

Operations

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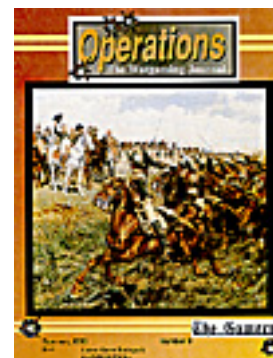
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Solitairing the Civil War Brigade Series

Misconceptions Exploded

by Dean N. Essig

One of the most pervasive myths about the CWB game series is that it is somehow impossible to play solitaire. I feel most of this is due to misconceptions of how the command system works and what its purpose is. This article will examine both of these aspects as well as look at how players can use the command system to enhance solitaire play and make it a more enjoyable experience.

The greatest misconception surrounding the command systems of both the CWB and TCS is that they are somehow related to the misbegotten folly we all knew and hated-plotting. Old fashioned plotting was ill-suited for the solitaire player for two reasons- neither of which are applicable to our game series-that it was too much work and that its purpose was limited intelligence. Plotting all those movement hexes for all those units was a pain in the neck even for one side-for both it was a real nightmare. Add to that the fact that the whole point of this exercise was to make a sort of simultaneous movement possible since each side predetermined its movements without the knowledge of the enemy player's plans-impossible solitaire, mind you-the whole thing collapsed in the solitaire setting.

That brings me to the CWB. In terms of work load, there is no comparison. A CWB order covering an entire corps of around 13 counters can be little more than a sentence or two and can last up wards of 10 turns-some orders can last the entire game. The player need not deal with all the sub units nor does he need to reissue orders each turn or even every few turns. A competent player can count as a rule of thumb on one new order every other turn at most on average. Naturally, there will be periods of frantic activity and others of slowness, but as an overall measure, that is about right.

The second point is a more philosophical one which players can refuse to believe simply by not examining the issue. That is that the CWB command system simply doesn't exist for limited intelligence purposes. It is there as a filter between the players and the game world. I look at it as operating the game by remote control. You make your plans and the game units "do their best" with it when they get around to it. The most common solitaire question I hear is, "But how can I get around the fact that I know the enemy's plans?" The answer is, essentially, you don't have to. More on that in a minute.

The big things in a CWB game--those that matter--are unknown to the player, even in the solitaire setting. These include, but are not limited to, knowledge regarding the interaction of competing plans with regards to space and timing. In other words, you might full well know that two opposing forces might collide along their routes of advance, but you do not know where, when, or even if this collision will occur for sure. Events may conspire to allow one side to slip through before the other gets up. Even if the expected collision does occur, you can't be sure what other forces on the map might be up to, or how they might interact with the plans above. All of this complex interaction presupposes looking at two forces with roughly opposite plans both in objective, time, and space. Rarely is it that "simple". Usually a player will have several interrelated plans (each operating on its own schedule--regardless of what the player thinks) which will interact in unexpected ways both with themselves (I could hold this dang hill, if so and so shows up ...) and with the enemy (who, of course, is operating with a similar set of complex interrelationships himself, even if he be you). The number of possible interactions produced both between same-side forces and those of the enemy increases geometrically in the game's world, as opposed to the overly 'simplistic' look at the two like-minded forces above.

The result of all this is a complete inability to predict what will happen, both between your own forces and that of the enemy. Sure, your troops will "follow" your plan (sort of), but the exact sequencing of events and how those events will interrelate is difficult, if not impossible, to predict. Add to this a player's natural second guessing of his own decisions ("I ordered those guys over there, but I really need them over here...") and you have a battle which will play itself for you (with your orders). The battle will then tell you its story--the crowning achievement of a division when it showed up in the nick of time, the "Sticky Combs Bridge-of-Tears", the despicable General who sat on his rear and failed to hear repeated calls for help just a short distance away, the corps who--just as they were about to take the objective so bloodily fought over--decided they had lost and pulled back. And, as a solitaire player, you can sit back and laugh at the follies, and cheer for the glory, because regardless of how it turns out--you win. You had the fun and learned something about how hard it was to control an ACW army in the field and make it do your bidding.

So, if you are willing to let the game follow your orders and tell you its story, how do you go about doing this and what do you do about the fact that you know the enemy's plans? First off, don't worry about knowing the enemy's plans. Given the complexity of the interactions above, if you follow one simple rule every thing will be fine. That rule is: Whenever you write an order, ask yourself, "Am I writing this order because of what I know about the enemy's plans or because of what this side knows about the battle?" If the answer is yes, throw the order away. If not, no problem just send it. Unless you go out of your way to spoil your own fun, that will be enough to allow you to fully enjoy the game solitaire. At that point you will be able to fully experience the CWB solitaire and you will quickly see what we mean when we say the command system enhances (not detracts from) the solitaire experience. In the usual wargame, solitaire play involves generating one stalemate after another to deal with. Here you get to watch the full panoply of war before your eyes--and, on the microlevel, you'll be

helpless to move the battle toward stalemate.

A word is needed about following orders. We all tend to be a little, shall we say, flexible about order interpretation in face-to-face CWB games. In a solitaire game, you can afford to go full tilt into literal order interpretations. Not only do you not have to worry about the other side being as rigorous about orders as you are, but you are also completely privy to the original intended meaning of all the orders you sent. Therefore, if a division has been given orders to leave a hill and report somewhere else-when the expected relief is late, and an enemy force is threatening the hill-you can have the division march away. In a face-to-face contest, you might be tempted to let the division dawdle, or do some "thought up at the last minute" screening function with one of its brigades. In the solitaire game, you can be free to allow the units on the map to be as stupid as they want to be. If the division commander fails in his initiative attempt to stay and fight, he can just march off and leave a gap. For the solitaire player, the resulting catastrophe just makes the game more interesting. While in most games, solitaire play requires forcing one side to be stupid for a turn or two to make things interesting, the CWB command system does this for you-provided you follow the one rule above and aren't afraid to set the forces in motion.

I will close on this last point. Play both sides as free wills, where both sides want to win. If you have both sides try to win and perform the best maneuvers you can think of given their situations you will be rewarded with the show of your gaming life and become one of those who are annoyed and confused by those who claim the game can't be played solitaire. Give it a try, you'll see for yourself!

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Burnside's Bridge

A Scenario for *ITQF*

by Robert Bottos

[Ed. Note: This scenario was submitted by an astute reader who noted that I never quite got around to the promised 9th Corps Scenario I hinted at when I did the Bloody Lane one in, oh, issue #1, two years ago. He took it upon himself to get it done and has my many thanks.

This scenario uses the same notation system I devised in that original scenario to get around the lack of hex numbers on this early game's map. The original explanation is presented below in its entirety.]

In order to work around the lack of hex numbers, and declining to have you mark up your maps yourselves, use the following method. From a given point on the map (usually a farm or other buildings; at times, other units or leaders already placed) you will be given a code such as "6h2" which means "direction six, two hexes." Directions are counted from I to 6 in a clockwise manner with direction one being due West. This is arrayed in the same manner as the Scatter Diagrams in TCS games, but with one pointing West.

Burnside's Bridge: A Small Scenario

Start: 11am

End: 6pm

9th Corps Special Rules are in effect. 9th Corps has been "partially" committed.

McClellan Points: 16 (which includes the release of 9th Corps to the partial status)

Boundaries: The scenario is bound by:

On the west side of Antietam Creek: All hexes south of the Boonsboro Pike from the Middle Bridge to Sharpsburg, inclusive. AH hexes east of the line running through the ANVa Supply Train, inclusive.

On the east side of Antietam Creek: AH hexes east of the Antietam Creek which are south of the Db(2) (1 hex north west of Burnside's Bridge), inclusive.

Set Up:

Confederate: (Original Positions): lb(-2), P/JN/1, J/JN/1, D/JN/1, K/JN/1, Db(2), lb(-2), Db(2), R/Cav, Cb, ANVa Supply, ANVA HQ
(New Positions): I Corps Supply (4 Supply Points): Lutheran Church 2h1 T/JN/1 w/i 2 Lower Bridge (west of the creek).
Longstreet, Jones, Stuart: with appropriate commands

Union: (Original Positions): Db(2), Burnside, Cox, 9 Corps HQ
(New Positions): 2/K/9 (attached to 2/9): Burnside/Cox
1/1/9: Burnside/Cox 4h2
2/1/9: 1/1/9 (above placement) 6h1
Wilcox: with either 1/1/9 or 2/1/9
1/2/9: from 2/1/9 above 6h1
2/2/9: from 1/2/9 above 6h1
Sturgis: with either 1/2/9 or 2/2/9
9b(-2):9 Corps HQ 1h1
9b: H. Rohrbach 5h3
Scammon, 1/K9:N. Rohrbach 1h1
9b: from 1/K/9 5h2
2/3/9: from last 9b 6h1
Rodman, 1/3/9 from 2/3/9 6h1

Reinforcements:

Union: None

Confederate: AP Hill, LD/2 (all) 2:30pm entry area A. Lee, Db(2) 3:00pm in any hex of Sharpsburg.

Victory

Union: The Union Player wins if he controls all hexes of Sharpsburg and retains control of Burnside's Bridge at the end of the game.

Confederate: Other than the above.

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Revised Pocket

The Sequel or The Real Game?

by Jean Jodoin

In Operations, issue #7 Dean Essig provides us with the latest SCS errata. That in itself is good. What is even better is that these changes make a great deal of sense. Taken as a package, these changes usher in a brand new game: *Stalingrad Pocket II*, The Sequel. The Sequel is what the original SP should have been right out of the shrink wrap.

These changes have appeared very quietly, almost surreptitiously. They deserve much more fanfare. The following is an analysis of their impact on game play. The changes are, in decreasing importance: EZOC MP penalty, historical Russian HQ supply rule, retreat through EZOC.

Seemingly harmless, the EZOC +2 MP penalty rule has far reaching impact. The biggest problem I previously had as the German Player was to disengage from the "Russian bear hug" tactic. A Russian bear hug occurs when the Russian player moves slow, but powerful, infantry forces adjacent to German/Romanian infantry forces. Under the old rules, it costs the German Player +2 M Ps to leave EZOCs. Thus, an infantry unit with five MPs can only move three hexes away. These units may not move during the Exploitation Phase. The Russian Player, in its turn, can move up to five MPs and reestablish contact with the hapless German/Romanian troops. Breaking away from the Russian bear hug is nearly impossible. If exploitation-capable Russian forces work their way around the flanks, units currently being "hugged" are doomed.

The revised rule changes all that. Now German/Romanian infantry forces can move five hexes away from Russian units. The pursuing Russian infantry units subsequently move four hexes toward there treating German/Romanian troops but do not have the necessary +2 MPs to enter the EZOCs.

Conclusion: German/Romanian infantry can now outrun non-exploitation-capable pursuers, or move five versus three hexes from exploitation-capable units. To persist in practicing the "Russian bear hug" with only exploitation-capable units is to court actively a counter-attack from the German Mob The Strike Force. That is a world of difference!

Forcing Russian units to draw supplies from their historical HQs will severely hamstring their operational flexibility. I agree with this rule and had personally enforced a similar "house rule". Russian commanders have to examine their forces' capabilities carefully and come up with historically valid strategies. This puts a premium on safeguarding one's HQs, since their demise ensures that a significant portion of the Russian forces becomes ineffective. (Force effectiveness depends largely on troop density, while staying power depends on the number of steps available.) Rear area security becomes a real concern, as it was historically. This is a welcome addition to the realism aspect of SP.

However, I would like to propose the following rule change for those wishing to explore what-if situations. At the beginning of any game, units may be re-assigned from one command to another. However, any such cross attachment remains permanent for the duration of the game. Players are responsible for keeping track of which units draw supplies from individual HQs. Warning; implement this rule only between dedicated players as it adds significantly to the players' workload.

Finally, we have the retreat-through-EZOC rule change. As it stood, units could rarely, if ever, retreat through an EZOC without being annihilated. Now, it becomes possible for large stacks to retreat their way back to safety, although depleted in the process. This means that players must attempt to surround enemy stacks with units, whenever possible.

What do these changes do for *Stalingrad Pocket*? I believe that we are in the presence of a radically different game. A better game, as it stands.

In summary

Infantry forces can retreat more effectively. Russian HQs become practically irreplaceable, even while Russian armies depend on their historical umbilical cord. Fighting retreats become viable.

I cannot resist throwing in a personal request. *Stalingrad Pocket III* cries out for one more change: a limited-scope Reaction Phase occurring after the Enemy Combat Phase, just before the Exploitation Phase? It should be simple. Something like

All exploitation-capable units stacked with a friendly HQ at the beginning of the Reaction Phase may perform a reaction movement phase, including OV's using only half of their movement allowance.

This is simple and elegant yet effective provided those HQs have good location and adequate assets. There would be more interaction in an already fine game. Has it been tried during playtest? If so, what was the outcome? Inquisitive minds want to know. Take it away, Dean.

Stalingrad Pocket Victory Matrix

Here's a visual summary of the SP victory conditions as presented in Operations 8. These victory conditions and level shifts supersede those printed in the SP game rules.

Victory Level	Axis Losses (in units)				Axis holds Stalingrad*
	less than 90	90-110	111-120	121 or more	
Massive German	X	-	-	-	X
Major German	-	X	-	-	X
Minor German	-	X	-	-	-
Minor Soviet	-	-	X	-	X
Major Soviet	-	-	X	-	-
Major Soviet	-	-	-	X	X
Massive Soviet	-	-	-	X	-

* i.e. occupies 2 or more Stalingrad hexes

Level Shifts

Shift one level of victory in the Soviet favor if the Soviet Player occupies all hexes of entry area G and exits 15 units through any G hex.

Shift one additional level of victory in the Soviet favor if the Soviet Player occupies all hexes of entry area F and exits a further 10 units through any F hex, in addition to the conditions of the above shift.

Shift one level of victory in the German favor if Soviet losses (actual dead units, not out of supply, fired rocket artillery, or the above exited ones are 100- 120.

Shift an additional level of victory in the German favor if Soviet losses (actual dead units, not out of supply, fired rocket artillery, or the above exited ones are 121 or more.

Looking at the matrix, you may ask, "What about if the Axis losses are less than 90 but the Axis does not hold at least 2 Stalingrad hexes?" In that case:

Tie--Both Lose The Germans cut and ran without putting up a fight, and the Soviets spent most of the game pounding ineffectually at the wall of Axis units guarding the F and G entry hexes. Having deliberately sidestepped the intention of the victory conditions, the players walk away muttering that *Stalingrad Pocket* is static, tedious, and ahistorical.

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Fighting with Russians

Operational Combat Series

by Dean N. Essig

I wish to address the topic of how to run a Soviet offensive in the OCS system, but a few more general statements are needed first. Playing the Russians in GB takes more than guts, it also takes skill. Repeated play has confirmed that it is far easier to be a competent German player than a competent Soviet one. Both require prior planning for success, but the German is allowed much more freedom in assembling his plan on the fly. Doing this with the Russians will only lead to disaster. Soviet play requires mastery of a vast number of system skills, a cool head, and a cold pitiless cunning. Nothing less will do. Thankfully, for playtest purposes, Owen Fuller brought all these traits in abundance to the gaming table.

Soviet offensives require a different mind set, a different tempo, and a different method from that practiced by the "hair on fire, fangs out" German player. In *Enemy at the Gates*, Soviet offensive power is very brittle-those early tank corps can't take much in the way of hits before they are useless. Proper coordination between units, their modes & functions, and the game's turn sequence is the only way to get a Soviet offensive to work with anything nearing acceptable losses. You just can't fight like the Germans do and expect to come out on top-repeated play has shown this. Strangely enough, you must fight the Russians like they really did to make it come together--how odd!

The Soviet offensive in the OCS is a process, not an event. It occurs throughout the length and breadth of the turn and uses attacks of all sorts throughout all the available phases. It has a different tempo than a German offensive and a much more attrition-based mentality.

Preparations

The first "rule" with regards to Russian offensives is that you must plan them ahead of time, and that this planning means much more than what a German player might call "planning." For the German, if he has managed to throw a little supply where he needs it and can get his panzers to the dance on time, he's done a great job of "planning." To be this cavalier with the Russians will make for a very short offensive and a lot of happy Germans.

The Soviet player's offensive plan must include supply accumulation, extensive unit positioning (it takes effort to get those silly Russian infantry divisions to be in place to contribute something and a whole lot of attack sequence planning. If those Katyushas aren't prepositioned, they will not be their to add their weight. The same goes---to a lesser degree--for the regular artillery. The echelons of the attack must be both set up and have their initial objectives assigned. Each unit must have some sort of purpose for the greater good. Since overruns are not the forte of the Red Army (see below), improper attack planning and mode assignment cannot be made up for in an excessively violent initial movement phase attack.

After you have assembled all the required elements of your offensive (and Stalin is getting pushy), you will notice that all of this took time. Chances are your erstwhile German opponent (the slug) will have attempted to thwart or prepare for your blow (how uncooperative!). Pains must be taken to conceal the offensive's preparations from the enemy. That means strong stacks must be made small to look unimportant (use of DSE markers and carefully spread out forces with weak units on top). Spreading out of forces is important for other reasons, too. Once the Germans have identified a potential offensive, you can expect nearly the full wrath of the Luftwaffe to come down on its head. The Red Air force can help with the protection, but much of the German air power will still slip through. Having the offensive's power spread between numerous like-appearing hexes (with a bunch of identical dummy stacks thrown) will force the German player to spread his air strikes thin. He will find himself laying waste to hexes with a handful of worthless units in diem, and ritissing some important hexes entirely. The more choices he must make with his limited number of air units, the better off you will be. It may be of great use to develop two offensive areas at once, one real, one fake in an effort to divide the Axis airstrikes between them. The more the multiple offensive zones look like each other and, hence, 'real' the better. The really crafty Russian might if he has the resources to pull it off, build up several real offensives at once, and jump off with the one (s?) which are ready first and have suffered the least at the hands of the Germans.

Soviet planning must be broad-based not detail-based. If your whole offensive relies on the capture of one hex or a particular unit (or its mode), chances are the thing will unravel before it begins. Putting a Soviet offensive on the fly is very difficult- -but not impossible-and usually is of less impact on the Germans than a prepared one. Just be advised that setting it up will take a little time. It should not, however, take too much time or be too obvious (exactly what that means must be left to each player and the personality of his opponent) or the enemy will be fully prepared for the blow before it lands.

Overruns R Us--NOT!

The first thing a player who has done the Germans will need to unlearn when playing the Russians is to forget about over run is except for very specific uses and times. Since the Russians can't do hip-shoots, there is no way to prepare a target hex for

overrun. Also, the action rating differential is on the negative side which causes attacker surprise to be a pipe dream and defender surprise to be an all-to-real possibility. Quite frankly except in very special circumstances. I wouldn't bother even considering overruns as a weapon for the Red Army to use. The places where it is used should be

- A) to prepare the way for more important (real?) attacks later,
- B) really good Soviets vs. obviously inferior Axis units (beware of tricks), and
- C) where speed seems to outweigh all other concerns.

Of these, the last is most likely to cause a disaster of sorts, so it is best to check out and weigh all imagined eventualities before leaping in. Both of the first two (especially in combination) might make good sense at one time or another, regardless the point is that the primary method of fighting for the Germans is a secondary one for you.

The Movement Phase

During the first Movement Phase of the offensive a number of things must happen and all of them must occur with brutal effectiveness and coordination. The last minute deployments and preoffensive movements must be carried out so that everything is in place and ready to go for all of the assorted phases of the first turn's attack. This may mean movement of reserves closer to the front, prepositioning of artillery forward of the start line for deep attacks, and the repositioning of HQs.

One of the earliest steps in the actual execution of a Soviet style offensive is a complete infiltration of the enemy front line and near-in reserves. If your opponent has craftily formed a continuous line of units, a few sharp overruns might be needed to blow a weak unit or two out of the way. Barring that, the forward infantry divisions (some in Move Mode, others not) should ooze through the front-line and surround all of the Axis units out to a depth of about five hexes. Naturally, the deeper ones might require a tank unit or two. Surrounding should be taken quite literally-it is not good enough to cut off their combat supply, you want him to take every option result as a loss. The actual 'results' of the first turn's attacks cannot be observed until the end of the first Exploitation Phase--by which time stubborn Nazi hexes will have been overrun twice, barraged up to three times, and

attacked once with an extensive accumulation of multiple option, step and retreat results which should eliminate even the largest units in the game.

As soon as the initial infiltration movements are finished, each of the front-line hexes should be hit by an overrun by a pair of infantry divisions. Chances are these divisions may be all but destroyed in the attempt, but the goal is to force the enemy to take at least one option result as a loss per hex. With the target out of combat supply, even the Soviet 'Jerry's Kids' might be able to pull off a decent overrun (unless surprise

intervenes dramatically) and dish out one or two step losses.

Be sure to station large numbers of fighters in big groups out where they can provide cover for where you expect to be at the end of the turn and especially to cover your positions during the first German Reaction Phase. A little known fact about the air to air system is, while most players realize they are better off attacking than defending, that a defender doubling is more than worth the difference in probabilities and can be used with devastating effect with weaker (read: Russian) air units. In other words, form big stacks and Let the Luftwaffe try to sweep you out. If you have a bunch of lousy fighters in a hex and two good ones, you can use all your doublings to add the two good ones together. This could come as a rude awakening for the German used to clobbering Russian Fighters at will.

Heavy Barrage Preparations

Just like in real life, Soviet armies in the game come equipped with an energetic artillery component Since your combat method of choice involves the regular Combat Phase, this is a good thing. In the key hexes of your axis of advance, you should strive for an artillery barrage which will give you a better than 60% chance at giving the target a DG. More than that might not be better since the point of diminishing returns on the Barrage Table comes sooner than you might think.

Each of the now surrounded hexes should be barraged as per the above with the goal being a DG result. Any step loss win be gravy. Especially important targets can be hit by the Red airforce at the end of the Movement Phase (so that those hexes get barraged twice before the regular Combat Phase). Those hexes too deep to be hit by artillery during the first Barrage Segment, should be hit by the air force and a good rule of thumb is to use less air power the nearer you get to the front-line and your own artillery and more the farther you get away from it. Pay particular attention to Nazi reserves with the air force. Denying the German his Reaction Phase will ruin his day and make yours.

Again, don't overkill! You are better off making 10 attacks with 25 points each than 2 attacks with 125. Just enough power to hit, say, the 25-40 table will do the trick. The idea is to spread the attrition around in numerous attacks so as to make the total higher, getting a nearly guaranteed kill with an odd chance at more than one step kill isn't going to work.

Regular Combat Phase Attacks

Now is the time for all the "rings" to do their thing. Each of the infiltration rings should now have a DG stack of enemy units inside with a step loss or two. The units which attempted the overrun earlier should also be stacked on the edge of the ring to lend what's left of their weight to the attack. The defender should be at least 1/4 strength right now (1/2 for the DG, and 1/2 for the lack of combat supply), possibly

even 1/8 if enough steps have been killed. Hopefully the surprise differential won't be such that a nasty surprise shock will occur (it will happen somewhere, so be prepared) and nothing more than raw odds (in your favor) and a bit of a negative Action Rating dice roll modifier will affect the combat.

Chances are you'll get one of those "L1o1 " style results and that is ok. Make sure you take all attacker options as step losses to ensure that 'Mr. Pocket' will take all of his as the same. Retreat results are more of the same, except cheaper from the Russian point of view. Remember, taking an option as a step loss is an anathema to a German attacker, not so with a Russian. In a fair exchange of steps like that, you'll come out on top.

Exploitation

By the time the Exploitation Phase rolls around, assuming the German hasn't had a great Reaction Phase (you saw to that didn't you??), most of the front-line and many of the second fine Axis formations will have ceased to be. This is the time when you find yourself needing three different types of reserves: Reserve Artillery, Reserve Infantry, and (what amounts to the actual 2nd Echelon of song and story) Reserve Tank & Mech Corps. The first two groups of reserves (the artillery and infantry) are used to mop up any remaining overly heroic Axis stacks and any stacks which were a little too deep to get at earlier. These operations occur in the same manner as the earlier ones, but at a much reduced scale.

The Reserve Tank and Mech units (almost all of those available should be in reserve, don't use these units earlier in the assault unless forced to by important targets which are too deep to get at by the more-sluggish infantry units) are there to drive deep into the Axis lines taking out things like supply dumps, HQs, air bases, and anything else which will force your evil opponent's hair to fall out (what's left of it anyway!). Care must be taken at this step to avoid leaving your mobThe assets hung out to dry-by now your Axis counterpart is drooling about the chance to deploy some Panzers and kick around some of your all-too-brittle Tank Corps. Don't let him have the chance. Keep the reigns tight at this point and pace the tempo of the attack so as to avoid an excessively deep drive which you cannot support.

Follow-On

After the first turn's assault, you will find it extremely difficult to re-establish the needed organization to pull it off again. While you will be able to follow-up the rust turn with movement of infantry and artillery forward, generally speaking, they won't be able to pull up far enough to do a repeat performance. This unfortunate break in contact will allow the Germans to rebuild a line deeper in their rear while you drive forward with the infantry formations. A highly skilled player might be able to force the offensive to last more than a turn or two (not counting simple mop-tip operations), but, in general, the momentum will dissipate as the original organization is expended.

Usually, this will mean that another build-up for a future rematch is in order. It may also mean a violent German counterattack which might make holding the gains harder than getting them in the first place.

Conclusion

As in the defense, the offense with the Red Army is a different beast than that experienced by the Germans. It takes a subtle and crafty hand to drive the Red Army forward without making a fool out of yourself and your army. The 'Soviet problem' is a much more complex gaming challenge and requires a finer level of gaming skill to perform at a master's level. Playing the Soviets 'off the cuff' will generally lead to disaster-which will be followed by the Soviet crying about everything from supply, to his units, his aircraft, and blaming the game system for all his failings. When he's done bitching, help him look at the problem of dealing with the Germans with the tools he has at hand. It's a tougher job, no doubt, but we are not here for children's level of challenge.

Having my head handed to me in a recent game of EatG, I can only stress the above and make it conditional in that parts of the above will work in some situations-there are no pat answers to the Soviet Dilemma! More later ... after the lessons are digested.

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More OCS Rules...

New Angles and Refinements

by Dean N. Essig

A few more rules and observations about the OCS series have come up and you might want to play around with them and give me your thoughts. A number of these have arisen because of the playtesting of *Enemy at the Gates* (EatG) which has put the system into different environments which has allowed me to look at it from new angles and further refine its concepts.

1. Reserve Release and Enemy Units

One of the least favorite rules (yours and mine) in the first edition OCS was the little bit about moving enemy units adjacent to Reserve Mode units so as to 'pop' their reserve status. Even though I didn't like the (then) final version, a decent alternative was not available so I stuck to it. Now, thanks in great part to the work of Rod Miller, here is the version which will be in the version 1.5 rules in EatG:

Delete rules regarding the loss of Reserve Mode because enemy units move adjacent and replace them with the following:

If a unit in Reserve is released while an undisorganized enemy unit is adjacent to it, it must attack that enemy unit before conducting any other operations (such units cannot conduct anti-overrun barrages at all). Furthermore, if a Reserve Mode unit still has an undisorganized enemy unit adjacent to it during the Reserve unit's next Mode Determination Phase, remove the Reserve Mode Marker. Lastly, since Reserve Mode units might now be attacked, they defend at 1/2 strength if forced to do so. Any Reserve Mode stack which is attacked on the ground automatically loses its Reserve Marker (regardless of result). A Reserve Mode stack which is struck by a barrage (aircraft or artillery) must be given at least a DG result in order to cause the reserve status to be removed. Units in reserve still cannot move adjacent to enemy units under their own power.

Discussion:

The new rule allows the enemy to interfere with reserves (to a point) but also allows a player to free up his reserves and still use them. For instance, if an enemy unit moves

next to a stack of your reserves, you can call in an air strike (hip shoot, presumably), DG them, and allow the reserves to function normally. Alternatively, a stack in reserve may have one of its units released which will attack the pesky enemy unit. Assuming that attack destroys, DGs, or causes the enemy to retreat, the remaining units can be released to go about more important things.

Forcing units in reserve to defend at 1/2 allows a number of nice effects. Units in reserve tend to be concentrated for rapid reaction to new orders into assembly areas or pre-set road columns, either way they are not in a very good posture to defend themselves. A case could also be made that units in reserve should get a shift to the right when attacked by the Barrage Table, but I don't want to get into that yet...

Also by halving the defense of these units there is (finally) a bad side to reserve. Always before there was the temptation to put everyone into reserve since there were a slew of benefits and no ill effects. Now a choice must be made. Look for this rule in the next edition of the OCS rulebook.

2. Revised Low Supply Level

Originally, Low Supply had adverse combat effects but nothing in the way of movement effects. That can be Corrected with:

Units in Low Supply are subject to the following:

1. All attack and barrage values are $\times 1/2$
2. Movement Allowances of units with Truck or Track movement points are $\times 1/2$.
3. Remaining values are normal.

Discussion:

This keeps mech units from doing full speed movements when in low supply. Recent playtesting shows that the above is generally not worth the price in playability. Use it if you like.

3. Recon by Force

This rule brings on more detail in the reconnaissance battle-or how to see under the first counter in the stack. There are two ways of doing a recon on a stack: ground or air. Each is handled below in a simple manner. Feel free to embellish these to any extreme you like.

Ground Recon

To do a ground recon you must have a friendly unit adjacent to the potential probe hex

and it must be in a hex from which it could enter the probe hex using normal movement. Expend 5 MPs to probe the hex. At that point announce the probe and the target hex of the probe. The probing player may now ask any one of the following and the enemy must answer truthfully. Only one question may be asked per probe attempt.

- A) Is the hex "weak", "medium". or "strong" ? Weak equals 6 or less raw combat strength. Medium equals 7 to 12 raw combat strength. Strong is 13 or more.
- B) Is there mechanized or armor units in the hex?
- C) Is there "few" or "many" REs in the hex? Few is 3 or less, many is more than 3.
- D) Is there a hedgehog in the hex?

Air Recon

This is handled in a similar manner as the above except that an air unit may make only one probe per hex and only one probe per phase. The additional MP cost is the same. In the case of air recon, only questions A and D can be asked.

That's all I had for this time. Let me know of any homebrew rules you are using so we can share them with everyone and possibly include them in future editions of the rules.

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Tips and Tricks in *Guderian's Blitzkrieg*

Operational Combat Series

by Keith Fortner & Ray Werts

Guderian's Blitzkrieg is the most exciting WWII game to come out in a long time. My fast experiences with the Operational Combat Series system were both thrilling and appalling. It demands a style of play that is intense, fluid, and freewheeling. Now after many defeats and a few victories, I want to share some of what I've learned.

This article will look at several areas. For the Germans, we will explore various ways of supplying the troops, airbase placement and construction, and some ideas on rail repair and destruction. At the Soviet end of the spectrum, we will deal with the setup for the historical scenario, and Soviet philosophy as to game processes.

Most of the ideas I will talk about assume the players are using the standard historical scenario. Soviets and Germans have freedom to setup within their respective Army and Corps zones. When I play, I use all the optional rules except German truck breakdown, secret interceptor stationing, and penal unit return. These gaming insights assume that the *Guderian's Blitzkrieg* variants and aforementioned optional rules are not in use. Since the counter mix is the limit for Hedgehog and reserve markers, I usually divide them evenly between the Germans and the Soviets at the start of the game.

German Airbase Placement

The Germans have a small but powerful airforce. They can hold their own quite well, except when the Soviets gang up on them. Even then, they will take many Reds down with them. Early in the game, the weather is good, and most of the Soviet ground forces are within German fighter cover range. The Germans often enjoy exclusive air superiority. Most Soviet Players are too timid to use their airforce in contested areas. The Germans can pretty much cover everything important in the first few turns of the game.

The German airforce has three basic functions:

1. Bombing ground targets,

2. Providing protection from Soviet aircraft,
3. Transporting additional supplies in from off-map.

Use your Ju-52s every turn to fly supply. The He-111hs are also capable of bringing in supplies. However, they are also the most powerful bombers in the German arsenal. You must make a judgment call on a turn-by-turn basis. Do I use them for flying in supply or offensive operations. The Me-109s of course provide your defense against the Soviets doing dastardly things to you with their aircraft. Last but not least (well, maybe least), the Germans have an assortment of other bombers to use in offensive operations. My philosophy is to place the supply transport capable aircraft in an airbase near the western map-edge to maximize the number of round trips you can fly. Smolensk provides the ideal location for this. Not only is it next to the map-edge, it is also on a railroad and a primary road that facilitates the next leg of supply transport. Besides that, you need an airbase near Konotop to provide fighter cover for reinforcements entering there. You also need a base to provide the best jump-off point for bombers to hit targets anywhere on the board. Therefore, I usually place my four initial airbases; as follows: A1.26, A 1.27, A1 4.01, and B6.11. I stock my airbases with aircraft as follows:

A1.26: 4 x Ju52 2 x BE 109f

A 1.27: 5 X He-111h, 2 x BE 109f A 14.01: 5 x Ju-87b, 4 x BE 109f B6.11: 2 x Ju88a, 1 x Dol 7z, 1 x BE 109e I make sure to stack HQs with A 14.01 and A1.26. I place one HQ from the turn one reinforcements in A 1.27 so that in the turn one reorganization phase I can build these airbases up to level 3. That way, we can maximize the aircraft that will be able to refit each turn. This is vital early in the game.

Later on the weather turns bad and you will find yourself not even needing to supply the airbases.

Let's look for a moment at the prospect of transporting supplies by air. To fly a supply sortie, an aircraft must fly off the map and spend 12 movement points for a round trip to Gomel (in the case of the Germans). It must then fly back on to the map and to its destination airbase. German transport aircraft starting in an airbase on the map-edge would pay one movement point to exit the map. It then pays 12 for the round trip, and one to reenter the map and land. a total of fourteen. The Ju52s have a movement allowance of 43. If based in Smolensk, each one can make three round trips per player turn. Each such round trip brings in 2T of supply. Each Ju52 can fly 1.5 SP per player-turn. With four Ju52s doing this, you can fly in an additional six SP per player-turn a total of 12 SP in the game turn. This assumes all of your transports refit, and they probably will. Now let's look at the He-111h's. The movement allowance is 90, which means six round trips. The capacity is 1T, and you have five of these big boys. Thus, you could fly in an additional 7.5 SP per playerturn, or 15 SP per game turn. Using all these aircraft, and assuming you don't roll poorly for refit, you can boost your per-turn supply intake by 27 SP when the weather allows. This can be extremely significant

and I recommend it as the usual course of action.

Should you use your He-111h's for supply or for bombing? Some people strongly disagree with my inclination to fly supply with the He-111h's. They are the most powerful bombers in the German arsenal. It is a matter of judgment. You must make that decision based on the facts and circumstances that exist for you. I look at it this way: if all He-111h's are operational on a given player-turn, you have a choice. Fly in 7.5 SPs or have 60 bombardment factors to use (or some combination thereof). You will simply need to consider your situation at the time. How much supply do you need? What attacks do you have coming up, etc.? Make a decision. You will always want to fly supply with your Ju52s, and in my opinion most of the time with your He-111h's. Even if you roll well on the supply table, I still recommend taking full advantage of the aircraft to fly supply. As the German player you cannot build up too much supply. Good die rolls early, have a nasty way of evening out to bad die rolls late in the game. That can really hurt! It can mean the difference between holding an objective you fought hard to capture and losing it to the Russian hordes.

Rail Repair and Destruction

As the German player, you should cut as many Soviet rail lines as possible when you get deep into Soviet territory, particularly from Tula, to Yelets, to Voronezh. Do this only with rail lines you do not intend to convert to your own use. The Germans will need to pull back when the weather turns bad. The Soviets will be in the position of outrunning their supply lines. They will have to repair those rail lines to get sizable forces to the front quickly. In games I've played where no one made an effort to break these lines, the Soviets shipped supplies and units to the front as quickly as the Germans could withdraw. The Germans were unable even temporarily to escape the Soviet steamroller. Similarly, the Soviets should cut rail lines near the front early in the game. Cutting Bryansk will prevent the Bryansk train from coming into play. Remember, it will cost the Germans 1T for each hex he must repair, so make him spend it! For this purpose, use any units that cannot get away, or spend less than 75% of their movement allowance getting to their destination. Also, keep in mind that while a German rail repair engineer can convert five hexes per turn, it can only repair three hexes per turn! A long line of consecutive damaged rail hexes can significantly slow down the German repair effort.

The Soviets can use aircraft to bomb converted German rail hexes just out of range of the German rail repair engineers. This will force the engineers to spend time moving without repairing or converting. It can severely slow the rate at which the Germans are able to advance their rail net. This makes the Germans dependent upon moving supplies to the front by truck and unable to take advantage of the 20 SP shipable to the front by rail net. It hurts especially during mud turns until the Germans get those rail lines repaired.

Soviet Strategy & Overall Objectives

Unlike in many other East Front games, the Soviets can do a lot more than just take a beating. This really makes GB a fun game. In the first few turns, the Soviets are almost exclusively on the defensive. However, as the game develops, the Soviets become increasingly capable of making the Germans pay for their sins.

The Soviet objectives for the game should be as follows:

During setup and the first few turns, secure Orel, Tula, Yelets, Voronezh, and the Mozhaysk/Kaluga fortified line. Evacuate as many units to the East as possible, especially tank brigades and tank divisions. Hold Bryansk as long as you can. A determined German will be able to take it, but make him pay to get it. Set up a defense at Serpukov, Obninsk, Kashira, and every Moscow river crossing. The Germans can be like water if there is a hole, you will not find it until they have already leaked through, possibly for a sudden death victory. I have learned this the hard way several times! Early in the game, the Soviets can convert their clumsy, lumbering tank divisions into swift, lean tank brigades. My philosophy on this is that you will get plenty of tank brigades throughout the game, but you will not get any more tank divisions. The divisions may be slow and may have a low action rating, but stack them with a tank brigade and you have a mean attack force in open terrain. If you can save them to fight another day, do so.

In turns three through five, Orel will probably fall. Hold out as long as you can. The Germans can probably take the Mozhaysk/Kaluga fortified line. If that threat becomes imminent, pull your defenses back to the second line of Moscow fortifications and Obninsk. The North map terrain is good for defense, but it can become a deathtrap if you allow the Germans to get behind you in force. Do not let the Germans cut off the cream of your army and destroy it piecemeal. Somewhere on the south map. start to assemble forces you can use for offensive operations. These should be your most mobThe units (i.e., your tank brigades and motorized infantry). Do not forget to include plenty of trucks. It is best to keep cavalry brigades in the north since they move through the wooded and forested terrain better than any other units.

By the time bad weather hits you should have enough forces built-up to begin attacking the Germans. Keep your forces massed together and move them up as a unit. Move up supplies along with the group so you do not get caught without them if the freeze hits and the Germans attempt to cut you off. If you are sitting in Voronezh and the closest Germans are in Kursk, you have a long distance to go before you can attack. Your rail capacity comes in handy here if the Germans have not torn up all the rail lines. If they have, begin your rail repair operations as you advance the steamroller forward. This is a very dangerous time. The Soviets can easily become overconfident. On turn six, in a recent game, I felt that the Germans were vulnerable in the area between Tula and Orel. I had built up an attack force in Voronezh. This turn I decided to enter my reinforcements on the map edge road at A63.12. I combined them with the considerable forces garrisoning Tula to launch an attack along the road to Orel. My forces consisted of all the turn six reinforcements, plus a tank division,

two tank brigades, and a couple of infantry divisions that had been garrisoning Tula. Initially, the Germans had elements of three panzer divisions and two motorized infantry divisions positioned in the forest southwest of Tula and just beyond. When he saw me coming, he moved away and took up new positions along the river at Mtsensk (B39.34). I foolishly pressed on.

Along the way I did manage to destroy a few Infantry Regiments unable to disengage quickly enough. When I got to the river, I had some initial success in my attacks. However, the Germans had considerable additional forces around Orel that they were able to throw into the action. Soon, I found my opponent cutting me off with his Panzer Divisions (even though we still had mud weather). He held the front with infantry divisions, and blasted me with artillery. My strongest elements were DG'ed by his artillery. I could no longer counterattack and found myself helpless, taken apart piece by piece. Not a single Soviet unit involved in this action survived. I learned a great lesson that day. The advance with the Soviets must be patient and cautious. It would have been better to combine the turn six reinforcements with the forces I had gathered in the far South and launch my attack from there. The Germans can be just as capable of offensive operations in the mud as they are at any other time if they have managed their supply well.

When heavy snow hits, the Soviets should have plenty of forces to work with. Major offensives should be well under way and the German will only be able to hold onto strong points. You should be concentrating on clearing the Germans out of victory point cities such as Orel. Kaluga, etc, If the Germans did not play well in the first half of the game, you may be able to clear the map entirely of German units.

Soviet Initial Deployment

On game turn one the Germans are ready to attack and destroy much of what the Soviets have available to fight with. However, with a good setup, you can minimize first turn losses and many good quality Soviet units can get away. Exhibit I shows the setup with which we hem in Charlotte have had the most success. Starting with the south, I like to set up the 40th Army in the woods at the B 18.00 & B 19.00 hex rows. This has the advantage of concentrating your forces together. You are more effective on both the attack and defense. Stack your supplies with you in the woods, and take advantage of the good terrain. If the Soviets try to form a solid line out in the open, the Germans will simply blast through a weak point and destroy the Soviets piecemeal. It is better to forms strong point. Position all units in the woods except for the penal battalion. Place it in the swamp hex B 17.09. This unit cannot be overrun. It prevents German use of strategic move mode in the first player-turn along the double rail line connecting Konotop to Kursk and beyond.

You can do several things with the 40th Army. You can try to get away, attack the Germans, or sit in the woods to provide a potential threat. The Germans should be concentrating their efforts on destroying the 13th Army. However, if this setup causes

them to commit additional forces to destroy the 40th, it is even better. The supply level you choose for the 40th army on game turn one depends upon your assessment of your opponent's capabilities and style of play. You may want to put it in full supply if you think you will have attacking opportunities. I usually put it in low supply because my opponents expect me to be aggressive with the 40th.

The Soviets have six trucks that freely deploy with any Units in the initial setup. One thing you can do is put two of these with the 135th Inf Div in hex B 19.02. Motorize it during the Overphase. and move it away to the east during the first Russian player-turn. It is unlikely that the Germans will commit the troops to surround these woods completely. If they do, great! They cannot use those units elsewhere. Another possible use for your trucks in this area would be to carry some of the supplies and deploy with the 40th to launch an offensive against the Germans. Do this with extreme caution. Otherwise, you will only end up losing the trucks and supplies to the Germans and making it easier to destroy the 40th army. I would launch an attack only if it became obvious that the Germans were ignoring the area, and you have a real chance to overrun Konotop, or destroy a significant number of German troops in the area. Use your own judgment as the situation develops.

The area covered by the 13th army is also tough to defend because it is so open and widespread. The temptation here is to defend in those nice wooded and forested hexes running from B 13.24 to B 15.17. I think here you are too close to the Germans. I prefer a defense in the eastern part of the zone so that the Germans cannot hit you with everything in combat mode. You can strongly cover every hex of the river running from B 14.24 to B 19.21. Your most vulnerable point is the road junction at B 20.19 and the surrounding hexes. This calls for a defense two hexes deep with hedgehogs on the leading edge, anchored on the rivers from B 19.21 to B 21.18. I also set up infantry divisions in hedgehogs at B 14.17 and B 15.17. This probably delays the Germans as much as is possible. With this setup, the Germans will most likely overrun B 15.17, make their main thrust at the road junction on B 20.19, not attack the river north of Sevsk right away. This defense will slow down a good German player for about one player-turn. He will likely cut around the southern flank to get behind the main concentration of Soviet troops in the open terrain and take most of them out in the first player-turn. I see no way to prevent this. If we further spread out the troops, it will be that much easier to blast through the middle. So, this setup seems to me to be the lesser of a number of evils.

Bryansk is the one area where the Soviets have more good combat units than they need. As you can see from the setup in Exhibit 1, I deployed the 50th Army HQ, all 32 points of supply, and the four strongest Infantry Divisions in Bryansk. Even if you do not bring in more supply, you have enough to keep four Infantry Divisions in low supply for almost the entire game. This forces the German player to attack Bryansk. He will not starve it out. The two 14-3-3 Infantry Divisions of the 3rd Army stack in hexes B 18.28 and B 17.28. They are in reserve and move mode with three trucks each. Guess what I do with the trucks? Right, I motorize the Infantry Divisions during the Overphase and move them towards Orel during the reaction phase.

The whole area covered by the 43rd and 33rd Armies is weak because of the fairly open terrain in which you must deploy and the low quality of units available to defend it. You will be doing well if any of these escape. I generally get the 33rd HQ away and write the rest off to a delaying action.

In the 24th Army, a few units are along the road around Yel'nya (A10.21) just to slow the Germans down. The remainder are north of the Dnepr River in a sort of combined defense with the 16th Army. The Tank Brigade and Tank Division will escape to fight another day.

The 16th and 30th Armies form a good defensive line north of the Dnepr river. This is about the only place and time in the game when you can form a defensive line with the Soviets close to the Germans outside the fortifications and live to tell about it. Since most German players will send their Panzer Div to attack along the Yel'nya (A10.21) road or the Roslavl (A6.13) road, you can probably evacuate most of the 16th and 30th Armies. I have yet to play against a German player who decided to aim his attack straight from Smolensk to Vyaz'ma. However, if his objective were simply to destroy as many Soviet combat units as possible, that might be the thing to do against this defense, I will leave that for you to try.

This game offers a wealth of depth for a wargamer to immerse himself in. There is much more to say about both German and Soviet strategy and tactics, and even more left to explore. I hope these tips give you something powerful to add to your own arsenal.

***Guderian's Blitzkrieg* Soviet Deployment**

Notes:

1. Limit the Soviets to twenty reserve markers for their entire setup.
2. (-1) indicates a unit that has lost a step in order to create a breakdown regiment.
3. (m) indicates a unit in move mode, otherwise, every unit is in combat mode.
4. (smot) indicates a unit that has been semi-motorized with the accompanying trucks. For example, the listing 14-3-3 +3 trucks (m, smot) represents a 14-3-3 infantry division that is in move mode and has been semimotorized by three trucks.
5. Nx indicates a multiple of N of the listed counter.
6. Counters are in their stacking order the first counter in the list is on top of the stack.

1. Armies

30th Army A13.35: Penal, 12-3-2, A13.34: RR, 12-3-2, 30th Army HQ, A13.33: 8-1 - 1

16th Army A13-32: RR, A13.31: Tank Bde, A13-30: 20-1-3, A13.29: Reserve

marker, 16th Army HQ, Artillery Bde, A13.28: Reserve marker, Artillery Bde, A12.31:10-2-1, A12.30:10-2-1. A12.29: Level-J Hedgehog, 12-3-2,8-1-1, A12.28: Level-I Hedgehog, 12-3-2,8-1-1. A12.27: Level-I Hedgehog, 12-3-3, A09.29: Penal

32nd Army A24.29: 8-0-1, A24.28: 32nd Army HQ, A23.29: 8-0-1, A23.27: Level-I Airfield, Penal, A22.28: RR, 14-3-3, A22.27: Reserve marker, 8-0-1 (m), A20.28: 8-0-1, A20.27: Reserve marker, 8-0-1 (m)

24th Army A16.26: 12-3-2, A16.25: Artillery Bde, A16.24: 10-2-1, A16.22: 8-0-1, A15.27; Reserve marker, 24th Army HQ (in), 20-1-3 (m), A15.26 Tank Bde, A15.25: 10-2-1, A14.27: RR. 12-3-2, A14.26: Artillery Bde, A14.25: 12-3-3, A13.27: 12-3-3, A13.26: 12-3-3, A12.20: Penal

33rd Army A21.18: Reserve marker, RR, 8-0-1 (in), 33rd Army HQ, A20.18: 8-0-1, A19.17: 8-0-1, A17.18: Penal, A15.19: 8-0-1

43rd Army A17.16: Reserve marker, 43rd Army HQ (in). 2x Artillery Bde, A17.15:12-3-2, A16.16: 20-1-3, A16.16: RR, A16.15: 8-1-1 (-1),, A15.16: 8-1-1 (-1), A15.17:8-1-1 (-1),A14.19: BreakdownRgt, A13.20: Penal, A13.16: Breakdown Rgt, A13.15: Breakdown Rgt

50th Army A20.01: Reserve marker, Artillery Bde, A19.05: Penal, A19.04: RR, A19.03: 8-3-3. A18.02: 8- 1-1, A18.01: Level-I Hedgehog, 2x 14-3-3,2x 10-2-1, 50th Army HQ, B18.34: 8-1 -1

Front Reserve B19.23: Reserve marker, Tank Bde (m), B18.22: Reserve marker, Katyusha Rgt B17.24: Reserve marker, Tank Bde (m), B17.23: Reserve marker, Tank Bde (m), B16.23: 20-1-3, B16.22: 8-3-3

3rd Army B19.33: 8-1-1, B17.28: Reserve marker, Artillery Bde. 14-3-3 + 3 trucks (m. smot), B18.28: Reserve marker, RR, 14-3-3 + 3 trucks (m, smot), B18.29: Penal, 8-1-1, B14.30:3rd Army HQ

13th Army B21.18: Level-I Hedgehog, 10-2-1, B20.21: RR, B20.20: 13th Army HQ, B20.19: Reserve marker, Artillery Bde, B20.19: Level-I Hedgehog, 12-3-2, B20.14: Penal, B19.22: Reserve marker, Tank Bde (m), B19.21: 8-3-3. B19.20: Level-I Hedgehog, 12-3-2, B19.19: Level-I Hedgehog, 8-4-3,B19.17: 10-2-1 (-1), B18.21: 20-1-3, B17.22: Breakdown Rgt, B15.24: 8-1-1 (-1), B15.17: Level-1 Hedgehog, 8-1-1, B14.24: Breakdown Rgt, B14.17: LevelII Hedgehog, 8-1-1

40th Army B19.04:40th Army HQ, 8-1-1, B19.03: Reserve marker, Artillery Bde, 12-3-2 + 2 trucks (m, smot), B19.02: 8-1-1, B18.04: RR, 20-1-3, B18.03: 8-1-1, Tank Bde, B18.02: 20-1-3, B17.09: Penal

49th Army A40.18: RR, A39.17: Penal, 49th Army HQ, A38.18: 2x Artillery Bde,

A38.17: Tank Bde, A38.14: 8-0-1, A37.18:12-3-3, A36.21: 7-3-3

5th Cav A52.12: 14-3-3, 5th Cav HQ, A52.11: 14-3-3, A51.11: 14-3-3. A47.04: Reserve marker, 8-3-3 (m), A46.04: Reserve marker, Katyusha Rgt (m), A46.03: Reserve marker, 8-3-3 (m)

II. Trucks

The eight freely deployed trucks motorize combat units as indicated in the armies' deployments. The rules dictate the placement of the fourtruck counters.

III. Aircraft

A57.32: 6x Li2, 3x G2

A56.33: 4x IL4, 3x IaGG3,3x Yak1

A51.34: 4x IL4, 2x SB2

A52.12: 3x Pe2, 2x Po2,4x MiG3

A40.18: 4x IL2, 2x Po2,2x LaGG3, 2x Yak1

A23.27: None

A21.16: Il5, MiG1

B35.29: None

B23.33: None

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The "Game Company" Game

Part Two

by Dave Powell

[Part I](#) discussed aspects of philosophy. This piece examines specific companies in today's industry and relates previous philosophic musings to those companies' inceptions.

The Line-up

The Gamers, Inc.

Dean and I feel confident that the company is now in a solid position to go on this way indefinitely. Sales are strong. Our publication schedule of 4 games per year is feasible, and the magazine remains self-supporting. So far, the relative flood of games being released through 1991 and 1992 has not affected us. Our sales have significantly increased this year. However, we harbor no illusions about grabbing the SPI ring. To do so, we would have to become a publishing empire, financing expansion through debt and putting out 'rushed' games. Instead, we look for modest growth marked by more units of each game sold, rather than additional titles per year. WC will also increase our print runs from 2500 to 5000 per game this year, reducing the need for costly reprints.

The series concept has rewarded us well. Rules reading is the bane of wargamers everywhere. "I've got too many unplayed games now. I'd better not buy another one." is a common refrain. To forestall that problem, a publisher has two choices. He can make nothing but simple games that are easy to learn in under an hour or link individually more complex games through a common set of rules. Simple games can be fun. They are not the main reason we got into this business. Hence, Dean elected to pursue the series concept from the start.

FGA

Not long ago, FGA declared war on the distribution chain. They elected instead to take direct sales only. They would get more cash per unit, hold down game costs (no boxes) and survive at a much lower threshold than an outfit oriented to retail. In theory, this works if you have enough loyal customers who will routinely place mail

orders. Dean once examined a plan similar to this although without the prejudice attached. We simply wanted to produce less expensive games. We found that we needed at least 1000 sales per game to stay alive. FGA's execution so far has been flawed because their uneven quality has alienated so many of the hard core gamers they need.

Their case is a classic example of what can go wrong with a Big Splash attempt. They split from GMT amid much fanfare and quickly attempted to anoint themselves with the SPI image. When the games failed to live up to the promises, the backlash was strong. In addition, they have met criticism with outright hostility while laying blame for their failures on ex-employees and volunteer playtesters.

As a final twist to the story, FGA's two owners sold out to one of their remaining distributors, C & M Hobbies of Oregon, at the end of Sep 92. The new owner, Mr. Gene Moyers, has not yet indicated what future plans he has for FGA. However, he has cancelled the existing projects. Given the degree of animosity with which many gamers regard FGA, any rebuilding efforts are sure to be both difficult and costly. My personal hope is that FGA's new boss will avoid new games for a while in an attempt to turn The Boardgame Journal into a credible independent publication.

Rhino Games

Mark Simonitch released his second game at Origins 92. It was a boxed game called *Campaign to Stalingrad*. The game is good. Its physical standards are professional and it looks quite interesting overall. Mark has a big advantage in the small game racket. He handles his own graphics. This gives him control over the appearance of the product as well as a familiarity with the printing process. His graphics work routinely appears in both Command and S & T, as well as in GMT products. Mark's approach is definitely Little Splash and shows all the signs of building a successful base.

GMT

Another Big Splash entree into the hobby, I first heard of them as a serious effort at Origins 90. That fall, they came out with three decent games. However, the management fragmented over business differences shortly thereafter. When I heard that "M" and "I" had split off to form a new company (FGA), I thought that "G" Billingsley would not survive as a business. We know how much work a small game company is even without a day job. I felt the load would overwhelm Gene. Yet, GMT has survived so far. *The Hornet Leader* series has been a solid hit in my local gaming circles.

A more interesting note is that Gene maintained at least a measure of his Big Splash momentum. With the departure of two thirds of the original partnership, I am sure GMT had a deficit of publishable games. Gene had to search for acceptable prospects. Not only did he quickly line up new titles to fill the void, but he tapped into the SPI

mystique without the self-aggrandizement. By recruiting Richard Berg and Mark Herman, GMT was certain of quality games from veteran designers who also had SPI and Victory Games' backgrounds. For the near future it looks as if GMT will continue to use outside designers while Gene acts primarily in the role of development and production supervisor.

My guess is that GMT can hang in there as long as Gene's commitment level remains high. So far he has done a fine job in managing the business despite daunting problems and in maintaining the quality level of his games. To his credit as well is the restraint with which he has conducted himself in the face of a less adult attitude from his former partners. Let's hope that Gene finds some way to balance the day job, the game job, and his home life into a manageable whole before insanity sets in.

XTR

Another Big Splash debut was that of Command. When they started up, several thousand people got a free issue in the mail. This gimmick provided tons of name recognition and probably cost a fortune. In the product line, XTR has stuck to the "game first, simulation second" approach. It is an idea that makes much sense for a magazine format. It also means their games probably get played quite a bit. Ty Bomba, former editor of S & T in the 3W era, has done a lot with the magazine though his style seems to be more 'in-your face' than most. XTR even launched a newsstand venture. They sold the magazine without its game component to compete in the larger military history magazine market. This idea (as of fall 92) does not seem to have been profitable enough and they have discontinued it. However, Command remains healthy in gaming circles.

XTR also published a line of games that are a step up from the magazine items. Most of these games have 3-400 counters and unusual topics. Ty's metier is alternative history along the lines of victorious Nazis and Japanese struggling for post-WWII world domination. This is an idea that puts off some gamers and intrigues others. Even I bought *Wahoo!* which is about Lee's drive on Washington after a Confederate victory at Gettysburg!

All humor aside, I respect Ty and crew for their successful publication, 21 issues to date, and for the well written, lively style of the magazine. XTR has shown a certain business acumen, evidenced by timeliness of the publication so far, that is usually lacking in our hobby. Even if the newsstand venture apparently failed, it was a sound idea. I suspect that it may return at a more opportune time.

Decision Games

When we started, 3W was trying to corner the magazine end of the hobby. As Mr. Poulter concentrated on his burgeoning empire, he sold off the lesser publications to Chris Cummins. Cummins bought The Wargamer and Fire & Movement, and went on

to become the voice of the hobby, except for a few club newsletters. A couple of years later, Cummins went whole hog. He bought S & T from 3W, reintroduced Moves, (SPI's old support magazine) and discontinued the redundant Wargamer. Starting in the fall of 1991, DG announced its first boxed game titles, and a new full-fledged game company was born.

To date, DG has produced three boxed games with others promised. DG's record with S & T is spotty, including a large number of typos and a mixed bag of games. The good news is the record is improving thanks to the unsung of the hobby. The eternal volunteer gaming force lends its time and talents to the improvement of products without much recompense. S & T games are usually more complex than the average Command game. Thus, they are harder to produce on the usual tight magazine schedule and have more errata. A steady diet of simplicity bores me after a while, so maybe DG is on the right track. On the other hand, their boxed games are definitely at an Intro game level, and follow-ups promise more of the same.

I believe that Decision Games has a credibility gap going, however. That they still publish Fire & Movement, a magazine devoted to reviewing games, and simultaneously aspire to the ranks of game publication themselves, creates a conflict of interest. The Origins 92 issue of F & M reviewed *Four Battles of the Ancient World*. Since it was one of their own games, they seem to have missed the incongruity of the situation. If the hobby needs anything right now, it needs an independent review perspective from a major, bi-monthly publication. As I mentioned earlier, help seems to be on the way; let us hope it arrives soon.

Is DG a Big Splash candidate? I do not see how anyone running an 8 issue per year magazine-with-a-game publication, besides two other bi-monthlies, cannot be. The SPI gambit is alive and well at DG also. As the publisher of SPI's two former mainstay magazines, the parallel is not subtle. Has the Big Splash worked? Yes. At least so far, Decision Games is still around. However, they would have benefitted from a boot camp phase to iron out those typo and errata problems before entering full scale production. I have heard a significant share of criticism at my local game store and through the forum of GENIE. The real question for the future is can the hobby support two full-time game magazines and if not, who will win? I think Command has the edge right now, because it has better presentation, production values, and more playable games. Yet, there is something unsettling about watching S & T make its poisonous procession around the hobby. It seems to bring the Curse of SPI with it wherever it goes. I cut my gaming teeth on this magazine: I would hate to see it simply fade away.

3W

After the sale of S & T, Dean & I were discussing the current state of the hobby with other members of the industry. I put forward the idea that maybe 3W was finished as a game company. "Don't worry," laughed one of our companions, "there's another rabbit

left in that hat." I stand corrected as, after a short period of calm, 3W began a furious pace of output. I have lost count of the number of games produced in 1992 alone. Probably, the pace more than doubles the output of any other single company in the historical boardgame business. The bad news is that the games are replete with developmental problems and see in half baked at best. Richard Berg called 3W the 'one stop gaming shop', where all Keith Poulter did as each game arrived From its designer was switch mailing labels and fire it back out to the printer. Despite some successful ideas, most of these games need much more work than they are getting. It will be interesting to see how long quantity can continue to outweigh quality.

3W has been around so long that it was part of the first "golden age". It seems wrong to speak of Big versus Little Splash here. However, when he acquired S & T, Poulter immediately trumpeted that he was the SPI of the West. It was an obvious attempt to reinvent 3W's image. That was a wrong move. Who knows what the future will bring to 3W.

SDI In 1989. we first heard that Richard Berg was starting his own company. He planned to publish his *Great Batiks of the American Civil War* series. If I remember correctly, SDI lasted through four games, and then met an untimely end. Since I was always a fan of the GBACW, I was sorry to see him go especially since it appears that no one else is going to continue the series anytime soon.

SDI was definitely Big Splash material with lots of full color advertising. This time no overt SPI parallel needed to be drawn. It already existed. Richard was a former high profThe SPI staffer. Still, there were production problems. The counters to *Guns of Cedar Creek* were so thin one might consider them anorexic (Berg's own words). Perhaps Richard could have benefited from a boot camp phase for the production end of things.

We are fortunate that Berg games live on in freelance work. At least one GMT release, 1863, was salvaged directly from the SDI collapse. As *Alexander* and *SPQR* prove, GMT intends to do a lot of Berg and Herman work. What killed SDI? I would guess that simple economics did. The Big Splash cost more than game sales brought in.

GRD

What can you say about a company dedicated to the survival and success of a single game series? GRD once published play aids and such as companion pieces for GDW's *Europa* games. Now they have the whole banana after GDW's abandonment of the hobby's oldest game system. They are not Big Splash gurus but they hardly have a universal appeal system to sell. As long as *Europa* is popular, they have a market. GRD has used its first years of production to print four games and learn the ins and outs of production in preparation for the main event--Second Front. Nearly a decade of rumor has hinted at this game's arrival. They say it is nearing the end of the marathon. I hope so, because I have followed this game system for years. I would like

to see it, at least, marginally complete. Of course, the real grail is yet to come. Grand *Europa* would link all the games into one integrated strategic game of the entire war.

How long can GRD survive after they 'finish' *Europa*? I suspect that, even after all the games have come out Grand *Europa* will remain unworkable as it stands. The solution is obvious. GRD will have to redesign each *Europa* game to render the macro concept successful. Their future will hold as long as gamer interest does so. They are already doing this on a limited scale. They have re-done several games (*First to Fight* and *Balkan Front*) to match current standards. I am not sure that GRD needs to look beyond *Europa*, because I do not think it will ever be finished.

Clash of Arms, a.k.a. Theater of the Mind

Can you say Martial Enterprises (and fractured French) lives on? These guys have also been around a long time. In August of 1992, as we published our 11th game, COA published their 30th. I feel a certain kinship with COA. Their games are as offbeat as ours, with twists in command control, etc. Most of their games are not for the novice but promise many rewards for those gamers who invest the time.

They have definitely used the Little Splash approach. For years, it was a part-time enterprise. Last year Ed Wimble went full time. In this business, we measure success by longevity in both time and number of games published. COA has as solid record in both areas. I expect they will be with us for some time.

New England Simulations

These guys were brand new, making their debut at Origins 92. They have one game to their credit--*Napoleon on the Danube*. It looks quite well done. The graphics are excellent for a first time shot.

NES is a classic example of the Little Splash. A few small ads in the press and an appearance at Origins (in COA's booth) sum up their marketing approach so far. I do not know much about their future plans but suspect they will fit the Rhino mold.

Other Little Guys

There are several smaller companies that either publish games infrequently or divide their efforts between historical and fantasy efforts. I will cover them just briefly. Columbia Games has a line of wooden block games that have received high praise from gamers. Omega, under Bill Gibbs, was a mostly modern war publisher whose main theme of NATO versus Warsaw Pact has evaporated considering recent history. There are probably others I have missed but none are likely to erupt in publishing frenzy anytime soon.

The Big Guys: Victory-AH, GDW, and even TSR

I will not say much about these companies since they are all well established. I could hardly analyze their start ups in a meaningful context given the market differences between then and now. I do feel that all of them have abdicated a significant leadership position among historical gamers. This is not a judgment since there is much more money in fantasy and science fiction. It is hard to fault anyone for trying to earn a decent living. I am just thankful that the abdication happened because it left room for all of us to fill the void.

Why has the hobby gone from its supposed death throes to this new 'Golden Age'?" The answer is simple. Companies are producing enough interesting, innovative, downright solid games to get gamers involved again. Deliver good games, and people will buy them. Deliver something less and sales will wither away.

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Assaulting With Success

Part 2: ACW Historical Analysis

by Dave Powell

[Assaulting With Success: Part 1](#)

Chickamauga

Longstreet had his best day of the war two months later, at Chickamauga. In the aftermath of Gettysburg, Longstreet's First Corps detached from Virginia and went west to join Bragg's Army in Tennessee. Bragg, reinforced by this and other arrivals, determined to attack his opponent just south of the Tennessee-Georgia state line, along West Chickamauga Creek. Longstreet arrived on the field after the first day of fighting was over. It was an inconclusive action that neither side could call a victory. Upon Longstreet's arrival, Bragg took a startling step. He completely reorganized his army into two wings. One was lead by Longstreet and the other by Polk, the highest ranking corps commander in the Army of Tennessee.

Longstreet faced a gargantuan task. Arriving after midnight, he had to locate the scattered elements of his new command in the dark forests of completely unfamiliar terrain. Only his own nine brigades were familiar troops. Pickett's Division remained behind in Richmond to recover from its famous charge. Hood commanded the Corps, with Law and McLaws leading the divisions. To make matters worse, only five of his brigades were on the field. The rest of the infantry and all the corps artillery failed to arrive in time for the fighting.

Bragg's plan called for a dawn attack with Polk's troops farther north. Once the Federal attention was drawn there, Longstreet would hit the Union center. Polk failed to deliver the dawn attack or any coordinated attack at all. About 10:00 a.m., his command began a series of fruitless, piecemeal frontal attacks against the Union forces. These lasted for several hours but accomplished little. Longstreet rose to the challenge. He had located his various forces by 11:00 am. and assembled them into a powerful attack column of great depth. He was ready to go.

This time the attack had the requisite strength. Longstreet commanded 17 brigades in six divisions after deducting the first day's losses, about 21,000 men. What was more important, he could concentrate these forces on a relatively narrow frontage. He

deployed three divisions abreast of each other, facing west along the Lafayette Road. Stewart's Division was northernmost. Johnson's held the center, and Hindman's was on the south flank. Each lead division had two brigades in the front line and one in support. Behind Johnson were Law's men, in two more supporting lines. Kershaw's two brigades were in a final line. At the point of concentration, Longstreet had no less than one attacking and four supporting battle lines. The frontage of the entire attack was slightly more than a mile from north to south. The remaining division, Preston's, was farther south to protect the flank of the attacking force as it advanced.

Longstreet's men went forward and got lucky. The Union commander had left a gap located directly in front of Johnson's Rebels. The result was a Federal disaster. The Rebels drove four of the ten Union divisions from the field in less than an hour. Almost half of Rosecrans' army fled. The other half, under Thomas, pulled back to Snodgrass Hill. Longstreet turned his attention to Thomas' men and hammered on the Federal position.

By 5:30, Thomas decided to withdraw because he realized that his men could no longer withstand the pressure of Bragg's entire army. The day ended with the Rebels victorious but severely weakened. However, Bragg failed to grasp the extent of his victory and Chickamauga did little to change the outcome of the war in the end.

Longstreet's attack benefited tremendously from the gap in the Union lines. However, only the tight tactical control he maintained on the advance allowed him to drive the Union completely from the field. The choice of deployments created a depth of attack and degree of control that made it possible to flank the Union defenders each time they tried to stand. After the initial success, Longstreet pivoted 90 degrees with a minimum of reorganization time and attacked Thomas' flank. The pivot was, perhaps, the most spectacular aspect of Longstreet's attack. It was quite a feat given the state of battlefield communications in 1863. The attacks against Thomas were bloodier but finally forced the last Union troops to withdraw. Still, the Union infantry of the 14th and Reserve Corps had held long enough to preclude any Rebel pursuit that day.

The Wilderness

The Wilderness saw the last of Longstreet's four great attacks and concluded the middle phase of the war. Longstreet's men arrived on the morning of the 6th of May, the second day of the battle. A powerful dawn attack by Union General Hancock's Second Corps drove the troops of A. P. Hill's CSA Third Corps who were badly disorganized from the previous night's fight. Longstreet's troops arrived and counterattacked, halting the Federals. They slowly drove back Hancock's line and reached Hill's starting positions by 10:00 a.m.

A scout brought word that the Union southern flank was unprotected, extending only a short way past the Plank Road which was the axis of advance for both Hancock and Longstreet until now. He also informed them that an abandoned RR cut provided a

concealed route of approach for a flanking attack. Longstreet quickly and methodically assembled an attacking force. He selected three brigades mostly due to proximity and in the interests of time. Anderson's, Wofford's, and Mahone's Brigades got the job. At the last minute Davis' Brigade volunteered. Mahone had command and, within an hour, they were in place.

In the meantime, Longstreet reorganized the rest of his command for a supporting attack once Mahone began. The remainder of Field's, Kershaw's and Anderson's Divisions deployed frontally. These ten brigades were in line along 3/4 mile of frontage. It is difficult to determine the exact order of placement. Given the size of the force and the frontage, Longstreet's formation was probably two to three battle lines deep.

Mahone advanced around 11:00 a.m., achieving complete surprise. Longstreet's main force joined in. The Union flank collapsed and fell back in disorder to the Brock Road. The Confederate General Smith, chief engineer, reported that they could repeat the morning's maneuver on a grander scale. If another flanking force moved to the south and attacked astride the Brock Road (perpendicular to the Plank Road), they could shatter the already fragile Union 2nd Corps. This would menace the entire Federal rear and enable them to threaten the massive supply trains and lines of communication back to the Rapidan River fords.

Again, Longstreet grabbed whatever troops were available. However, this time they were mostly in the same division- Kershaw's. His remaining three brigades were already in place on the south. Jenkin's brigade was in reserve and joined Kershaw's command. Longstreet outlined the plan to Kershaw and numerous other officers. However, before he could finish, fire from his own troops seriously wounded him. Longstreet was the only officer who had a grasp of the complete positions and plans of his men. Given the ad-hoc nature of the attacks of the morning there was little time to explain fully the details to everyone involved. Longstreet improvised, grabbing brigades wherever he found them and seizing on fleeting opportunities. When he got wounded, no one was prepared to step in. The second flanking effort never got started and the opportunity passed. Later in the day Lee renewed the attack as a straight frontal assault. The attack did break one Federal division but never came close to success.

As with all lost opportunities, others greatly exaggerated its importance later. In reality, Kershaw's attack might have seriously disrupted the Union army and Grant's plans, but would have hardly destroyed the Army of the Potomac. At most, it would have forced Grant back across the Rapidan to save his trains.

Longstreet assembled this offensive on the fly, reminiscent of the efficiency with which he took charge at Chickamauga. In the tangled growth of the Wilderness, both Armies had major difficulties coordinating even brigade movements. It is significant that Longstreet again managed to use all his forces in concert.

Comparisons: Shiloh

Now it is time to contrast success with failure. A cursory look at several other Confederate attacks might give some clue about what could go wrong. It may not be fair to contrast the above actions with Shiloh, which occurred within the period of my "phase one " definition. However, it is an excellent example of over-ambition. Shiloh is significant because it provides illustration of an improper deployment.

The Rebels deployed their attacking army in two lines. The first line consisted of three brigades over 1500 yards, the second of six brigades over 1700 yards. Polk's First Corps was in line, in column of brigades, behind the second line in support, and the Reserve Corps, also in line in column of brigades, behind Polk. Each front in the two front lines had a frontage of three brigades. The single supporting line consisted of a different corps than the leaders. The two corps in column fed into gaps in the line as it advanced and broadened the attack frontage rather than adding depth. As the battle developed, this formation produced endless confusion. Eventually, each significant commander agreed to direct a portion of the attack in his own vicinity, regardless of chain of command. The net result was conflicting orders, commanders unfamiliar to the men and chaos.

One of the major participants at Shiloh who observed the mess first hand still promulgated nearly the same mess at Murfreesboro. He again spread his division over too long a line and failed to provide adequate support. That time the subordinate commanders adopted the Shiloh solution beforehand, agreeing to direct only a portion of the field. Still, there was major confusion among the attacking Rebels.

Comparisons: Chancellorsville

In self defense, I should say something about the traditionally accepted "best Rebel attack of the War", Jackson at Chancellorsville. Since the net result was that the Union army withdrew in defeat, many will claim that I missed this one or accuse me of being a 'Jackson Hater'. I will not argue that Lee and Jackson beat the hell out of Joe Hooker; they did. However, the real damage to the Army of the Potomac was minimal. Jackson's attack was not a failure, but it was wanting.

In fact, Jackson handled the attack poorly in tactical terms. Jackson's 2nd Corps marched about 12 miles in 8 hours (slower than Longstreet at Gettysburg) and consumed a further 1 1/2 hours deploying into battle line. His column was discovered early 'in its move, but only one Federal corps commander moved to interfere. Hooker allowed Jackson to continue. Jackson's main mistake was in his deployment. He placed each of the three divisions, one behind the other, in a single battle line over a mile in length. As at Shiloh, this was too long a frontage for a division commander to control effectively especially in the dense underbrush of the Wilderness. The supporting lines were separate commands from each other and the lead line. Deploying each division one beside another on a one or two brigade frontage would

have saved time and increased the tactical control of the divisional commanders.

Time was critical. Jackson's attack was not ready even at 5:00 p.m., but he decided to begin because dark was approaching. The assault by 25,000 Rebels surprised the 11,000 men of the Union 11th Corps and routed them but achieved little else. The 11th Corps lost 2400 men in this action. It was a heavy loss but not a crippling one. More important, the Federals needed few others to stop Jackson. The faulty Rebel formation had already done that. Mingling of the first two lines caused massive confusion. Coupled with increasing darkness, the Rebel attack came to a jumbled halt. A. P. Hill's division did not even get in the fight. Jackson was wounded after dark and, unlike Longstreet a year later, would have had little chance of resuming a successful attack that night even if he had not been injured.

Jackson's attack involved the greater portion of Lee's available men, 30,000 troops, but only disrupted one Union corps. The bulk of Hooker's army remained full of fight. It was the Federal commander, not his army, that Jackson defeated. The one significant attribute Jackson displayed was daring which finally persuaded Hooker to give up. It was an important moral victory and I do not discount it. In actual tactical terms, however, Lee got much too small a return for his investment of 30,000 troops. Jackson could have done much better. The afterglow of Hooker's shocking collapse and the romanticized demise of "Stonewall" obscure an objective analysis of the attack.

Tactical Threads

Two distinct tactical threads run through all of these four attacks. They are the bedrock of Longstreet's tactical success. He consistently employed narrow divisional frontages, never more than two brigades wide. This practice ensured tactical control by his divisional commanders. He also employed great depth wherever possible, guaranteeing plenty of tactical reserves. As we have seen, his formations were sometimes as much as seven lines deep. They were coherent as well. Due to the limited divisional frontages used, the front and the support were often part of the same division, giving a level of co-operation and unity of command. A lack of such unity disrupted many other attacks preventing complete success.

Longstreet was a man who knew when to attack, not just how. He preferred the defense, because he recognized that the defender possessed significant advantages. He always sought to gain the tactical advantage in a situation. When ordered to or when offered a fleeting battlefield opportunity, Longstreet could switch to the attack rapidly. His performance at both Chickamauga and The Wilderness demonstrate how quickly he could assimilate, evaluate, and act upon a situation. Yet, his greatest skill was in coordinating the efforts of numerous brigades to orchestrate simultaneous and controlled effort. There are dozens of examples of attacks deteriorating into piecemeal brigade or divisional actions, Union and Confederate. Longstreet consistently proved that he could make the many act as one.

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Making Playtest Counters

Nuts and Bolts

by Dean N. Essig

After my article on playtest map making a few issues ago, I received numerous suggestions to publish a follow-on article which would do the same for game counters. Here goes...

We do all of our playtest counters on the computer using Aldus Freehand to make page size documents. I set up all the counters I can on one sheet leaving about 32 points for each counter (this is less than the 36 points of area the counter can offer, and it does have a reason). The best way to do "standard" counters (NATO unit symbol, a few numbers underneath and on the sides) is to make a format for the counter with a box for the symbol and dummy type for each item of information you want on the counter. Be sure to make the dummy have more text than the finished counters (if you have one digit information, make a dummy with two digits). Doing so allows you to both leave adequate space for each item and keeps you from having margin problems when you put in something too long. This may be just a feature of FreeHand, but it can generate some real time-consuming headaches if not anticipated!

Once you have the base format for the units, duplicate them with a move of 32 points between each. Should the information overlap between counters, you made your format take up too much space and will need to trim it a little. If you draw a 32 point sized box before putting your format together, that will save you this trouble as the format will fit if it did so inside the box.

For home use, you might be able to stretch your format's size out to the 34 point range. I need to keep my counters quite tight so that when they are printed, mounted, and die-cut we don't end up losing large numbers of them. You still won't be able to go all the way out as that will make pasting them up very difficult. I'd stick to the 32 point size for safety, but then I have other reasons too.

Once you have your format duplicated, it is time to go about the task of inputting the information for each counter. Do only the fronts at first (we'll get to the backs in a minute) and delete any excess formats when you are done. Save the sheet with its name and the key phrase "fronts."

With your "fronts" out, save it to a new name with "backs" in the title. Now, change the information to what you want for the backs. Don't bother doing any sort of rotation or reflection operations-it is easier to just handle those matters during the actual pasteup.

We print our playtest counters out using a typical 300 dpi black and white laser printer on a special film sold by ChartPak. This stuff consists of a clear plastic film with an adhesive on the back mounted on a paper base. It runs through the laser printer well and takes the toner pretty well (I wipe mine off with a dry paper towel to remove excess toner before moving on). This material costs from 50 cents to a dollar a sheet (depending on what size package you get) and is available at most graphic arts stores. Its full name is ChartPak Drafting & Design Applique Film (DAF for short) and we use the Matte Top Sheet, Permanent Adhesive variety (stock numbers DAFPB8L or DAFPB8L-10 depending on the package size).

To make the counters look nice, it is best to take some time and color them in carefully by marker. The above film takes marker well, and you can be as fancy as you want. The key point to remember is to be sure that whatever you do (in terms of being fancy) be sure you can duplicate the effect on all the needed counters and their backs if you can't, you might be making the effect too fancy for your own good. Taking time to be neat at this stage will pay off handsomely when the project is done. If you rush here to get them pasted up it might well bring disappointment when you're done.

After finishing your marker-masterpiece, glue the sheet onto a plain epic of cardboard. A preferred way would be a spray adhesive, but plain white glue works just as well if you are careful to spread it out for total coverage. With an Xacto knife and a straight edge, cut lightly both vertically and horizontally along the edges of the counters. Press just hard enough to cut the top layer of plastic, but not so hard to cut the paper or cardboard underneath. The point of the gluing earlier was to keep the cut counters locked in place even after you score them should you (like I) cut a little too hard at times and go through the plastic, paper backing and into the cardboard.

Do the mounting and scoring operation with both the fronts and the backs. When done, you are ready to paste the little buggers up. Get a blank white die cut counter set and paste the fronts up one at a time from right to left, top to bottom. Repeat the performance with the backs going (instead) left to right, top to bottom. Methodically doing these in order while keeping sure to go in the identical order with both fronts and backs will ensure that the fronts end up with the right backs. Any slips along the way and you'll generate a disaster.

A warning is needed here that this whole process, while it will generate very nice playtest counters which are very legible, is rather time consuming. It does go faster than doing them by hand and makes much better looking counters than that way. A rush job, however, will still look like a rush job and the frustration that will result may

make the whole thing not worth it.

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Game Resolution

Design Theory

by Dean N. Essig

In Astronomy (my *other* hobby) there exists a term quite useful in application to wargaming as well-resolution. In the former field, it refers to the smallest level of detail visible in a given instrument. Excluding concerns which vary from observer to observer and night to night, there is a theoretical minimal distance between objects which can differentiated-resolved--from each other. Objects smaller than that, in apparent size, just cannot be seen.

The application to wargaming is both quick and obvious to each scale of game there exists a maximum level of detail which the player should be allowed to deal with, beyond which the game bogs down radically, and/or the player is swamped with things to do which he would have little or no control over. While the astronomical version refers almost exclusively to "size" or "distance" in determination of resolution, I contend that in wargaming the correct measures are of importance and size of effect. There are two different aspects of this rather fuzzy line--the playability vs. detail trade off, and the limitations on what commanders at different levels can reasonably be expected to deal with. The line itself is very fuzzy (conforming nicely to the Heisenberg Uncertainty Principle, strangely enough) as both the differing tastes of players and differing skills of designers may redraw the line at any given moment for a given scale. That aside, let's look at some basic issues.

Playability, Detail, and (That Devil) Realism

All detail is a trade off against playability. Certain important details must be included to bring a game from a model of nothing to being a model of warfare. All too often, great quantities of detail are added on top of a game in the sacred name of "realism." Quite a few gamers have informed me that I should add more detail because they like "realism" in their games. As I've said before in this magazine, greater detail does not equal greater realism, nor can one conclude that detail and realism are differing ends of a single yardstick. Beyond a certain level (dependent as it is on both the players and the designer) additional detail merely detracts from and weighs down a game's simulation value. It also has the incredibly easy trap of blowing things out of proportion attached to it. Taken to an extreme to prove a point one can imagine *Europa* players rolling for individual machine gun malfunctions as if they were

playing a monster-sized ASL (Ok, it's not that easy to imagine). Would this make the former game "more realistic?" Hardly. AH it would accomplish is to bog the game down to an incredibly slow and boring pace as well as exaggerating the effect of machine gun malfunctions as seen through the eyes of Army Group and Front commanders!

A couple of examples from an OCS playtester will help illustrate the point. (My apologies, Brian.) The playtester was sure that to add an upper limit to the command abilities of HQs in *Guderian's Blitzkrieg* would make the game "more realistic." Do HQs have upper control limits? Yes. Would such a rule change the game? Occasionally. The more important point is at what cost does this "realism" cost players in the game? Not only would I have to assign each HQ an arbitrary upper command limit (there is no "correct" way to calculate such a thing), but players would have to repeatedly check their HQs every turn to ensure that no one has gone over their limit. Slapped on top of all of this would have to be some method of determining the "size" of all the elements involved, a method of disposing of infractions, and some sort of regulation of how elements get transferred from one HQ to another.

Along the same lines, he suggested that supply dumps have some form of ownership applied to them, rightfully thinking that commanders would be jealous of their supplies and would be less than generous with other commands. While this is all well, true, and good. The playability compromise trade-off to get this bit of reality would be enormous. Here again we must keep track of all the dumps in the game and who owns them. How does one go about transferring from dump to dump? How are newly arriving SPs to be divided up? If an HQ (with a dump) gets destroyed, how are the SPs to be handled? A virtual can of worms opens from such a simple request. These issues cannot be brushed aside, and I cannot ignore them and "let the players figure it out." So the price tag that comes along with this seemingly unobtrusive little added detail far outweighs any addition to the game's model bought for that price.

In short, all detail has its cost in playability. It is the designer's job (which cannot be shirked) to decide if a particular detail's value exceeds its cost (and it should be included) or if the opposite is true. Furthermore, additional detail does not equate to additional realism (or, as I would prefer to think of it, additional accuracy).

Looking Down from On High

Here sits the player, god-like in all ways, commanding his armies marches them hither and yon, decides who lives and who dies--all in the course of a pleasant Saturday afternoon. That's why we are here-to have fun and to learn. As we scoot about those corps level counters, the level of resolution the designer has striven for dramatically impacts our enjoyment. If he chose correctly, we will be lulled into the "illusion" that the wargame world is relatively accurate (it might be, it might be not, here I am more concerned with *feel*). If not, we will struggle in vain with his constructions and eventually throw in the towel for something that feels better. The approach of the

designer's level of aim to the one most enjoyed by a particular player and the skill with which he pulls it off directly impact the player's enjoyment.

I am neither sage enough, nor clairvoyant enough, to outline any concrete methods of determining the theoretical resolution of differing game scales. Among other problems such a decision would encounter are the following: Every time, hex, and unit scale (and all their combinations) would have a different resolution affixed to it. The max resolution one designer might be able to get away with would have nothing to do with that practiced by another. The desires and predilections of each player is different. Any new design mechanic or tool would dramatically influence where the line would be drawn. Even the skill of the graphic artist would influence what the designer could accomplish (it is easy for a poor graphic design to completely soil what would otherwise be a fine game design).

In fact, deciding what to keep and what to throw away is a great deal of the "art" in the art of wargame design. No set standards or rules can be created to follow. Each designer must take to his own council and decide what works best. The most important point to be made is that the designer must decide on where to draw the line and stick to his guns (adjusting as his skill dictates, but trusting his own judgment). In no case should he just decide to "throw it all in" on some obscure notion that the end result will be more "realistic." Game players have been sold that bill of goods before--it didn't work then, it won't work now.

The Commander's Will

The second reason for drawing the line somewhere (other than the playability trade off) is that commanders at each level can only affect their world only so much. The rest is done because they must be able to trust their subordinates and their judgment when out of sight. I do not mean that the player should only be able to influence the war from one level alone and that all other levels are "off limits." No, I can easily say I prefer that players operate at multiple levels. In the case of game resolution, however, there still must be some lower limit on the size (importance?) of the items the player should be allowed to deal with.

In the CWB, players function as the army, corps, and to a degree, division commanders. The game more actively models the higher command levels. When the player is wearing his division commander's hat, he is pushing brigades about making the best tactical combination he can--but his ability to influence his force at that level is fairly limited. He cannot, for instance, dictate to his brigades the precise arrangement of regiments or any of the multiple evolutions the brigade is going through during the course of a movement in the game's "line" formation.

The player's control is more heavily imbedded in the higher command echelons and the orders flying between army and corps HQs. As such it would be incorrect for the player at this level to be worried by the game system over the exact load his cannons

are firing, etc. The army commander would generally have to trust in his subordinate's judgment regarding that detail of his battle (and that is why he has both specially trained officers in that arm under his command as well as specialized unit types to control various weapons). As a designer, if I were to force the player to deal with those decisions (valid as they might be) I would be making the player operate at too great a depth at once. While I feel that it is wrong to rigidly confine the player in just one level, it is just as incorrect to make him function at too many levels, or too wide a range, at once.

There are certain aspects of battle which completely escape the control of the officers of the army in question, no matter how much they would like to dictate how they might be done.

Items which are too BIG

A further point must be made regarding the level of command and the player. Some things are out of the player's grasp because the deciding agents for them are at levels above the player's role. Just as the player should not be responsible for all levels below his position, he should not be tasked with all levels above it. Unlike the inclusion of tiny detail, few games suffer from resolution problems on the large scale side--in fact I can't think of any off hand. Almost all games place things like reinforcements out of the reach of the player--you'll get them when your superiors decide you need them, and not before. Home front production and the Re is well out of reach. These things are taken into account (and properly so, I might add) in games at a strategic level, but they rarely intrude on operational and tactical games.

While the levels "above your own" usually follow a fairly rigid historical pattern--6th Corps historically showed up at such and such a time at Gettysburg, yours will too--an interesting effect was applied to *Omaha*. In that game, German reinforcements are almost exclusively determined in a random manner. This represents the decision making at levels above your own (and can be used as a commentary on the same, at times) in which the commanders above your level are either sending you the reinforcements or sending them to someone else. Since you aren't privy to what is going on elsewhere and how it compares to your part of the front (we all think our part is the most important) a string of bad rolls might mean that the British beaches are having a hard time or are perceived as being much more important than your fight on *Omaha*. Usually, however, a fairly equal distribution of resources can be assumed--you, your superiors, and the dice cannot determine much about what is going on, so everyone gets a little.

A like system is employed in *Afrika* for Allied withdrawals. Instead of making the player toe the line of what really happened outside his game world, those things (and the demands made on him from elsewhere) are taken care of by a random dice method. Your real life counterpart couldn't predict when the home islands, Greece, Crete, or Syria might need reinforcement ahead of time, and neither can you.

Everything Need Not Be Explicitly Modeled

A common pitfall to new game designers and *in game player thoughts on design is that "if it isn't explicitly in the game, it has been ignored---and that the designer says it didn't have an effect." This is just not so.

Many things can be integrated within existing game mechanics and so have their historical effect, but don't get in the way of game play as something the player must worry about. In many games the ability of armor to attack, but its limited ability to hold ground is readily shown by the difference in offensive and defensive combat values of armor units. In the TCS, there are no rules about hull-down positions. Why? Because all vehicles are assumed to enter such positions whenever they get into fire mode. The benefits of being hull-down with respect to different terrain types is shown by the terrain effects on combat chart. The proper integration of meaningful effects directly into a game's systems such that the player needn't do anything about them--they are just there--is the best way to get such detail into a game. It gives effect without playability cost.

"Abstraction" (as it's called) can be abused. It's very easy for a sloppy designer to just say "oh, that's abstracted in..." to cover for mistakes, errors, or omissions. Unfortunately, it is very difficult for the game player to determine if the designer did thoughtfully integrate the "abstraction" or if he is just covering his behind. A designer should have the guts to stand up behind his design and say that whatever it is was either left out by mistake or was intentionally ditched because of complexity concerns. If it is the latter, the player is free to make his own decision about the validity of the designer's resolution determination (as it applies to himself) but should respect where the designer drew the line and that he honestly thought about the matter. In that case, it is a reflection of the designer's appreciation of the game design art. When the designer sticks to his "it's abstracted in" guns, the player can either decide that the designer is telling the truth--and therefore adding further detail about it will throw the whole process out of whack as the item will be accounted for twice or that he isn't, and adding it on will correct an omission if handled correctly.

The key point in all resolution discussions is that the designer must decide what he wants to accomplish and stick to it. The most common and natural pitfall is to throw in everything one can think of, thinking that it will make the game 'better'. Designers must place reasonable limits on the resolution of their games or the design will get buried under the weight of unneeded detail.

Games as Models of Reality

A lot of verbiage has been bandied about in the last few years to the effect that 'no game gives correct historical results' and therefore why should designers bother with all this historical nonsense for a model that can't work. Bull. No wargame model win

ever give 100% results (true enough), but is that a reason for the gamer to be forced to be satisfied with one which gives 25% because getting to 70% is too hard on the Poor designer? I think this chorus of complaints is the direct result of frustration with a generally stagnated design art (read: no depth) and the slow realization gamers are coming to that they have been down more golden paths than they care for and want designs which give an honest appreciation of history. We are doing the very best we can toward that goal and it is up to you to be the judge of the results and give credit where credit is due. No one else will do that for you.

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In Brief

Editorial

by Dean N. Essig

These have been interesting times for us all. I have just finished refitting the company's computer systems (including a new, high-power machine for myself). We added another part-time employee, Steve Krause who will be helping Shirley and Sara in the warehousing and shipping area. The internal operating systems of the company have been streamlined and reconditioned to handle the strain of the sales load we had last year. Maybe Shirley will even get some time off now.

On other fronts, the game industry is showing all sorts of signs of life the pundits are trying to ignore. Personally, I am dealing with no fewer than 6 proto-game companies which have plans to begin operation in the next year or so or have already made some small attempts at a start-up. I wish them all the best. From every crop of these outfits which start, the gamer in me will find something to love, something to like, and the occasional thing to dislike. Regardless, the influx of new blood and ideas will continue the process of diversifying the available product base in all sorts of great ways--new topics, styles, production qualities, and whatnot. AH of these things win cause older companies to learn new tricks. See the article about positive competition in the Outbrief of this issue.

If you or someone you know is planning on starting a game company in the near future, feel free to call on me. I'll be happy to help. *Vive la difference!!*

On the medical front, my left hand has progressed nicely (read: no more therapy!), but a further 'tune-up' surgery will occur later this year. It seems the newly planted "thumb" is about 60 degrees off kilter. That will require an operation to cut it loose (again) and rotate it to a better position. As an added plus, another tendon transfer will be done so as to create better opposition movement. I can't wait...

A whole slew of rules questions were generated recently regarding the use of the 6th Corps in *ITQF*. In this case four over the course of five days makes quite a crowd, especially for a game which has been out for so long. At any rate, I must apologize to the first couple of callers because they caught me off guard about an issue I hadn't dealt with in some time. By the time the last caller got to me, I had reviewed the rules and remembered some of the critical handling matters we had used so long ago. For

those first few callers, let me give the answer here (in the hopes you will see it). The 6th Corps can move at will provided it does not engage in fire combat. Engage here is meant to pertain to both the firer's and the target's function in fire combat. Therefore, if the Confederates can put together a long range artillery shot on any unit of the 6th Corps, the corps has engaged in fire combat and immediately must become uncommitted and have its HQ bolted to the ground. That eliminates the callers's fears that 6th Corps would post itself, while uncommitted, within range of some important objective and engage it for free. The alert Rebel should see it coming and be able to stop it dead in its tracks before it gets close enough to do any damage. If he does let it get that close, he deserves what he gets!

In terms of things to come, we are very excited to have teamed up with Scott Hamilton of HPS (read: the ADC computer program) and are in the process of tooling our games up for use with ADC. For those who haven't heard of it, ADC (Aide de Camp) is a IBM program which greatly simplifies the process of play by mail. The most tedious part of using ADC is the generation of the fThe format which contains the board game map and counter information. As soon as we have developed a library of these for our games we will sell them as inexpensive add-on modules. If you are interested in helping this effort out, let me know. Contact Scott (who is very nice, positive, and a gamer himself) at:

HPS Simulations
PO Box 3245
Santa Clara, CA 95055

If you don't want to jump in before seeing the program in action, drop by our booth at Origins where Scott will have ADC up and running for you to see.

The whole concept is a brilliant integration of existing board game technology with computers--the kind of thing that will finally get computer games over the many humps they have encountered. My hat is off to Scott for making this step of genius.

Like any outfit our size, we benefit greatly from the efforts of a large number of folks who receive little reward and almost no recognition in return. These include, but are not limited to: our collating militia (you know who you are) who always show up to do the "game-put-together- two-step" for unending hours and enjoy the now traditional manhood testing Burrito Run, Bob S. and Gerry P. who have taken the time to look over counters for die cut problems (Gerry, especially, for having to endure the pick up of the counters for the GB reprint). Mike IL, Rod S., and John B. for taking time to join the in-house playtest team, Owen F. who sweated over all the production aspects of GB (even though he knew he didn't have the time to devote .. thank you, Owen), Dave P. and Sticky C. for always enduring the collating parties and never ending efforts to make the games better, Rod M. for still saying "Now, why would you do that" (with 'you' in the generic sense, of course, Bubba), and to the whole assortment of wives and children who must forever endure daddy's little affliction.

These are die unsung folks out there who bust their behind for all of us. They deserve all the credit.

I got a letter a few weeks ago from a fellow who was amazed at the bias he saw in our game ratings. Biased? Gee, you mean that because the readers of this magazine (a house organ for our games) rate the games, they might also like them... Again, the ratings only show what you (our readership) likes. It is not, was never intended to be, nor ever will be, a randomly selected cross-section of all gamers which will show in a scientifically accurate statistical sense what the gaming public likes as a mob. No, its a just-for-fun and interest thing we do of, by, and for, our readership. I suppose if each company did this themselves, you would get exactly the same results, only with the games at the top of the chart being their own. No member of this company (i.e. Dave or I) has had the ability to rate any game on the chart for well over a year and a half now ... if anyone cares to make any accusations of hanky-panky, they best do it to my face prepared to back them up.

One last minute note, the U of I managed to change their football schedule for this fall (thanks, guys). This means our Retreat falls on a football weekend after all. So, if you are planning on coming, make sure you make all hotel and flight reservations now and do not wait until later. If you wait, I doubt you'll make it in or have a place to stay.

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Out Brief

Competition vs. COMPETITION

by Dean N. Essig

My numerous calls for competition in the industry have been misunderstood a number of times. In light of the recent poisonous version of the concept as practiced by FGA in their many 'bunkeresque' ravings (and accumulated paranoia), the very term has been given an unfortunate and dark meaning. With that as the recent background of the term, it is no wonder some have cast a sideways glance at me when I invoke the concept.

No, I do not mean the blood-thirsty, cut-throat, sell-your-own-mother type of competition envisioned by the boys from Fresno as they take up arms against assorted evil empires and cartels. (Right.) There are many types of dog-eat-dog competition in business, but to focus (let alone encourage) that sort of competition in the game industry would be wrong, meaningless, and allow for everyone (especially the game player) to lose. If Fresno has a legacy, I hope it isn't the sort of scorn, mistrust, and taint I have seen creep into conversation about games I've seen recently. This sort of "competition" has led to nothing but bad feelings between the elements of the industry which, heretofore, have enjoyed a positive, friendly relationship.

The positive aspects of competition-the sporting ones, if you will-have been forgotten and tarnished in the recent spate of figure pointing and ill will. Those are the features of competition I was trying to inspire. Things such as mutual one-upmanship (which inspires all of us to try to always do better), price control (keeping one's prices down to avoid losing a competitive edge), product diversity (each outfit having favorite subject areas and skill levels so that a diverse set of games and topics are available). In the long run, sporting competition can bring about a mix of outstanding games each year with a constant drive and demand for physical and design improvement.

Naturally, there will be losers if regular competition results. I cannot help that. But the goal of a high quality mix of products is worth the destruction (at their own hands, mind you) of firms which demonstrate repeatedly that they are unwilling or unable to grow with the rest of the industry.

The real winners in this effort will be the game players. Games would be better physically and at more competitive prices. There will be no winners among game companies-unless you say something like they are all winners because of a healthier,

happier marketplace-as the goal of the sortof competition I am talking about will not lead to the blood- thirsty "us or them" stance so violently taken by FGA. The goal would be instead to make the companies accountable for the quality of their product and to create an atmosphere conducive to a drive for excellence. Not having this atmosphere for so long has only bread a sort of arrogance ("Buy this, we know it stinks, but the hobby will die if you don't...") and a willingness to sit on one's laurels and do positively nothing to improve. In such a climate, laziness generates an inertia against new ideas and an inability to change and grow. Ask the US auto industry what it was like.

So, what can be gained by such competition? How do the various small wargame manufacturers relate to each other with it? The gains will be in the areas of product quality (as each company tries to generate better products than the others), mutual policing (riff-raff will slowly be culled out as they find they cannot sell poor products at high prices), and product diversity (each firm will find its own topic niches and build on its strengths). The attitude of the small game companies to each other should be friendly. As it is, we small manufacturers get along in a friendly positive manner. I like and respect the guys at GMT, Rhino, and Clash of Arms and they respond in kind both to us and each other. Vying with each other to produce the best possible games is a normal and positive interaction between us and will only result in better games for the consumers.

Unfortunately, the guys at Command (whom I have heretofore held in the same esteem as the gentlemen listed above) have been edging into the FGA version of competition with their comments about how the wargame market is static and that for any company to grow it must take customer dollars directly away from the others (the "kill each other" school of competition) and ravings about how unhappy they are with the reviews they have been getting. While I can understand fully their discontentment, I don't understand why that dissatisfaction caused them to sling mud at GB which was nothing more than an innocent bystander to the whole affair. I had thought Ty Bomba had a bit more class than to put down the hard work of others because his games didn't get the reviews he felt they deserved. I guess not.

If a company's version of competition is to spit venom at their fellows and down-grade the entire hobby by flinging mud, raising suspicions, and putting down anything which isn't their own, then they have no right to ascribe their meaning to my words. That attitude can do nothing but hurt the hobby. We must work together to improve the games we make (in order to make them more fun) and building friendships is an important part of the strength of the hobby. And, the hobby is far too small to support a paranoid world-view.

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In Brief

Editorial

by Dean N. Essig

Projects at this Time...

Austerlitz NBS #1. June 1993. Designer: Dave Powell. \$36.00 Final artwork, etc., etc.

Afrika SCS #2. June 1993. Designer: Dean Essig. \$25.00 Final artwork, etc., etc.

Matanikau TCS. #4 Nov 1993 Designer: Sam Simons. \$34.00 Attacks of the Marines in November 1942 around the Matankau River, Guadalcanal.

In Development...

These games have physically arrived on our door step and will be integrated into the publication schedule as soon as we can give them a thorough going over. None have a date yet. but are closer than those listed in The Backburner.

The Seven Days CWB. Designer: Dave Powell. The first of these three linkable games should make it on the schedule for 1995-it has been postponed for one year to allow for a one-map CWB game in 1994 (Mufreesboro). Look for about one per year. Each has three maps and a common countersheet and a half. The Battle of Seven Pines will be included (since nothing else happened in that map zone ...).

Hunters from the Sky TCS. Designer: Wig Graves. The Battle for the Maleme Airfield, Crete. Look for this one in 1994.

Enemy at the Gates OCS. Designer: Dean N. Essig. This four-map game will cover the Soviet Stalingrad counteroffensive through Manstein's counterattack in southern Russia from November, 1942 through March, 1943. This game will link to the southern edge of the GB maps, making way for coverage of the entire 1942 German offensive and subsequent Soviet offensives. Now entering the first stages of playtesting-.the first game was a German blowout victory, ya had ta been there. Look for this one in 1994.

Black Wednesday: The Battle of Krasni Bor TCS. Designer: David Friedrichs. The

defense of the Spanish Blue Division against the usual Soviet onslaught. To be published after *Hunters*.

Arracourt TCS. Designer. James Meldrum. To be published after *Black Wednesday*.

A Frozen Hell TCS. Designer: Al Warnbold. A battle in the Russo-Finnish War, 1940. Specifically, the Battle of ToivaJirvL December, 1939. Al got the thing (sans designer's notes) to us finally!

Atlanta CWB. Designer. John Gilmer, Jr. Dave now has all of this game in hand and is beginning the Final editing and development work.

Drive on Paris SCS. Designer. Al Wambold. Al has delivered a fine game of the 1914 drive into France.

The Back Burner... (None have a date yet)

The games below are "in the works" any of them may be potential releases in the next few years. It is only provided as information for your use. As these games are finished, they will be assigned publication dates in the year after acceptance-if a date is available. Given our 4 per year schedule, it may be awhile before any particular one of these see's the light of day.

Yom Kippur SCS. Designer: Al Sandrik. The Battle for the Sinai, 1973 This Al has now disappeared off the radar scope ... Still true, if we do not hear from Al by the next issue, I'll be forced to drop this one.

April's Harvest CWB. Designer: Al Wambold. Shiloh. Al mentioned that this will be in-house by the end of the summer. I hope he makes it by then.

North Africa OCS. Designer: Dean N. Essig. This game would cover the entire campaign in *North Africa* on five maps, 1940 until early 1943. This one has been postponed until at least the OCS #4 slot-if it can make it out for that one and it probably won't.

The Grossdeutschland at War TCS. Designer. Wig Graves. This would be a short subseries of games covering the GD from France, 1940 until the end of the war. It would show the development of the unit and the types of actions it fought during the years it spent on the Eastern Front and the Battle to protect the Sedan bridgehead in France. Word from Wig is that the Sedan game is coming right along and he'll be in position to submit it soon.

Cedar Creek CWB. Designer: Jerry White. A revised version of Jerry's game showed up a few days ago. He made quite a few adjustments, but I have not yet had time to

digest any of them. More next time.

Hube's Pocket OCS. Designer: David Friedrichs. This will be an OCS game covering the battles of the Ist Panzer Army to save itself in February, 1944. The battle for the Korsun Pocket will also be included in this action, but by itself it is quite small.

Friedland NBS. Designer: David Powell. This will be the second Napoleonic Brigade Series Game and will cover the Battle of *Friedland* on two maps (hopefully).

Marengo NBS. Designer: David Powell. Napoleonic Brigade Series Game number three.

War on the Mississippi CWB. Designer: Ken Jacobsen. This is a set of the battles around Vicksburg in 1863. It included (although changes are in the air) Champion's Hill, Big Black, Port Gibson and the assault on the Vicksburg trenches. Chances are that Ken will trim this down to Champion's Hill and Big Black.

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Letters

Letters to the Editor

by the readers

Naturally, after the lack of letters last time, a flood occurred for this issue. I will attempt to put in as many as I can this time and will save the remainder for the expected drought next issue...

The Gamers Stink!

by Okmed d'Ivad

First of all, let me point out that the Gamers are full of themselves. "We're very proud of our on-time record," they say. But if you think about it, this remark is not just a dig at the other game companies but is an insult to us game buyers too. It's as if The Gamers think they need to be competitive in the wargame market. The implication is that those of us who aren't picky enough to demand quality wargames on time are willing to buy any old thing. How elitist!

The Gamers's games are too colorful. Back in the good old days, when SPI games came in generic white boxes, a little touch of color made a big difference. Remember when Redmond Simonsen started using green for woods hexes? Wow! But nowadays we get so much color that it's getting boring. Nine different terrain levels? Full-color aircraft? Gee, that's nice (yawn). And look what happened to SPI shortly after they went to full color maps: they turned belly-up and became dragon-food!

Besides, the color coding on units reflects their historical organization, and because of those stinking, complicated command rules, you just can't send your units every which way. In the good old days, if you needed an extra '2-4' Infantry Division to make your 3:1 odds, you just moved one in. You didn't need color coding because you were in command, not history.

As the Blues Brothers said, "I hate Illinois Nazis!" Have you noticed that the Boys from Homer are into swastikas? There are Krauts on three game box tops, and the Germans usually have the best units. Look at the Panzer Lehr recon platoons for example. Or consider this: in *Guderian's Blitzkrieg* a German panzer battalion overrunning a Soviet tank division in clear terrain stands a good chance of winning -- Flampanzers overrunning a Penal Battalion gives an even more lopsided result. But

we'll probably never see an OCS game with the Red Army killing Hitler Youth in 1945. I bet Dean and Dave don't even laugh at Hogan's Heroes re-runs.

Finally, The Gamers are enemies of variety. The hobby has two magazines cranking out games at a combined rate of over one a month. Boxed games are booming, too. The Gamers call this boom a glut. And what have they been doing? Sure, they gave us two new series in '92, but they also pumped out four CWBs between April '92 and today. When a gamer has to choose between playing a proven and revised system or *learning* a novelty in a magazine, he'll make the fun choice. As a result more players are getting into new battles with the CWB instead of exploring the new, avant-garde, serious systems coming out. And if no one plays these avant-garde games, who's going to generate all the errata and do all the "post-publication development" that these games usually require. The Gainers are holding back the state of the art, dang it all!

[Ed. Note: The above arrived on 1 April 93 (strangely enough). Sara was the first to figure out that Okmed Okmed was David Demko spelled backwards ... April Fools!]

In Operations #8 you complained that you'd received no "letters to the editor" for that issue. I have no axes to grind or points to make (sort of ..), but perhaps you'll have room to print some (non) biased praise. So, in a lighter vein, I humbly present your readers with...

A Guide to Homer, Illinois and Tips for the Trip

by Don Nesbitt, Arlington Heights, IL

I've now made the trip "To Homer and Back" three times, and I'll begin by recommending the trip to anyone within a four hour drive of this idyllic locale.

TIP #1: Call ahead and find out what's going on, as Dean will happily put any extra hands to work. For example, I've helped collate *Perryville* and *EAW* (1st trip) and prepare the *Enemy at the Gates* maps (2nd trip). While both experiences were fun and enlightening, we did work!

Another reason to call ahead is to get directions. While Homer is certainly NOT a metropolis, The Gamers's warehouse (office/design studio/ library/playtest center) is not on the main street. If you still manage to get lost, stop at the Public Library (1st floor of City Hall), which is on the main street, and ask the librarian where Dean lives. She'll give you directions to the Essig house where Sara or the baby-sitter will give you directions to the warehouse.

TIP #2: Don't travel with Jerry Axel. The baby-sitter still has not forgiven us for Jerry's comment "Don't worry ma'am, we're not revenueurs." There's also an irate farmer who wants to shoot the city-slicker who drove by singing "Green Acres."

For those of you who've been amused by the OCS GB credits to the "Burrito as Big as Your Head," I can only warn you that this is no laughing matter. The lunch break generally consists of a half-hour drive to Champaign, IL and a "small" single-course feast.

TIP #3: Go to Homer HUNGRY! The "Super-Burrito" at La Bamba does weigh three pounds, and as your "Right of Passage" (Or initiation) you've got to eat the whole damn thing. I must come out of the closet and admit to the world that on my first two trips, I failed the test.

[Ed. Note: 'choked' would be more like it.]

On the third trip, I gave up and just ate a regular burrito (about 1 1/2 pounds). Will you and Owen stop laughing at me now, Dean?

On the serious side, if you're at all interested in the process of how scattered information from widely varying sources is transformed into a successful wargame, visiting Homer can be a fantastic experience. I briefly met Dean & Co. at Origins/Gen-Con 92, and I know Dean doesn't remember the moment. Now he can't get rid of me, and has even had to include my name in the credits of three upcoming releases. If you've ever wanted to see your name in print, one of the easiest ways to do so is to assist The Gainers, in some way, with design / development / production of a game (collating doesn't count, but there are other benefits to that). Dean was serious when he asked for assistance in Operations 6 and he gives credit for such assistance. As he said, waiting to bitch about what's wrong with a finished product doesn't help any of us enjoy the quality of the game we want.

A few comments regarding your Opinion and Editorial from the Spring 93 issue of your magazine.

By Ed Wimble

1992 was not only a year of the Great Game Glut (3G), it was also one of recession. I agree with you that a great game will sell regardless of both of these, but "Great Game" and "Great Sales" are two very relative terms that mean different things to different people.

For us to invest 30 to 50 thousand dollars in a game (roughly what it costs us to produce one, as you know) that game is expected to do certain things aside from providing an equitable return on the investment. It is expected to pay royalties and commissions, as well as contribute to the fixed costs of running a business. A very small game company such as ours, with a single full-time employee, needs about a thousand dollars a week just to do nothing. And everything we do adds its corresponding share to that amount. Therefore, if we published one game a year, that game would have to generate between 80 and 100 thousand dollars (covering the cost of the game and the cost of our doing nothing). Of course, this assumes various

printers, etc., will wait till the end of the year for their money ... which they won't, and that brings up the problem of cash flow. Cash flow can be solved by one of two methods: good sales or good financing, both of which add to the cost of doing nothing (good sales means lots of advertising, shipping, and various selling expenses, good financing brings lots of interest). Also, the longer a game stays in our warehouse, the longer it has to contribute to our fixed expenses (the cost of doing nothing). Each dollar this game ties up sitting in our warehouse prevents us from putting that dollar to some other use, subsequently.

A "Great Game" means something entirely different to me than it does to the game aficionado, since it is the reason why I am cold in the winter and blasted hot in the summer, as well as sleepless in my bed and late for dinner. (I admit that playing a great game has also caused me to experience these things, but the level of distraction made them more bearable.) A "Great Game" (in the second sense) should also produce great sales, but doesn't always ... as we both know, the reasons of which are too numerous to state in this letter, aside for the ones already mentioned: Glut and Recession.

Having a finger in the lead industry makes me somewhat knowledgeable in that aspect of our hobby, one in which there is also a glut. Since it is a little easier to perceive there, let me use it for an analogy.

In general, most figures are sold and marketed on blistercards. Each game store has a finite number of pegs on which these blistercards can be displayed for sale. Slow selling figures hang on the pegs longer than faster selling figures, and therefore, tie up that peg for a longer period of time. At least once a month (more often, once a week) a store will place its order for restock and new merchandise with its preferred distributor. The buyer for the store can tell at a glance by counting the number of empty pegs if his selection of figures needs to be restocked, or if he wants to buy newly released figures. Having been a distributor, I have experienced the buyer's response generally stated as either "no, figures aren't selling this week," or the reverse, "yeah, lead is really moving." Note that individual products are not mentioned, everything is lumped together as either selling or not selling, reflecting an entire sub-industry in one perception. If the number of available pegs are for the most part occupied by slow selling merchandise, or outright garbage, lead sales in that store will eventually grind to a halt.

If the number of lead figures released each week increases beyond the number figures sold each week, the pegs will look as if nothing is selling, even though there may be steady activity in that part of the store, since the buyer's glance only reveals what it sees ... full pegs. Therefore, too many releases and too much garbage have the same effect by filling up the pegs, and good sellers are not restocked. Good sellers that are not restocked are never allowed to develop into great sellers. So, in this sense, the quality of the figure has nothing to do with the repeat sales of that figure, only the perception of the store buyer. Believe me, boardgames are not treated differently than lead figures in most stores. In fact, they are treated worse since they take up more

room.

The only counter to this is the customer lobby who go into the store looking for a particular game that is not currently in stock. If the customer, however, only asks for the game, the manager or buyer will merely state that it is out of stock, and that is as far as it goes. If the customer actively lobbies for the game, or if everyone and his brother asks for the game, or games by a particular company, the manager or buyer will take notice and give it a tentative try.

Now how does recession affect this? Sales drop across the board. The customer lobby loses its steam since they too are in a financial foxhole, whether real or perceived, and solve part of their temptation to buy by frequenting the store less often. Goods pThe up in the store making the manager/buyer less likely to try anything out of the ordinary. And worst of all, nothing is restocked since only new items are going to have a good chance of selling, albeit in smaller quantities. Now you can debate the real nature of this recession until you're blue in the face with me [*Ed. Note: I'll say many things, but denying the recession isn't one of them*] and you won't change the fact that last week, Chessex Distributors had 91 people respond to an ad in the local paper for a single, unskilled warehouse position (and those were the people who stuck around in the crowd long enough to fill out the application!)

So, 1992 was a year of recession and glut, meaning more products were released at the same time as sales in the stores diminished. AH in all, CoAG increased its overall sales by around 30%. Part of this was due to a higher profThe we presented (bringing about a slightly larger distribution) and part of this was due to releasing twice as many boardgames as in the previous year. But wait a minute, twice as many boardgames should have meant double the sales. Oh, astute reader, there lies the conundrum.

If we limit our print runs in the future, it is to get a quicker return on our investment, so that we can afford all those costs for doing nothing. It has nothing to do with our giving up on finely crafted games. The reason we can do between four and six games a year has to do with the number of partners in the company, who each designs or develops two games a year (or tries to) and has nothing to do with decreased attention paid to each game. The bigger a company gets the more it is subject to normal market pressures. The older a person gets, the more kids he has. The older the kids get, the more expensive they become, in the mean time UPS keeps raising its rates, phone bills get larger even though you're only making a few more calls than you used to, rents increase, you need more space...etc., etc. Nothing's cheap except the value other people put on your own time. So we could print games and store them for future generations, or hope that these will prove to be the ones that everyone is waiting for. Or we can downsize the print run, make a profit and invest the profit into the next project. If a game happens to capture the interest of people unlike ourselves and sells really well, we can always reprint it.

So even though our sales volume increased last year, the perception of the store buyer

is that they didn't, lumping them together with all the other stuff that's piled up in his corner, And while some games pulled ahead of the pack (*Speed of Heat*, *Stalingrad Pocket* and *SPQR* to name a few) the available shelf space is still packed with some pretty slow moving stuff that win remain there to reinforce the impression, and affect future buying. If things sell great in 1993, and the stuff we do demands a reprinting, and we can reprint without losing our shirt, fine, we'll reprint. But as the Button Moulder pointed out to Peer Gynt, the only sin in this world is not knowing oneself.

Maneuver Warfare

by Boyd Schorzman, Seattle, WA

In addition to the correspondence you have received from me over the last couple of weeks, I wanted to formally respond to an article you wrote in the last issue of Operations. I have found your ongoing series of articles on maneuver warfare both interesting and informative. Your comments on the nature of blitzkrieg and hyperblitzkrieg (the air-land battle doctrine we both know and love ...) were incisive.

However, I feel that in installment #4 "Bulldozerkrieg" you might have missed a small but important point. I agree that many traditional wargame designs have failed to address the fundamentals of blitzkrieg/maneuver warfare. However, I believe you somewhat gloss over two very significant reasons why this was the case. First, that WWII (and later wars also--if truth be told) was a war of attrition. Secondly that maneuver warfare, if practiced correctly, is fundamentally one-sided.

I know that my first point has been somewhat challenged recently by revisionists but only in terms of specific campaigns and situations. The truth is that attritional warfare still governed virtually all aspects of each side's national leadership. This dominance was not merely confined to Hitler and Stalin. Attritional warfare continued to control the doctrine, strategy, and operations for virtually every nation in that conflict--including Germany. That there were pioneers "pushing the envelope" only serves to validate this point. Witness the intense institutional resistance to those pioneers even after many should have seen the hand-writing on the wall. The best that can be said is that WWII was a conflict dominated by attritional warfare while maneuver warfare innovation occurred in an intermittent fashion.

Given the true nature of the war, it is no surprise that many game designers have taken the "easy" way out. It is far simpler to design a game that reflects a single system of warfare than to take on the dauntingly complex task of designing systems to accurately reflect warfare in transition. Traditional wargame design (ZOCs et al) does a reasonably good job of generically simulating most conflicts during the 20th Century. Organizational and economic pressures dictated a cookie-cutter approach to game design which are yet other reasons for a lack of design innovation. That these games provided little insight wasn't really the point. They "felt" right.

The other main reason for the paucity of game designs on maneuver warfare is that

when innovators successfully implemented maneuver warfare on a large scale, the results were inevitably lopsided. Who wants to play the French in 1940? Army Group Center in 1944? Carnes that have inherently unbalanced situations require innovative, interesting, or thought-provoking designs to attract customers. As discussed earlier, there wasn't much impetus to produce games that possessed sufficient innovation or provoked enough thought to overcome this perceived play balance problem.

The real challenge is in not going too far. By that I mean assigning inappropriate maneuver warfare capabilities to forces. For example, the majority of forces in the German Army depended on the horse throughout WWII. The lack of wide-spread motorization prevented the Germans from practicing maneuver warfare on an armywide basis (I still wouldn't have wanted to be on the receiving end of the Bryansk Pocket, though!). The WWII German Army (as represented in GB) was a contrasting collection of WWI-style infantry spearheaded by modern combined arms Panzer Divisions. It would seem that the "blitzkrieg" was a transitional phase from attritional warfare to modern maneuver warfare.

I enjoyed *Guderian's Blitzkrieg* and look forward to the upcoming *Enemy at the Gates*. I will continue to watch with interest as you attempt to simulate WWII operational warfare and its transitional nature. Clearly your design does a superior job at simulating maneuver warfare. My question is whether or not it can handle the inevitable attritional nature of most WWII battles--including many of the operations in Russia during 1942-43 soon to be covered by *Enemy at the Gates*?

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Game Rating Chart

All Companies' Games

Rating -- Game -- Manufacturer

4.808 Thunder at the Crossroads II The Gamers
4.692 SPQR GMT
4.667 Bloody Roads South The Gamers
4.640 *Omaha* The Gamers
4.630 *Guderian's Blitzkrieg* The Gamers
4.548 Emission an Angry Wind The Gamers
4.530 *Perryville* MW Garonne
4.442 Thunder at the Crossroads I The Gamers
4.441 Baron Victory The Gamers
4.385 Alexander GMT
4.370 The Korean War Victory
4.357 Stonewall Jackson's Way Avalon Hill
4.286 5th Fleet Victory
4.263 Bloody 110 The Gamers
4.263 Thunderbolt-Apache Leader GMT
4.263 Chickamauga West End
4.238 The Emperor Returns COA
4.222 White Death GDW
4.190 Hornet Leader GMT
4.167 RAF West End
4.134 Devils Den Avalon Hill
4.134 7th Feet Victory
4.134 St Lo West End
4.123 *Stalingrad Pocket* The Gamers
4.091 3rd Fleet Victory
4.091 Flashpoint: Golan Victory
4.069 In their Quiet Fields The Gamer;
4.042 Scorched Earth GDW
4.000 Flat Top Avalon Hill
4.000 Struggle of Nations Avalon Hal
4.000 Rommel in the Down Columbia
4.000 Ancients Good Industries
4.000 Trial of Shength Panther
4.000 Force Bugles War The Gamers

4.000 Vietnam Victory
3.933 Empires in Arms Avalon Hill
3.931 Fire in the HW GDW
3.929 East Front Columbia
3.426 Tokyo Express Victory
3.925 Pacific War Victory
3.917 Duel for Kharkov PWG
3.846 B-17 Avalon Hill
3.844 Napoleon at Leipzig COA
3.833 Against the Reich West End
3.830 Civil War Victory
3.224 Imperium Romanum II West End
3.818 Turning Point- Stalingrad Avalon Hill
3.808 World in Flames ADO
3.800 Southern Front GDW
3.800 August Fury The Gamers
3.796 *Objective: Schmidt* The Gamers
3.778 Persian Gulf GDW
3.765 Tac Air Avalon RM
3.765 Peloponnesian War Victory
3.750 Panzer Command Victory
3.737 Air Superiority GDW
3.737 Ambush Victory
3.733 La Bat. d'Ligny COA
3.733 Air Strike GDW
3.733 Napoleon's LAM Battles TSR
3.727 Hells Highway Victory
3.706 Blue Max GDW
3.700 Up Front Avalon Hill
3.700 Omaha Beachhead Victory
3.698 Red Barricades Avalon Hill
3.667 Raid on St Nazaire Avalon Hill
3.667 Republic of Rome Avalon Hill
3.667 Streets of Fire Avalon Hill
3.667 West of Alamein Avalon Hill
3.647 La Batt. d' Auerstadt COA
3.636 Anzio Avalon RM
3.636 Russian Campaign Avalon Hill
3.636 House Divided GDW
3.636 South Mountain West End
3.632 Wooden Ships & Iron Men Avalon Hill
3.625 Last Hurrah Avalon Hill
3.625 Victory in the Pacific Avalon HW
3.614 Lee vs. Grant Victory
3.613 La Batt d'Eylau COA
3.611 Yanks Avalon Hill

3.609 Shot and Shell 3W
 3.600 Bloody Kasserine GDW
 3.600 Western Desert GDW
 3.589 Coda of Bushido Avalon Hill
 3.393 Arctic Storm GMT
 3.383 Air and Armor West End 3,577 The Legend Begins Rhino
 3.556 Third World War GDW
 3.545 Rebel Sakes TSR
 3.545 Desert Steel West End
 3.529 L. Batt d'Quatra Bras Clash of Arms
 3.520 Adv Squad Ldr Rules Avalon Hill
 3.500 Hollow Legions Avalon Hill
 3.486 First Blood SDI
 3.474 Assault GDW
 3.455 Paratropper Avalon Hill
 3.444 Beyond Valor Avalon Hill
 3.400 Hopton GDW
 3.400 Carrier Victory
 3.375 Flight Leader Avalon Hill
 3.364 Pax Britanica Victory
 3.351 Third Poich Avalon Hill
 3.324 Dead of Winter SDI
 3.316 La Batt d' Alburera COA
 3.294 Balkan Front GRD
 3.273 Sands of War GDW
 3.273 Soldiers West End
 3.250 Edelweiss COA
 3.222 Marching Through Georgia COA
 3.214 Attack Sub Avalon Hill
 3.214 Seige of Jerusalem Avalon Hill
 3.211 Ganyburg 89 Avalon Hill
 3.206 Campaigns of RE Lee COA
 3.195 Operation Shoestring MIT
 3.192 Days of Decision ADO
 3.167 Modern Naval Battles 3W
 3.167 Capt. Ed's Harpoon GDW
 3.154 WWII 2nd ed. TSR
 3.143 Campaign to Stalingrad Rhino
 3.138 Gulf War Victory
 3.100 Civilization Avalon Hill
 3.091 1776 Avalon Hill
 3.091 Wahoo! XTR
 3.071 Black Beard Avalon Hill
 3.071 Clieftain GDW
 3.062 Battle of the Bulge '91 Avalon Hill
 3.050 La Batt d' Talavera COA

3.000 Rommel ay Bay 3W
 3.000 New World Avalon Hill
 3.000 Tlamder.tcoosiso Avalon Hill
 3.000 Pnh.dD a, Diasso. COA
 3.000 Down Falcon, GDW
 3.000 East Front Solitaire Omega
 3.000 Pacific Theater of Operations TSR
 3.000 Mosby's Raiders Victory
 3.000 Red Sky Morning XTR
 2.963 Silver Bayonet GMT
 2.926 Mississippi Fortress COA
 2.920 Last Victory COA
 2.920 Airship Victory GMT
 2.917 Chancellorsville COA
 2.900 *Afrika* Korps Avalon Hill
 2.895 The Longest Day Avalon Hill
 2.889 D-Day 92 Avalon Hill
 2.982 Modern Naval Battles II 3W
 2.833 Moscow 1941 TSR
 2.836 War and Peace Avalon Hill
 2.800 Airland Battle Omega
 2.774 MBT Avalon Hill
 2.750 Ranger Omega
 2.696 Central America Victory
 2.684 Great Invasion COA
 2.667 Hitler's LastGansible 3W
 2.667 Light Division 3W
 2.643 Panzer Leader Avalon Hill
 2.643 Black Gold-Texas Tea XTR
 2.630 Ths Great Pacific War GDW
 2.619 Nato Nukes. And Nazis XTR
 2.615 LA Grandib Araws 7SR
 2.550 Open Fire Victory
 2.450 Grand Army of the Republic Task Force
 2.444 1863 GMT
 2.444 First to Fight GRD
 2.438 The Urals GRD
 2.429 Battlefield Europe GDW
 2.375 Main Battle Front Omega
 2.360 Tests Yankle GDW
 2.357 Four Battles of the Ancient World DO
 2.353 Mississippi Banzai XTR
 2.333 Test of Arms GDW
 2.267 Modern Naval Battles III 3W
 2.263 Tomorrow the World 3W
 2.222 Pas de Calais Vanguard

2.211 Ries AW pan RM
2.143 SS Amerika 3W
2.111 Bull Run Avalon Hill
2.100 Battlecry I 3W
2.100 Rourke's Drift 3W
2.100 Shell Shock Victory
2.073 Gons of Cedar Creek SDI
2.000 1944 3W
1.989 Operation Crusader PGA
1.846 1862 SDI
1.688 Stand and Die GDW
1.375 WW2 3W
1.250 Pacific War Classics PGA
1.222 Tet GDW
1.198 Brother Against Brother PGA
1.154 Eagle and the Sun PGA
1.136 Civil War Classics PGA
1.000 Strategy 3W

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Errata and Q&A

Civil War Brigade Series

1-01 In their Quiet Fields, 2nd Edition

1. M/DM/2 should be M/DH/2 on the counter.
2. 1/3/2 and 2/3/2 are overstocked in the initial set up. Place 1/3/2 in my adjacent hex.
3. A number of Loss Charts were shipped which were improperly printed. If you do not have both Union and Confederate Loss Chou (printed on one big shed in the 2nd Ed), let us know and we will replace your shed with a correct one.
4. The Union artillery west of the Antietam violates the 2nd Ed CWB rule regarding artillery supply tracing along roads. All Union artillery units west of the Antietam can fire at full strength if they can trace a path to the Union Supply Train of any length along hexes the artillery could move through.

1-02a Thunder at the Crossroads, 2nd Edition

1. In scenario 6.2, the 3rd Corps Supply Wagon sets up in A10.21.
2. The Union Variant about 12th Corps should have them enter at H, not F.
3. In scenario 1 and 5 a couple of entry areas were given their old (I st ad) designations: E should be I, F should be K, G should be I.
4. Powers Hill (mentioned in scenario 5) is the hill at B34.34.

1-03 August Fury

1. If for any reason a newly arriving unit finds its entry area blocked by enemy forces, it may appear, one turn later, at the closest unblocked map edge hex, in any formation desired.
2. The CSA RW Supply arrives at 9.00 am., the 29th, at area A.

3. Remove the 3v Supply wagon from both Scenario 2 and 6 set ups. The wagon enters at 5:00 a.m. on the 29th with McDowell which is the first turn of both scenarios and does not begin on the map,
4. H/Cav should be listed as part of the option which includes full's Provisional Corps.
5. Hatch is allowed to stack with the artillery with his division as if it were one of his brigades in the set up. He must move to one of his brigades when play begins.
6. In scenario 5. the 3v Supply wagon sets up and is on the Arrival Schedule--the set up is correct

1-04 Barren Victory

1. There are two Entry Area Fs on the map. The one on the North map edge should be a 0. They are supposed to be two Entry Area Gs.
2. The Ammo and Casualty tracks for both sides were set up from 1 to 10 instead of 0 to 9. Please use the 10 as the 0.
3. The use of Kershaw and McLaws is not explained. McLaws is an optional unit for use when the "rest of M/1" variant is used. Kershaw is the normal commander of M/1. When the regular reinforcements of M/1 come on the map he is their commander. When the option is used, ignore Kershaw and bring on McLaws instead.
4. The example of forest in the terrain key was omitted. What the forest symbol looks like should be obvious. The use of the words forest and woods in the Terrain notes of the exclusive rules was unfortunate--please read woods as open.
5. The dice rolls given as examples in the rules for Let and Johnston to bypass Wing Structure are incorrect Johnston needs 11+, Lee needs 9+. The number listed for Bragg (12) is correct.
6. The two optional Reserve Corps Batteries-Rb(5), Rb(2)--should be omitted when setting up the game, When the set up calls for "Reserve Corps, all" it is too easy to forget that these two batteries are optional and should not be added up. Be sure to keep them with the optionals.
7. The reference to "5" in 4.2f should be to 4.2c,
8. When the Union Army panics, the center of the "zone of rout" is measured from Rosecrans himself, not his HQ.

1-05 Bloody Roads South

1. The following rules should be added to those already marked Optional: 1.2c and 3. Id. As a further option, if 3. 1 d is used, do not apply it to those Union leaden listed in 3. 1 g which are capable of issuing themselves attack orders.
2. The Off-Map mvt hex for the Rebs should be A2-01, not A 1.0 1
3. The Divisional Goal listed for 3/5 in Scenario 3 also applies in 4 and 5.
4. 3.1a & 3.1b am not meant to imply that Grant cannot issue orders to division commanders. Hecan ifhe wants to, and this would be done with the same column shift on the Acceptance Table as; if the receiver was a corps commander.
5. 3.1c: A sentence is incorrect as written. The sentence beginning: "Union corps so longer need to check for acceptance themselves..." should read "Union corps no longer need to check for Corps Attack Stoppage themselves..."
6. In Strategic Victory determination, The Brock Crossing should be worth 2 VPs to either side, not just the Confederates. In Tactical Victory determination, "Every 100 enemy casualties" should be "Every 100 enemy Strength Points lost". 7. Add to 1.2f- "Wilderness boxes are negated for straggler recovery purposes if they contain or are adjacent to trails, roads, railroads, or open terrain features."

1-06 Perryville

1. The Chaplin River is missing its center dark blue line. It is a river in game terms-not a stream or a third kind of feature.
2. Our laser printer lopped off the furthest right loss chart boxes for a few units in their C fire level. Each of the following brigades should have three boxes following the lonely "C" on the Low Charts:

Confederate: I-M-Ky

Union: 34-10-1, 3-1-3, 36-11-3, and 37-11-3

1-07 Embrace an Angry Wind

1. On the Union Order of Arrivals an the back of the rule book, order number 4 (unlisted) is "Rejoin Corps."
2. As in *Perryville*, the Panic and Status rules are not used in this game,
3. On th eConfederate Order of Arrival, the last two entries (10:00pm and 10:30pm) should both be listed as AM arrivals (10:00am and 10:30am respectively).

5. Technically, Cooper's Brigade (1-2-23) was off on detached garrison duty during the battle. He has now added here as a game balance- Should players want a more historical game to play, subtract 1-2-23 from the Union OoB and give the Union player victory Point.
6. The Spring HW garrison may not be used to initiate the bridge building conditions over the Harpeth. Furthermore, the units which aim to fulfill those conditions must have explicitly accepted orders to do so, and such orders cannot be given using initiative, but must come from the Union army commander himself.
7. The Minor Union Victory Level includes up to 30 (pg 6)

Questions and Answers

In the 2nd Edition, artillery units may be selectively fired upon regardless of their position in the stack. In the old rules, the top unit made whatever morale check was required---they now need to also make any straggler check. Is this right, if so, why?

The straggler check in the earlier version was a simple omission. The 2nd Edition treatment is correct. By pummeling the artillery in an area, an amount of "chaos" is unleashed upon the infantry units in the same general vicinity. The sight of men and horses being killed-if errant rounds-will cause the "weak-links" in the infantry to decide to bug out, even though they are not directly the targets of the fighting.

A portion, say the right wing of a three hex extended line is forced back two hexes. The left wing of the same unit is in contact with the enemy. Must I reface the left wing to point the arrow more accurately, even if it exposes my flank to the enemy?

No. The arrow identification rule is only there to provide constant identification between parent and extended lines so that it is unambiguous. It is not a facing constraint in any way. In other words, a brigade in the middle of nowhere (with no other friendly units around) could manage to face in a manner almost approaching a square with nearly 360 degree frontal coverage.

Do friendly units always block LOS from further (friendly) units when those units attempt to fire upon a target adjacent to the closer (friendly) unit? Even when the friendly fire has an elevation advantage over both the closer friendly unit and the intended target?

Yes. It's not the LOS that's blocked, per se, but the restraint exercised by the firing friendly units so as to avoid firing on their own troops. A case could be made that in some situations it might be possible to fire over the friendlies (safely) and hit the enemy. To determine such an instance would require a rather complicated procedure based on determining the elevation angle between the firing unit and the other friendly unit and the elevation angle between the firing unit and the target, with some arbitrary

"safety minimum" angle differential between them. Not worth the effort.

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Errata and Q&A

Tactical Combat Series

2-01 Bloody 110th

1. Add the 38th PzJg Bn (all) to the Historical Order of Arrival to the other units arriving at 0200, 17 Dec 44. The 273 Flak did not enter the map is correct and it should not be on the Order of Arrival
2. Only one German Bridge may be built during the game. If a bridge allows the use of Area, 3 and 4, the player need not wait to reduce Hosingen before using Area 3 when the bridge is up. Hosingen only makes units wait which are trying to enter Areas 4 or 5.
3. 2 PG Regimental troops, 2x Gw38(t), enter with 2/2 PC in the Historical Order of Arrival.
4. One 38th Pioneer Platoon was printed without a morale. It has the same morale as the others in its company (5.)

2-02 Objective: Schmidt

1. Teaching Scenario #4, Forward Observer, ignore the portion of the U.S. Victory Condition that calls for occupation of all of Vossenack.
2. Scenario 3: Ignore the German 150mm Artfflery ammo supply. It is not needed.
3. Scenario 5: Under German Artillery Batteries Available, 1/843 should instead be the 1/4/89.
4. The German Fus/275th should have morale boxes for each company, 1 through 4, instead of just one box for the battalion.
5. D/86 Chem Mortars should not be on the Order of Arrival-it sets up at start.
6. American Variable Reinforcement Schedule result number 5 should include C Company, 20th Engineers.

2-03 Omaha

Counters:

1. The Panzer Lehr Mk V's should have a defense of 4 and movement of 18.
2. One mortar platoon in each of 4/1/915 and M/3/116 is incorrect on the back --they should read A A 4.
3. An MG section in H/2/18 is incorrect on the back-should read A A 5.
4. The M3 in D/745 with A A 6 on the back should read the same as the other M3's
5. One of the Recon platoons in the 1st ID Recon Company is listed as A B on the back, should be A A.

Rules:

1. Scenario 9 lists Panzer Lehr's artillery as 105mm, it should be 150mm and the ammo for the Germans should also be this type.
2. Add the following to the German Variable Reinforcement Table in scenario 1: The dice roll result of 5-6 on the Reinforcement Table should read 1/352PJ or 2/352 PJ. The German player has his choice of one of these units-if one is already in play, he gets the other on a later roll of 5 or 6.
3. Pill Boxes are never considered dug in for terrain effects. All the Pill Boxes on maps A and B are used when determining the survival roll modifier. Pill Boxes do not get the benefit of "being stacked with infantry" on the AT Ron Table-unless an actual infantry unit is present in the pill box's hex.
4. Fortified Zone effects and other terrain effects are cumulative. The net modifier for terrain on a pill box in the open should be 0. Note that PB's are not considered AT Guns for terrain effects-they act like immobile tanks.
5. Artillery vs. Rocket Pits on the Artillery vs. Point Target Table: Rocket pits; are assumed to have a defense rating of more than 2 and no modifier is applied for the reason of "weak defense."
6. LCT(R) fires whose center hex drifts off-map or into the sea are lost and of no effect. There is no effect for the "edge" of a rocket fire which a player might argue is still on the beach. If it goes out to sea, it is all lost. Let's keep it simple.
7. PB squads are considered dug in-in the hex their Pill Box was located -if they are in

fire mode. If they move from that hex, they lose that status.

8. The Shingle modifier (-2) is in addition to the normal terrain effects of the hex the target is in - i.e. open

9. AT Rolls against Pill Boxes at ranges one or less are allowed. Range two is not.

10. Leaders land with any of their own units: CO 1/16 lands with any unit of 1/16, CO 16 RCT would land with any unit of the 16 RCT, etc. Note the restrictions on which leaders are allowed to make up the pool on page 7. In the one map scenarios, divide the number of leaders to be selected by 2, round up.

11. Change the headings of the Pill Boxes Remaining Modifier when playing one map landing scenarios, use the following:

Existing Headings	0-5	6-13	14-20	21 or more
Scenario 3	0-2	3-5	6-8	9 or more
Scenario 4	0-3	4-8	9-12	13 or more

12. The Variable Reinforcement Table for Scenario 2 has two places where a roll of 9 would end up. The dice rolls for each table position should be 2-9, 10,11-12.

13. The "1st Flak Corps" mentioned in the German Order of Battle should be read as the Ist Flak Regiment, 3rd Flak Corps.

3-01 Force Eagle's War

1. Two of 2/E's ITV's were printed with the same info on the front and back. The backs of these units should read P B 15, like the others.

2. Modern Expansion rule 3.3c is in error. The T-80 may fire an AT-8 or its main gun during a single fire-neverboth-and this dual system does not free it from the standard "one shot per unit rule."

Questions and Answers

A unit is to move somewhere and defend. Does this require two op sheets or just one?

To move somewhere and then establish a defense would normally require two op sheets. Both could be drawn up at the same time so as to accumulate weighted turns at the same time (even while the unit is moving). Why? The reason is that even though the unit is not where it needs to be to dig, it can make use of the time to arrange for pioneer tools, sand bags, and mines to be brought forward, troops and leaders can be

told what to do when they get to the final location, and staffs have time to plan as well as coordinate with artillery, air force, and adjacent units. All of these things take time and can be done (or at least, started) while the unit is moving into position.

The errata to Omaha says that the net modifier for a pillbox in the open is 0, but according to the charts it looks like it should be +2 (fire mode point target, not AT gun). Is this errata item a change to the standard terrain effects chart?

Actually, what the errata is referring to is the "fortified zone" hexes in order to point out that their -2 is in addition to the regular terrain mod. This makes a pill box in an open fortified hex subject to a 0.

Series rule 8.2e controls Omaha rule 2.11, right? In other words, overdraft reinforcements cannot be used to resurrect units from the dead pile.

As an exception to Series rule 8.2e, overdrafts can be used to rebuild dead units.

In Objective: Schmidt the unit characteristics chart says AT guns can have AT rolls made against them, series rule 3.6 says they can't. Which is right?

AT rolls may be made against AT guns. The series rules will be corrected on this matter in the 3rd Edition.

Does a unit generate Overwatch triggers when it moves into an overrun or assault hex? If so, when would these be resolved?

Triggers occur on the completion of movement into a hex. In other words, a trigger would occur, but wouldn't happen until after the unit finishes moving into the hex or after the assault/overrun is finished. When the subsequence for the attack is done, execute any overwatch fires based on the movement trigger that might exist.

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Errata and Q&A

Operational Combat Series

OCS Series Errata

1. The Attrition Table modifier reading "more than 2, but less than 4" should read "at least 2, but less than 4."
2. On the Barrage Table the following column and dice combinations should have 1/2, not 1 results: 25-40 @ 7, 69-116 @ 5, and 117+ @ 2-3.
3. The order of rounding for Dump Capture needs more explanation and is as follows:
 - A) Roll die to get initial %.
 - B) Take that % of the dump (the amount captured or destroyed) and round.
 - C) Remainder of dump displaces.
 - D) Halve the Captured-Destroyed amount and round. That much is captured.
 - E) Remainder is lost
4. A unit cannot enter Reserve Mode if it is adjacent to an enemy unit--as is also the case with Strategic Move Mode.
5. Air units executing an abort are exempt from interception by the air units with which they were just in air to air combat.
6. A unit has its Reserve Marker removed from it die instant an overrun is declared against the hex it is in.
7. Artillery units can never make more than one barrage attack in a single phase. The first sentence in section 12.4 is not meant to imply that artillery cannot fire at adjacent hexes--only that they can fire at hexes further than those which are adjacent.
8. Barrage, Table: A player can use modification 1 OR 2 in a single barrage resolution--he may never apply both of them at the same time.
9. DELETE the "exploit result, flip to combat mode" rule. ADD: Units which get an exploit results do not change mode, but may only move at 1/2 of their movement allowance in the Exploitation Phase. Released reserve units may still move their fall

movement allowance after release.

10. The Air Drop Table in the Charts & Tables Booklet and that listed in rule 14.19b conflict. The Charts & Tables version is correct.

4-01 Guderian's Blitzkrieg

1. The First Stab at Tula scenario's victory conditions for the Soviet player has the descriptions for Major and Minor flip-flopped.

2. The 3rd Motorized Division's MC Bn should have the same Move Mode values as any other MC Bn.

3. The Moscow Defense Hexes should be "close' terrain, not "very close."

4. In Scenario 7 and the turn 10 set up, The 19 Pz units should set up in hex A43.25, not A48.25.

5. The "1" unit referred to in the historical set ups as part of the 3rd Pz is the "1 Rec" unit.

6. Wagon load/unload costs in Deep Snow should be 1 MP (as is the case in Rasputitsa).

7. The Soviet "22 Mtrd Div" listed in scenario 2 should be the 220 Mtrd Div.

8. Optional: Count Soviet Tank brigades as 1/2 DSE for supply purposes. If this rule is used, they no longer count as free non-divisionals. This rule does not affect artillery, katyusha, and cavalry brigades which remain free non-divisionals paid for by the extra point.

Questions and Answers

Section 4.8 defines "unit" as "ground combat units with a combat strength of 0 or more". Should HQ's be included as "units/ ground combat units". and thus prevent/ apply to such things as truck movement, rail movement, rail entraining/ detraining, supply trace, etc. Can HQ units be placed in Reserve Mode?

Yes, an HQ is a unit, its 5 defensive combat value qualifies it for these purposes. Trucks, Wagons, Air Counters are not considered "units" for these purposes. HQ's may be placed in Reserve Mode.

Hedgehogs are not automatically destroyed by moving out of them. The owning player may leave it if he wishes?

When a unit moves out of a hedgehog by choice, it is the owning player's option to destroy or leave the hedgehog intact. Should a unit be forced to retreat out of a hedgehog, he may not destroy the hedgehog-he leaves it for his opponent.

A Unit in Reserve Mode is prohibited from moving adjacent to an enemy unit, do other friendly units negate this prohibition?

No the presence of other friendly units has no effect on this provision, A unit(s) in Reserve Mode may never move adjacent to enemy units. [This means that you may not place a unit in Reserve Mode, then during your Movement Phase, decide you'd like that same unit to participate in an attack, thus move it adjacent to an enemy unit, then claim that by virtue of the fact that it has halted movement adjacent to an enemy unit, it loses its Reserve status (thus is available for the combat phase). Reserve Release can only occur in the Reaction Phase & Exploit Phase.]

Series Rule, 5. 10a, p6 says "when a DG result is inflicted, all units in a hex suffer DG at the same time". If a unit retreats into a hex, already occupied by other friendly unit(s), which is adjacent to an enemy unit; the retreating unit is DG per the retreat rule (9.13), but does the whole stack have to be marked DG?

If a unit receives a DG result, and then has to retreat into a friendly occupied hex (this time not adjacent to enemy), will the other friendlies be DG? Can you voluntarily move a DG marked unit(s) thru or stack with other friendly units without the other friendly units suffering DG?

When a DG result is inflicted is the key to the answer to this question. When a unit retreats into a hex adjacent to enemy units, a DG is inflicted & consequently other friendly units in that hex would also be DG marked. In the other two cases, the DG result has already been inflicted, and so stacking with other units or passing thru other units would not cause the whole stack to "acquire" the DG status.

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Errata and Q&A

Standard Combat Series

SCS Series Errata

1. The example of combat, pan 2 is incorrect in stating that unit 6 cannot use the Exploitation Phase. In its ending position it can. If it had moved to hex A, it wouldn't be able to do so.
2. The "beginning of movement" provision in the overrun eligibility rule refers to the beginning of the Movement Phase, not the stack in question.
3. Stacking is in effect at the end of movement and at the instant of an overrun attack. Overrunning units may stack with non-overrunning ones when they do the attack. In that case, the total of the two may not exceed the stacking Limit and any adverse combat result only affects the units actually overrunning.
4. Players may never examine enemy stacks; only the top unit (or marker) may be examined.
5. Units with zero combat values may be involved with other attacking units in an attack and may be used to absorb step losses.
6. Reinforcements are placed on the map (and are in-supply at the time) at the very beginning of the Movement Phase. They begin their movement from the hex containing the entry area, not from off-map, etc. Placement is unaffected by EZOCs (hexes containing enemy units are off limits) and entering units may overstack on placement provided the stack is split up properly by the end of the stack's first Movement Phase.
7. Overrunning units (attackers, that is) must enter the defender's hex should it become vacant during the course of an overrun.
8. Retreating units may stick together or split up as the owning player desires The same applies to stacking and advance after combat.

Changes for the Revised Series Rules (due out with the next game)

1. A stack loses one step per EZOC hex retreated through-not one per unit as it currently is, a total of one step from the stack per hex.
2. Stacking points will be used in future games. One stacking point per step with the number printed on the counter Stacking limits will be given in stacking points for each game and the current (confusing) stacking rule will be dropped.
3. Each target hex may only be overrun once in a given phase. Note that it is the target hex, not the units, which may only be hit once. Specific game rules can provide exceptions to this rule for a given game or side in a game.
4. Change the +2 to exit an EZOC to +2 to enter an EZOC.
5. Overruns cost 2 MPs to conduct. Overruns may not be conducted into hexes which would cost the attacking units 2 MPs or more to enter in regular movement (ignore EZOC costs in this calculation). Therefore, to overrun a hex which would normally cost 1 MP to enter would cost as follows: Cost of movement up to (and including) the adjacent hex, +2 MPs for the EZOC there, +2 MPs to do the overrun. That is all.

5-01 *Stalingrad Pocket*

1. The German supply rules infer that one can trace an unlimited distance to a supply source and then proceeds to define the map edge and supply units as supply sources. In the latter case, the distance is limited by the supply range of the supply unit.
2. The bottom Stalingrad Holding Box refers to hex 41.30, not 41.29 as printed.
3. The Supply Summary on the map incorrectly limits the Soviet Supply source to the East map edge. Rule 1.3d is more correct, the Soviets can trace off the East or North map edges.
4. The two German airfields may never be involved in an attack and may never be used to absorb step losses for the attacking side.
5. Yes, that's a Rumanian Panzer Division. The German 1st Panzer is up in AGC's sector.
6. CHANGE: Soviet units must use the HQ of their historical designation for supply purposes. Reinforcements may draw from any Soviet HQ. HQs which do not have units assigned to them may only be used to supply reinforcement units. Units whose HQ is destroyed are perpetually out of supply. German HQs may supply any alert unit and are not subject to this rule.
7. The German 20th Infantry Division should be Rumanian.

8. In scenario 2, the German supply unit which is to set up in hex 36.77, should be in hex 38.27 Also, 524/297/4 should be in hex 40.27, not 40.26.
9. German units which begin scenario 2 pocketed are out of supply at the beginning of that scenario (even though they have not yet had a Supply Phase).
10. German HQs, unlike Soviet ones, are allowed to move off roads. Soviet HQs must remain on road features.
11. The Soviet Naval infantry "divisions" should be brigades.

Questions and Answers

Must units retreat as a stack or can they split up?

Units can retreat as a stack or split up as the owning player desires.

Are the German Alert units in Stalingrad Pocket any good for anything?

Yes, they are good at holding bridge crossing sites across major rivers. When used with other Axis units, Alert units can hold bridges for extended periods and be used to soak off losses from their 'betters'.

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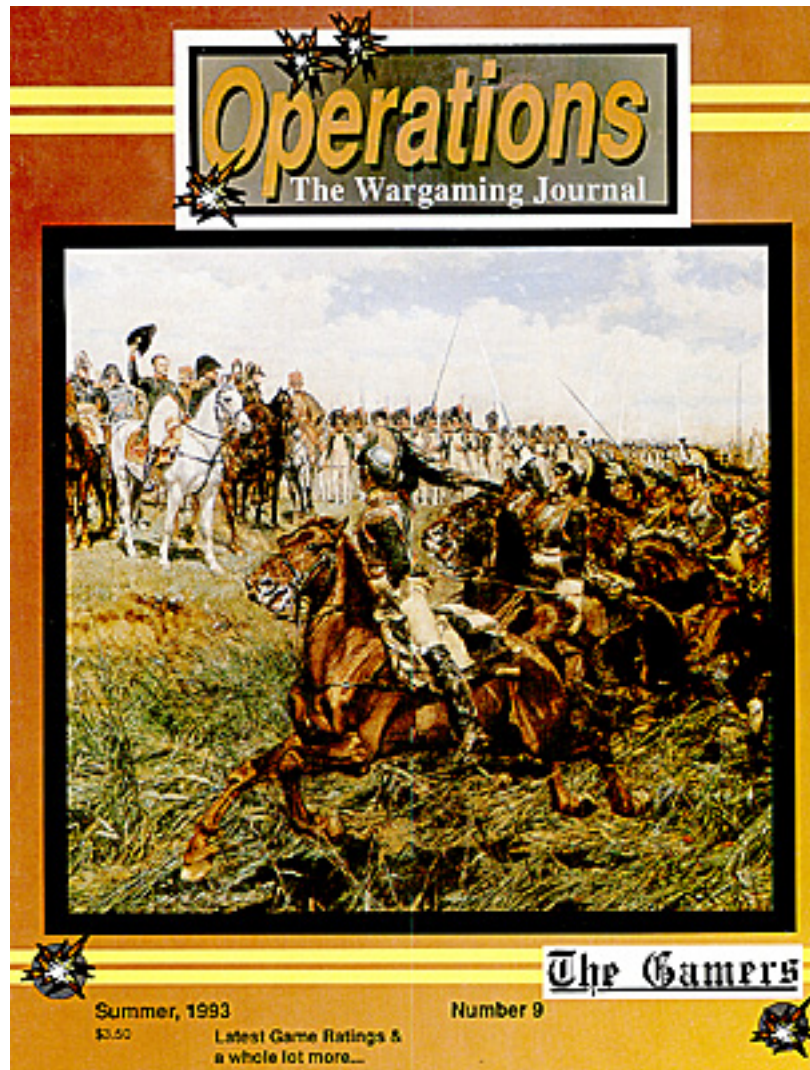
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[Military Review](#)...Doctrine
Analysis.

[Modern Combat Tactics](#)...
Doctrine Analysis.

[Muskrat L](#)...Kovalic's Dork
Tower Newsletter.

[MWAN](#)...Historical
Miniatures oriented magazine
covers all eras.

[Napoleon](#)...His life, wars, and
world.

[Napoleonic Chronicles](#)...
Napoleonic era.

[Napoleonic Notes &
Queries](#)...Napoleonic era.

[The Naval SITREP](#)...20th c.
naval and air focus.

[New Horizons](#)...AEG
Newsletter.

[New World Exploration
Chronicles](#)...15th-18th C.

[Novag News](#)...NOVAG
Newsletter.

[Operations: Wargaming
Journal](#) supports Gamers'
wargames.

[OSG News](#)...Newsletter
supports OSG Products.

[Pakistan At War](#)...Pakistan
Military History Newsletter.

[Combat Simulation](#)...20th C history and Battalions in Crisis Support.

[Combat Studies Research](#)...Army History.

[Command Post Newsletter](#)...20th C history and CD, CA, OTT Support.

[Command Post Quarterly](#)

[Magazine](#)...20th C history and CD, CA, OTT Support.

[Competitive Edge](#)...All historical periods, includes a complete game in each issue. (Formerly *GameFix*)

[Conflict](#)...All historical periods. (back issues only)

[CounterAttack](#)...All historical periods.

[The Courier](#)...All historical periods, with a gaming interest.

[Cry Havoc](#)...All historical periods.

[HMGS Mid-South Dispatch](#)...All historical periods, with a gaming interest.

[Doomtown Epitath](#)...Supports Card Game.

[Dragoman](#)...History of the Ottoman Empire.

[The Dungeon Architect](#)...RPG Ideas.

[18th Century Military Notes & Queries](#)...history from the age of reason 1660-1780.

[El Dorado](#)...South and Central American military history.

[Empires Eagles and Lions](#)...History of the Napoleonic era.

[English Civil War Times](#)...History of the ECW.

[ECW Notes & Queries](#)...History of the ECW.

[Europa](#)...WWII history and system.

[Experimental Game Group](#)... supports the matrix game.

[Frederick the Great Chronicles](#)... And his era.

[Panzerfaust](#) Historical/Sci-Fi/Fantasy gaming of all kinds.

[Panzerfaust and Campaign](#) Historical/Sci-Fi/Fantasy gaming.

[Paradies Lost](#)...Ideas journal for RPG.

[Pendragon News](#)...Supports King Arthur products.

[The Penny Whistle](#)... Miniature wargames, rules, and reviews.

[Perfidious Albion](#)...Board wargames and book reviews.

[Piquet Dispatch](#)...Supports Piquet historical miniatures rules.

[Prisoner of War](#)

[Chronicles](#)...POW and EPW.

[PW Review](#)...Pull-no-punches reviews of historical products.

[The Rebel Yell](#)..HMGS South Newsletter for historical miniatures.

[Renaissance Ink](#)...Miniatures oriented newsletter.

[Renaissance Notes & Queries](#)...Renaissance era military history.

[The Renaissance World](#)... History of the period.

[Russo-Japan War](#)...1904-1905 War.

[Sabretache](#)...Lace Wars, Napoleonic, and Victorian eras.

[Saga](#)...Dark Ages and medieval history and gaming.

[Savage and Soldier](#).... Victorian Colonial history

[Seven Years War](#)

[Association Journal](#)... History from 1733-1766

[**The Frontline**](#)...All era mix of military history and wargaming.
[**Game! The International Gamer Magazine**](#)...Review focus
[**GameFix**](#)...All historical periods, includes a complete game in each issue (Now *Competitive Edge*).
[**Game News**](#)...Gaming product focus
[**Gamer's Closet \(NOVAG\)**](#)...
Historical Miniatures: all eras.
[**US GAO Reports**](#)...Booklets.
[**Gen. Garfield Newsletter**](#)...ACW Museum and Group.
[**The Gauntlet**](#)...All historical eras, with a gaming focus.
[**The Glory of Ancient Greece Chronicles**](#)...History of Greece.
[**The Glory of Rome Chronicles**](#)...
History of Rome.
[**Gray Raven Chronicles**](#)...Dark Ages
Arturius
[**Greenhill Military Book News**](#)...
promotes Greenhill Books.
[**Grenadier**](#)...All eras of history and boardgaming.
[**Helen of Toy Newsletter**](#)...supports toy soldier company.

includes SYW and French and Indian War.
[**The Seeker**](#)...Mostly Role-Playing with Historical info.
[**Shadis**](#)...Sophisticated Role-Playing and Gaming (fantasy/sci-fi).
[**Shadis Presents**](#)...More role playing gaming (back issues only).
[**Simulacrum**](#)...Collectible Wargames of all eras.
[**Spanish-American War Chronicles**](#)...History of 1898 war.
[**Special Warfare**](#)...Army Special Forces.
[**SSI**](#)...Army War College booklets.
[**Strategikon**](#)....Ancients and pre-gunpowder eras.
[**Strategist**](#)....Wargaming (former American Wargamer)
[**Strut and Conquer**](#)...
Supports Markham Design games.
[**Taisho**](#)...Japanese Samurai military history.
[**Tales of Cross Haven**](#)...RPG Ideas.
[**30 Years War Information Journal**](#)...Period history.
[**Those Damn Dice**](#)...All eras of history and wargaming.
[**Time Portal Passages**](#)...All eras of history.
[**The Tombstone Epitath**](#)...
Supports DoomTown card game.
[**HMGs-TA Tornado Alert**](#)...
All periods of history and gaming.
[**US Army Military History**](#)...
General Overview

[Valkyrie](#)...Sophisticated Sci-Fi/Fantasy Role Playing and Gaming

[Veteran Campaigner](#) ... HMGS GI newsletter for military personnel.

[Vietnam Military History](#)... The Vietnam War.

[The Volunteer](#)...SJCW newsletter for history and wargaming.

[Warfare in History](#)...All historical eras.

[Wargame Design](#)...Supports OSG historical boardgames.

[Wargamer's Newsletter](#)... Featherstone's original.

[War of 1812](#)...military history, wargaming, and products.

[Die Wehrmacht](#)...WWII German OKW Newspaper.

[Western European Chronicles](#)...History of W. Europe.

[White Knight](#)...Sci-fi and Fantasy roleplaying news.

[Winds of Valor Newsletter](#) ACW History.









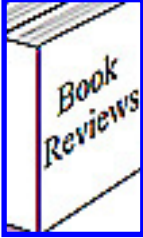





[World War I Chronicles](#)... WWI History.

[World War II Newsletter](#)... WWII History.

[World War II: US Army](#)... WWII History.

[The Zouave](#)...American Civil War history and gaming.

Bonus Articles

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