervened in the Korean War, the Soviet Union gave considerable moral support - and little else. It is an accepted fact on this side of the Pacific that hundreds of Soviet pilots flew with the PRC and DPRK air forces. These planes seldom ventured very far south of the Yalu. The ground war was entirely a Chinese and North Korean affair. The Soviets didn't want a war with the US (at least not until they were ready) and were not prepared to risk Armageddon for Korea. Since World War II the unwritten Cold War Law is that either side may send money, equipment, advisors, even troops so long as there is no direct combat between American and Soviet soldiers. The Soviets could have rationalized the need for an expeditionary force. From a moral standpoint they would not have been intruding any more than anyone else, although fighting the UN would have diminished their ability to influence that organization to their own ends in later years. Whatever force they sent would have probably followed the Chinese by just enough time to ensure the combat dependability of the Chinese Army.

On turns two through five of the Intervention game of SPI's KOREA, one Soviet Division arrives. These are 13-3's which break down into three 4-3's. Additionally, one Soviet Tank Division arrives, consisting of three 6-4 Tank Regiments and one 4-4 Armored Infantry Regiment, all of which can combine to form a 24-4. Soviet Infantry Divisions use the movement rules for Allied Divisions. From turn 3 to 9 one Soviet replacement point arrives, however if playing the campaign game extend this to the end of turn 21.

With this commitment of ground forces, the Soviets presumably would have sent increased air forces. While these could have been easily matched by increased UN air forces to the extent that ground support is still quite limited, at the least the Soviets could have broken the stranglehold the UN air had on North Korea. In game terms this increase supply movement to six on roads and nine on rails. Also, on even numbered turns two supply units are available.

The Soviets would have never risked their navy. In 1950 there was little enough to commit, as the program to scrap Battleships for submarines had not gotten under way by then. However, the Allies would have been obligated to blockade Vladivostok. This deletes the NG unit on turn 2 and the unit on turn 4 may be diverted by a roll of 1 or 2.

As a balancing factor we can refer to history. At this time the US had adequate nuclear weapons and a useable aircraft (the B-29) with which anything of value in the Soviet Union could have been reduced to slag. The use of a single weapon on the trans-siberian railway is possible but if the decision to use Nuclear weapons had been made it is unlikely this amount of sanity would have been left to the American leaders. Thus, beginning with turn 5, the die is rolled each turn on the following table:

Die Roll	1	2	3
1	NO EFFECT	NO EFFECT	NO EFFECT
2	NO EFFECT	NO EFFECT	SOVIETS OUT
3	SOVIETS OUT	SOVIETS OUT	US PULLBACK
4	SOVIETS OUT	SOVIETS OUT	WAR
5	BLUFF	WAR	WAR
6	BLUFF	NUKE	NUKE

TABLES:

1. Soviet units are in North Korea
2. Soviet units are in South Korea
3. Soviet units are adjacent to UN units

## RESULTS

NO EFFECT: Just that, roll next turn.

SOVIETS OUT: The US has delivered an ultimatum and all Soviet forces leave the game at once, all rules revoked, return to normal.

BLUFF: Americans shift B-29 force and send strong note of protest, add one to future die rolls.

WAR: Table disregarded, game played as normal, one extra US Division lands next turn, 1 extra replacement each turn rest of game. US is willing to face Soviet ground forces.

NUKE: US reacts to Soviet "Aggression" and begins taking the Soviet Union apart by Nuclear weapons. Soviet Union is destroyed in about 5 days. MacArthur invades China and "returns" the country to the Nationalists. US becomes only superpower and economically dominates the world until something else happens.

US PULLBACK: To prevent incidents the UN unit pulls back one hex. This is treated as no effect if the unit is in a town or fortified locality, or surrounded. If rolled more than one time, becomes no effect.

Die rolls for the first two columns are made at the end of the Soviet movement phase in which they violate the border in question. The third column is rolled for the instant the first Soviet unit becomes adjacent to a UN unit. Once a result besides NO EFFECT or US PULLBACK is rolled, the die is not rolled again until a higher column comes up or the same one occurs again after the causal condition was eliminated. The higher column is used if two or more can be.

As for why the Soviets did not intervene in Korea, the game shows this very well. There was so very little to be gained and so very very much to be lost. However, time was, and presumably still is, on Russia's side.

# LUFTWAFFE Decisions

by Stephen V. Cole

The game Luftwaffe is limited severely by its more or less set German OB. This OB reflects the actual decisions made by the German High Command, and those were, for the most part unfortunate (at least for the Germans).

One decision which is easily reversed is to cut down the fighter planes flying escort and air superiority on the Eastern Front. This has the tendency to cause higher casualties among both the British and American bombers over the Reich and the German aircraft over Russia. For this option, add four FW190 and six Me109 aircraft permanently to the German OB. However, cut German replacement factors in half to reflect casualties among ground support units in the East.

Another option would be to eliminate the senseless nuisance raids by fighter planes over England. This program increases the number of fighters available to both sides. To reflect it in the game, add 1 FW 190 each quarter beginning in 2nd 1944, and 1 Me262 in each of the last two quarters. Add six Spitfires to the Allied OB in the 3rd quarter of 1944.

If the German Navy had been less picky about having air cover, you could add six Me109 counters to Jan 44 to represent stripping Norway of air units. This would allow, however, the Allies to ship four units per quarter to Russia by sea. Such units could not fly the turn they were shipped.







Finally, if England had been invaded and subdued, any Allied air operations would have had to have come to Germany from Italy or Russia, effectively canceling the first four quarters. Units could appear in either when scheduled to arrive. The Germans would gain the Norway and England option units, and probably walk away with the game.

# MORE FOR MECH WAR

by Stephen V. Cole







A disadvantage to a game with as much detail as Mech War 77 is that the weapons and systems change from time to time and one must constantly update his game if it is to be useful to study the current military technology.

Several weapons should be added for the Americans.





M48	M60A2	M60A2	CHIN	CHEY	Lprd II
					
16 M 12 15 6	20 G 15 17 2 6	18 M 12 17 6	6 18	21 M 16 13 24	18 M 13 17 6

As illustrated, we have an M-48 tank with a new turret and 105mm gun. This is an Israeli trick now being rapidly copied by the US Army to increase the number of first-line tanks. In reality, it isn't as bad as it seems. Also shown is the M-60A2, with the 152mm gun missile system. The unit is treated like any other missile system, it can use its alternate factor instead of risking running out of the missiles. The Chinook Helicopter is used for heavy lift jobs and can carry either one M114, one Cmbt, 3 Rifle, or one M113. The Cheyenne Helicopter, never produced in any numbers were more effective but too expensive.







The various European powers have been developing new systems. Illustrated are the West German Leopard II, which is really not just an upgraded Leopard I but a whole new tank. The British Centurion tank shown is old but used by the Israelis. Their new Main Battle Tank is by Vickers, producer of several British weapons systems since WWI. The French AMX 13 is quite old, veteran of a mistaken idea that light tanks with missiles would dominate the battlefield. The AMX 30 is newer but badly needs replacing. The French economy cannot stand it. The Scorpion is the British missile vehicle, though it has been replaced lately by the Swingfire. Some are still in service in reserve units.

CNTRN	VMBT	AMX13	AMX13	SCRPN	SCRPN
					
12 M 10 15 6	12 M 10 15 6	14 G 12 9 2 6	9 M 6 9 6	17 G 20 6 3 6	6 M 9 6 6

Before the advent of the AT missile, the Anti-tank defense of the American Infantry Company was dependent on the Jeep mounted 106mm Recoilless rifle. The Marines had ONTOS, light enough to be airdropped or landed from small craft. The first American missiles were the ENTAC system, replaced by TOW and now used only by some allies, such as Mexico. ENTAC has no unloaded state, having no other use.





AMX30	106	ONTOS	ENTAC
			
16 M 12 14 6	10 M 8 4 6	14 M 8 6 6	12 G 10 4 3 6

The Soviets have not set idle all these years, and a good portion of their work has gone on their weakest element, Airborne and Airmobile. Shown are the Mi-24 helicopter modified for gunship or liftship mode. Also shown are the Soviet Parachute Infantry Company, the 82mm mortar still used by the airborne, and the 73mm Recoilless rifle which, coupled with the man-pack Sagger, they depend on for Tank Defense. The BTR-50 Armored Personnel carrier is the predecessor to the BMP and still used by many units. Although shown, the ground mounted 120mm Mortar is now being dropped to supply manpower for more AT units.

M24	M24	PRCHT	82mm	73mm	SGR
					
16 M 12 10 3 20	10 R 10 10 20	15 R 4 8 1	2 H 18 3 1	13 M 5 6 1	16 G 12 3 6 1

The newest thing for the Russians is an air-droppable Armored personnel Carriers, the BMD. Like just about everything in the Russian Army, it carries Saggars, but not too many.

For the sake of doing something with all of this, I would recommend that you simply replay the scenarios given in the original game, substituting either older or newer equipment.

BTR50	120	BMD	BMD
			
4 R 5 3 6	5 H 23 2 0	16 G 12 5 4 6	9 M 4 5 6

## STARSHIP SNIPER

by Scott Rusch

SNIPER is a good man-to-man game and it has possibilities for simulating both past and future technologies. Naturally, when you have MOBILE INFANTRY (MI) in power assisted suits, the rules must be modified somewhat.

Flame throwers and tanks are outlawed, and MI are represented by MP armed men. Usually, one side will be all conventionally armed soldiers, the other MI dropping in from a space ship of some sort. Weapons are considered to be the same, with the exception that only a die roll of 1 will leave you unloaded, and the target hex is set on fire.

An MI carries three satchel charges, an MP and six grenades. He has 12 movement points. Bursting through an interior wall costs 8 points, an exterior wall 12. An aperture hex is left there.

Using his power assisted suit, he can jump incredible distances, up to 24 hexes. However, the first and last four hexes of his jump must be free of structures that are equal to or higher than his original height. While up in the air, he can drop a grenade or satchel charge, but with double the usual chance of a scatter. The target must be within four hexes of his flight path. A jump move prevents all other activity (other than dropping a grenade) for than turn. It can be made out of a window.

MI cannot be overrun, have a basic defense multiple of two, and the first two wounds on each do not count. If incapacitated, or wounded, roll a die. A 1 on a wounded MI or a 1 or 2 on an incapacitated one indicates that his power suit is damaged, and useless. It now has only the effect of reducing his movement point allowance to eight and reducing his jumps to 18. If damaged again, the suit is worthless and the MI must abandon it and become a regular infantryman. Upon reaching preservation level or deciding to leave the area, men out of their power suits must be carried by men in their power suits. Remember that damage to the suit is based on the CRT result and the first two free wounds count for suit damage. MI can never abandon wounded or dead.

Basically there is one scenario for the MI, the raid on a city or other locality. The defender has 16 assorted soldiers, the MI has 8 MIs. Object is to kill at least half of the ground types and burn down (or at least set on fire) four buildings. The ground forces just have to drive them off. Panic for the ground forces is 40%, preservation 60. Panic for MI is 10%, preservation is 24. Anti-armor weapons work just the same against an MI.

# GUERRILLA

by Stephen V. Cole

Guerilla, by Maplay, is a European (English, in fact) board game only too slowly seeping into this country. Besides being a decent game, reasonably accurate, and not too difficult to play, it should be seen, if for no other reason than the fact that it is a European board game.

The rules are very well written, moving from point to point in a plodding methodicalness which serves to show that the British Military mind is no less systematic than its German cousin. The rules are good. Each point is covered well, and not much is left to speculation.

However, if we really must fault this (or any other) game we must discuss the mechanics. In a few cases, and one entire area, the game mechanics are several years behind the American state of the art. This is understandable. The game is a year old now (plus design time) and to that must be added another year in conveying each new idea of an American designer to his European counterpart. The movement system is based on the old Afrika Korps idea where if you start on the road you get two extra movement points. This barely works in a pure infantry game (the game as published includes boats and helicopters, but the simulation does not suffer) but prevents one from adding mechanized vehicles without a revamp of the rules. Also, there is one hex one must complain about, 23Z. It should be at least a misdemeanor to have a road close back upon itself in a hex. Which side are you on? There are several extra hexes, did you cover those? Simply reroute the road from 24AA to 24Z, then to 23Y and you have solved this minor problem.

But aside from all that, the game is a good one. As stated in the notes, it is not an exact representation of any particular battle, but an accurate map of one area involved and a Gurkha Rifles Battalion. The Indonesian Guerillas are stylized, and action is more a smattering of typical actions than any one historic battle. It must be recalled, however, that the 1963 Indonesia-Malasia war had no decisive battle. Some highly sophisticated mechanics are included (helicopter availability, riverine movement, requisitioning boats, guerilla redeployment) to make the game work well.







The map is gridded with the old AH system but playable. Terrain is hand drawn but well so. The counters are printed on 4 ply stock (as in JagdPanther 11) but not die cut. Instead, they are machine cut to 1x7 unit strips which can easily be cut by yourself. The units are designated (i.e. 2nd Section, 3rd Platoon, D Company) in a typically European OB.

Much can be done with this game, but as anything at all is going to require a new movement system, we shall proceed with that.

Terrain Type	Infantry Cost	Vehicle Cost
Jungle	1	3
Jungle-Mountain	2 (1 for Guerillas)	6
Stream (along)	1	2
Road	$\frac{1}{2}$	$\frac{1}{2}$
Track	$\frac{1}{2}$	1







## AMERICANS IN VIETNAM SCENARIO :

An American Rifle Battalion, as used in Vietnam, in the given security scenario would consist of:

					
3 3 2	0 1 3	0 2 2	0 0 80	15 1 0	0 1 30
x27	x9	x3	x6	x3	x30

Additionally, the following would be attached:

## Armored Cavalry Platoon


					
5 4 20	3 2 20	3 3 2	0 1 20	7 1 20	0 1 20
x3	x4				


Engineer  
Platoon


LRRP  
Platoon


ARVN Ranger  
Platoon

Artillery  
Battery


2 3 2
x4


1 2 3
x3


1 0 3
x6



## ASSORTED RULES FOR AMERICANS OR REGULAR GAME:

If any unit is more than two hexes from another unit of the same platoon it cannot attack. Units operating as combined platoons fulfill this requirement.

If any platoon is reduced to one squad (with or without a HQ unit) that squad cannot attack or move closer to the enemy.

If any company has less than eight factors (in the game, 13 if Americans) on the map or available to arrive, it is considered to be broken. All of its units cannot attack or move closer to the enemy. All units have half defense factors. All units must be moved to Kunching and then removed from the map. That company cannot fight or reenter the board until at least two platoons are full strength, and two turns have elapsed since that time. Three LRRP units count as 1 squad.

The 105 mm Howitzer battery doubles the attack and defense of all units which are within six hexes of the battery, and within 1 of their respective platoon or company HQ.

HQ units, tanks, trucks, armored personnel carriers, never count for stacking.

One HQ unit can also be carried by a truck, chopper, armored personnel carrier or boat which is carrying a unit for free.

## The Missiles of Odessa

by Scott Rusch

If the Odessa had not been decimated, and the German scientists working for Egypt murdered or intimidated, the Egyptians would have developed a conventional and biological bombardment capability by around 1964. It is to be presumed that the superior Israeli intelligence force would have detected this, and launched a preventive attack. Rather than realign the OB from 1967 for 1964, it is suggested that you simply reuse the 67 OB, as there is not that much difference.

The Egyptians also have a 3-0 missile unit on their side of the canal within three of the canal. Deplete rule 20.0, but use 23.15, 22.2, and allow the Israelis to cross the canal as in 24.4. Egyptians can cross only at ferry points. The Israelis must destroy the missile unit on or before turn 8, or the state of Israel is destroyed in a hail of bugs and bombs. If the unit is destroyed, a regular 67 game is played out and victory scored as usual. Have a fun time, you are fighting for your life.



# How Good is a TANK?

by Stephen V. Cole

When tanks first appeared they were halting, monstrous things, terrible to behold and even worse to repair. The total number committed in the First World War, and in the Spanish Civil War, did not equal what the Germans and Poles committed in one month of action in 1939.

The problem is that when the Second World War began, no one was really too sure just how good tanks were going to be. In the games FRANCE 40 and POLAND 39, tanks are put into the games according to how effective they were. The player of either game is thus robbed of one of the prime considerations in the planning of the campaigns. No one knew if a given tank division was going to be twice as good as an infantry division, or ten times as good, or half as good. Their ability to exploit penetrations could have been considerably less than it was.

Indeed, all we have said is that, under different circumstances, the circumstances would have been different. Tanks could have been totally worthless. The fact that they were decisive does not change the fact that if they had not been, the war would have been much different in its course and outcome.

Besides tanks, both tactical aviation and paratroops were new and untested ideas. This system will attempt to portray both.

For the first three turns, immediately after German movement and before German combat, a series of die rolls are used to determine the effect of new and untried weapons. The rules are equally valid in both the France and Poland games.

For Armored and Armored Infantry, a die roll determines actual strength. A roll of 1 or 2 reduces the combat strength of all Armored and Armored infantry units in the game by one point. A die roll of 3 or 4 does not alter it. A die roll of five or six increases the strength by one point. A second die roll determines the second phase movement capability of all armored units by direct comparison of the number with the movement capability. If you roll a three, all armored units move three in second movement.

For paratroopers, a die roll of 1 or 2 indicates all paratroop units have been destroyed on landing. If no paratroops have been committed, this roll is held until one or more units have been used. On each subsequent turn when paratroops are landed, a roll is made. On this roll, a 1, 2 or 3 destroy the units.

For air units, a chart is used. The die roll is cross matched with the chart to determine the effect of the air force.

Die      Effect

- |   |  |
|---|--|
| 1 | All air units are worthless  |
| 2 | No interdiction, air units cut in half   |
| 3 | Air units cut in half  |
| 4 | Normal   |
| 5 | Normal   |
| 6 | Air units are increased in effectiveness to the extent that two units are added to each side |

Paratroops are rolled for on turns when they land. Tanks and tac air must be rolled for again on turns 2 and 3. For air units, on the second and third turn roll one die. If even, adjust the original die roll upward by one. For tanks, the original roll is repeated, excepting that if tanks were reduced on the previous turn, a roll of 1, 2 or 3 reduces it an additional amount, a roll of 4 or 5 leaves it reduced, and a die roll of six increases it by one point. If unaffected, the original roll is repeated, and if increased, a roll of 1 reduces it one point, a roll of 2 or 3 leaves it where it is and a roll of 4, 5 or 6 increases it another point.

Obviously, by turn 3 your armored divisions can be bigger than corps; or your smaller formations, including almost all of the armor in POLAND 39, will disappear. You must plan your initial deployment, as the Germans did, to take advantage of the now totally unknown value of tanks.

# MARCH ON INDIA Errata

by Stephen V. Cole

Every game goes to print with a few mistakes, be they typos, misprints, or just plain bad designing. In our case, they seem to reflect the people doing the map and those who write the rules being over 100 miles apart, a situation now eliminated. However, for those who insist on the ultimate truth, we have a few things which should have been in the game and got lost. It says much for the game that it plays so well without them.

For those who want to know, the north end of the map is that toward Dimapur and Jessami.

Reinforcement hex 3301 should be 3303. The road to that hex from 2901 does not exist. No one seems to know how that particular piece of linetape got on the original map. Any partial hex that has any part of the location number visible is playable.

The counter sheet suffered the most errors, due to a foul up in communication. SPT is a support Brigade. The supply units should have factors of 0-2-0. The rules call for a 3-6 British AT Brigade, the countersheet has an 0-2-6. The counter is correct. The Japanese Brigade counters are 20-5, they should have been 20-6. The error comes from an previous experimental rule that was dropped in playtesting.

The supply rules are, of course, revolutionary in that they are the first set to account for the cost of transportation of the supplies. There are a few points, however, which could be covered better. The British have an unlimited amount of supplies in India, which must be transported to the map. This rule is in the Railroad section.

The supply allocations are just backwards. They are actually: #1 = 30, #2 = 6, #3 = 12, #4 = 32, #5 = 7, and #6 = 50. Actually there is enough time to move it around and by turn 2 it doesn't matter anyway.

When the supplies in one dump exceed 50, simply turn the counter over, mark a +50 on the back, and then go through the track all over again. For example, if such a counter was on the track at 17, the supply level of the dump would be 67. Those unable to cope with the mathematics involved in determining the supply surcharge for transportation may (and we are sure, have) drop these calculations and simply use the number of units supplied. However, this will utterly destroy the historical accuracy of the game and shift balance to the Japanese.

In the movement rules, in the last paragraph several references are made to "roads". "Tracks" and "Trails" are the same in this inference. A unit can always move one hex, so long as this is not directly from one enemy zone of control to another.

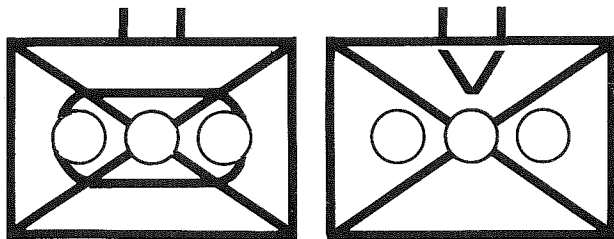
One possible idea that may be tried is to call Japanese tank companies  $\frac{1}{2}$  stacking point and limit stacks to  $4\frac{1}{2}$  points.

It is possible to combine several homemade battalion counters into a regiment or brigade.

When resolving overstacking if the only place for a retreat is an already fully occupied stack, the unit or units are eliminated instead.

Non-adjacent artillery is not required to retreat if the attack it is involved in results in an AE. However, this could result in an artillery unit being left out on a limb. As such, artillery should be allowed to voluntarily retreat on an AE. Watch out for the famous advancing retreat tactic though.

# CASE-CASA



by Stephen V. Cole

The principle of combined arms is not a new one, dating back to when the Spartans experimented with putting a few archers mixed into the phalynx. In modern times, with mechanized forces, the common thing is mixed forces of Infantry and Armor. The US Army does this, currently, by doctrine. It is standard procedure for Tank and Mechanized Infantry Battalions to exchange their third companies. Thus we have "Tank Heavy Task Forces" with two tank and one Infantry companies, and "Infantry Heavy Task Forces", with two infantry and one Tank companies. The systems proposal on which this article is based is not a new one, having appeared in past issues of Military Review and other such publications. However, we have explained it here in some detail for wargamers.

The basis of the unit is of course two infantry and two tank companies. Additionally, there is a scout platoon, an Anti-Tank Cavalry Platoon, Heavy mortars, and the usual headquarters and maintenance. One point still under consideration is to cut the Tank Platoons down from five tanks to three, since (according to West German experiments this would be just about as good as five tanks) doing so would actually make the CASE (Combined Arms Systems and Equipment) Battalion smaller in total personnel than the old Infantry Battalion. For those who wish to experiment with this formation, necessary information is included herein to construct the unit for TANK, MECH WAR 77, and WURZBURG.

For TANK: Two Tank Companies: each 10 (or 17) M60A3

Two Mechanized Infantry Companies: each nine Infantry Squads (all armed with Dragon AT Missiles), nine M-113 Carriers, Four M-113 Carriers with TOW Missiles.

Armored Cavalry Platoon: Three M551 Tanks, four M-114 Scout Vehicles, one M-113 Carriers, one infantry squad with Dragon.

Anti-Tank Cavalry Platoon: Eight M-113 Carriers with Tow Missiles.

Depending on the rules system you use, there are also eight 81mm and four 107mm Mortar tubes available for support fire, and the usual artillery support.

The CASE Battalion, however, is only a part of the CASE Division. The CASE Division includes six to eight CASE Battalions, one Reinforced Battalion of M60A2 Tanks with the 152mm Gun/Missile system, two to three Battalions of CASA (Combined Arms Systems--Airmobile), two SP 155mm Gun Battalions, one 105mm Towed (airliftable) Gun Battalion, One eight inch and 1 175mm Long Range Gun Battalion (it is not expected to be possible for the Air Force to always be able to conduct strikes when needed, so the long range guns will be used as a substitute, just as the Germans added 170mm guns to their Panzer Divisions in 1944), an Attack Helicopter Company, Engineers, Armored Cavalry, and the support forces.

The CASA Battalion is similar to the CASE Battalion, but intended to be moved around by Helicopters. Trucks are provided for administrative movement. The unit has three airmobile infantry companies and an airliftable Sheridan Tank Company, as well as the usual heavy weapons

and support. For wargaming purposes, this unit would be as follows:

For TANK: 10 M551 Sheridan Armored Airborne Recon Tank  
27 Rifle Squads with Dragon Missiles  
6 Jeeps with Tow Missiles  
16 82mm Mortars  
43 Trucks

For MECH WAR 77: Three Sheridan Platoons, nine infantry platoons, three Cobra (use West German), four dismounted 82mm Mortars, three heavy lift helicopters, and Thirteen UH-1d Helicopters.

The Division itself is extremely powerful and very compact. No larger than a normal mechanized Division, it is almost 40% more powerful in combat. It is, of course more highly trained (and more difficult to replace) and susceptible to what is being called the "Invasion America" syndrome. The Division would be a 6-6-8 for NATO (the airmobile element would not normally be operated very far from the division, there aren't enough helicopters to carry it in one trip.) For WURZBURG, the division is more interesting.

CASE-CASA Division for WURZBURG

Six to eight 4-4-12 CASE Battalions, two or three 2-3-6 CASA Battalions, one 4-3-12 M-60A2 Battalion, one 3-3-12 Armored Cav Battalion, two 1-2-7/2-12, one 2-1-7-12, one 2-1-14/2-12, one 1-2-5/1-6, one Attack Helicopter, one 2-4-12 Engineer Battalion.

## Baltic LUFTWAFFE

by John Anderson

In the game Luftwaffe, the Allies can use the sneak raid to great effectiveness, and the Germans can often score heavily in this theater. To increase the enjoyment from this sector, you could simply allow the Germans to deploy any number of aircraft in Norway and Northern Denmark, areas assumed to be located off the north edge of the map. You should increase the German defenders by 2 factors of Me109's which are permanently based there.

Each time the Allies launch a sneak raid (and they are no longer limited to just one of them) the German units in Norway and Denmark may attempt to launch an intercept mission. The intercept takes place when the raid is first announced. German units are divided into groups each of which has four chances in six of encountering the bombers. Each group attacks and takes return fire alone. If the sneak is a fake and a contact roll is made, the fake must be admitted. If no contact, don't say a word.

Germans in Norway and Northern Denmark may intercept or attempt to intercept every sneak raid launched. Only one sneak raid per turn is allowed.

## FREDRICKSBURG

by Daniel S. Palter

In the Designer's Notes in SPI's FREDRICKSBURG folio game, mention is made of having to make compromises in order to fit within counter mix limits. Apparently one of these involved leaving XI Corps out of the game. When Burnside brought his army to Fredricksburg it consisted of three Grand Divisions of two corps each, with XI Corps as army reserve. Although present it was not actually used in the battle, but then neither was a good part of the units actually given. To include it add for the Union player the following counters: 1/XI at a strength of 13, 2/XI at a strength of 14 and 3/XI at a strength of 10. They set up within one hex of 0206 and may not move until at least one Confederate unit is destroyed. They are given as divisions as opposed to brigades owing to their relatively lower standards as compared to the bulk of the army of the Potomac, necessitating their being given relatively shorter frontages.

# SOLDIERS Morale

by Clifford L. Sayre, Jr.

The following rule module introduces some of the aspects of morale into the play of the game. The capabilities of a successful attacking unit are enhanced and the combat strength of a losing unit is degraded. Similar rule modifications could be employed in other games as well as SOLDIERS, for which it was developed. The rules are formulated in terms of die roll modifications. There are two improved morale states and two diminished morale states plus the normal state.

Record-keeping is greatly simplified by using square pieces of colored paper slightly larger than the units. In this way, their morale state can be seen at a glance. Although the rule module appears lengthy, the application is quickly and easily learned. Most of the rule module deals with clarifications of special situations and explanations of the intent of the rules. The following colors are used: Gold, Blue, Pink, Green. Additionally, another color can be used to indicate the horses of dismounted cavalry units.

## Morale Rule Module

1. When a friendly unit participates in an attack which produces the disruption or elimination of an enemy unit, the unit is awarded a morale bonus.
  - a) First success = blue award (not effective until the next Combat Phase).
  - b) Second success = gold award. Units with gold award receive 1 extra movement point.
  - c) The gold award replaces the blue and is the highest state of morale. Additional awards have no additional effect and may not be accumulated to offset future loss.
2. When a unit is disrupted as a result of combat each receives a morale penalty.
  - a) First disruption = pink penalty.
  - b) Second disruption = Green penalty and loss of one movement point.
  - c) Green is the lowest state of morale and future disruptions have no effect on it.
3. Record keeping is by small pieces of paper and does not take effect until the next mutual fire phase.
4. Awards offset penalties and vice-versa.
  - a) A unit which disrupts an enemy unit and is itself disrupted in the same phase is not effected for morale but is still disrupted.
  - b) A unit with a gold morale state which is disrupted reverts to a blue state. A unit of the green level which successfully disrupts an enemy unit is upgraded to a pink level.
5. Morale is not effected by attacks resulting in no effect.
6. The effects on combat of one state of morale or another are as follows:  
Gold State = add 1 to the die roll  
Blue State = Add 1/2 to the die roll  
Normal = No effect on die roll  
Pink State = Subtract 1/2 from the die roll  
Green State = Subtract 1 from the die roll  
The effect is cumulative. If a gold unit is attacking a green one, the die roll is shifted by two. If a blue unit is attacking a pink one the roll is shifted by one. Drop fractions of die roll shifts.
7. When a group of units attacks, it is assumed to have the morale of the unit with the highest state. When a stack defends, it is assumed to have the lowest morale in the stack. Attacking artillery has special considerations covered later.
8. The change in movement factor applies only to the unit affected, not to other units in the stack. Machine gun and artillery units and Infantry which lose

the movement factor cannot use the options to move and fire on the same turn. Artillery is not penalized when considering time in place to prepare to fire.

9. Artillery:
  - a) When firing at a range of 10 or less artillery accumulates bonuses.
  - b) Artillery firing at a range beyond 10 hexes does not receive awards, nor may any bonus it has affect an attack in which it is participating with other units.
  - c) An artillery unit with a morale penalty firing at any range feels the effect of that penalty, and is if applicable considered the lowest unit.
  - d) Artillery suffers when disrupted regardless of the range of the attacking unit.
10. Units in the gold state which do not conduct an attack, even if NE, for two turns are lowered to the Blue state.
11. Units in the gold state which successfully attack run a 1/6th chance of becoming overzealous. If this occurs, the unit is marked with a red marker and must, on all subsequent moves until reduced or destroyed, move toward the nearest enemy unit and attack it. It is considered to be a gold unit for this attack and if reduced becomes a blue unit. The unit gains two movement points and must expend them all or end its movement adjacent to an enemy unit. If there is an enemy artillery or machinegun unit within reach, the overzealous unit must move adjacent to it.
12. Upon capturing the scenario main objective all units of the scenario player gain a morale step except gold units which run a double risk of becoming overzealous and charging something.
13. If 25% of a players units are lost, all lose one step in morale.
14. Green units which are further disrupted run a 3/6ths chance of destruction.
15. If a player loses 40% of his units (green state units count as half destroyed in this case) all units lose a morale step.

## Flight of the DREADNOUGHT

by Scott Rusch

The classic chase of the German Battlecruiser Goeben in the first days of WWI has been represented in many games including at least one specifically on the subject. The Goeben is included in the game DREADNOUGHT, you can use your own judgement in selecting a light cruiser as a consort. In the actual case this was Breslau, but the duty was rotated occasionally and a different ship could have been present. Additionally, the Goeben could have been in the company of Italian or Austrian ships.

The British almost managed to intercept the Goeben in the Aegean, but she slipped away. To reflect this, put Goeben on D1108, at a speed of NE 5. Indomitable, Inflexible, and Indefatigable should be at D2001 at SE5. Visibility is as in 11.7. Goeben must reach the North Safe Zone to win.

If Goeben had, instead, attempted to join the Austrian fleet, she would have encountered four old British cruisers (which at Jutland proved highly susceptible to Heavy caliber fire) the Defence, Black Prince, Warrior, and Duke of Edinburgh. Use D 11, L61,62,63, and 64. Their strength is tripled at range of 1, doubled at range of 2. For a more involved scenario, add the three British BCs and some Austrian ships.

If Goeben had gone for the French Convoy bringing Colonial Corps to France, all British are presumed to be chasing the wrong shadow, and Goeben and consort face the French, who may select a 500 series BB of their choice and D11, L11. The convoy is worth 50 points, and victory is as outlined in 11.4.

# SCHNELLE KARRIERS

Charles T. Walker

The new SPI game FAST CARRIERS is probably the last naval game for a long time. The game is an exhausting study in systems management. One does not fight a carrier battle, one manages it. But if the game is intended to study the management of systems, perhaps it can be used to show the management of a system that never was sent into action, the German Carrier Fleet. While we are at it, we can satisfy the curiosity of those who are always trying to put the Germans into everything that they didn't actually get into.

30=20=6 4 ▲ 6 CV Zep	ZEP 6 6 14	18=12=3 0 ▲ 3 CVL HG	HG 3 3 7	4=2=0 0 ▲ 0 CVE Rich	Richthofen 1 1 3
28=16=7 16 14 BB Tir	22=12=4 11 10 BC Gn	9=5=2 8 5 CA	8=4=2 5 4 CL	7=5=2 3 3 DD	+3 2 UB
F 109 8 0 3 6	F 190 9 0 6 7	B 190 (6) 3 6 6	T 190 (2) 5 6 5	B 87 (3) 5 3 4	T Ar'do (2) 5 4 4
4 0 3 6	5 0 6 7	(3) 1 6 6	(1) 2 6 5	(1) 2 3 4	(1) 2 4 4
F 110 5 0 8 5	L 110 (4) 4 7 5	L 177 (2) [10] 20 5	L 111 (3) 2 9 3	L 88 (3) 2 10 4	TL 111 (3) 5 9 3
2 0 8 5	(2) 2 7 5	(1) [5] 2 5	(1) 1 9 3	(1) 1 10 4	(1) 2 9 3
L Cndr (3) 3 20 4	B 234 (9) 2 7 JET 8	F 262 12 0 7 JET 9	P 51 9 0 16 7	B LANC (2) 3 15 3	B 24 (3) 3 24 3
1 2 2 4	(5) 1 7 8	6 0 7 9	5 0 16 7	(1) 1 15 3	(1) 1 24 3
0 0 0 0 MM 0	1 0 0 0 MM 0	2 1 0 2 MC 2	4 2 1 1 MAA 2	2 1 0 1 CRVT 0	1 0 0 1 ASW 0

The counters above show the necessary new units for this variant. The first counter is the Graf Zeppelin, a full sized carrier which, strangely, still carried the light cruiser armament that pre-war carriers had and then abandoned. While capable of surface combat, the German player would be foolish to risk this ship. The CVL Goring was built on the hull of the CA Seydlitz. The story goes that the German Navy had to name it for him, or he wouldn't supply planes for the Zep. The light Escort carrier Richthofen is one of three built on large Merchant hulls. The second was named Immelman, the third was never named, but for our purposes will be known as Boelke. Only the Zeppelin had an armored deck, copied from British and later Japanese designs. Tirpitz was, of course, Bismark's sister, but benefitted from her experience in the increased AA armament. Gneisau has a twin sister Scharnhorst. The CA is of the Hipper-Eugene class and the CL of the Koln class. The DD is just a tin can. The U Boat is part of later optional rules.

The Germans intended to load the carriers with ME

109 fighters, Ju 87 Stukas, and Arado torpedo planes. Experiments with these aircraft show them to be far too short ranged for carrier use, especially since the German commander would want to fight from as far away as possible for safety. Me110 fighters, also shown here as a land based bomber, could have supplied the range, but were physically too large to fit the Zeppelins elevator. Those reaching even farther afield could load a strike of Me110 bombers on the deck, but you could never be able to lower them, launch other aircraft or land them after launching the strike. Sort of a Doolittle tactic.

The Germans had considered and conducted experiments with the FW190, which is shown here as a fighter, bomber, and torpedo plane. The airframe was found to be rather risky for use as a torpedo plane. The He177 is armed with the Fritz X guided bomb, and is, simply put, sudden death for any carrier caught in its sights. The Ju88 and He111 aircraft are long range land based bomber aircraft. The Condor is used against convoys that don't have air cover. The two jet aircraft are used for fanatics, and move 3 per turn on the strat map. German aircraft with 2 functions can change while on a base or on a carrier. Fighters carrying bombs may revert to fighters as can modern FB.

B-24's, DD's, Crvts and ASW trawlers have ASW.

The P51 fighter is used to cover the two long range Allied bombers (B24 and Lancaster). The other ships are used for Convoys and escorts. For game purposes other British ships can be represented by American ships.

SCENARIO 1: Action in the North Sea  
(Use the North Sea map)

German forces: In 1312: Zeppelin, Immelman, Gneisau, CA, 2 CL, 5 DD. Zeppelins Air Group: 6 Me109, 6 Arado, 2 Stuka (Could be changed to 14 FW 190 with mixed uses). Immelmans Air group (2 Me109, 1 Arado). In 1207: Goring, Richthofen, Tirpitz, CA, CL, 4 DD. Gorings Air Group: 3 Me109, 2 Ju87, 2 Arado. Richthofens air group same as Immelman. In 1304: Boelke, (Same airgroup as Immelman), Scharnhorst, CL, 4 DD. U-Boats as Follows: 0705, 0707, 1003, 0403, 0309, 0810. Ground Based Air as Follows: 1211: Six FW 109, Two He 177, six Ju 88, Five flak. 1008: Six Me 110, Ftr, Six Me110 Bmr, 6 He111 (any), Six Flak. 1403: Five Me109, five He111, six flak.

Allied: 0307: Wasp, 046, 048, 026, 027, 053-059. 0410: Two Victorious Class, 042, 060-069, 029-033. (Allies may select air groups at will). 0405: six P51, six B24, 3 Flak. 0106: two B 24, 1 Flak. 0611: Four Lancaster, 5 Flak. 0711: Six B24, six P51, 5 Flak. 0809: Two Lancaster, Two P51, 2 Flak.

Victory Conditions: British: Sink the Zeppelin and two other Carriers, at least one Battleship and four other ships.

German: Sink two British Carriers and six other ships. If both sides achieve their victory conditions, the game is a draw. The game lasts three days and starts at dawn.

SCENARIO 2: The Convoy Battle  
(Use the Central Pacific Map)

British: Enter Convoy on East Edge any hex, use two dummy Task forces. Convoy includes 30 Merchant ships, one Merchant Cruiser, one merchant AA ship, four Crvt, four ASW Trawler, Four DD (054-057).

Germans: 12 U-Boats, deployed secretly in any hex. Six counters of Condor Bombers based in hex 1512 (presume this to be the French coast).

Victory: Germans must destroy 10 Merchant ships from the convoy before it exits the East edge North of row six. Game starts at dawn and lasts until convoy leaves the board.



# The Just Rebels

by John Berry

In the 9th Cycle of the 1st Age, before the primary colors were mastered, Shir the Great (Shir of the four Magicks, for whom the son of Gorm was named) ruled from his mighty fortress in the city of Demma. Three heroic sorcerers (Faln of Kennfane, Kirt of Edan-Kolass, and Hara of Piriandronna, stood forth to challenge his evil. Although Shir was not master of the three primary Magicks, he was able to use them so long as no master existed. Therefore, a major goal of the Rebels was to wrest control of the colors from Shir by gaining mastery of a primary. This they succeeded in doing, dissipating Shir (who was 2/3 Demon Ancestry) and dividing control of the human cities among themselves, with Hara getting a share disproportionate to his exertions in the war. Thus were sown the seeds of the disastrous Communal Wars of a Generation later.

Starting Forces as follows:

Black Player (Shir): 1 Black sorcerer (Shir), 4 Human infantry (in gray cities) one 16 fortress (use white counters) in Demma.

Green-Purple Player (Faln): one Green-Purple Sorcerer, one Purple sorcerer, 2 purple human infantry, 1 16 purple fortress. All in Kennfane.

Green-Orange Player (Kirt): 1 Green-Orange Sorcerer one Green Sorcerer, 2 Green human infantry, one 16 Green fortress (16) in Edan-Kolass.

Orange-Purple Player (Hara): 1 Orange-Purple Sorcerer, 1 Orange Sorcerer, 2 Human Orange Infantry, one 8 Orange fortress, deployed all in Piriandronna.

General Deployment: Black first, then others. Movement is by color. A die roll determines which color is first, then movement is clockwise around the colors ending with black. When two players have the same colors the one who moved most recently moves second.

Victory Conditions: The victor is the one who controls the most cities at the end of the game. The game ends at 10 turns or when Shir is dissipated. If the latter, movement may continue, but all conflict, magical or human, between sorcerers ends and each city is credited to the first player to get control of it. A piece which controls a city is immobile after Shir is gone.

## SPECIAL RULES

Each Sorcerer may move/conjure in any color-phase whose color he controls as long as his total expenditure is no more than 15 per complete turn. Those color-phases in which two players move still have but one joint combat phase.

If a sorcerer enters a hex containing magical units of a color over which he has power, they convert to his side unless they are a fortress or garrisoning a fortress or the hex contains a sorcerer of the other side.

When pieces of the same color belonging to two different players begin that color-phase in the same hex, the respective prime Sorcererowners must pay 1 point per piece to prevent them from deserting. Any not paid for are removed.

When magical troops of the same color fight, the side with fewer pieces is completely removed and an equal number of pieces of the other side are removed by the owner.

If a Magic Bolt is flung at a magical unit of the same color, combat is resolved on the neutral line.

Until the two color sorcerers master the primary colors, Shir may conjure in any unmastered color. However if any of his colored magical units become depleted for any reason, they are removed. Shir does not have the vortex power of the son of Gorm, (see 21.2) but can obtain it by developing it as if it were a new cost 15

spell of class 1 (see 25.0 et seq). He does have the undead power (21.5).

Each two-color sorcerer can master the primary color between his two colors by developing it as if it were a new cost 15 spell of class 1 (see 25.0 et seq). When he does, he immediately gains control of all pieces of that color on the board and prevents Shir from ever using that color again. Also, he can then recruit one human infantry of that color per turn if he is in his home city at a cost of 1, so long as his total human infantry on the board does not exceed 7.

All optional rules from 20-24 may be used by agreement of the players.

## LEE as a YANKEE

by J. S. Thomas

Suppose that Robert E Lee had accepted Lincoln's offer of the command of all Union Armies. With Lee in command could the North have won the war sooner? Would a Lincoln-Lee team have been as effective as the Lincoln-Grant team eventually was? Would Lee have been out of his element in a Northern Command, where he had massive forces but no dependable subordinates, and fighting a war based on offensive maneuvers, something Lee was never able to carry out with success? Could he have ordered battles to be fought in his native Virginia?

If you have a copy of SPI's AMERICAN CIVIL WAR you can find out for yourself by using the following rules:

1. Confederate Leader 2 becomes a Union Leader rated 2 and is placed at Washington.

2. Command Control remains the same.

3. Virginia is neutral. Neither player may enter or maintain units in Virginia excepting the Ft. Monroe garrison, which is frozen in place. Units may not retreat into Virginia. Alternately, Virginia begins Neutral but joins the Union if entered by Confederate units. The Union may not enter Virginia first. The Confederate reinforcements which are to enter at Richmond enter at Raleigh. If Virginia is Neutral, the cities count on the Southern RR and supply grid until cut off.

4. Kentucky rules are the same.

5. Victory conditions are unchanged.

## CVs in THIRD REICH

by Mitchell H. Andrews

Though most carriers were deployed into the Pacific it would be interesting to have them in the game Third Reich, as they did have some indirect effect on the war in Europe. The British have three carriers at the start of the war, the Americans have two when they enter. These are full CVs, and consist of a two factor ship unit and a three factor air unit on board. The air unit acts as would a ground unit, excepting that when a naval unit is trying to intercept a force including a carrier, the air unit on the carrier can intercept it first, and that a carrier group trying to intercept a naval unit may use its air units to intercept, keeping a bit out of harm's way while about it. Naturally, two carrier units would attack each other at range.

The CV consists of the two factor unit, and if one factor is lost, the ship is assumed damaged, the planes fly to the nearest friendly base if in range, the ship is repaired at a cost of 5 BRPs and two turns.

Either Player may build a CVE, which is a one factor unit carrying a signal aircraft factor. Construction of CVEs takes three turns, of CVs four. BRP costs are as for the component fleet and air units, but there is a 10% surcharge for extra training.

# Thoughts on PANZERLEADER

by Stephen V. Cole

There are two ways in which one can do an article on a new game. The best is to rigorously play it until you have found out everything there is to know, a process used when practical. This, of course, often takes a month or more and with as many games appearing each month as there are, this method is not often employed. The alternative is to read an article by someone else who is sufficiently interested to take the time, but you run the risk that he did it too fast, and the idea is to write your own article. However, considering the time crunch in the publishing business (which is worse as any decent publication is sent a copy of everything and expected to devote a whole issue to it) that all too often an article is based on a quick reading of the rules, two or three quick playthroughs, and calculations from existing norms, i.e. similar games.

Recently, while laid up with an injury, I was finally able to break down and tear apart PanzerLeader, and, as ever was, much that should have been calculated was not.

My favorite scenario in PanzerBlitz is, of course, one of my own making. I assemble a German Panzer Division (usually about 30% overstrength, I must admit) and six or eight boards. These are assembled to form an attack corridor about five miles wide and up to four times that deep. In this area are deployed all available Russian units, excepting the heavy tanks, which are left out completely. The Panzer Division then proceeds to arrive a unit at a time and attack. Naturally, they will win, the Scenario is weighted strongly German. This may seem to be of only limited amusement, but there is some satisfaction to a neatly progressing attack that will, in time, arrive at the objective. Such subtleties as deploying one Regiment across the entire board, then bringing on the other and having to pull the right half of the first out and shift it to the left while slipping the new Regiment into the line tend to provide as much fun as is needed. If I want a challenge I have someone else use the Russian heavy armor to attack while I am shifting my Regiments. I seldom want a challenge.

Unfortunately, one of the things which was not calculated is the massive amount of American Artillery, the branch that Patton credited with winning the war. The traditional method of assaulting a mixed line is to run the Infantry up in carriers, dismount, close assault, put the tanks right behind for direct fire next turn, survive the Artillery barrage, and plaster the line with fire on the next turn. A steady advance of at least two miles an hour can be anticipated. However, the American Artillery tends to balance the German to the point that attacks of this sort by either side are doomed. In seven turns not a single rifle platoon was left from two counter sets. A replay using tanks mixed in the spotting line did little better. Obviously, we need a suppressive fire rule, and experiments with it show it to work. Several have been presented in these and other pages. I leave it to you to find one of them to your liking.

The new rules have some merit, the spotted when you fire rule is troublesome in big battles (and who likes a small one?) but is of considerable utility in the general assault described above.

One idea would be to substitute an Army unit for an SS unit when the SS unit was DDed. Surely one tank had to have been knocked out for the platoon to be DD. Similarly, we could create platoons consisting of one, two, or three tanks. For four tank platoons, drop 25% of the firepower and 15% of the defense, for five tank platoons drop 20% of firepower and 10% of defense, for six tank platoons drop 15% of firepower and 7 1/2% of defense. For a Russian company, assume ten tanks and use multiples of

two and the five tank system. This gives us a new CRT with losses in individual tanks. The lettered results apply to survivors.

DIE	1-4	1-3	1-2	1-1	2-1	3-1	4-1
-1	1 D	1 D	2 D	3 D	4 D	5 D	6 D
0	-	D	1 D	2 D	3 D	4 D	5 D
1	-	D	D	1 D	2 D	3 D	4 D
2	-	-	D	1 D	2 D	3 D	4 D
3	-	-	-	D	1 D	3 D	4 D
4	-	-	-	-	-	2 D	3 D
5	-	-	-	-	-	2 D	3 D
6	-	-	-	-	-	-	2 D
7	-	-	-	-	-	-	2

The losses are per counter for attacks on whole stacks. Russian losses are doubled. Remember to subtract the appropriate portion of the strength for each tank lost. For example, the last surviving PzIVh would be 3 H 8 / 4 8. Stacking is still per counter, but two or more counters that were undisrupted and did not move during a movement phase could combine.

## Brigades for Gettysburg

by Clifford L. Sayre, Jr.

Longstreet's attack on 3 July 1863 (Picket's charge) was reinforced with a number of brigades drawn from the adjacent divisions. Since the basic counter strengths, in the three games: GETTYSBURG (AH), Lee vs Meade (Rand), and Cemetery Hill (SPI) are divisions, it is not possible to provide similar reinforcements. (The Confederate counters in Cemetery Hill represent two or three brigades instead of divisions). On the other hand, to break down all units into brigades would not only increase the number of counters, but would lead to the "musical chairs" type of shuffling which would destroy the integrity of all divisions. This variant proposes that a maximum of six "Brigade-like" units could be split off from six divisions on each side. The parent division would be reduced accordingly. The strength of the Brigade units is as follows:

GETTYSBURG - Confederate - provided in the game.

Union - 1 factor from Divisions of 3-5 CF.

Cemetery Hill - 4 Factors from Divisions of 8-12 strength  
5 factors from Divisions of 13-17.  
6 factors from Divisions of 18+.

Lee vs Meade - 1 factor from Divisions of 3-5.  
2 factors from Divisions of 6-8.  
3 factors from Divisions of 9.

One Brigade may be added in excess of normal stacking in the game. Up to three Brigades may stack together in a hex.

The split unit may later recombine only with its original parent unit. Reduced divisions are considered as divisions for all purposes. No more than six brigades may be created. If one is destroyed, another cannot be formed from another division to replace it. Reduced Divisions cannot split off another brigade.

The integral artillery factor in the Confederate Divisions of Lee vs Meade remains with the parent division.

Brigades have no Zone of Control, but reduced divisions and two or three brigades stacked in the same hex do have Zones of Control.

# FEEDBACK

In our continuing effort to make JagdPanther what you, our readers, want it to be, we ask you to take a few minutes to answer a few simple questions.

1. In your opinion, which three articles were the best written in this issue?
2. In your opinion, which three were the most useful?
3. Please rate the game on a scale of 1-9 (with 9 being very good, 1 very bad): playability, accuracy, completeness of the rules, physical quality, enjoyment, excitement, and overall.
4. As it may be several years before we reprint the first few issues of JP, what is your opinion on reprinting articles from those issues?

- a) Do not do so under any condition.
- b) Limit such reprints to only a couple of short articles in each issue, and pick the best ones.
- c) Same as b but let the readers pick the articles.
- d) Reprint what you want to.
- e) Do not reprint as such, but base a few articles on ideas previously presented. In such a rewrite include new advances in game mechanics.

This question is of immense importance. We will not, under any circumstances, reprint any articles without a massive demand by the readership. You can expect that survey to be an honest one, it would be suicide to save ourselves a little work and lose half the subscribers. We wonder, however, if the several hundred new subscribers would like to see what we once were like.

5. Would you like us to include printed postcards for you to answer your feedback, or does it matter? This would require us to take more space for the feedback article to put it in a format that could be answered that way.

# GAMES USED

A magazine which publishes 40 articles per issue and covers about thirty games cannot expect to cover only the games you own. To assist subscribers in obtaining games mentioned in this issue, we have provided the addresses of the companies publishing the games. Please mention when writing for information that you saw an article on their game in JagdPanther. It makes it easier for us to obtain review copies.

Simulations Publications, Inc., 44 East 23rd NY, NY 10010. Rifle and Sabre, WW3, Sinai, Korea, Fall of Rome, Mech War 77, Sniper, Fast Carriers, Soldiers, War in the East, WWII, Dreadnought, Kursk, Tank, Wurzburg, Nato, Sorcerer, American Civil War, Cemetery Hill.

Avalon Hill, 4517 Harford Rd, Baltimore Md. 21214. 1776, France 1940, Luftwaffe, Anzio, Third Reich, Panzer Leader, Gettysburg.

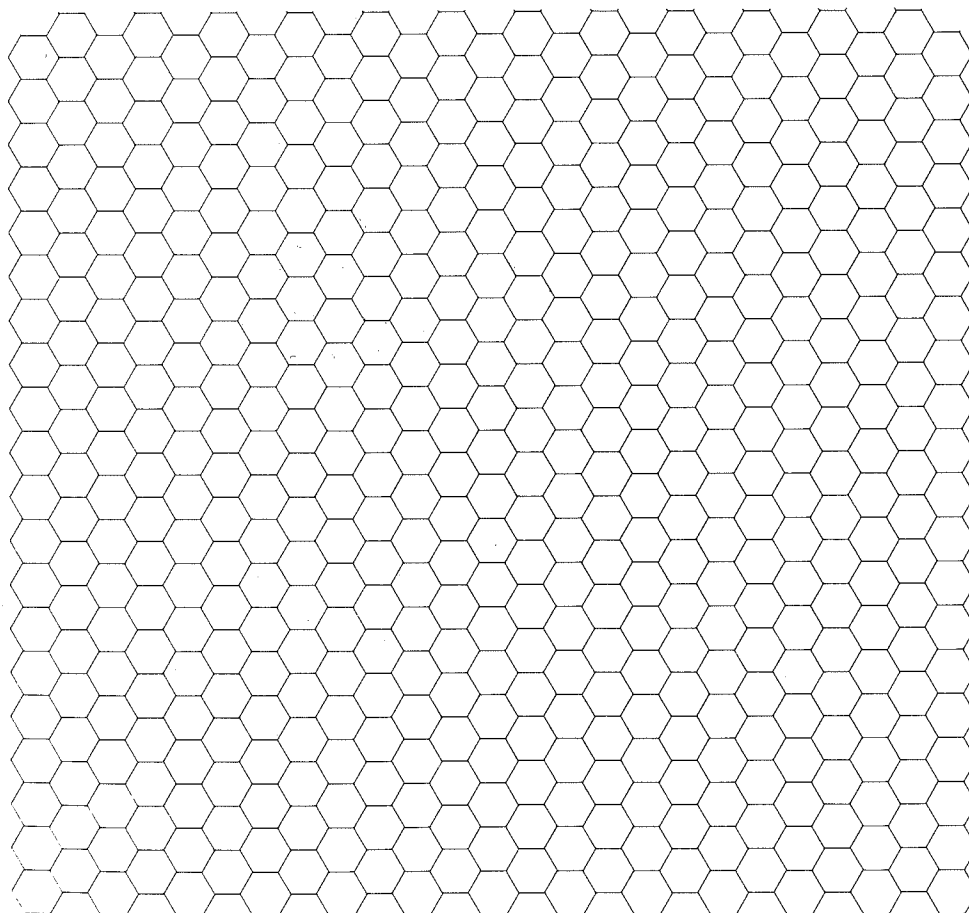
JagdPanther Publications, Box 3565, Amarillo, TX 79106. Poland 1939, March on India, Marine!

Maplay (American Agent, Omar DeWitt) 547 Riverside Dr. Elizabeth, NJ 07208. Guerilla.

Jim Bumpass, 948 Loraine, Los Altos, Ca 94022. Schutztruppe.

Metagamimg Concepts, Box 15346, Austin, Texas 78761. Stellar Conquest.

Rand Games Associates, Box 1776, Liberty Corners NJ. Lee vs. Meade, von Manstein.



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