

Operations

The Wargaming Journal

Number 11 Winter 1993

Table of Contents

Game Support

[Incremental Fire Combat in CWB](#)

Alternative by Thomas Prowell.

Refereed CWB Play by Larry Tagg

[Prologue](#)

[The Game](#)

[Epilogue](#)

[The Army Commander and the Player](#)

Or What to Do When the Fool Hates You by Dean N. Essig.

[A Brief Look at the TCS 3rd Edition](#)

Preview By Mike Haggett.

[Enemy at the Gates Preview](#)

Stalingrad Game by Dean N. Essig.

[Dimensions of the OCS](#)

Modern Warfare by Dave Powell.

[Desert Storm 1940](#)

O'Connor Strikes by Mauro De Vita.

[Some Thoughts on British Strategy in Afrika](#)

Game Ideas by Mike Haggett.

[Options and Variants for Afrika](#)

Operation Hercules, Mechanized Delays, and More by Hans von Stockhausen.

[The Soviet Armies in Stalingrad Pocket](#)

Game Strategy by Mike Lynn and Tim Armstrong.



Departments

[In Brief](#) Editorial: Housekeeping

[Out Brief](#) Commentary: Goddess of Fortune

[Letters](#) From the readers.

[Errata and Corrigenda](#) Rules Corrections.

[Large version of cover \(slow: 103K\)](#)

[Back to the list of Operations Issues](#)

[Back to the MagWeb Master Magazine List](#)

© Copyright 1993 by The Gamers

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Incremental Fire Combat in CWB

Alternative

by Thomas Prowell

Last month, two events got me thinking about the CWB's fire combat system. The first was Brandon Einhorn's article "Effective Use of Fire Power in the CWB" in Operations 10. For anyone who has not read Brandon's excellent work, I will summarize it by saying that it explains how you can maximize the hurt you put on your opponent by taking advantage of the fire point column breaks. *[Ed. Note: Not for long...]*

The second event was our weekly gaming session at Metro Seattle Gamers. As luck would have it, we were doing a *Bloody Roads South* campaign game. A number of us had read Brandon's article-with predictable results. Players started splitting their fire to take advantage of the column breaks. Fire combat phases started to dr-a-g as players *counted.factors*. It can get pretty hot in the MSG building with closed windows. The mugginess contributed to the growing sense of irritation I suddenly developed with my favorite game system. Still, I felt something was wrong.

Bullets for Bennies

The way CWB stands, there is a trade-off for splitting fire to take advantage of column breaks. Say you have two A Fire Level units. You can make two attacks of four fire points or you can make an attack of three fire points and five fire points by splitting a C from one to another. As the columns break down at 3-4 and 5-6, the combination of a 3 and a 5 strength (3/5) attack will inflict more damage-about 0.32 extra casualties according to Brandon's table. Over the long run of a game, that difference is considerable. The trade off is that one brigade will be more susceptible to a Low Ammo result because it is making two attacks.

At first, the bullets vs. benefits trade-off seemed valid to me. However, the more I thought about it, the less I thought so. Any smart player would trade a 1-in-12 chance of low ammo (an 8.3% chance) for the opportunity to do 19% more damage (the difference between the 3/5 attack and the 4/4 attack). Besides, the increased low ammo risk and column-break hunting smacked of certain gamey techniques. We all know how much The Gamers hates gamey techniques. *[ed. Note: Sure do. After all, ACW commanders had about zero fire control of the sort game players seem to be asking of them. Completely inappropriate, I say]* After all, it does not seem that a brigade should use more ammunition by 700 men fire in two directions as opposed to one. The same

number of men is firing in both cases, right?

It needed an alternative. Banning split fires was one idea. However, I felt the proper solution was an Incremental Fire Combat Table that eliminates gamey column breaks. An attack of 3 fire points would no longer do as much damage as one of 4. Fans of *Advanced Squad Leader* may know how a proposed incremental fire combat table has improved that game. Something similar could occur in CWB.

After spending time mulling over the original fire combat table, analyzing Brandon's figures and crunching numbers on the calculator, I came up with the table on the next page.

Here are several notes about its use. The table is obviously based on an 11-66 dice system. If you are using the Miller Dice System, use large red and white dice instead of two large red dice. Column shift modifiers from the original table are present, but they have been doubled. Breastworks now grant a one-column shift rather than a DRM. I added a "1 1/2" fire point column to keep the column shifts consistent with the original at the lower end of the fire point scale. Unlike the original table, morale results are "M +2" and "M+ I". It is my belief that they were misnamed in the original. (I have this pet peeve about when my opponent calls out a "Morale Check minus two" as a combat result.)

As you can see, Low Ammo results occur now on dice rolls of 56, 65, and 66. I chose these numbers (instead of 64-66) because the digits add up to 11 and 12. Similarly, when judging for accidental flank fire in *Bloody Roads South* (which occur on dice rolls of 2 and 10 under the original system), it occurs on rolls of 11, 46, 55 and 64. This produces the same probability of occurrence with a wider variety of results.

The incremental table follows the principle of diminishing returns as in the original combat table. You get less damage per fire point at the right end of the table. However, the results at the low end are smoother so the 3/5 attack will no longer cause more damage than the 4/4 attack. One attack of 4 fire points also does about as much damage as a 2/2 does.

On the whole, the incremental fire combat table will make play slightly less bloody than the original. I do not know how this will sit with some players. Dean Essig's comments aside, I do feel that the original CWB Fire Combat Table was a little too sanguinary (far more so when the benefits of split fire are discovered). The proposed Incremental Fire Combat Table undoubtedly reflects that bias.

The Inevitable Chrome

The proposed Incremental Fire Combat Table seemed a fairly straightforward way to improve the CWB combat system. However, once I got my imagination going, I dreamed up some other ideas. Here are more optional rules for your consideration.

Reduced Low Ammo Risk: If the benefits of split fire are gone, so should the risks be also. When using the Incremental Fire Combat Table, a given unit is only susceptible to Low Ammo results for the first attack it makes in a Fire Combat phase. If the unit is splitting fire, it is not subject to Low Ammo results for its second or third attacks. Note that this reduced risk applies only to an individual unit. If an extended line is firing separately from its parent unit, each unit would be susceptible to Low Ammo, putting that brigade at risk twice in the same phase. (In this instance, the brigade *does* have twice as many men firing as does the brigade occupying one hex.)

Bring Up the Guns: Brandon also mentioned the optional use of fractional artillery points in the CWB. I am not quite sure what he meant, but I took this suggestion to mean that each gun point in a battery that fires uses one-fifth of an artillery ammo point. I had three immediate reactions to this suggestion. First, why should a battery of one gun use as much ammo as a battery of five? Second, I hate fractions. It would be easier for the players to multiply the starting ammo supply by five. (Create "Ammo Supply x 1000" markers as necessary for the bigger games.) Then, expend one point for each gun point that fires. Third, multiplying the ammo supply by five was *way* too much.

There are column breaks on the Artillery Fire Point Determination Chart as well. Thus, a player would generally only have to use a fraction of the gun points in a battery to achieve a certain column on the Fire Combat Table. Also, as gun losses mount in a unit, the average cost to fire all the guns in a hex would decrease. The player would end up with more artillery supply than he would have under the old system.

In experimenting with the idea of individual gun point ammo expenditure, multiplying the ammo supply by 3 seems to give the best results. This is particularly true when used with the Incremental Fire Combat Table (where there is some advantage to piling on an extra gun point to get from 3 fire points to 4). Even then, the supply still may be too much, so I have borrowed a favorite old rule from Berg's GBACW---exploding caissons.

Exploding Caissons: This is a fun rule for those who like to make explosion noises while playing ("BOOM!"). Whenever artillery fires on artillery, there is a chance that some ammo caissons will be hit. If a player rolls *doubles* while firing on an enemy artillery unit, has at least one gun point involved in the attack, and achieves an "M+2" result or better, the defender must immediately remove one Artillery Ammo Point. There is no penalty if the defender has no Ammo Points available.

I will admit that the idea of ammo expenditure by individual gun point still needs some testing. I may yet drop the ammo multiplier down to 2, or re-figure the Artillery Fire Point Determination Chart so that attacks of 1 gun point at a range of 4-6 hexes, and 2 gun points at 7-8 hexes, generate zero fire points. There is also the issue of players who will break all their artillery into detached batteries of 1 gun point per hex to get the favorable morale modifiers and "ignore retreat" results. In the present game, the ammo supply and "one point per shot" rule discourages players from doing this-a further example of bullets for bennies. (Although, notice that once the ammo supply is gone

there is no reason to avoid this. The same applies if the morale benefits are of more advantage to you than any concentrated firepower your artillery would offer. You do not need to fire those guns in order for the troops to be heartened by their presence.) When using ammo expenditure by gun point as proposed here, it might make sense to eliminate the morale modifier for stacking with artillery and keep the "no retreat" results. This is an issue where the readers can help by testing.

What This All Leads To

I want to hear your reactions to these proposals. The NBS gave us an Incremental Command Table; can an Incremental Fire Combat Table be so far behind? Some may feel that there is no reason for an Incremental Fire Combat Table. After all, if you remove the benefits of split fire, why is it necessary to create a fire combat table that lets you do it? Indeed, Dean did mention in Brandon's article that future editions of the CWB rules may [Ed. Note: Read: will preclude split firing entirely. However, before we get that official word, I encourage the readers to sample this alternative and report back to this journal with their results. Happy gaming!

Incremental Fire Combat Table

Combat Table Modifiers:

Column Shifts

Use each line only once, even if multiple conditions on the line are true.

-1 Target is in Breastworks

-2 Up Slope or Extreme Slope, Firer at lower elevation

-2 Target in Sunken Road or Trench

-2 One or more Firsts is Low Ammo

-4 Night

-6 Defender's fire in Close Combat if attacked from a Flank

+4 Target is Column, Limbered, Flank, Disorganized or Routed

+6 Target is Mounted

	Total Fire Points											
	Less than 1	1	1 1/2	2	3	4	5	6	7	8	9	
—	11..33	11..24	11..15	11								
m+2	34..43	25..33	16..24	12..15	11							
m+1	44..52	34..43	25..33	16..24	12..14	11						
m	53..56	44..52	34..43	25..35	15..23	12..13	11					
1/2	61..66	53..56	44..53	36..46	24..36	14..33	12..24	11..16	11..13	11		
1		61..66	54..66	51..65	41..63	34..56	25..51	21..43	14..36	12..33	11..31	
1 1/2				66	64..66	61..65	52..64	44..63	41..62	34..56	32..55	
2						66	65..66	64..66	63..66	61..65	56..65	
2 1/2										66	66	
	10	11	12	13	14	15	16	17	18	19	20	21+
3	11..26	11..24	11..22	11..21	11..16	11..15	11..14	11..13	11..12	11	11	11
1 1/2	31..54	25..52	23..46	22..44	21..43	16..41	15..35	14..33	13..32	12..25	12..24	12..21
2	55..64	53..63	51..63	45..61	44..56	42..55	36..53	34..52	33..51	26..44	25..43	22..34
2 1/2	65..66	64..66	64..66	62..65	61..65	56..65	54..63	53..63	52..62	45..61	44..56	35..52
3				66	66	66	64..65	64..65	63..65	62..64	61..63	53..61
3 1/2							66	66	66	65..66	64..66	62..65
4												66

Low Ammo on rolls of 56, 65 and 66.

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

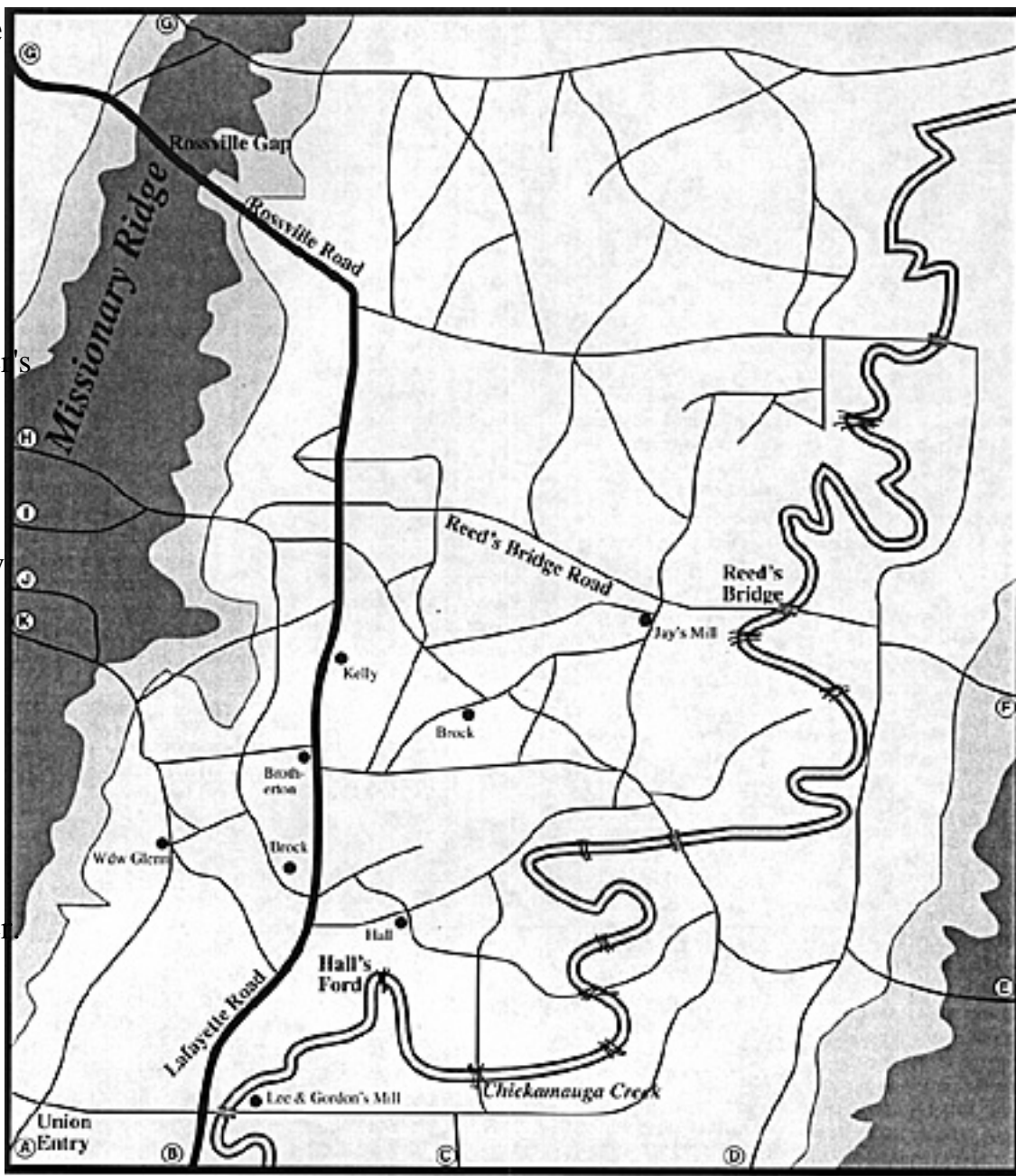
Refereed CWB Play Fog of War

Prologue

by Larry Tagg

Prologue

The fog of war has always intrigued me. A commander's reaction to the agonies of uncertainty was the acid test that exposed the brilliance or flaws of each commander. It always chafed me like a hair shirt that such agonies were impossible to recreate in a boardgame with its eye-in-the-sky format.



The Barren Victory Map Area

A couple of years ago I sketched out a scheme for refereed play in a long letter to Dean. It involved a multi-player play-by-phone Brigade Series game. I sent a copy of the letter to Bill Koff, publisher of *Volunteers*, the Civil War gaming newsletter. To my surprise, Bill published my complete letter in Issues #13 and #14 of *Volunteers*. Operations was not born yet.

Last year I had some time and decided to give my idea a try. The first task was finding the players. I needed guys who had an interest in Civil War generalship, a phone-answering machine, lived in my area code, and would take my word that this would be the mindblowing gaming experience of their lives. It required 11 players to fill the posts of the 9 infantry corps commanders and 2 army commanders in *Barren Victory*.

It took a couple of months to find the players and assign everyone a command. I told them to buy a copy of *Barren Victory* for the map and Series rules, and immediately mail me the game-specific rules. They had to do this so nobody would know the starting positions, exact order of battle, or reinforcement schedules of the enemy. I sent each player a briefing, detailing what his historical counterpart knew, including anything he mistakenly thought, at the start of the battle. This included a brief summary of the campaign up to that point, and approximate positions of all friendly corps with their strengths and present orders. Each corps commander received his starting hex and exact positions of all his subordinate units. Army commanders received their starting hexes plus HQ and supply, and were able to issue my pre-orders they wished.

Everyone got a copy of the roster sheet for his own army, and an approximate order of battle for the enemy that reflected the historical misconceptions. They also received a copy of the Victory Point schedule. Finally, I delivered to everyone a map-size foam-core backing, a clear acetate sheet to cover the map and 2 colored overhead projection markers to mark positions and make notes.

All the players were rated "2" for Acceptance and Rally. We did not use Initiative and Corps Attack Stoppage rules. The purpose of the game was not to simulate the performance of the historical leaders, but to give every player an equal chance to distinguish himself.

To show how the game worked, I will give a general description of a week in the life of the referee (that's me). On Monday mornings, I called each general in the Confederate army and left a message on his machine detailing his present situation. For the army commander, Bragg, the message included seven items: the time, his present hex location, everything he had seen since his last turn (subject to line-of-sight, distance, dust and smoke), everything he had heard since his last turn, a reading of every message from friendly commanders which had reached him this turn, the phone number of any friendly commander presently in his hex (commanders stacked together had permission to phone each other at any length until the move deadline), and the deadline for calling in his Move (usually Wednesday night). Corps

commanders received all the above plus the present position and status of each subordinate unit within command radius, including information about enemy brigades engaged by those units.

I found time before Wednesday nights to write down a description of the action in the preceding player-turn with any comments I had. I did this for the "history" of the battle which I planned to present to the gathered players after the battle was over.

On Wednesday evenings I turned my machine on and waited for the moves to pour in from the Confederate commanders. After the deadline, I transcribed the orders, messages to other friendly commanders, and directions for the commander himself (e. g., "I'm going to ride over to talk to General Hood."). Corps command styles ran the gamut from giving general orders ("Attack west!") to giving detailed positions and facings for each brigade. extended line and gun point. The ones who paid attention to detail did better. However, the soul of the game was in the messages between player... These were the life's blood of each army.. They provided news of the battle on farflung fronts information vital to coordination, and the reassurances, despair, bravado, and camaraderie that made the game a transcendent team experience.

On Thursday mornings I ran the turn. I moved the Confederate units according to their orders. resolving all I combat, straggler recovery and rally. Then I immediately took down the positions and status Of every Union unit. I made notes on what each Union commander had seen and heard since his last turn and checked to see which Union messages were due to arrive to whom. I called all the Union players to leave messages on their machines as I had done with the Confederates on Monday morning. The deadline was Saturday night.

Before Saturday night I wrote my "history and comment" for the preceding player-turn. On Saturday evenings I would leave my machine on to receive the Union moves and messages. On Sundays I transcribed them and ran the Union player-turn.

Simplicity Itself

For a little more than a year, I refereed our game of *Barren Victory* using this system. Nobody dropped out or lost interest. If anything, the players' initial interest grew as they plunged into the unfolding drama. I had the best seat in the house. The effects the fog of war had on the players and the fear and exhilaration it provided them constantly amazed and intrigued me. My goal was to provide the players with the most realistic simulation of standing in the shoes of the commanders on the field. My reward was a game that had the feel of two living, breathing armies grappling with each other while grappling with uncertainty at the same time.

As it turned out, the game became a pleasant thread in the fabric of my life. Now I am eager to recommend this kind of play to others who are looking for a heightened gaming experience. Here is just some of what happened on the first day of our two-

day fighting of the Battle of Chickamauga.

More Refereed Play

[Prologue](#)

[The Game](#)

[Epilogue](#)

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at [**http://www.magweb.com**](http://www.magweb.com)

Refereed CWB Play Fog of War

The Game

by Larry Tagg

At the beginning of the game, 7:30 a.m. on 19 September 1863, Union corps commander General Thomas sent his two present divisions to crush a Confederate force. He stayed back at Kelly's Farm with his HQ because he was under the impression (as was the historical Thomas) that there was a lone confederate brigade at Jay's Mill.

Meanwhile, General Crittenden's Union corps was at Lee & Gordon's Bridge protecting the entry of the rest of the Union army coming from the south. Crittenden performed his duty with energy and attention to detail. He guarded the bridge against Polk's Confederate corps that was visible on the east side of the bridge. He sent Palmer's division and Wilder's Lightning Brigade north to Hall's Farm to guard his left flank. He and Thomas soon sent messages to each other. Their main worry was the huge gap between their command, while the enemy's whereabouts was almost completely unknown.

Union army commander General Rosecrans was off-map, a few miles to the South. He heard the muffled thunder of the guns from the battlefield all morning and received reports from Thomas and Crittenden. However, he did not arrive until late in the morning.

On the Confederate side, corps commander General Walker was the first to move. He was under orders to defend Jay's Mill. He swiftly gathered his corps from their overnight bivouacs and sped them toward the mill. He lined up his brigades in their defensive positions not realizing they were arriving scant minutes ahead of Thomas's two attacking divisions. Thomas deployed into line just 400 yards away in the thick woods to the west. On the next turn, the bluecoats stormed toward Jay's Mill and met the brick wall of Walker's line, suffering a bloody repulse.

The only other action was on the opposite flank, at Lee & Gordon's Bridge. Polk's corps was sparring with Crittenden's men on the far bank. In this beginning stage, each was trying to defend the bridge and guess the intentions of the other. After a couple of hours of half-hearted combat, each sent a message to his superior indicating that the

enemy did not seem intent on crossing here.

Meanwhile, Bragg gave pre-orders to Generals Hood and Buckner to "move to Brock House". Unfortunately, there are three Brock Houses on the map, and the two generals headed toward different ones! Hood, got Acceptance almost immediately and moved west toward the (wrong) Brock House across the Lafayette Road. Bragg, who had realized the ambiguity of his order was riding hell-bent over the dusty roads toward Hood to clarify it. He arrived too late. Wilder's Union brigade ambushed Hood's lead unit at Hall's Farm. Crittenden had just put them there to be ready for just such an opportunity. After receiving a bloody nose at 8:30 a.m., Hood pulled back east into the woods. He did not move forward again until 1:00 p.m. that afternoon. He never realized his mighty corps front the Army of Northern Virginia faced only one augmented division of Crittenden's vulnerable left flank. He also did not realize that a yawning gap of more than a mile, just north of Crittenden's Position, separated the two Union corps all morning.

The most important events of the early hours of the battle were the ones going on in General Bragg's head. Paralyzed by uncertainty about the Union positions, he whiled away the morning hours, issuing no orders while his whole army faced just two Union corps. His failure to move forward on this first morning gave the Yankees the time they needed to bring the rest of their army up from the south.

Communication was vitally important. Crittenden sent turn-by turn dispatches to Thomas at Kelly's Farm and Rosecrans at Crawfish Springs (not on the map-I found a bigger map and computed dispatch times from that). He detailed occurrences on his front, giving his positions and asking Thomas for his. Since he was not with his men, Thomas reported that he could hear heavy firing from the direction of Jay's Mill.

On the other hand, General Bragg conveyed a fixation with secrecy. This attitude resulted in poor coordination, piecemeal attacks, and "loose cannon" behavior by jumpy corps commanders who sometimes sat in the woods for hours with no word from anybody. The first of these occurred early on the morning of the first day. Polk, at Lee & Gordon's Mill, received no communication from Hood to outflank Crittenden's men on the opposite bank. Going with the division in person, Polk bumped into Hood himself after his men crossed Hall's Ford and ran into Hood's line. After a heated (phone) conversation, Polk stuck with his decision to strike west toward Lafayette Road in front of Hood's position. He went ahead with his divisional attack at 11:00 a.m.. He sent Bragg word of his intentions at 9:30 a.m. Thus prodded, Bragg sent back attack orders to both Polk and Hood at 11:00 a.m.-his first offensive orders of the day, 3 1/2 hours into the battle (!). He ordered Polk to strike west across Lee & Gordon's Bridge and drive Crittenden north. On his right, Bragg ordered Hood to wheel south. Together they would crush Crittenden between them.

As it turned out, Polk's initial "loose cannon" divisional attack north of Hall's Ford petered out ineffectively at 12:30 p.m. This was just as Polk's other division accepted

its orders and launched itself across Lee & Gordon's Bridge to the south. Crittenden stopped this attack at 2:00 p.m., just as Hood's attack hit to the north after a long delay. It was a classic demonstration of poor coordination that allowed Crittenden to give his full attention to each attack in turn.

McCook's Union corps had arrived from the south by the time Hood's attack hit Crittenden's left flank. McCook marched across Crittenden's rear, gathering at Brotherton Farm. He was midway between Thomas and Crittenden but in contact with neither. Rosecrans, the army commander, was present to direct McCook's deployment. However, due to Rosecrans's confusion about the location of Thomas's and Crittenden's near flanks, he could not tell McCook where to link up with them. While Rosecrans dithered, Hood struck Crittenden's still unsupported left. Crittenden had held off two enemy corps all day. He fell back, exhausted, almost a mile to Widow Glenn's Farm.

At the east edge of Brock Field, Confederate corps commander Buckner had been sitting for three hours with no orders. While Hood was crashing across the Lafayette Road in pursuit of Crittenden, Buckner gave Preston's division an order to strike west to sever the Lafayette Road—the vital route for all Union communications at Brotherton Farm. Preston's division, skulking west, ran smack into McCook's corps newly drawn up around Brotherton. Preston's foray distracted McCook from going to the aid of Crittenden, who was falling back in front of Hood a half-mile to the south. It also nearly captured the important Brotherton intersection when two of McCook's brigades routed. In addition, Preston's division also distracted the very able McCook from reacting immediately to the drama that was about to unfold just to the north.

Fall Back

After his drubbing that morning around Jay's Mill to the east, Union General Thomas fell back. He now had three divisions and drew up quietly into the woods on the west side of Brock Field. He had extended his line about a mile north to cover the main east-west road, the Reed's Bridge Road. Thomas had no way of knowing that he was right in the way of what would be the biggest of Bragg's hammerblows of the first day. Bragg had grown into command since coming out of his coma late that morning. At 2:30 p.m., he ordered Hill's newly arrived corps to attack from a staging area at the southeast corner of Brock Field. The aim of the attack was to move northwest across the field and beyond to sever the Lafayette Road at Kelly Farm a mile away. It was scheduled for 4:00 p.m. Buckner's corps was still hiding in the trees on the east side of Brock Field just north of Hill's jump-off spot. Bragg ordered Buckner's corps to launch a supporting attack one hour after Hill went in.

One division of reinforcements sent to Bragg from Johnston's Army of Mississippi joined each of these two corps. Bragg did not think the Yankees would be expecting an attack across the open field. More than that, he bet that his target would be completely deserted. He thought the Union army had gone south to meet Polk's and Hood's earlier attacks.

However, the Union army did not head south. Crittenden had managed to meet those attacks all by himself. Thomas's three divisions were directly in the way of this, the main Confederate attack of the day. So when Hill's Confederate corps swept out of the trees and rushed across the width of Brock Field at 4:00 he crashed headlong into Thomas's startled defenders on the far side. An immediate counter-attack by Thomas routed two rebel brigades on Hill's right flank. One turn after attacking and seeing his corps alone and vulnerable on the field, General Hill decided he had had enough. At 4:30, as Bragg and Buckner watched horrified from the trees on the east side of the field, Hill's corps turned and ran off the field!

General Wheeler had just reached Bragg at the head of his newly arrived corps of Confederate cavalry. He immediately accepted orders directly from Bragg to hit the exposed Yankee brigades on the field. Without breaking stride, Wheeler's troopers dashed onto the field and struck Thomas's bluecoats hard on the flank. Brock Field at 4:30 was a scene of roiling confusion.

At 5:00 Buckner, who had been waiting to go forward since early morning, got acceptance for his order to attack (supposedly in support of Hill). His corps, two big fresh divisions, screamed across the north half of Brock Field toward Thomas and the Lafayette Road beyond. On Buckner's right, Confederate General Walker accepted newly received orders to attack in support of Buckner. Walker ordered one of his divisions to attack on Buckner's immediate right, straight west toward the Lafayette Road. The other he sent west along the Reed's Bridge Road. They were in column heading toward the Lafayette Road a full mile north of where Buckner and Thomas were staging their showdown at Brock Field.

Here was the potential for a rebel breakthrough that would sunder the Union army, capture the middle passes through Missionary Ridge to Chattanooga, and win the battle on the first day. Thomas's messages to the other Union commanders were sounding more and more worried. To the South, Thomas had contracted his lines to concentrate his defense at Brock Field against Hill, then Wheeler, then Buckner (seven fresh divisions in all). He had thus uncovered the Reed's Bridge Road. Walker's division, speeding west along that road, was headed into a vacuum, straight toward a huge hole in the Union front.

All day long the Union generals in the south had been entirely negligent in keeping in touch with Granger's corps. He was guarding the vital Rossville gap about four miles north of Thomas. Rosecrans had not Communicated directly with Granger all day. Granger for his part had been content to stay at his lonely post all this time, listening to the far Off' Sounds of battle. He sent few messages of his own, paralyzed by the thought of huge Confederate columns bearing down on him by any of a half'-dozen roads to the south and east.

However, Granger finally stuck his head out of his shell at 4:00 p.m. and decided to have a look around. He rode with one of his divisions to the southeast. At 5:30, they

struck the Confederate rearguard just north of Lay's Mill. Both sides were startled. Walker sent a frantic dispatch to Bragg, who chose to ignore it. Each side shrank from further contact. Meanwhile, Granger ordered his other division south along the Rossville-Lafayette Road. They went to see what was happening in the direction of the increasing battle roar west of Brock Field.

A crisis had descended on Thomas's corps. Buckner's attack drove Thomas back yard by bloody yard to a last-ditch defense of the Lafayette Road at Kelly Field. Moreover, Hill's Confederate corps renewed their attack at 6:00 p.m. Hill ran forward and demolished Thomas's front at Kelly by close-assaulting a weak Union brigade. He threw it back and immediately brought up a battery, enfilading the whole blue line. Thomas, his corps crushed, ordered a headlong retreat back to the Missionary Ridge a mile further west.

Walker, with his "division of destiny" riding west to the undefended Union middle, stopped one-half mile short of his goal! He became afraid that he would expose his division if he advanced to cut the Lafayette Road. He was poised close to the vital Lafayette- Reed's Bridge Road intersection. Before long, Bragg rode up to Walker and ordered him forward into the Union rear.

By this time (7:30 p.m.), Granger's vanguard, stumbling south toward all the noise, had just covered the intersection. Walker's division burst onto the intersection from the west and quickly brushed aside Granger's men on their way into the Union rear. With Thomas's shattered remainder streaming away within striking distance to the west and south of Walker, things were at their grimmest for the Union army.

However, as the sun disappeared behind the western ridges, it became clear that the Confederates had planned the main attack for too late in the day. Together with Hill's sudden about-face on Brock Field and Walker's hesitation on the Reed's Bridge Road, the miscalculation prevented the Rebels from seizing a first-day breakthrough. At 8:00 p. in., darkness intervened and saved Thomas and the Union center. Thomas lost a few men to Walker's raiders in the first hours of darkness. However, the wave of Confederates (which included the men of the implacable General Buckner, whose wrecked corps was still moving forward) lapped up against the wooded Missionary Ridge and stopped.

So ended the first day.

Second Day

On the second day of the battle the Rebels capitalized on having captured the Lafayette Road at the Reed's Bridge Road intersection. All swift communications between General Granger's corps and the rest of the Union army to the south had been cut. The Confederates concentrated in the north against the isolated Granger and broke through. They seized the Rossville Gap to Chattanooga and won the game at 4:00 p.m.

on September 20. There were extraordinary events, gutsy decisions and missed opportunities on the second day to rival the ones on the first day of battle.

More Refereed Play

[Prologue](#)

[The Game](#)

[Epilogue](#)

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at [**http://www.magweb.com**](http://www.magweb.com)

Refereed CWB Play Fog of War

Epilogue

by Larry Tagg

Once the game was over, the big pay off for the players was the gathering at my house a couple of weeks later. We all got together on a Saturday afternoon. Many of the players met for the first time. There was plenty to eat and drink. As the players arrived, they could survey my "master map" which I'd stood upright on an easel. As the game progressed, I had put dots on a clear acetate map overlay to show exactly where the casualties had fallen, and they told a grim story. When everyone had assembled, we sat down and I gave them the full "history" of the battle. I was careful to document it with turn-by-turn comments during the play of the game. As a visual aid, I prepared acetate map overlays for every hour of the battle. This showed the movements and positions of every division on the field and indicated where fighting had taken place.

The players could look at the map and the overlays, listen to my telling of the battle, and finally understand what had happened. Remember, this was the first any of them knew of the "big picture," especially since the battlefield was so heavily wooded and no one had seen much of the fighting. It was a riotous afternoon with lots of surprises, finger-pointing, laughter, head-shaking, and occasional blushes of pride.

Not least, there were lessons learned. I think the players are better at being Civil War generals than they were a year ago.

They learned first hand about the psychology of uncertainty and how to deal with it. The rampant timidity of the first few hours gave way more and more to a willingness to take the initiative.

They learned that good communication is a key to victory. There was a deepening of appreciation of the road net. Everyone was able to see the fateful consequences of the Union command's neglect of Granger. The Confederates saw the poor coordination that resulted from their closed-mouth tendencies.

They learned not to concede the initiative to the enemy. This was a main reason for the Confederate success. Lack of initiative doomed the Union army.

They learned to get and hold the high ground. This is not a natural instinct for board gamers. There's no point in it if you can see everything anyway. The players in my game discovered the advantages of the view from Snodgrass Hill almost by accident, but it was very valuable to the direction of the Union effort on the second day.

The importance of identifying and keeping track of the enemy in their front was clear. This became especially important on the second day, when exhausted formations were ripe for targeting.

They learned that attacks should be narrow-fronted and many lines deep: spread-out attacks only one echelon deep were consistently stopped short of their goal. This was a problem with the Confederate attacks on both days of the battle.

I hope gamers will try (or re-discover) refereed play of games in the Civil War Brigade Series. Besides being some of the most fun you'll ever have playing a game, it's the best way to recreate the feeling of Civil War command.

Meanwhile, we'll be playing *Thunder at the Crossroads* in the fall. Anybody want to take on my guys?

More Refereed Play

[Prologue](#)

[The Game](#)

[Epilogue](#)

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at [**http://www.magweb.com**](http://www.magweb.com)

The Army Commander and the Player

Or What to Do When the Fool Hates You

by Dean N. Essig

A common complaint I hear from CWB players is "My army commander is right there. Surely he can see the corps commander isn't doing anything. Why doesn't he do something?" This stems from a basic misconception of the role of the army commander vis a vis the player.

The player is not the army commander himself. He is something like the army commander's Super Ego. The player knows things the army commander can only dream about-how long roads are, where enemy columns are moving, when he can expect combat, which formations are dragging their heels. All of these things you know (as the player) but the commander does not. Besides, there is another, deeper level of difference between the two of you-you know what you want to accomplish and he cannot be privy to that same set of goals. It is as if the army commander is trying to conform to your wishes, but does not really know what it is you want. A difficult situation indeed for a commander with the responsibilities he has one requiring a bit more sympathy and understanding than most gamers afford. The player can be either a kind or wrathful god-or as Calvin put it: "Calvin isn't a kind and loving god, he's one of the old gods. A god that demands sacrifice..." The army commander is in the position of serving a wrathful, secretive (at least from the commander's angle) god who is uncooperative and quite a bit bitter.

Don't get me wrong, your army commander wants to win the battle as much as you do-he just does not share the same amount of information about the battle and therefore cannot react as if he did. He is unaware of the critical nature of the commands you have him send as he does not know as much about the situation. For instance, if you issue emergency orders to counter an enemy column you see flanking the line, there is no assurance at all that your army commander appreciates (or is even aware) of the gravity of the situation. The commander, for his part, gets a hunch that something is up-but that is all. Perhaps he has noted some dust in the distance, or a patrol is late in returning. He is not really sure of what is going on-even should the attacking column come into view from his own location. At that point, he may be confused as to the nature of the attack (is it a feint?) or perhaps he envisions the attack as falling into a trap of his own making and wants to egg it on. The player should understand the tough

position the commander is in. His world is a life and death struggle with the enemy army. The lonesome responsibility is enormous. Actually, you are more than a little lucky that you can whisper in his ear at all to get the orders out on the game table-but that is another matter.

Many have complained when they see both the army commander and the corps leader milling about in the same hex when the corps leader has delayed orders and "is so obviously not jumping to it." There is no reason to believe the army commander senses that anything is wrong. Perhaps he feels the corps leader is doing all he can to be ready, maybe he got permission from the army commander to await some other event before moving, and maybe, just maybe, the army commander really hasn't given any such orders yet for his own reasons. The point is, the player knows the army commander is not doing what he should, the army commander is not so enlightened.

The game's command system exists to limit your ability to influence game events with your all-seeing knowledge of the game. It acts as a filter between you and the game map. Sure, you know all about that enemy flanking column, but the game itself is keeping you from making your army function as if they know too (within limits of course, but that is the intent). Your ability to reach the guys on the map to express your desires and will is exactly what the game aims at reducing.

A while back I wrote on the game's feature of "limited foretell" which is the part of the game that adds a limited intelligence factor to the mix. It is not (nor was ever intended to be) a limitation on the ability of the player to know what is on the map (that given as limited intel in other games) but a system that denies the player's ability to fully use the knowledge he has but shouldn't. The game acts as a filter between the player's desires and the game-world's battle, so that the player's omnipotence does not interfere unduly. In essence, limited foretell means that a player cannot make direct use of the information he has about the game's situation, but must issue instructions which apply in some future (and unknown) situation. The player is constrained in his ability to use present-turn information when it is "hot" and forced to use it in some future period he sees "through a glass darkly."

Part of the interference process is the army commander who sometimes cannot quite make out what you are saying, or might have ideas of his own.

So, if the army commander is not the player, what exactly is this guy and what is his relationship to the game player? The army commander is the player's agent in the game world, He does the bidding of the player in an incomplete manner and sometimes issues orders for his own reasons that defy explanation to the god-like presence of the player. Sometimes he appears to be doing absolutely nothing when the player is demanding action. When this occurs, remember he does not know what you know (or even necessarily agree with what you are doing), but he has the best interests of the army at heart and does want to win as much as you do.

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

A Brief Look at the TCS 3rd Edition

Preview

by Mike Haggett

Matanikau and *GD'40*, our two December 1993 releases, will be the first games released in the TCS since 1991. What makes these two games special is that they contain the 3rd edition rules. Considerable time and effort have gone into this revision. The focus has been to streamline where necessary and to give the player a better 'feel' for tactical operations. This article will run down some of the changes to the system and why we feel they are an improvement.

The most obvious change to anyone first cracking the rules will be that the sequence of play is different. Essentially, we ditched the old Suppressive Fire Phase and have integrated suppressive fire into a player's Action Phase. In an action, a player may either move with a unit or take a suppressive fire action (SFA). Units that do an SFA receive a fired marker; this restricts them in their ability to use over watch fire. The advantage in taking an SFA is that any rolls the target makes on the morale table will be shifted two columns to the right (a bad thing for the target). This should result in SFAs actually being used to suppress a unit! Mode changing is now integrated into movement. We did this to put some movement back into the game and it makes more sense than the way it was.

Another change was to the Area Fire Table. Formerly, when firing at a stack, you had to roll for each unit individually. Now stacking is a modifier and you can spread the losses obtained among the units in the hex. Clarification was also made to the Area Fire versus Trucks and B-Type targets with a defense of 1, making the half-tracks a little tougher to kill with area fire. Quite a bit of thought went into this because the armor in both new games is quite a bit lighter than you are likely to see later in the war. The Germans even have one tank, the Pz-I; that is a B-Type target with a defense of 0! The changes here were the most difficult to make, being the constant subject of 'yet one more playtest'. As it is now, it plays faster and is a better model than the older system.

The same is true for the new rules on artillery. Probably the area that slowed the old system down the most, it will likely still take some time to do really big shoots. (These are very rare in *Matanikau* and *GD'40*--we'll have to wait for *Black Wednesday* for those!) Dean has also considerably reduced the array of different fires available, doing away with TRPs, FPF's, etc. On-Call missions with dedicated batteries are now

possible, allowing the duplication of a mission for an FPF or a TRP. This has cut the player's workload somewhat while still giving him the flexibility to tailor his fire missions to his needs. To call a mission, an appropriate spotter plots a visible target hex and records the artillery battery(s) making the attack, the number of EFSs fired and the type of concentration. If the spotter can still see the target hex when the attack arrives, you may shift the target hex up to three hexes to a hex still within LOS of the spotter. You then roll for scatter of the incoming fire and the spotter attempts correction. Three results are possible: a 'good' shoot for full effect, a 'bad' shoot for half effect, and a cancelled fire. Next, roll for EFSs to see where they land within the concentration pattern. The result is some smoke in the area and severe hurt to anyone unlucky enough to be hit. On-Call missions differ in that their lag time is higher, but once in place you may fire them simply by having the observer ask for the fire. They are always good shoots in the pattern specified with the same number of rounds. They are quite handy and we hope players agree that they make things a bit easier.

We have also modified the Point Fire Table, combining many things into one table. You just need to cross-index the attack differential with the table modifiers to get three numbers, one each for close, nominal, and long ranges. A couple of run-throughs this table and we know you'll like-and appreciate-it as much as we do.

The Morale Table also underwent numerous changes. We 'stretched' it out a bit, making a suppressed result more likely and doing away with the surrender results until mid-table. Actions such as assault and SFAs have column shifts, resulting in more suppressed and paralyzed results. As a unit takes losses and its company morale increases, it becomes likely to have more serious morale problems. We added the column shifts for SFAs here instead of on the Area Fire Table, because we wanted to show the benefits to a unit devoting its time to suppressing a particular area. The benefit was not that a larger volume of fire was coming in, but rather the continuation of a harassing fire that would force a unit to keep its head down. Incorporating this into the morale table seemed logical and natural.

The command rules stayed basically intact. The only real change is in the size modifiers for Op Sheet acceptance. We thought players should be thinking more in terms of battalion Op Sheets, rather than company ones. Also, as anyone in the military will tell you, a company does not really have a staff; the smallest unit that does is a battalion. The result here is that players who think in terms of battalions will see their plans implemented quicker than a player who tries to give Op Sheets to each company.

The overwatch rules underwent some revision as well. Only single stacks can ever engage an overwatch trigger-with no die roll to fire. A stack firing at a movement-based overwatch trigger must roll a die at the conclusion of its fire; if the die is a 5 or 6, mark the stack that fired with a Fired Marker. This means that the unit cannot fire again in that Action Phase. The only exception is if there is a trigger in an adjacent hex, the unit can fire (i.e., the unit may protect itself if enemies come to close). We made this change to show that long range fire, typical in a game, is not often

attempted in real life. Together with the range modifiers on the Area Fire Table, this should limit longrange fire fests and increase the number of short-to-middle range fire combats.

A few changes were made to AT Rolls. At most, an infantry unit can only take on one stack in this manner and at most one target per firing step. (This should keep the old "death star" infantry ray-gun approach out of the game.) Furthermore, we added in an infantry step loss if the roll is a 2 or 3. This reflects the infantry bungling badly and should not happen too often in the later war period. In the early war, however, the relative 'newness' of the tank often caused infantry to panic. This shows up in *GD'40* with a -3 to AT Rolls made by either side. The possibility of a loss should encourage players to think twice about 'Panzer hunting' with these troops. Another small change is in the way one handle's his aircraft. We simplified the procedure quite a bit; instead of a number of aircraft each making a number of runs, the player simply finds the number of strikes available that turn and applies them. You can use each strike either as an area or a point fire. This makes it easier to see what is available and how best to use it. Also, AA fires and the "enemy mind control" rolls have been simplified to single, unmodified, die rolls which either come up with a 6, or don't. While massively simplified, this system eliminates the need to roll for every AA unit on the map.

The new TCS rules represent a considerable investment of time for us: several hundred hours, at least. We have gone to great lengths to make them easy to read and accessible to the average gamer. We would appreciate any comments that gamers may have on the new rules layout, pro or con. If enough positive response comes in, we will apply the same 'savage' editing to our other series. The other important change, to us, was giving the game more of a correct 'feel'. It not only needed to recreate, on a macro scale, the outcome of an engagement but also give the player a feel of the process of how he got there. The changes to the system all aimed to make the series more fluid and 'hands on' and, consequently, more fun to play. We hope you enjoy and appreciate the changes we made. We look forward to your comments.

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Enemy at the Gates Preview

Stalingrad Game

by Dean N. Essig

Basics

The second installment in the Operational Combat Series will be *Enemy at the Gates* which will appear next summer at Origins. It will cover operations in the south Russia, winter of 1942 through the spring of 1943. It opens with the Soviet 1942 winter offensive (quite familiar to *Stalingrad Pocket* fans) and continues through the German counteroffensive in February and March 1943. In it, the player can choose to stand at Stalingrad (or run ... with the danger of sudden death defeat by handing out multiple victory points too early in the game), supplying the pocket by air, attempting to relieve it, and all the operations against the Rumanian, Italian, and Hungarian armies. It is a full-course operational meal -- one to savor again and again.

For the German player, there are high points of intense drama, operational decisions of record scope and impact, incredible chances for counterattack and a whole zoo of odd units with which to work. The game affords the opportunity to learn why it is important to hold Stalingrad as long as possible-not for the game-induced reason of victory points or "Hitler Directives" but because the pocket ties up large numbers of Russian troops and denies access to the all-important rail links the Russians need to drive west. You will see that driving out of the pocket with the mobile troops can create a mobile reserve to use, but might not be worth the supply expense in the pocket. You will have a slew of odd units at your disposal such as Turkistani Battalions, Italian Territorial troops, and the first Tiger tanks. In addition, you will forever wish you had more of the most potent offensive weapon at your disposal (which still remains in pretty good shape) -the Luftwaffe.

The Russian player will learn new respect for the operational skills of the commanders running these early Soviet offensives. If you think it will be a cake-walk to blow through the Rumanians and encircle the 6th Army, think again. You must handle the Russians with a skill and finesse that most gamers think was not there to accomplish what they must with the available forces in the allotted time. Tight control and efficient utilization of the Soviet attack armies is the only way to get the noose around a wily German neck. Your logistics are tight and there always seem to be more missions than troops to carry them out.

During the prolonged playtest period devoted to this game, I have seen about everything--German blowouts (you know, the Germans turning on the Russians to launch their own 1942 winter offensive across the Don), Russian blowouts (Soviet bridgeheads on the Dnepr at the end of December 1942), and numerous things in between. Many times we began a scenario to adjust the game so that both side's capabilities were within proper boundaries. We left enough leeway to insure that competent and incompetent play would receive appropriate reward. Idiotic play will generate unavoidable strange results. Decent play can give a good range of results. For instance, a good German can cut his way into the pocket and relieve it from the jaws of death ... either to pull the units out or to reinforce them with men and supplies. Historically, the pocket held out for 2/ 3rds of the game's length and game play can replicate this feat. Fortunately, the Germans can butcher and eat the horses of the artillery and wagon units in Stalingrad--right, Rod? (This is an inside joke from our fall retreat. Rod Miller was all set to let the pocket sit and rot in good time--or so he says--until I evoked the "eat your horses" rule. He then smashed it like a ripe melon.)

The game will contain the usual assortment of rule books, player's aids, and charts & tables booklets. It will have a deeper box (in response to all those who wanted more space for storage). Four full-color maps (yes there will be limited map-area scenarios) and about 2,000 counters will round out the package.

The OCS System Up Date

The OCS rules will enter their version 1.5 status. Playtesting (and reports from players about GB) revealed a number of gimmicks and gamey tricks players could use to bypass the game's intent. I endeavored to eliminate those as well as add a finer polish to areas that were too raw in the original. Reserve rules come to mind as an example of the latter. First, I reduced the regular movement of Reserve Mode units from 1/2 to 1/4 of their movement allowance. Why? The regular movement of these units was there to allow them to follow the battle before release not as a method of extending movement. I suppose the anal retentive player will still try to use the 1/4 movement as such a bonus, but I have more tricks up my sleeve for him. Too many reports have come in of players who cannot seem to share Reserve Markers or who intentionally hog them as a method of beating the enemy. (The depth to which some gamers will go still amazes me.) Therefore I cannot let the issue pass. In *EatG* and future games each side will have a set number of color-coded Reserve Markers to use. Finally, the weakest element in the original rules was the "pop the unit out of Reserve" rule. To counter that silliness, we will adopt the Reserve handling rules presented in OPS 9.

I have also noted that gamers over-emphasize the limited intelligence aspects of the rule that prohibits pawing through enemy stacks. To counter this, we devised an order of stacking that places the large units on top of the stack, etc. Furthermore, we adopted a recon in force rule (similar to the one presented earlier in the mag) to allow the player some of the recon assets the real commander had. The result of the original system was a cock-eyed "shell game" that had little to do with warfare. Hiding units

became a driving force behind operations instead of the other way around. I had enough of these gymnastics and felt they were taking away from the fun of the game-not adding to it.

A subtle change that leads to many neat effects was a restriction on ZOCs (or the pseudo-ZOC effects in the game) that allows only those units with an attack strength of 1 or more to give ZOC effects. This rule means the artillery units in *EatG* (there were not so many in *GB*) do not have ZOCs. Also, tiny weak units such as penal units and HQs also do not give out a ZOC. The rule eliminates the kind of inappropriate uses I have seen with these units.

To eliminate the challenging of terminology encountered due to my original choice of words, I will change the presentation of the sequence of play so you get an Over phase followed by two game turns. This will not change anything in the game. It will make the form of the turn coincide with the expectations of many gamers. Several people called because the use of the term "player turn" puzzled them. This will assist the ability of new players to know what is going on.

I have saved the major changes for last. First, the surprise roll will lose its optional status, become asymmetrical, and have a higher chance of affecting combat. The rolls will be 2-5 Defender, 10-12 Attacker (overrun) and 2-4 Defender, 1 I - 12 Attacker (otherwise). I found the odds of a combat were too predictable the old way. Players were setting up combats with little worry of anything odd (like a defender surprise) happening so they could guarantee themselves the level of success they desired. This change will add more spice to the mix.

Second and probably most important, the supply system will get a face lift. A single "Supplied" category (which equates to the old Low Supply cost in the Overphase) replaces Low and Full supply. Combat Supply is more important in the determination of how much supply a unit needs during the turn. Inactive units will automatically be in a low supply state (without the combat and barrage effects), but active units will bum supply at a massive rate if used in a hyperactive manner. Combat supply for the attacker will be IT per RE (or unit, whichever is more). For the defender, it will break at the same I RE point but will cost IT, or 2T instead. This has the desired effect of curbing players who insist on attacking everywhere (or who jump a small unit with three panzer divisions to get exploit for everyone). It simplifies the Overphase supply since everyone who is supplied at all is the same. No units need to be marked (except those Out of Supply), and the crazy tag-team HQ use I have seen will not be needed. This is a major change (to say the least), but I am confident in making it as we have run trials to examine the rates of consumption both in *EatG* and *GB*. It is dangerous for the player who does not plan ahead. A player who throws caution to the wind and runs a head-long attritional campaign can bum his entire stock of supplies in record time-even faster than before, for those of you who found yourselves out of gas on turn 2 of *GB*.

Last, I have made a couple of modifications to the handling of air units and their bases to kill off some other gamey techniques. First, air missions must move in a straight line from their base to their intended target, eliminating the kind of bob-n-weave flights that skirt enemy fighter zones. We talked long and hard about way-points, but concluded that some players would use these to water-down the intent and I can safely abstract them into the larger whole. Second, I added what I call the "put up or shut up" rule. At any time during a player's movement, he can point at one of his fighters on station and announce his desire to invoke this rule. The enemy air units within 5 hexes can run for home or jump into a joint air-to-air combat. This rule keeps fighter screens from "co-habiting" in the same space that leads to some odd effects. Air bases themselves have had the following modifications: now you can only use air base cards for air units, air bases have an intrinsic defense strength equal to their supplied level, and I have added a roll of 1-3 reduction for active air units whose base gets captured.

Enemy at the Gates

The game itself brings out some critically important themes. The German army has degraded a bit from its zenith in 1941. It is still potent but is beginning to show signs of wear. German motorization levels have fallen dramatically. Reliance on numerous Axis Allied armies gives the German player some "less-than -stellar" troops to use-a reliance he must use because of the vast areas he must hold. The German mobile troops vary in quality from the copiously equipped SS Divisions and the Grossdeutschland, to pitiful semi-Panzer divisions like the 22nd and 27th. The Axis Allies weigh in here too with the 1st Rumanian and 1st Hungarian Panzer Divisions (interesting creatures that they are).

The Italian 8th Army gives players numerous good units-especially the D'Aosta Celere Division. The Italians, strangely enough, are some of the most motorized troops available in the area as most of the wheeled transport in Italy was requisitioned to support Il Duce's attempt to keep pace with the Rumanians and Hungarians. It was a last effort to prove Italy was at a level above the other Axis Allied nations. The Axis player has numerous strategic options that, depending on his choices, can lead to entirely different games. It is also flexible enough to give players a deeper understanding of the enormous questions of the day and a better appreciation of the actual meaning of some of the ideas bandied about.

The Soviet army matured greatly since we last saw them outside the gates of Moscow. What has emerged (yet is not finished being developed) is a powerful tool with which to launch methodical, carefully controlled, limited offensives. Soviet Tank Corps have improved and some fine units are emerging. However, they are still fragile, brittle units not quite ready for the sort of thinking on their feet at which the Germans are experts. Transport and logistical services have fallen behind in development as the tanks got a higher priority in Stalin's system. The Soviet Armies are tied to a weak logistical tail that is incapable of sustained operations over a broad front and extended period. Soviet offensives must go through a build-up phase followed by a short

duration of intense action and a quick cessation of major operations. Another such sequence would follow and another buildup begin. Should the Soviet player allow his tank units to race out ahead of the supporting units (infantry, artillery, etc.), he will most certainly risk the still-potent Germans slapping him around:

It takes time for western-style gamers to adjust to the Soviet army and its system of doing things. They may not like what they see, being accustomed to the more familiar German system. However, the Soviets developed a tool which suits them and their style. It is a good system, but one that will collapse rapidly if used the wrong way. The doctrine that drives them is the right one for the tool they forged following a German-style doctrine with these guys will lead to disaster.

Directions

With the publication of *Enemy at the Gates*, I am sure trendseekers will say the system will move to ever larger games. They will say this will bring on an SPI-like collapse of the entire company. (Yeah, right ...). On the contrary, the next games in the series will be smaller games on *Sicily* (one map) and *Hube's Pocket* (one and a half). Outside designers are currently working on them. My efforts will turn to *Tunisia* (two maps) and eventually to our *North African Campaign* game (5 maps). Further (get this ... linkable) games covering the entire Eastern Front will slowly come out. The entire front will take some 25 maps, all in games that are playable independently. The next direction that project will head is the maps needed to finish the 1942 campaign year which will link with the *EatG* maps. (As an aside, the *EatG* maps do link to the south edge of the GB maps. Heh, heh, heh.)

The system itself will reach a mature and probably finished state with the version 1,5 rules. I am making pains to address all known loopholes for gaminess and carefully testing each change. In that effort, I have received great assistance by the probing and questioning minds of Rod Miller and Mike Hagggett who explore every option with me to determine the best fix for the stated problem. My stated goal to those in the project is that any system changes that we do will be done for this rules version. After its publication, the word will be hands off. I want to integrate the lessons learned from GB as well as those found in *EatG* playtesting. For that reason I opened the door to changes something about which I normally cringe. However, I felt you would prefer we fixed perceived problems rather than sweep them under the rug.

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Dimensions of the OCS

Modern Warfare

by Dave Powell

With the publication of *Guderian's Blitzkrieg* and the launching of the Operational Combat Series, Dean has tried to bring a closer focus to the way modern warfare operates. The fundamental focus of the OCS is an effort to model the dynamics of WW2 operational combat, including logistics and the use of reserves. Board wargaming sadly neglects these two concepts. Yet, they are important because they are the methods by which modern commanders influence the course of battle. The availability of supplies is always limited, forcing commanders to choose between competing sectors in allocating precious resources for offense or defense. Moving those supplies forward is the flip side of that problem. Virtually all WW2 offensives ran out of steam because they outran their logistical tails and forced a slowdown in operations.

Reserves are the other dimension of a commander's influence. The proper commitment of reserve forces marks the difference between success and failure, both offensively and defensively. The player specifically designates OCS reserves, either following combat to exploit opportunities, or to react during the enemy turn and limit his opportunities. Not all mechanized forces can participate simply by dint of being "mobile." Instead, the player must weigh the consequences of withholding them from the initial attacks in anticipation of translating local successes into something larger. While some forces can become active in both phases, by way of positive combat results that create "exploitation" forces from the initial attackers, these troops are intentionally less effective than units set aside specifically in reserve. Moreover, major results can only come from the deep penetration attainable with those reserves.

Finally, it is exactly this use of supply points and HQ's that creates an infrastructure and gives the opposing player a reason to go deep: a chance to really disrupt this rear echelon. The essence of the Blitzkrieg is rapid, deep penetration to the enemy communications zone. The resultant confusion, supply disruption, and overwhelming of enemy reserves can often leave frontline enemy forces, nominally quite fearsome, irrelevant to the outcome of the struggle.

Perceiving Reality

Of course, any game rests on the foundation of sensible abstraction. The OCS is no exception. An attempt to preserve and differentiate all the factors of warfare would drive any player to distraction with tedious overwork. However, given the goals of the system, choosing where to make those abstractions is critical.

For example, most WW2 operational level games tend to make German units the strongest on the map, with larger combat strengths and better movement rates. Soviets-especially 1941 Barbarossa Soviets-by contrast, tend to be much weaker. For instance, in SPI's *War in Europe*, German infantry divisions have a combat strength of "6", while their Soviet opponents are rated at "1". *Europa* combines similar (though not nearly as pronounced, 2 or 3 to 1 rather than the 6-1 ratio) numerical German superiority with a number of other Soviet restrictions that leave the USSR forces in the first turns virtually incapable of effective response. The result is historical, but the process simply assumes German advantages are unbeatable. The German can wade across the board with impunity, killing vast hordes of Russians. This leaves the Soviets only one successful response. Outrun the Germans and wait, secure in the knowledge that later turns bring not only more troops, but individually stronger units as well, allowing a more even contest with the enemy.

I do not mean to imply that this is a flawed concept. The result of this kind of abstraction is an historically valid path in 1941, but is doomed to eroding defeat later in the war. It is a technique that allows for a manageable recreation of the entire campaign from 1941 to 1944-45. However, it presents the German with mastery of mobile warfare as a *Fait accompli*. The system automatically hands him this advantage.

The OCS intentionally seeks a different level of resolution. Technical mastery of mobile war remains with the player, not the system. This is not to say the German player does not have advantages over his Soviet opponent in GB: he does. Individual units-the building blocks of operational warfare-are the resolution threshold. While the Germans are not automatically stronger than their foes (and a simple comparison of raw GB combat strengths reveals a fairly hefty Soviet force, superficially anyway), German tactical superiority portrays itself through the use of action ratings in which the German force has a distinct advantage.

Yet, action ratings alone do not guarantee German success. If the German pursues an attritional strategy, for instance, he will find GB a virtually impossible game to win against competent Soviet play. The action ratings alone simply will not provide enough of a boost in straight combat to guarantee successful attacks and preclude effective Soviet counterattacks. The tremendous tactical advantages of the Wehrmacht are not there at first glance. Even the vaunted Panzer Divisions are vulnerable: the 10th Panzer, for instance, attacks with a strength of 34 and defends with 23. A Soviet Tank Division is somewhat stronger on the attack, with a combat strength of 40, and defends on par with the Panzers, at 20. It is not that difficult for the Soviet to amass enough strength to build decent odds on a Panzer column, and do it serious damage, if his opponent lets him. One player even complained that it was possible to surround a

Panzer Division with USSR Militia Divisions. The precious Panzers would be impotent due to lack of supply. They would be unable even to attack out and liberate themselves. Our reply? Yes, of course this can happen, but only if the German player lets it!

None of the above prevents the Germans from running wild over the map, shattering the Soviets and taking Moscow. In fact, I have seen Moscow fall in more than one game. Action ratings, air power reserves and rear-area infrastructure all set the stage for this kind of explosive success, but execution is solely in the hands of the player. In effect, the OCS asks players to recreate operational doctrines via interaction of the above building blocks, not merely benefit from them after the fact.

A Question of Doctrine

Where, then, are the detailed rules and restrictions that highlight the doctrinal differences between opposing forces? While the OCS standard rules seem rich in detail, GB itself makes little overt effort to punish the Soviets with "doctrine" rules, (which are usually just a long list of can't do this and can't do that's anyway). There is a distinct lack of Soviet restrictions in GB-beyond a couple of critical items. One gamer commented that the two armies were interchangeable. Soviet units could start in the German set-up areas and vice versa, and GB would play the same. I suggest that conducting that experiment would produce some startling results, and reveal the subtle differences inherent in the system that quickly derail any would-be Soviet blitzkrieger.

The Historical Context

It was not Soviet doctrine that was flawed at the opening of Barbarossa: it was execution that suffered. The theoretical basis for Soviet warfighting was sound- perhaps even the most advanced of the period, and copied by the Germans themselves. The field regulations of 1936, developed under the aegis of Marshal Tukhachevskii and a number of other innovative officers, called for a style of warfare based on deep penetration and the use of large-scale mobile formations in the form of Tank and Mechanized Corps. The dire effects of Stalinism, however, were about to intervene. The great purges, which had become a way of life in Soviet Russia under Stalin, at last came to the army in 1937. The result was the elimination of virtually the entire leadership of the Red Army, and certainly the extinguishing of all original thought or initiation. By 1939, Marshal Voroshilov, long an opponent of the mobile arm, realized his ambitions and disbanded the mobile corps as field formations. A year later, the lessons of the Winter War in Finland and the success of German large-scale mobile units in France initiated the reversal of this disastrous course and encouraged a return to the 1936 precepts, but little time remained.

Even by the spring of 1941, only a few of the higher formations were re-established. The dearth of qualified officers was crippling. A survey of 225 regimental commanders uncovered that the sole military education for 200 of them was

completion of a junior lieutenant's course, qualifying them for platoon leadership! To compound matters, the Soviets lacked the support forces to back up these larger mobile units, and none of the various tank and mechanized units were fully formed by June of 1941. They lacked trucks, prime movers, communications gear, and engineering troops, all just as critical to the success of mobile warfare as tanks. In short, the Red Army was not capable of conducting the style of warfare it planned.

The Cardboard Experience

The two largest limiting factors facing the Soviets in GB are inadequate action ratings and the Red Airforce's inability to conduct hipshoots. Few of the Soviet Units--especially the critical mobile units needed to conduct a Blitzkrieg have action ratings of even "4", let alone "5". Their opponents, the Wehrmacht, have an average action rating above "4". This action rating discrepancy and the lack of co-ordination from the air means that the most important tool of mobile warfare in game terms--the overrun attack--is doomed to failure for the Soviets. The Germans can overrun disorganized opponents--pounded by the Luftwaffe in hip shoots--with surprise roll modifiers of anywhere from +2 to +4. The Reds, even if they use one of their valuable "4" rated tank brigades, must face undisorganized opponents with a differential of 0 or - 1.

What is worse, the OCS is a mutually bloody game. Even at high odds, the attacker may well suffer a casualty, forcing the loss of the unit contributing the action rating to the engagement. The German army, with a great depth of "5" rated units, can suffer severely. The Soviets, to whom every "4" is sacred, can bleed white rapidly, even if locally successful. The only way to avoid these critical losses is to withhold the good troops from surprise and combat modifiers. This hamstringing any regular attack and turns an overrun into a bloody fiasco.

These two simple elements--requiring only one special rule, prohibiting the Red Airforce from conducting Hip shoots--completely alter the way the two armies fight. The German style is one of sweeping maneuver. Overruns are common, and usually exploit results occur, allowing the Germans to extract double duty from much of their army. The Soviets are virtually denied overruns, except in rare and critical cases. During combat they need to drag up lots of strength, hoping to offset German surprise and combat modifiers with high odds. Finally, if they wish to conduct significant activity in the Exploitation Phase, they must plan for it. They must withhold reserves accordingly, because the vast bulk of their army will not become Exploit - marked due to those same dreadful action ratings.

OCS: The Evolving Context

Yet, the OCS was not designed simply as a vehicle to recreate the conditions in front of Moscow in 1941. Instead, its stated goal is the simulation of WW2 era operational combat across the spectrum. Hence, it needs to be a canvas across which multiple doctrinal brushes can paint, even simultaneously. This simultaneity, based on a set of

common building blocks, allows for contrast and comparison of competing doctrines.

The OCS also allows players to take part in the evolution of a given army's tactical doctrine. The second game in the series, *Enemy at the Gates*, (the Soviet Stalingrad offensive) ushers in a Red Army whose basic units have improved substantially. Now the USSR player has a number of Tank and Mechanized Corps, usually four-brigade forces with decent "3" and "4" action ratings. There are even a few "5" units, including the elite 26th Tank Corps, easily destined to win the Order of Lenin, since they will repeatedly fall into the most critical tactical situations.

The Axis force has declined. Not only are there hordes of weak reeds in the form of Rumanian, Hungarian and Italian troops, but the German units are slipping. The Panzers are back, bigger and better than ever~ but there are too few of them to be everywhere, and the German infantry is in decline. Some of the divisions now carry "3" ratings, and the Luftwaffe Field Divisions might as well be Rumanians.

Even so, not all is a cake walk for Stalin's boys. The Red Airforce still cannot conduct hip shoots. The average Russian Tank Corps has only four steps to lose. This contrasts poorly with the German Panzer Division's six or seven. While possible now, one must still execute overruns with great care and planning, as the average Soviet mobile formation lacks the depth of its Fascist counterpart. One misfired overrun can gut a Tank Corps, costing the action ratings necessary to repeat the assault.

However, the Soviets are unquestionably on the rise. They can execute a form of deep- penetration warfare, albeit not with the same off-the-cuff style that the Germans bring to it, The pairing of Multiple Tank Corps gives the Reds a substantial exploitation capability through reserves and some combat-induced exploit markers. The key is not to expect single corps to persevere in the face of adversity, but to continually turn to fresh reserves to redress the situation.

For their part, the Germans are evolving from the Blitzkrieg offense to the mobile defense. The Panzers can no longer launch fullthrottle offensives. They lack the support of quality infantry (or any infantry, in some cases) to screen the rear and flanks. Instead, their best tactic is the riposte delivered as the Soviets]cap out-perhaps encouraged by a feigned German panic-to the end of the Russian logistical tether. In move mode, without the depth of infantry steps to absorb losses, and always short of trucks to bring up combat supply, a German prepared to hit hard and fast can devastate the Red forces.

These developments are especially exciting to us in-house because they are evolving within a proper historical framework. The initial Soviet Uranus Offensive (19 November 1942, which surrounded the German 6th Army) is a powerful blow, that shatters the German and Axis-Allied defenses, leaving the defender dazed and demoralized. It is also a distinctly Soviet Offensive, different from the German blow that opens *Guderian's Blitzkrieg* with a similar effect. Soviet success demands tight

control and well-defined objectives. Yet it must contain enough force to overcome the local set-backs engendered by a still inferior troop quality. Lack of focus and overreach will prevent the kind of shattering success on turn one that the Soviet needs, allowing German mobile units to slip out of the trap. Later play indicates that the Soviets are especially vulnerable in the midst of rapid, deep exploitation. All of this closely parallels both historical Soviet doctrine and the unfolding of actual events. Manstein's famous "Backhand Blow", the counter stroke that retook Kharkov in March of 1943 from an overextended Soviet command, is not only possible but eminently likely.

Manstein's concept of "slack", having German forces pull back to coil like a spring and then hit the Soviets, works very well indeed. No force is so vulnerable as one that is in pursuit. Rapidly advancing forces outrun the reach of reserves (Dean has cut reserve movement to 1/4 in the regular Movement Phase, a critical change to the series rules) and the reach of air cover. A defender who can run fast enough can take up this slack, convert to combat mode, and devastate unwary attackers so recently victorious.

Best of all, the above trends unfold naturally, as inherent benefits of the basic system. None of these occurrences required special rules to duplicate, but revealed themselves as players made full use of the existing structure. The OCS simply proved that it could survive beyond the existence of GB's unique circumstances to bear up robustly in the quite different environment of *EatG*. GB saw two divergent forces-Superior German and vastly inferior Soviet clash in a way that reproduced the historical context quite nicely. *EatG* sees two similar forces-each a mix of individual strength and weakness, but overall both uniquely vulnerable-collide and again produce historical reactions.

Doctrine versus Doctrine

Still, the doctrinal question awaits an answer. The OCS will recreate historically valid doctrines if the players so decide, but it does not force the issue. A player can adopt radically a historical tactics as he chooses, without a single overt rule to hinder him.

However, the simplest of all measures intervenes-his opponent can hinder him. Against a competent player who applies the correct doctrinal solutions, our 'rebel without a historical clue' will most likely lose badly. I suspect that this defeat-and messy defeat at that-is the greatest of all incentives to apply the correct lessons of history.

We are most happy with the OCS precisely because it allows this kind of comparative study, and produces the right answers. Gamers are free to apply any sort of doctrine, but will find the best results with the correct historical application. Ideally, the system hands each player the basic building blocks of his army-the mobility class and action ratings of his units, the capabilities of his airforce- and asks the player to evolve a doctrine for its successful use. The German player in GB wins through the ruthless application of the Blitzkrieg because his force is well suited to it. The Soviet player

must search out a different doctrine, and needs to choose his attacks with care and much greater preparation. This process allows players to examine more closely the process by which one army proved superior to another, and discover not just that mobile warfare worked, but why it worked.

The ultimate goal of the OCS is to ask players to evolve the most naturally successful doctrine base on the capabilities of their forces at hand, and to show that the most successful doctrine is also the one that produces historical success. The game asks the players to invent their own doctrine, and if the game works, history validates the player's choice. So far, we think the OCS works very well indeed.

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Desert Storm 1940

O'Connor Strikes

by Mauro De Vita

I wish to thank Dean Essig for the opportunity to write in Operations and comment about *Afrika*. It is a game where the World War II Italian Army receives a fair treatment.

Too many times, on this tiny Mediterranean boot, I see inaccurate, superficial and sometimes shameful depictions of the WWII Italian Armed Forces in non-Italian made games. Now, the open mindedness of people like Dean Essig and the efforts of The Gamers are slowly changing that trend. I hope other designers and game companies will follow this new perspective.

The Historical Events

After the occupation of Sidi Barrani on September 1940, the 10th Army remained immobile. Marshal Graziani organized forts and strong points along the new front with the mentality of his previous colonial experiences. He was a valid commander against the Cyrenaic tribal warriors and the Abyssinian hordes. However, now he was demonstrating his deficiencies when confronted by a modern army. Graziani's inertia irritated Mussolini. At the end of October, he wrote a harsh letter asking Graziani, in brief, to resume the advance or leave the command.

Graziani was not up to the pressures of modern war in a desert environment, but he was not totally inept either. He knew (and so Marshal Balbo before him) his army could not take Mersa Matruh, because of lack of trucks to transport his immobile infantry and armored cars to counter the crescent nuisance of the aggressive Allied armored patrols.

In skirmishes with these patrols, the Italian trucked columns regularly lost. This fact was beginning to demoralize the 10th Army soldiers. Graziani refused to move and again asked for 2000 trucks, several hundred armored cars, guns and medium tanks. Medium tanks means real tanks. In the Italian inventory there were several hundred of CV3 light tanks, but they were really more on a par with the British Bren Carrier. The reinforcements did not arrive on time.

In the meantime, Mr. Churchill spurred General Wavell, the Middle East commander, to create some problems for the Italians, mainly for propagandistic purposes, by mounting a big and demonstrative raid against the Sidi Barrani-Sollum positions. The shadow of the German invasion of the British isles was again alive. London wanted to reaffirm her Imperial heritage and ambitions and reassure her Allies in the world. She succeeded!

From December 1940 to February 1941 the Commonwealth forces, under the able leadership of General O'Connor, occupied in sequence Sidi Barranik, Bardia, Tobruk, Benghazi and El Agheila, defeating in detail, during four distinct battles, the IOth Army. They captured 130,000 prisoners, 400 armored vehicles, hundreds of trucks, 1200 guns. All of that at the cost of 500 dead and 1400 wounded. The 10th Army was no more. Only 8500 men, with light equipment, escaped towards Tripoli.

On the average, the 10th Army did not fight well. The morale was low and every defeat lowered it further. The artillerymen and tankers fought a lot better than the infantry. Among the latter, the Libyan contingent was better than the Italian regulars. The worst of the lot were the blackshirt divisions, formed by a motley collection of previous Army divisions assigned "Legions" (i.e., regiments).

The Italians reached the lowest point at Beda Forum. There, thousands of Italian soldiers threw away their arms, sat on the sand and considered themselves prisoners, before even seeing a single Allied soldier, while the way to Tripoli was still open. It was an immense disaster for the Italian arms and their martial prestige and credibility which was already badly shaken by the ill-conceived and poorly executed campaign against Greece.

Unfortunately, this episode became the standard by which to evaluate the valor and combat proficiency of the Italian armed forces during the rest of the conflict. On the contrary, in those months, the Italians fought with honour against the fierce Greeks in Albania. In the following months and years they often beat better equipped enemies in Africa and in Russia, but the image that remains today before the eyes of so many historians is that total collapse of 130,000 men, in less than 60 days.

Was it inevitable? The military defeat probably was not, but the morale breakdown was. It could be better not to advance in Egypt and await the Commonwealth forces in well-prepared positions around Bardia and Tobruk. However, in the end, the lack of organic armored and motorized formations (the Babini and Maletti units were lastminute improvisations) signed the fate of the 10th Army against O'Connor's Western Desert Force. Even General Wavell himself blamed the inferiority of his armored forces (not the valor of the men) to justify the successive April-May 1941 defeats at the hands of Rommel's DAK (with the important help, please do not forget, of the Italian Ariete armored division).

End of Digression

This script will deal with the Italian 10th Army possibilities to survive the first six months of a typical *Afrika* campaign game. The latest release in the SCS brings to life a simple but realistic model to understand the problems the Italian Comande Supreme faced in supplying and reinforcing its forces in eastern Libya. It addresses the superiority of armored and motorized formations versus leg-bound infantry and, as a consequence, shows the extreme wishfulness of trying to invade Egypt in September 1940.

As the Axis commander, you have nine infantry divisions, two armored and one motorized group, a cavalry regiment, four artillery regiments, and the tiny Tobruk and Bardia garrisons. They make up General Berti's 10th Army, plus the formations depending directly from Marshal Graziani's command. Five more infantry divisions are in the Tripoli box. They represent General Gariboldi's 5th Army. All that sounds impressive, but it is not.

Even if their combat and movement ratings are fair, do not be deceived by the term *division*. The Italian divisions were *binary* (i.e., they consisted of only two three-battalion regiments of infantry). In the Libyan armies, the divisional artillery was scarce and often below the already low TOE figures. Divisional, Corps and Army supports were, to be euphemistic, inappropriate. For example, the 23 Marzo Blackshirt Division consisted of only four infantry battalions; the Cirene, Marmarica and Catanzaro regular divisions consisted of only five infantry battalions each. So, keep in mind that for the first turns you are in the clothes of Marshal of Italy Rodolfo Graziani, commanding an infantry and fragile army, not in the ones of wouldbe Marshal of Germany Erwin Rommel, commanding the powerful Italo-German armored and motorized formations.

You have also to contend with the concrete possibility of seeing whole divisions suddenly disappearing from the map, even in safe and quiet rear areas. This can occur because of the *perverse* effects of the Italian *surrender rule*, coupled with the 5 movement points supply range limit. On average, you should receive sufficient supply points in Tripoli. However, the shortage of Coastal Shipping and Truck points and the variable (but generally low) capacity of the Benghazi, Tobruk, Bardia and Mersa Matruh ports, will have you crossing your fingers at the start of every turn, when you have to roll on the different supply related tables.

By the way, the only perplexity I have about the game regards the depiction of Derna as a mere village in hex 30.27. My sources say Derna was a minor port. During the period 21 August-20 September 1940, 10000 tons of supplies arrived there. Double the 5000 delivered to Bardia and half the 20000 delivered to Tobruk in the same time span. This lost potential supply source creates a no supply zone between hex 22.27 and hex 29.28 (until turn 7 when the Axis supply ranges extend to 10 movement points). This renders the retreat from Tobruk to Benghazi difficult and the duplication of the MechiliBerta-Derria blocking position, taken briefly by the 10th Army after the fall of Bardia, impossible.

Set-up and Strategy

After a dozen or so of plays wearing the Axis commander's hat, I devised a brilliant strategy that, I think, would work more often than not.

In playing *Afrika*, every strategy should be flexible. Dean designed the game to be different from play to play, because of the high number of variables present: semi-free set-up, variable Axis supply point/replacement step arrival and delivery to the minor ports, variable Allied replacement arrival/withdrawals calls, etc.

However, this is my favorite Italian set-up.

Bardia: Babini, Maletti, Sahara, Bardia garrison, 3 SPs
 47.21: Marmarica, 3 Gennaio, 21 Artillery
 46.21: Cirene, Catanzaro, 22 Artillery
 45.22: 1st Libica, 2nd Libica
 Tobruk: Tobruk garrison, 2 SPs
 Bir El Gubi: 23 Marzo
 21.27: 28 Ottobre, Sirte
 Benghazi: 20 Artillery, 2 SPs
 Soluch: 10 Artillery
 Tripoli Box: Sabratha, Bologna, Brescia, Pavia, Savona, 4 SPs

On the first turn, you have the only concrete possibility to do some damage to your opponent (during the first third of the campaign game, at least). If the Allied player was careless in his set-up and did not block the way to Alexandria, then your fast, exploitation capable units (Maletti, Babini, Sahara) and a trucked SP posted in Bardia, can go in a daring raid against the Allied only supply source. The garrison of Alexandria is a single 2-3-8 brigade. If the Axis raiders by-pass the Allied forces posted around Mersa Matruh, they have the opportunity to overrun attack the city during the Exploitation Phase.

(ed. Note: Too bad you can't overrun across the bridge. A rather large error considering the appellation given this plan.)

The non-exploitation capable Sahara regiment would be in the most opportune blocking position, along the coastal road, to delay the Allied reaction from the direction of Mersa Matruh. With the help of the 3 Axis air points and the combined arms modifier, you can attack Alexandria with a 3-1 +1 DRM. There would be a 60% chance of eliminating or compelling the British brigade to retire, entering the city and trying to capture its 3 SP depot. The loss of Alexandria on the first turn would cause some problems for the Allied battle plans. Your opponent will have to throw every unit to recapture it and you will gain a couple of turns' respite, at least.

If the attack fails, the raiding party can survive the Supply Phase by expending its trucked SP. With a bit of luck (well, maybe something more), you can try to regain the Axis lines or go for the Cairo supply depot next turn, depending on your opponent's reaction. It is probable the British 7th armored division will cut your units to pieces, but this will also delay the investment of Bardia by this powerful unit for one turn.

If the Allied player was wiser and closed any gap in his forces initial disposition, you would have to forget any idea of advancing in Egypt. Even if Mersa Matruh looks vulnerable, do not try to go for it. Its port is comparable to Bardia in low capacity and it is out of the supply range of Bardia. It is simply indefensible by your army. You cannot properly defend Bardia until turn 7, only Benghazi and Tobruk (if you are lucky and skilled enough). Your infantry divisions are too costly in supply terms (triple any other unit). If you cannot feed them, they will evaporate during the Supply Phase (letting apart the obvious interference by the Western Desert Force). Thus, it is better to proceed with a passive posture, based on a delaying action in Bardia and a defense at all the costs of Tobruk and Benghazi.

Bardia port capacity is low (1 SP maximum, if you have enough coastal shipping points and the Allied did not reduce it by air and artillery barrages). The terrain surrounding the city is not favorable to the defense. Retain it as long as you can without weakening the more important defense of Tobruk. Hold Tobruk to the death. It has a better port capacity than Bardia and it is protected by the impassable escarpment running from Gazala to El Adem and the ridge running around El Adem and part of the hex 40.22. If you can build a couple of boxes in hex 40.22 and 36.23, you will have a strong position to rely on.

While Tobruk is important to the Axis cause in an offensive middle game projection, Benghazi is the fundamental supply source for that predictable DAK-lead counterattack that could start around turns 9-11. Benghazi is the best port on the map (except Alexandria) with a maximum port capacity of 4 (again, if you have enough coastal shipping points). However, contrary to Bardia and Tobruk, it is not a fortification. Thus, you have to build a box on its hex to quadruple the strength of its defenders. Besides, the terrain is not favorable to defense, as in the case of Tobruk. To the east, two secondary roads cross the escarpment running from hex 15.26 to Soluch; to the north, the coastal road (the Via Balbia) runs in a clear hexside between the escarpment and the sea; to the south, there is a three clear hex gap between 14.20 and the sea. You have to protect all these approaches carefully during the game.

In a recent play, I aimed to trap the 7th Armored Division in 37.24. I had the 15th Panzer Division and Rommel in Tobruk and the Trieste Motorized Division in Gazala. During its Movement and Combat Phases, the 7th Armored smashed the Trieste and, in the Exploitation Phase, overran the weak garrison I left in Benghazi and captured three precious SPs. I was not happy to see that, believe me!

First Turn Movements

1. 28 Ottobre and Sirte from 21.27 to Benghazi and 10 artillery from Soluch to Benghazi;
2. Babini, Maletti from Bardiatto 21.27. So their supply costs will not be charged on the Tobruk-Bardia depots and they occupy a blocking position along the Via Balbia;
3. 23 Marzo from Bit El Gubi to El Adem; Marmarica from 47.21 to El Adem; 1st Libica and 2nd Libica from 45.22 to 38.23; 22 artillery from 46.22 to Tobruk; Sahara regiment from Bardia to Tobruk; Cirene and Catanzaro from 46.21 to 40.22;
4. 3 Gennaio and 21 artillery from 47.21 to Bardia.

In this manner, Tobruk has six infantry divisions, two artillery regiments, one cavalry regiment and the Tobruk Grp garrison. Bardia has one infantry division, one artillery regiment and the Bardia Grp garrison. Benghazi has a two infantry division and two artillery regiment garrison. Besides, the mobile formations are in supporting range of both Benghazi and Tobruk. If the Allied assault on Bardia is imprudent, the mobile forces and/or part of the Tobruk garrison could even deliver a well-timed counterattack on turn 2.

Supply Considerations

At start of the campaign game you have 4 SPs in Tripoli 3 SPs in Bardia and 2 SPs each in Benghazi and Tobruk. If you were really unlucky rolling on the Supply, Coastal Shipping and various Port Capacity Tables you will have two more SPs in Tripoli and the certainty to ship at least 1 SP in Tobruk and to truck another SP to hex 14.18. (Note: I suggest that you not commit any of your 3 air points on the Malta Suppression Table. They will be really precious in lowering the odds of the Allied attacks).

During the Supply Phase, I usually spend 1 SP in Tripoli to supply Brescia, Savona, Bologna and Pavia. (If I do not have enough coastal shipping and/or port capacities to send or receive Sabratha to Benghazi, I let it go because out of supply, I save 1 SP. It is improbable you would bring all of these infantry divisions on the map. In the following turns, more useful units will arrive in Tripoli);

1 SP in Benghazi to supply Maletti, Babini, Sirte, 28 Ottobre, 10 and 20 Artillery (and Sabratha, if it was possible to ship it to Benghazi); 1 SP in 14.18 to build a box in Benghazi;

1 SP in Tobruk to build a box in 40.22; 2 SPs in Bardia to supply all the units in the Bardia and Tobruk areas. At worst, at the end of your first turn, you again have 3 SPs in Tripoli, 2 SPs in Tobruk and 1 SP each in Benghazi and Bardia. If you were lucky with the dice, you could have 1 SP more in Tobruk and Bardia (and 2 SPs less in

Tripoli, but this would not be areal problem).

Turns 2-6

The defense of Tobruk will probably cost you a lot, in term of units and supply. However, the Allied forces will have a thorn in their side as long as Tobruk holds. Benghazi has more chance of surviving as well and your build up of armored and motorized forces will be easier. In a recent game, Tobruk held until relieved on turn 11. Its garrison was down to two battered infantry divisions, on the eve of total collapse. Its defense burned all the above mentioned original garrison and something more, but it was an important point of support in speeding up my clearing any Allied units from Libya.

Support your defense using your initial 3-1 superiority in air points. Send some of them to suppress Malta only if your supply situation in Tripoli is getting really bad. Ship every SP you can to Benghazi and Tobruk. If you cannot ship directly to Tobruk, try sending trucked SPs from Benghazi and/or Tripoli. Use at best the mobile units you possess at start and turns 4 and 5 reinforcements to harass the weaker and/or isolate Allied units and to relieve, if possible, the pressure from your besieged garrisons.

Use the Trento truck option. One more truck point far out weighs the usefulness of another Italian motorized division. Often you will not have other means than trucks to bring some vital SPs on the map. Think ahead about your supply needs. Take advantage of the supply cost rounding system. There are times when it is better to avoid sending combat units on the map just to economize some invaluable SPs.

It is difficult for Tobruk and Benghazi to survive the first six turns. However, if it succeeds, your middle game offensive will be better and your chances of winning the campaign game will be a lot better. With luck and ability, you could avoid the fate of the 10th Army that distant winter of 1940-4 1, and be in better shape to resume offensive operations with Rommel and the DAK.

[Counterpoint: O'Connor's Offensive \(OP12\)](#)

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Some Thoughts on British Strategy in *Afrika*

Game Ideas

by Mike Haggett

We have received a number of phone calls and comment cards recently from players having a tough time playing the British in *Afrika*. Dean asked me if I would write an article on possible British strategy, since I have played the game several times as both the Axis and the Allies. I based my comments on the full 28 turn campaign game. They may or may not be applicable to the shorter campaign or any of the scenarios (and you'll have to decide which).

Starting at the Beginning

The first thing you should do as the British player is look over the victory conditions for both sides. What should strike you is that, while both sides can win at the conclusion of the game, only the Axis player can win during the game. To put it plainly, if there are Nazis and/or Fascisti in Alexandria and Cairo at the end of your turn, you lose. This drives (or should drive) British strategy. You can lose at any time during the game, but you can only win at the conclusion of turn 28. What are the implications of this?

First, no matter how aggressive you want to be, you must always be conservative with your rear areas. Always garrison Alexandria and Cairo. Always box those garrisons in! The garrisons do not need to be huge unless the Axis is driving on you rapidly. In which case, it may be too late to make them huge! The garrisons are there to prevent the Axis from simply driving in. This is the most embarrassing way to lose a game. Just ask anyone who has! Other areas worth fortifying are any ports you control, although Bardia and Tobruk are already fortified. I also suggest you consider fortifying a short line near Alamein that runs from the coast to the escarpment. It is best to build this line with rebuilding infantry units. Its purpose is to prevent the Axis from easily getting by you. It also represents a handy place to fail back on should you suffer some disaster further forward.

Having settled your rear areas into some semblance of order and security, how should you go about winning the war? The only way you can win is by taking away two towns with which the Axis begins play. The easiest way to do this is by destroying the

enemy field army and then destroying the garrisons (sounds sort of like Vauban ...). It does not matter when you do this, so long as by turn 28 everything is in your hands. Against a good Axis player, it may take that long. Essentially, what you are trying to accomplish is the destruction of the Axis mobile force. This is possible because of the low rate of Axis replacement points compared to the Allies. Go out there with your tanks and bang heads! Several people have commented that the CRT weighs in favor of the attacker. It is. Make use of it. Don't be afraid of trading losses with Italian and German mobile forces. If he takes enough losses, chances are you will never see those units again. A few bad turns, and the Afrika Korps will be running for Benghazi to replenish itself.

The disadvantage of this is that you may be the one who gets hammered. Never, ever, be afraid of pulling back to recuperate. It is often necessary. It is also good to recognize when the gig is up and pull a damaged-but still intact--division back. It is much easier rebuilding a damaged division than trying to resurrect it completely from the dead pile. Knowing when to call off an offensive is one of the hardest details to master in *Afrika*, but mastering it will help you go a long way towards victory. Remember: no matter how hard you try, you CANNOT win the game on turn 10. Conserve your forces and stay in the fight.

The Turtle and other Amusing Things You'll See from Your Opponent

The above discourse is a listing of general things you can do to help your position. However, so much of what happens in a game depends on what your opponent tries. Here, I will cover a couple of strategies you will likely see from your opponent(s) and some possible counters to them.

The Charge

Your opponent, having read Dave Demko's article in OP 10, has decided to light his hair on fire and come charging as fast as he can with the Italians. If he is foolhardy, he will leave all sorts of opportunity to cut off his supply line. Cut them, and watch the Italians flop around like a bunch of dying fish, I recommend this highly as it puts you in the best of spirits. Unfortunately, a competent Axis player will guard his lines of supply carefully. The watchword then is opportunity. Garrison Mersa Matruh heavily; his continued advance will depend on capturing it. Carefully gauge how much supply you put into it. Too much, and you hand him a foodfest if he takes it. Too little, and you will have to evacuate. It is probably best to err on the side of caution, since you can always evacuate your units if necessary. Use your armor to harass his deep flank and engage in hit and run raiding. Keeping his mobile force occupied will prevent him from using it to help crack Mersa Matruh. It also keeps your armor in position to take advantage of any mistakes or gaps he leaves you to attack his line of supply. Avoid using the 7th Armor Division to attack Italian infantry mano-a-mano.

Trading losses with Axis mobile forces is cool (heh, heh, heh); trading losses with

Italian infantry divisions is generally dumb unless the division is somewhere you really want to be. With some luck, the Italian forward force will be destroyed. If the Germans have not entered yet, it may be possible to race forward and seize Bardia and/or Tobruk. If you have a choice, always take Tobruk. Taking Bardia by the time the Germans arrive in strength is usually the best you can hope for, though. If it bugs you that you cannot get farther, remember that your opponent is no Graziani and you are no O'Connor. When the Germans begin to trickle on, another opportunity presents itself. If the Germans come at you piecemeal, gobble them up and spit them out. If he waits a few turns, decide how froggy you want to be. Leave an adequate garrison of any ports you take (at least one infantry division, plus maybe some supporting troops) if you decide to withdraw. After this, keep the Germans in play, causing as many casualties as you can to any Axis mobile forces. Make him fight at your tempo, and everything else should fall into place.

The Turtle

Another popular strategy of the Axis is to be initially passive, fortifying and tightly garrisoning all his ports. After the Germans arrive, this can fork into two possibilities. The Germans can provide a mobile force that covers the fortresses, or the Axis player can use his secure rear areas as a base to support a drive forward, to Mersa Matruh, Alamein, and beyond. This is a little tougher for the Allies to crack, initially. Bring your armor and infantry forward and begin to bang away at Bardia. Spread your armor out to take advantage of combined arms DRMs. With this, you should be able to get a +2 or +3 attack on Bardia. With average die rolling, you should be destroying two or more Italian steps a round. He may chuckle the first few times you do this, but he will stop chuckling when all he has are attrited Italian divisions to hold with. A little more pressure, and you may even see him fingering his rosary, praying for the Germans to show up. Use your air point for a column shift. Don't forget to barrage his ports--shut them down and he will starve in his little shell ... remember, there are no shifts applied to the Barrage Table when striking ports. The goal here is the same as when facing The Charge: take at least Bardia or Tobruk. Bardia is probably more practical, but take Tobruk if you can. After the Germans show up, the advice here is the same as above.

Odds and Ends (or the Stuff I Left Out Above)

Withdrawals: Withdrawals are bad, but they are a fact of life. The ones that are really bad are those four brigade ones, as Winnie siphons off your troops to send to Greece (and have them suffer another Dunkirk ... but that is another tale). The best advice here is to plan for them. That's right! Plan for them. There is no use thinking that they will never happen: count on them happening, and probably early at that. Earmark units for withdrawal, particularly those awful 2 step Aussie brigades. Use damaged units if they are available. Make it as painless as possible for yourself--though it will always hurt at least a little. The small withdrawals should be less of a worry: they only occur on a 1 in 12 chance.

Supply: The Allies have plenty of supply. Your only worry should be that you don't give it away to the Axis player. Do not station dumps too far forward. Always use your garrisoned ports as dumps. If you have forces far out on a flank, use your truck points to ship out only as much as they will need for this turn.

Disasters: Occasionally, your forces will undergo losses of monumental proportions. Draw back to Mersa Matruh or the line at Alamein. (See, there is a reason for building boxes there!) Try to get time to rebuild and receive reinforcements. Sometimes stopping even at Alamein is not possible. Do not be afraid to fall back on Alexandria and Cairo--after all you boxed them in, too, didn't you? If you have to make a choice between Alexandria and Cairo, choose Alexandria. All of your reinforcements and supply enter there. If you lose it, the game may not be over yet, but you can be sure the Axis player is getting his fork ready and preparing to call you done. Be patient and rebuild your forces. If you can fend off the Axis player, he will likely begin to suffer severe supply privations and have to withdraw. If he doesn't, get out your fork!

Artillery: You do not have much of this useful little commodity, so make the best out of what you have. The Axis, swine that they are, have plenty of artillery. A possible target of your raids and offensives is his artillery park. Killing them early will save you plenty of steps throughout the game. Given a choice between mobile or artillery units to rebuild, most Axis players will take the mobile units.

The LRDG: What an amusing unit! The first turn you have it, try to assassinate the Desert Scourge if he is on the map. If you succeed, the wailing and gnashing of teeth from your opponent should be very satisfying, in a visceral sort of way. If not, rebuild it and send it out to harass the Axis supply line.

Boxes: The key here is to fortify where you need to. As mentioned at the beginning, Alexandria and three or four hexes in and around Cairo should do the trick. If possible, build a line at Alamein as a stop-gap and fall-back line. Do not go overboard in the building of boxes; misplaced ones are just wasted supply points.

Conclusion

What I have tried to show in this short article is the viability of the British in *Afrika*. While the game rules are easy enough to learn, the choices the player must make are not easy or simple. Many times you will have to make a judgment call. Making the correct call is what separates the men from the boys. Temper aggressiveness with a judicious sense of the possible. Above all, don't PANIC!!! It's a long game and many reversals of fortune are possible by the end. If you have any comments on things I have said or failed to say, please contact me here at The Gamers.

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Options and Variants for *Afrika*

Operation Hercules, Mechanized Delays, and More

by *Hans von Stockhausen*

The following are ideas for the SCS *Afrika* game. Most of these options and variants, will incorporate easily with little effect on playability. They will effect play balance and thus can serve to handicap one player or the other, or simply to explore historical alternatives.

Mechanized Delaying Actions

In my games of *Afrika*, I always hated to see my lone recon units get overrun by lumbering attacks of Italian infantry without being able to do something about it. To overcome this I, at first, considered a standard retreat hex before combat rule similar to that proposed in Operations 8 for the OCS game *Guderian's Blitzkrieg*. This would have required clumsy rules for overrunning units pushing back units along their path of advance, etc. Players can still try this approach but I chose another way to reflect retreat before combat and delaying actions of light mechanized units.

Simply allow mechanized units (those units marked exploit capable) attacked exclusively by non-mechanized units (e.g. non-motorized infantry) during overrun combat or the combat phase to convert CRT Step-loss results to retreat results. Do this on a one step = one hex to be retreated basis. Normal retreat priority rules apply. Defending mechanized units may do this even if stacked with non-mechanized units. However, it is self-defeating, since non-retreating units left in the lurch would have to absorb any step losses. Notice this will not do the defending units much good if they are surrounded because they will take some loss anyway during a retreat.

This is a simple rule that allows players to simulate those delaying actions and screening forces mentioned in desert warfare lore. It places additional emphasis on combined arms attacks since including armored or mechanized units in an attacking force will prevent this sort of retreat (presumably by maneuvering to pin the enemy in place). Also, it gives lone recon units a chance to survive.

Those players who do not mind the additional complication might consider the following variations of this rule.

Allow any Armored Reconnaissance units, the LRDG unit and the German Motorcycle unit to perform this sort of retreat regardless of the composition of the attacking stack.

Any one Armor or Tank unit in a stack that performs this kind of retreat must absorb at least one step-loss before retreating if the attacking stack contains an anti-tank unit.

British Naval Bombardment

When not dodging the Luftwaffe, the Regis Aeeronautica, U-Boats and Italian Frogmen, the Royal Navy did a fair job of controlling the Mediterranean. During the 1940 British offensive into Cyrenaica, Royal Navy warships served to bombard Italian coastal positions.

During turns 1-7 (inclusive) allow the Allied player the use of one naval bombardment point each turn. Treat this the same as an Allied air point (column shift or 5 barrage points) except that you can only use the naval bombardment point offensively against coastal hexes and not defensively to negate Axis Air points. During the Axis Initialization phase the Axis player may allocate one air point to negate or suppress the British fleet.

Rommel Not Invincible

Several times during the desert war Rommel and his Storch (or Mammoth) came close to falling into British hands. This variant assumes he is not invincible and subject to luck. During the game if an Allied unit or stack ever enters the same hex as the Rommel counter (as a result of combat that eliminates all present Axis combat units) or if during movement the Rommel counter ever moves through Allied units or EZOCs (e.g. into or out of an encircled hex) roll two dice. On a roll of 2 or 3 consider the Rommel counter captured or killed and remove it from play. Otherwise consider it no result and displace according to normal rules.

No Rommel

This variant simply supposes that the German High Command chose another less inspired general to command the expeditionary force sent to Africa. The Rommel counter does not enter play and is removed from the game.

No Greek Campaign

This assumes there was no German invasion of Greece in 1941 or noticeable threat and thus a lesser British commitment there. At first, the Greeks did not want British troops in Greece fearing this would provoke a German reaction.

In the "Starting with the Italian Offensive" Scenario:

Allow the Allied player to ignore anyone "Big Withdrawal Roll" (if any) that occurs during turns 3-8 (inclusive). This does not effect the "Big" withdrawal limit of two or any other withdrawals (presumably other theaters besides Greece) that may occur. After turn eight the Allied player is still subject to "Big" withdrawals within the game limit of two.

In the "Starting With Rommel" Scenario:

Assume only one "Big" Withdrawal roll has occurred. At the start, the Allied player [nay take any one armor brigade and three infantry brigades from the At Start Dead Pile. They start the scenario in Alexandria, each with one step loss (optionally start them at full strength). The Allied player is still subject to the remaining "Big" withdrawal roll after turn 8.

Operation Hercules (Operation C3)

This was the Axis plan to seize Malta by combined amphibious and parachute/air assault during the summer of 1942 in conjunction with Rommel's capture of Tobruk. In this variant the Axis player may attempt this using the following game rules.

1. The Malta garrison consists off our infantry brigades: (I st, 2nd, 3rd, 4th)Malta Garrison. These are represented by four non-motorized infantry units of 2 steps each with the following strength: 4-5-8 (front)/2-3-8 (back).
2. On turn 17 (January 1942) the Axis player decides if he will go ahead with Operation Hercules preparations. If so, he withholds the San Marco Marine, Folgore Parachute, Lehr Parachute, and Ramke Parachute units from the Axis Order of Arrival. These units have been earmarked to participate in the upcoming operation.
3. You may launch Operation Hercules on Turns 21-24 inclusive if the Axis has occupied Tobruk. (This was one prerequisite Field Marshal Kesselring mentions, optionally players may wish to drop this requirement.)
4. On the turn of resolution all Axis Air points, all Axis Coastal Shipping, and half of any incoming supplies are considered diverted for Operation Hercules and not available that turn. Consider Malta fully suppressed that turn by four air points when rolling on the Axis Supply Arrival Chart.
5. Resolve Operation Hercules during the Axis Initialization Phase using the "Operation Hercules" and "Malta Evacuation" Tables below using one (lie,

Operation Hercules Table

Die Roll: 1, Result: Malta falls, garrison captured, no Allied evacuation roll. Remove Malta Garrison units from play. Place earmarked Axis units in dead pile (heavy casualties).

Die Roll: 2-4, Result: Malta falls, roll on Malta Evacuation Table. Place earmarked Axis units in dead pile.

Die Roll: 5, Result: Aborted, Malta holds. Earmarked units become available next turn or per arrival schedule.

Die Roll: 6, Result: Disaster, Malta holds. Earmarked units are destroyed, removed from play (not available for dead pile).

Malta Evacuation Table

Die Roll: 1, Result: Garrison surrender.%, remove all four units from play (not available for dead pile).

Die Roll: 2-4, Result: Cadre evacuated, place all four units in dead pile.

Die Roll: 5, Result: Partial evacuation, place 2 units in Alexandria, less one step each. Place other two in dead pile.

Die Roll: 6, Result Successful evacuation, place 4 units in Alexandria.

6. If Malta falls, on all succeeding turns apply the following:

- a) The Axis player may automatically add the +4 Malta suppression modifier to all rolls on the axis supply table. No axis air points need be allocated to Malta suppression.
- b) Subject to port capacity the Axis player may directly land supply points at any axis held port (optionally limit this to Tobruk and Benghazi only, if Axis held).
- c) The Axis player may add 1 to the variable reinforcement table die rolls (more replacements are getting through).

Malta Occupied Early

This variant assumes that early in the war Malta was captured or the British evacuated it for whatever reason. The Allied player receives the four Malta Garrison units (full strength) in Alexandria at the start of any major scenario. The Axis receives all the

benefits in (6) above from the start.

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

The Soviet Armies in *Stalingrad Pocket*

Game Strategy

by Mike Lynn and Tim Armstrong

Kontrudar

One of the challenges of assuming the role of General Georgi Knostantinovich Zhukov in The Gamers' *Stalingrad Pocket* is the diverse capabilities of the armies under your command and the variety of missions these armies must accomplish. In this article, we will attempt to discuss each army, focusing on mission, composition, and the likelihood of success in fulfilling those missions in the first few turns of Scenario 3, The Stalingrad Pocket.

Under General Zhukov's command for the Kontrudar (counterblow) are three powerful fronts. These are the South-western Front (General N. F. Vatutin), the Don Front (General Rokossovsky), and the Stalingrad Front (General Yeremenko).

The Northern Blow

Of these three fronts, the main blow will come from the South-western Front which consists of three armies: First Guards (General D. D. Lelyuchenko), the powerful Fifth Tank (General P. L. Romanenko), and the Twenty-first (General I. M. Chistyakov).

The First Guard Army is the army located on the extreme right of the Soviet forces. It consists of 7 units totaling 18 attack factors and 31 defense factors but has only one exploitation capable unit, the 22nd Motorized Infantry Brigade and a good Headquarters, a 4-2. Generally, the First Guards will be the flank protection for the Fifth Tank Army on its advance toward Kalach (34.18) and Nizhne-Chirskaya (37.10). However, a gambit that you can try is to take the bridge over the Don between Vesherskaya (03.07) and Belogorkav (03.06). If only one regiment of the Rumanian First Corps is there, bombard with the Katyusha rocket - launchers -illocated to the First Guards and follow it up with an assault with three infantry divisions. With any luck, the 22nd Motorized can move and exploit to Bokovshay (11.04), seizing vital bridges and blocking the retreat of the Rumanian and German forces between the Don and Chir Rivers. If this succeeds, the Soviet player should consider turning the Fifth Tank Army west to seize the German reinforcement hexes (G), and driving along the west bank of the Chir River toward Nizhne-Chirskaya. This gambit would entail

greater risk (extended flanks) but could have a larger payoff (a larger pocket with the possibility of exiting forces to shift victory levels).

If the First Guards fail to get a bridgehead across the Chir quickly, then you should limit them to covering the bridges of the Chir, as flank protection for the Fifth Tank army, and as cannon fodder for losses to keep the Fifth Tank Army spearheads strong. Chances of fulfilling the simple goals of the First Guards are very good as long as the player does not hold delusions of grandeur from the name of the army.

The Fifth Tank Army is the Sunday punch of the South-western Front. With 19 units totaling 68 attack factors and 71 defense factors, and a great Headquarters (5-2) the Fifth Tank is a pleasure to command. Besides the fine exploitation capable units available (13), the Fifth Tank also has the lion share of the Katyusha rockets on the first turn (32 factors out of a total 44). Barring good luck for the First Guard Army in seizing the bridge at Vesherskaya-Belogorka, the Fifth Tank should make a steady line towards the Nizhne-Chirskaya area along the road that runs along Kotovskii (11.12), Perelazovskii (18.11) and crosses the Chir River at Surovikino (30.10-31.10) with a goal of getting a bridgehead in this area. By threatening the area between Nizhne-Chirskaya and Tormosin (39.04), the Fifth Tank can eliminate a good staging area for the Germans in their attempt to rescue any force left in Stalingrad. If the German abandons the Stalingrad area, then the Fifth Tank is a threat to the reinforcement hexes of F and E.

The German player will most certainly attempt to run to the Chir River with anything that can walk and counterattack with any units that have no other lot in life than to die. As the commander of the Fifth Tank, welcome any attempt of the Germans to stand and fight as every Axis unit killed on the east side of the Chir is one less unit to cover the 15 crossing points between (04.02) and Kalach (34.18). Also, do not be intimidated by big stacks of Axis troops guarding bridges. Usually, they contain weak units with few steps to lose. A good tactic is to use rifle divisions to bludgeon their way across the bridge and secure the Bridgehead. Then use follow-on forces to exploit and expand the bridgehead. This will force the Axis player to react to your moves and distract him from the area where he can have the most success, south of the Don River in the line from Kotelnikovo (52.04) and Stalingrad. In any multi-player game, rush to command this army as its chances of success are great and the joy of killing the Axis invaders can be quite fulfilling.

The second most powerful Soviet army is the neighbor of the Fifth Tank, the Twentyfirst Army. An average Headquarters unit (3-2) commands 16 units, consisting of 53 attack factors and 56 defense factors. Out of the 16 units total, 10 are exploitation capable. With good tactics and a little luck on the dice, this army can explode out of the Serafimovich (11.18) bridgehead, destroy the Rumanian Fifth Corps, and drive to Kalach along the tracks that are just east of the road the Fifth Tank will take to Nizhne-Chirskaya. By moving along this way, the Twenty-first can protect the left flank of the Fifth Tank and provide the punch that will link up with the armies of the Stalingrad Front advancing from south of Stalingrad.

With a poor Headquarters, the Twenty-first must be especially careful to keep itself supplied and the Headquarters well protected, especially in the breakthrough portion of the game. A canny Axis player, if he sees an opening, can pull mobile forces from Sixth Army in Stalingrad and deliver a powerful blow against the Twenty-first. This is especially true because the armies on the Twenty-first left flank are weaker and face German, not Rumanian, corps. If the Twenty-first cannot protect the flank of the Fifth Tank, the Soviet forces will still reach the rivers, but may be too weak from German counterattacks to throw a force across the rivers. If they cannot, the Axis will be in a much better position to launch a drive on Stalingrad from the Nizhne-Chirskaya area.

These three armies of the South-western Front will most certainly attain their minimum goals of reaching the Chir and Don Rivers. However, the real trick for gamers assuming the role of General Vatutin is to push on across into the Nizhne-Chirskaya area, or drive along the board edge, taking the reinforcement hexes of G and F. Against good Axis play, area E hexes are usually out of reach. Historically, lead elements of General Rodin's 26th Tank Corps (part of the Fifth Tank Army), were able to seize the bridge at Kalach on the morning of Sunday, 22 November (turn 2). Usually, the Soviets will not reach this area as fast (remember, the Axis player does not have the command problems the Germans had) and cannot do this in the game, unless they are willing to put their valuable spearheads out of supply. The Soviet player's goal for the South-western Front armies should be to reach the rivers by the end of turn 4 with minimal losses. This Front is a juggernaut but beware. Careless play and not paying the god of logistics his due can wreck any chance for a major victory.

Meat Grinder in the Center

All armies of the Don Front (Sixty-fifth, Twenty-fourth, and Sixty-sixth) and the Sixty-second, Sixty-fourth armies of the Stalingrad Front, are the anvil on which the Axis will be hammered. By holding their positions aggressively, pounding the Axis relentlessly, the player taking on the role of Generals Rokossovski and Yeremenko can play their parts in a major Soviet Victory. Always look for an opening to dash through and take an airfield, without which the Axis forces in the Kessel have no hope of breaking out to meet a relief force.

With no Katyusha rocket factors and few mobile forces, these armies are not offensively mobile but to fulfill their mission objectives, they do not need to be. If possible, threaten the hexes of Stalingrad itself and do not let the Axis draw off forces without giving up ground around the Kessel. Remember, if an anvil is soft the blacksmith cannot mold the horseshoe to the shape he wants.

The Southern Blow

The Fifty-seventh Army under General Tolbukhin will deliver the main attack on the

German Fourth Panzer Army. With 30 attack factors and 32 defense factors concentrated in only 9 units, this army is small but packs a good punch backed up with 8 Katyusha rocket factors. However, a wily Axis player will recognize the weakness of this southern attack and attempt to derail it before it gets on a roll, allowing the Axis to stabilize the front and switch forces to stave off the Northern blow being delivered by the South-western Front.

With that fact in mind, it is imperative the Soviet player keep the armies of the southern blow in supply. The line of advance for the Fifty-seventh Army must therefore be along the rail line that runs to the track at 47.24 from the start line of area 10. Then the army should turn and drive on Kalach through Zety (45.21), Verkhne-Tsaritsynskii (42.20) and SredneTsaritsynskii (37.20). Aggressive play (and a hot hand in rolling) will put in Kalach at about the same time as the Twenty-first Army.

The Fifty-seventh Army is too weak to make this drive alone, however. The Fifty-first Army under General Trufanov must drive in tandem along the track Tinguta (49.25) and Zety. Even with the Fifty-first's units (14 containing 42 attack and 55 defense factors), the southern blow is only marginally stronger than the Fifth Tank army (73 to 68 attack factors). Keep this fact in mind! The Stalingrad Front is the weakest link of your chain of command and is also the one that will most likely face the anger of Field Marshal Erich von Manstein's Winter Storm forces that begin to gather later in the game. Be aggressive but not stupid on taking losses. Your armies are powerful, your mission daunting, but your hammer is fragile.

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

In Brief

Editorial

by Dean N. Essig

Unlike the last few issues, I have much housekeeping to catch up on. The first thing I want to bring to everyone's attention is this. We now have a way for those looking for *In Their Quiet Fields* to put together copies-while the parts last, at least. To assemble your own *ITQF*, you will need the Upgrade Kit (\$7 plus shipping) which we still have in



abundance. Then contact Bob Schindler to order a map and a game rule book. If You have the series rules from another game, you now have an *ITQF*, revised edition in your possession less a box. I hope that all those who have hunted high and low for the game will avail themselves of this method of obtaining one-supplies of some parts are limited.

Rod "Ice-Man" Miller "just moving his counters around." Notice the almost complete lack of enemy units in his path. Stalingrad sends word it is still holding out...not for long, though.

We are trying to arrange an area at the next Origins (San Jose, CA) to use for open Gamers' game playing. We are looking for volunteers to help us run this "Con within the Con." Specifically, we need people willing to set up and manage the game of their choice for whomever signs up. We can replace your copy of the game used with a new one if yours gets played (provided the game is still in print). Let me know if you can help ... it should be a lot of fun.

Mike Haggett has been with us now for a couple of months. Several of you have called to ask what he does and what impact it will have on the company. Technically, he is the company's Production Manager-a title I expanded to cover development and

playtest management as well. He takes the game from the designer, works it over, sends it out for playtesting, refines it, and then gives it to me for the artwork. I do the artwork and give him the final films. Mike then marches it through the production process. This will mean we can put out more games per year. It also means two other things: if you want to publish a game in one of our series, now is a good time to do so, because the backlog will start moving now-and we need more playtesters. If you want to design, call or write for a Submissions Packet. Call if you want to playtest. Ask for Mike.

Our new production schedule (fully in place by next fall) will allow us to publish one game every two months. To keep things flexible, we will be publishing definitive game release dates no more than 6 months in advance (as opposed to our current calendar year method). That way, we can select the games that are most ready at the moment.

Since an astute gamer has already expressed confusion about this plan with his question "But, will that give enough time for playtesting'?" Let me explain more fully. When a design is submitted, Mike makes an initial development run through it and prepares it for full playtesting. Then, he will prepare the playtest kits, send them out, and monitor the progress of playtesting. As each six month window reaches a decision point, we will review the games in playtesting and give the go ahead to one that seems most finished. At that point, and not before, the game will be six months from release and will be through its playtesting cycle. At each decision point, I want to have several almost finished games rivaling for the same production slot so I can choose the one among them that is the best. Games that seem most in need of help will remain in playtesting until I can look the game in the eye and announce it done. Any game that just doesn't cut it at all will be evicted during Mike's initial development period.

We need game designs in all of our series, but specifically the SCS, OCS, and NBS, in that order. We have a good number of TCS and CWB games in the works. I encourage you to give it a shot. With our new production schedule, your game (if accepted) will come out relatively quickly.

Mike also handles most of the rules questions we get over the phone now. Part of this is his training in rules and rules wording (seeing what kinds of questions come up) and the rest is to free me up from the phone so I can get my work done. The point is, if you have a rules question call and let Mike answer it. If you really want to speak to me instead, do not hesitate to ask for me ... but please be considerate of my time.

(Mike sure gets around doesn't he?)

After months of losing our shirts shipping Gettysburg magazines, we had to raise the shipping rates on them. Each one of those mags weighs a short ton and a shipment overseas (by air!) of several issues almost cost us more than the customer paid (not

counting the cost of the mags themselves). To keep my wife off my proverbial behind and to appease our accountant I had to raise the shipping rates for those bricks.

Finally, you will note a slightly different format for this issue. In order to make the magazine more efficient, I've trimmed it back to 32 pages (still way up from its advertised 24 page format!) but a quick comparison between issue 9 and this one shows that the "useful" page length hasn't changed at all-staying constant at 21 pages (after you subtract the stuff at the end of the mag, the covers, and my opening gibberish). The result is a leaner item which has a game-content of some 66% (length less overhead) up from 58% just two issues ago. Unfortunately, this adjustment means we will no longer be able to offer convention and dealer listings. We are offering an alternative to the old dealer listing-call Sara here and ask for the stores in the area you are interested in and she'll be happy to give you their address and phone number.

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Out Brief

When the Goddess of Fortune Spits Upon You... For Those Who are Probability-Challenged

by Dean N. Essig

We have all seen the guy who can't roll dice. You know, the one who needs to hit a 4 or more on two dice and invariably rolls a 2 or 3. These guys are "mechanically challenged" when it comes to dice, and are not the subject of this editorial. I have come to write about those who are "probability challenged".

What is it that makes a player Probability Challenged (Prob C)? It is an unwillingness to believe probability works, an underlying inability to appreciate the degree of chance involved in something. For instance, there is the guy who gets the grand opportunity to be the one in 30,000 and will walk around thinking if he plays the game again, it will happen again. Another case would be a player who refuses to get into a game because there is a *chance* of some oddball event happening—an oddball event or series of occurrences that might strike one game in a couple of million.

A more specific example might be the variable entry in *Thunder II*. Players have often wondered why there is no accumulating modifier that will (eventually) guarantee the entry of each unit. Dave had just such a system in mind when he first discussed it with me. His concern was (as is that of the players who bring it up now) "what if the guy never rolls 8 or more?" Now, every single roll of the dice has a 42% chance of coming up with an 8 or more and by the 10th try there is an accumulated probability of 99.5% chance of success. In other words, in but 5 times out of a thousand will the player make it to turn I I without success! But, what if he misses? Yeah, right.

And, that incredibly unlucky player has only managed to miss out on one group. Guys come to me worrying about "not getting any reinforcements..." and in the game at our retreat in September, they came close to pulling that off. However, they hit a streak of luck (oddly enough) that got them a bunch of units in rapid succession. Does this mean that good luck balances out the bad to bring the average chances back into line? Of course not, these are all independent tests. So what will happen if the forces never arrive?

Basically, you would be looking at one of those odd (and very rare) events where the game's reinforcement schedule is not written in stone (gasp) for all to see and plan with. "Damn-it, those troops were supposed to arrive at 11:00. I left this big hole for them and now they aren't here..." Congrats, the troops managed to get lost or were diverted to another battlefield ... or something. Welcome to real (not game) life. Remember Napoleon's luck during the Waterloo campaign'?

Another case of the Prob Cs getting out of control are those who examine the Hood Addiction Table in *Embrace an Angry Wind* and come up with the fact that Hood will fall on his sword once during every game on average. That's nice ... but the chance that he will order a disciplining assault before he does so is much greater. Also, since the Confederate player, saddled with Hood and the dang table has small chance of looking forward to the death of Hood result so he can turn the game by placing Forrest in command, the result gives that chance to the Confederate player to get out from under that yoke and break the game wide open. This adds to the tension and the game's fun ... something it seems some players are trying to tell me to eradicate at all costs. The alternative would be to lock the player under Hood's 'control' with no hope at all of changing events as they were. That is merely part and parcel of the thinking of those who feel history was the way it was because that was the only way it could have been.

In the end, will there be games where the sudden death die roll comes on turn 3? Sure there will. Does it matter? No, it doesn't. If you want to keep on playing to see what happens, ignore the result and drive on ... if it happens again, the goddess of fortune has spit upon you.

(Remember: Good Planets are Hard to Find... Please Recycle!)

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Letters

Letters to the Editor

by the readers

Correction

I made one typo in my article "Effective Use of Fire Power in the CWB" in OP10. Please print the following correction:

We keep track of fractional artillery AMMUNITION points. If five 2-point batteries fire, the cost is 2 ammo points, not five.

--Brandon Einhorn, New York, NY

CWB Distorted Orders

(ed. Note: The current non-fractional artillery ammo rules are designed to keep players from splitting up their guns in tiny penny packets. Players have called who couldn't figure out what to do after splitting up their artillery so as to put a gun point in every hex to get the morale benefit. The original rule was designed to eliminate (or make very expensive) that gamey tactic. Fractional ammunition points directly remove the roadblock to this sort of silly usage ... making me once again think about getting rid of the ability to detach gun points at all.)

I'd like to pass along an easy-to-use optional rule that has made our Civil War, Brigade Series games all the more enjoyable. It has to do with what happens when the dreaded "distorted order" is generated on the Order Acceptance Table.

Under the present rules, distorted orders are little more than a temporary nuisance. Generally, army commanders are close enough, and have enough command points, to quickly re-issue the ignored order and salvage the situation. In many historical battles, the failure of a subordinate to obey could not be so quickly rectified. A familiar example would be Ewell's failure to take Cemetery Hill at Gettysburg.

Therefore, apply the following penalty when a command receives a distorted order. The order is ignored and eliminated as before, but the command cannot be issued any new orders until the player rolls a 1 on one die during the Delay Reduction segment of

the player's Command Phase. If the army commander is stacked with the divisional or corps commander under "distortion delay," then the roll is changed to 1 or 2.

A force under distortion delay is free to attempt to gain initiative, and (if successful) can implement the order originally distorted. Successfully obtaining initiative does not make the command eligible to receive orders from the army commander-the die roll must still be made.

With average luck, the command with the distorted order will be paralyzed for 2-4 turns. The beauty of this rule is that it forces the player to make come hard choices: the player might attempt to get initiative, which could generate a loose cannon (simulating the distorted order in the mind of the cardboard commander).

OR, the player might choose to send his army commander there personally to bring the unruly subordinate into line-at the cost of having him away from where he is truly needed in the battle.

I hope CWBers will try this rule out and say what they think. To my mind, it makes the command system all the more realistic and exciting. The rule also works with the Napoleonic Brigade Series.

--Thomas Prowell, Seattle, WA.

House Rules: Routed Units

I am very much interested in seeing a section of Operations devoted to CWB House-Rules which people have developed in playing the game. This could be one in which individuals make their suggestions and others can try them or respond to the reasonableness of the rule whether in terms of sensibility or complexity.

[Ed. Note: Given the few letters received (everyone must be perfectly happy with everything ... how rare!) why don't we do this right here in the letters section. Maybe this will kick up some discussion. It seems nothing else has ...]

To get the ball rolling, I have started using house rules for routed units and artillery.

Routed Units:

Rather than have units move "generally to the rear," I retreat them in directly the opposite direction of the fire which caused the rout. Facing them in an appropriate direction. If they fail to rally during the Rally Phase, I move them 3 MPs using the infantry in column movement costs. I continue to do this until either they rally or leave the map. If they move into an EZOC during this time they receive fire and then continue their movement in the opposite direction from which this new fire came.

To get the leaders more involved, the divisional leader (only) if he is stacked with units of his own division can apply his rating to the rally roll. If the unit fails this roll, the leader is "carried away" with the routing unit for that turn. (This can cause problems with command control, so be sure that it is worth the risk.) Corps and above officers cannot help to rally troops in this way unless the troops actually move through that leader's hex-in that case he can move with them to help them rally. No such leader can be deliberately placed in the path of routing troops (they had better things to do than to chase down routing men. However, all accounts show that when a rout flowed through such an officer's location, he would do his best to rally them.)

Artillery:

Rather than use the regular artillery ammunition rules, I have multiplied the initial amount by 5 and then subtracting on a one for one basis. (What's the problem I am causing by doing this? (*Ed. Note: See the reason above*))

I have also prohibited artillery in forest hexes front firing into forest hexes except when the fire is down a road-in that case, the fire blocks the road's ability to be used for enemy movement.

--Billy Ray Wagenseller, Dallas, TX

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

© Copyright 1993 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Errata and Corrigenda

Rules Corrections

by Dean Essig

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 overstacked in the initial set up. Place 1/3/2 in any adjacent hex.
3. A number of Loss Charts were shipped which were improperly printed. If you do not have both Union and Confederate Loss charts (printed on one big sheet in the 2nd Ed), let us know and we will replace your sheet with it 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 A 10.21.
2. The Union Variant about 12th Corps should have them enter at I not F.
3. In scenario 1 and 5 a Couple of entry areas were given their old (1st ed) designations: E should be I, F should be K, G Should be L.
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 a.m., the 29th, at area A.

3. Remove the 3v Supply wagon from both Scenario 2 and 6 Set Lips. 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 [lie map].

4. H/Cav should be listed as part of the option which includes Hill's Provisional Corps.

5. Hatch is allowed to Stack with the artillery with his division its it it were one of his brigades in the set up. He must move it) 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 it G. There 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 its examples in the rules for Lee 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. Where the set up calls for "Reserve Corps, all" it is too easy to forget that these two batteries are optional and should not be set up. Be sure to keep them with the optionals.

7. The reference to "5" in 4.2f should be to 4.2e.

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 3.1d. As a further option, if 3.1d is used, do not apply it to those Union leaders listed in 3.1g which are capable of issuing themselves attack orders.
2. The Off-Map mvt hex for the Rebs should be A2.01, not A1.01
3. The Divisional Goal listed for 3/5 in Scenario 3 also applies in 4 and 5.
4. 3.1a & 3.1b are not meant to imply that Grant cannot issue orders to division commanders. He can if he 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 no 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 I (X) enemy casualties" should be "Every 100 enemy Strength Points lost".
7. Add to 1.2f: "Wilderness hexes 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 lobed 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 Loss Charts:

Confederate: 1-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 on 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 the Confederate 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 been 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 one victory point.
6. The Spring Hill garrison may not be used to initiate the bridge building conditions over the Harpeth. Furthermore, the units which are to fulfill those conditions must have explicit 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)

2-01 *Bloody 110th*

1. Add the 38th PzJg Btn (all) to the Historical Order of Arrival to the other units arriving at 0200. 17 Dec 44. That 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 Areas 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 PG 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 Artillery ammo Supply. It is not needed.
3. Scenario 5: Under German Artillery Available, I 843 should instead be the 1/4/89.
4. The German Fus/275th should have morale boxes for each company, I 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

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 1/352 PJ 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 Roll 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 consider dug in-in the hex their Pill Box was located-if f 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 16RCT 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 Lip.

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 hits 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 1st 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---never both--and this dual system does not free it from the standard "one shot per unit rule."

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 the 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 I OR 2 in a single barrage resolution--he may never apply both of them in 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 full 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.
11. CHANGE: Combat supply may use the same tracing procedure as sustainment supply, in other words, enough trace MPs must exist to get into the hex adjacent to the unit. This allows units across rivers and in swamp hexes to get combat supply. If the adjacent hex also happens to be adjacent to an enemy unit, the trace is still blocked unless that hex is negated.
12. In Supply (11.0), the last paragraph before 11.1 allows a player to use HQs to get SPs for any purpose. It should not imply that SPs can be acquired using the throw range of the HQ-SPs must use the 5 MP draw range to acquire the SPs, which are then "thrown" to the needy unit using the throw range.
13. Rail Repair Units may enter Reserve and Strategic Move Mode. They may not, however, conduct rail repair in those modes.

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 Bit.
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.

SCS Series Errata

1. Change rule 2.1h to read "Friendly units negate EZOCs for supply purposes only."
2. The reference to 3.1a in 2.1f should be to 12.1a.
3. 6.Oc should require Overruns to have terrain which costs "2 MPs or less", not less than 2 MPs. Roads are ignored when determining if a hex fulfills this condition.
4. Attacks at odds worse than the furthest left-most table column are not allowed. Furthermore, should such an attack be attempted, upon discovering the bad odds, the attacker must take one step loss from one of the announced attackers. There is no effect on the defender. Also apply this rule to attacks which are shifted off the left edge of the table.

5-01 Stalingrad Pocket

1. The German supply rules imply 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 36.27, 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.

5-02 Afrika

1. Units cannot move between hex A34.25 and hex A34.24. This all sea hexside should be considered prohibited to movement and combat (but not barrage, Of Course).

2. [it scenario 5.2, one of the Allied 4-5 Variable Reinforcement rolls has already occurred and the RECAM unit should not be in the dead pile.

3. In scenario 4.1, the values for the 288 Sonderverband should be 4-7-18, not 3-4-15.

4. Supply cannot be traced into Salt Marsh or Delta hexes except along a road.

5. Case 1.6b should be a NOTE. The first case 1.6c should be 1.6b.

6. Design Note for LT There is no reason to disallow proportional use of truck points. Proportional truck point use is allowed in the place of the current rule if players desire to use it. The existing rule was designed for simplification purposes only.

7. In 1.11a, add "Units which are out of supply cannot replace step losses."

8. Clarification's: 1.16-The SP expended to construct a box must be in standard supply range and does not supply the unit constructing the box for the coming turn. 1.17-the Babini group counts as a division for this rule.
9. For purposes of combined arms, parachute infantry counts as infantry.
10. The second player always sets up first.
11. Rommel can move in both phases, he does, not have to choose between them as rule 2.3 seems to indicate.

NBS Series Errata

1. The LOS formula: "Middle" should be the distance from Contention to Low and not High. The formula should be greater than, not less than.
2. There is no modifier for flank or rear attacks on the Countercharge Table. The entire statement was to have been removed, but only the actual modifier was.
3. 11.5f should be changed from "Skirmishers not stacked ... must ... retreat" to "Skirmishers not stacked ... can retreat." The owning player may decide to retreat before close combat or not as he wishes, he is not forced to do either. Furthermore, Skirmishers have the following values on the Odds Table for Close Combats which get that far: Full=2, Reduced=1.
4. The distance used for the Cavalry Countercharge Check Roll is the actual distance, not the path distance as given in the example. The shortest line between the potential countercharging stack and the charging cavalry is used for the Check Roll, not the path of the countercharge itself.
5. 26.0 should state that leader ratings are added to the rally roll, not subtracted.
6. Squares have the same values as Road Columns for the Odds Table. Squares which retreat because of the Odds Table or by being dragged by an extended line automatically fall into column formation, not line as mentioned in 11.6c.
7. The Wrecked Brigade of a Wreck Division Morale shift should be -6, not -4. The +0 shift for attacking Cavalry in a Cav Charge is correct. The -4 for Defender in Cavalry Charge also applies to Defenders in Close Combat.
8. On the Straggler Table, delete the Mounted Modifier.
9. All references to Cavalry Charge impulses should be in 2 MP increments, never 2 HEX increments.

10. Delete rule 24.4c, Countercharging Cavalry of both players must make the check roll--not just the nonphasing player's.
11. In all cases, Cavalry Recovery occurs AFTER Rally.
12. A failed attempt to start a Cavalry Charge (for the non-phasing player, failure in the Morale Check, say) does not count as a pass.
- 13, Prohibitive terrain negates the need of charging cavalry to attack as per 24.21, provided all routes to the potential target arc covered by such terrain. Tile same applies to terrain which cavalry cannot charge through (as per 24.2b) even if not technically "prohibited" for movement purposes.
14. When using the Optional road column length rule 12.2), allow an exception to the infantry restriction on formation change (11.1) to allow units to switch to column from road column at the end of their movement.

6-01 Austerlitz

1. Entry Hex C, should be the road entering at A63.07
2. In scenario 7.3, Napoleon, the HQ, and the French Army supply set up in hex A28.29, not A28.28.
3. In section 1.0, the Santon Redoubt is in A34.32, not A36.32 and the Sokolnitz Castle is in A17.29, not A 17.30.
4. In 1.0a, the sentence should begin "Only the infantry unit..."
5. In scenario 7.5, the units told to be at "elevation 5 or lower" shot, should be at "elevation 6 or lower".
6. The Allied player is limited to no more than 5 full strength Skirmisher units at any one time. Note that two reduced strength Skirmishers can replace the full strength one. This total is for the combined Russian-Austrian armies, not for each one separately.

[Back to Table of Contents -- Operations #11](#)

[Back to Operations List of Issues](#)

[Back to MagWeb Master List of Magazines](#)

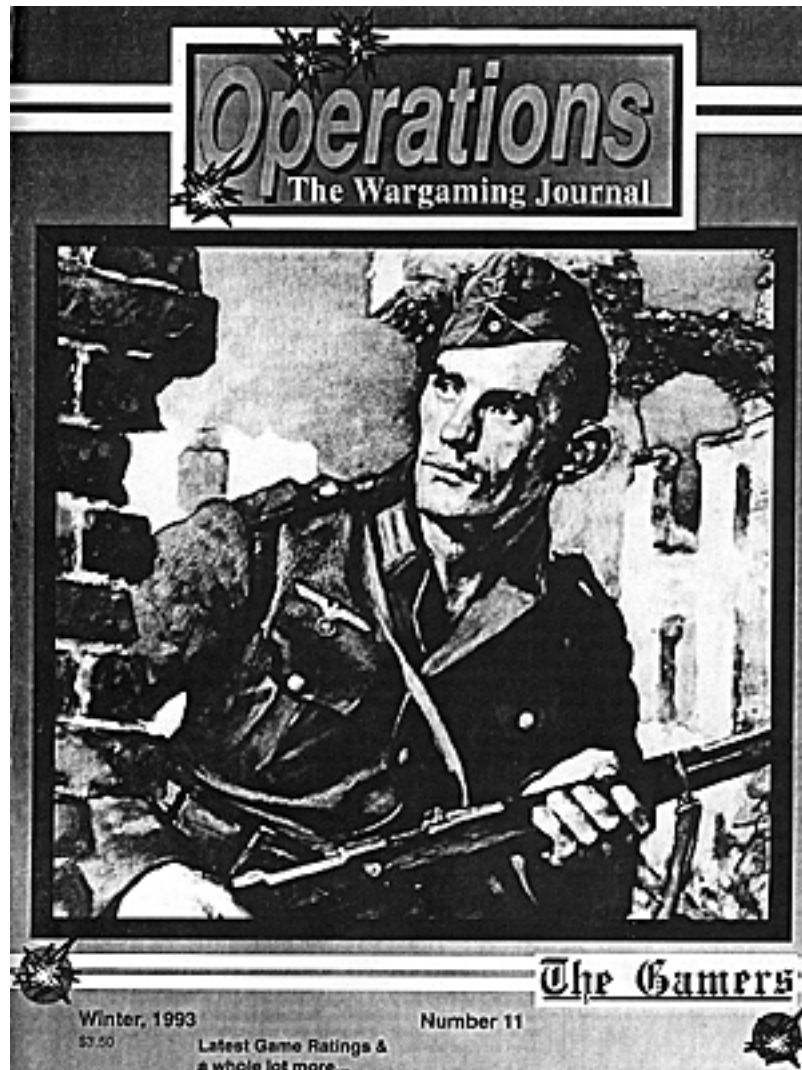
© Copyright 1994 by The Gamers.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Operations #11:

Large Cover (slow: 103K)



[Back to Table of Contents -- Operations #11](#)

[To Operations List of Issues](#)

[To MagWeb Master Magazine List](#)

© Copyright 1993 by The Gamers, Inc.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

Operations: The Wargaming Journal List of Issues



- [Number 51 \(Summer 2007\)](#)
- [Number 50 \(February 2007\)](#)
- [Number 49 \(Winter 2006\)](#)
- [Number 48 \(Autumn 2005\)](#)
- [Number 47 \(Winter 2005\)](#)
- [Number 46 \(Fall 2004\)](#)
- [Number 45 \(Spring 2004\)](#)
- [Number 44 \(Winter 2002\)](#)
- [Number 43 \(Summer 2002\)](#)
- [Number 42 \(Winter 2002\)](#)
- [Number 41 \(Summer 2001\)](#)
- [Number 40 \(Spring 2001\)](#)
- [Number 39 \(Winter 2000\)](#)
- [Number 38 \(Fall 2000\)](#)
- [Number 37 \(Summer 2000\)](#)
- [Number 36 \(Spring 2000\)](#)
- [Number 35 \(Winter 1999\)](#)
- [Number 34 \(Fall 1999\)](#)
- [Number 33 \(Summer 1999\)](#)
- [Number 32 \(Spring 1999\)](#)
- [Number 31 \(Winter 1998\)](#)
- [Number 30 \(Fall 1998\)](#)
- [Number 29 \(Summer 1998\)](#)
- [Number 28 \(Spring 1998\)](#)
- [Number 27 \(Winter 1997\)](#)
- [Number 26 \(Fall 1997\)](#)

- [Number 25 \(Summer 1997\)](#)
- [Number 24 \(Spring 1997\)](#)
- [Number 23 \(Winter 1996\)](#)
- [Number 22 \(Fall 1996\)](#)
- [Number 21 \(Summer 1996\)](#)
- [Number 20 \(Spring 1996\)](#)
- [Number 19 \(Winter 1995\)](#)
- [Number 18 \(Fall 1995\)](#)
- [Number 17 \(Summer 1995\)](#)
- [Number 16 \(Spring 1995\)](#)
- [Number 15 \(Winter 1994\)](#)
- [Number 14 \(Fall 1994\)](#)
- [Number 13 \(Summer 1994\)](#)
- [Number 12 \(Spring 1994\)](#)
- [Number 11 \(Winter 1993\)](#)
- [Number 10 \(Fall 1993\)](#)
- [Number 9 \(Summer 1993\)](#)
- [Number 8 \(Spring 1993\)](#)
- [Number 7 \(Winter 1992\)](#)
- [Number 6 \(Fall 1992\)](#)
- [Number 5 \(Summer 1992\)](#)
- [Number 4 \(Spring 1992\)](#)
- [Number 3 \(Winter 1991\)](#)
- [Number 2 \(Fall 1991\)](#)
- [Number 1 \(Summer 1991\)](#)

[Back to MagWeb Magazine List](#)

About Operations: The Wargaming Journal

Operations: The Wargaming Journal is published by Multi-Man Publishing.

Subscription rates: One-year (Four issues)

US: \$16

Rest of world: \$24 in US funds

Orders for subscriptions:

Multi-Man Publishing
403 Headquarters Dr. Suite 3
Millersville, MD 21108
Ph: 410-729-3334
Fax: 410-729-1312
e-m: sales@multimanpublishing.com
Web Site: www.multimanpublishing.com

Magazine Staff

Editor: Dave Demko

[Back to MagWeb Master Magazine List](#)

© Copyright 1991-2007 by Multiman Publishing, LLC.

This article appears in MagWeb (Magazine Web) on the Internet World Wide Web.

Other military history articles and gaming articles are available at <http://www.magweb.com>

MagWeb Master Magazine List

Updated through: January 25, 2008

New Postings



[Jan-Feb-Mar
in Reverse
Chronological Order](#)



[New Article Postings
by Subject
Jan-Feb-Mar](#)

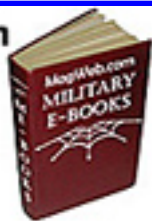


[Search Engine](#)

MagWeb.com

ME-Books
(Military
E-Books)

Free Library



[Abanderado](#) ... History of the Spanish Civil War.

[ACW Chronicles](#) ACW History.

[ACW Heroics](#) Amer. Civil War Exploits

[ACW Wargaming Newsletter](#) ACW History and gaming.

[Adventures in Deepest Darkest](#)

[Africa](#) ...The Continent Beckons.

[Aerospace History and Technology](#) Jets and Rockets.

[After Action Review \(AAR\)](#) History and gaming, all periods.

[Against the Odds](#)...All historical periods, includes a complete game in each issue.

[Age of Empires](#) ...History 1815-1914.

[Age of Napoleon](#)...History of the Napoleonic era.

[Age of Sail Chronicles](#)...Primarily USN history.

[Air Power](#) ...Journal of Air Combat and Gaming.

[American Revolution Chronicle](#)... American War of Independence history.

[American Revolution Journal](#)... American War of Independence era history.

[The American Wargamer](#)...Started 1973 about wargaming.

[Antiquity Museum](#) Ancient History.

[The Armchair General](#)...All periods of history and gaming

[Arms, Armor, and Armament through the Ages](#)...All

[The Art of War Annual](#)...Historical

[The Heliograph](#)...Victorian Colonial history and wargaming.

[HMGS-GL The Herald](#)...All historical periods.

[Historical Events Anecdotes Trivia](#)...All eras.

[Historical Miniature](#)

[Gamer](#)...All eras.

[HPS Simulations:](#)

[Napoleonics](#)...Nap. OBs and Scenarios.

[HPS Simulations: WWII](#)... WWII OBs and Scenarios.

[Imperial Herald](#)...Supports L5R (Samurai Fantasy).

[Intel Illustrated Archive](#)... All eras.

[19th C. Italian Military History](#)...1800s Italy.

[Junior General Report](#)... Classroom Historical Miniatures.

[King or Parliament](#)...English Civil War history.

[The Knights Round Table](#).. supports Day of Battle medieval rules.

[Kriegsspieler](#)...blends history and wargaming from all eras.

[KTB Magazine](#)...

Sharkhunters U-Boat and Submarine journal.

[Larry Leadhead](#)...Comic Strip for the wargamer.

[Leavenworth Papers](#)... Historical battles and

[Membership
Status Check
and Renewal](#)



[Mall at MagWeb](#)

[How To Use
MagWeb](#)

[E-Mail MagWeb](#)

periods supporting CoA.

[Barkorghasse Chronicles](#)...Fiction/
idea journal for RPG.

[Battlefields](#)...All historical periods.
Each article a scenario.

[BattleTechnology](#)...31st Century Sci-
Fi supports BattleTech.

[Battle-Wire](#)...WWII, supports
Battleground rules.

[Berg's Review of Games](#)...Reviews
board and computer wargames.

[Boer Wars Chronicle](#)...Boer War
History.

[Bombard \(NOVAG\)](#)...Historical
Miniatures: all eras.

[Campaign](#) ...Boardgaming of all
kinds.

[Center US Army Lessons
Newsletter](#)...Modern.

[Chainmail](#)...Role-Playing Gaming
(fantasy and science fiction).

[Charge!](#)...ACW history and JR3.

[China Military History Chronicles](#)...
History of China.

[Chronicle of the Crusades](#)...History
of Crusades.

[Chronicle of the Indian Mutiny](#)...
Colonial India history.

[Chronicle of King Philip's
War](#)...17th Century America.

[Chronicles in Poetry, Ballads, and
Epics](#)...Artistic.

[The Citadel](#)...Northwest HMGS
newsletter for historical study and
gaming.

[Clash of Empires](#)...19th Century
European Wars.

[Classical Hack Newsletter](#)...Ancients
wargaming.

[Cold War Chronicles](#)...WWII to
USSR fall.

[Colonial Conquest](#)...Victorian-era
colonial history.

campaigns.

[Lone Warrior](#)...All historical
periods, solitaire gaming.

[Masters of Role Playing](#) ...
Sophisticated RPG (fantasy/
sci-fi).

[Matrix Gamer](#) ...Matrix
gaming ideas.

[HMGS/PSW: The
Messenger](#)...All historical
periods.

[MicroMark](#)...19th, 20th C.
Army Lists, TO&Es.

[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

 Russ' Radar	 News	 One-drou Chapters		 Travel	 WAR LORE War Lore
 U-Boat Capt. Jorgen Oesten	News of Interest	Sample Chapters	Video Reviews	Battlefields and Sites Historic	
 Zulu Re-Enactment: Isandlwana					
 State of the Cartoonist	 Book Reviews	 Game Reviews		 Interview	 MAGWEB HEROES
 Fort Fisher: Dec 25, 1864	Book Reviews	Game Reviews	Audio Reviews	Interview: Designers, Authors	MagWeb Heroes
 Cauldron (Book Review)					

[Back to MagWeb home page](#)

© Copyright 1996-2006 by Coalition Web, Inc.

161 Lambertville-HQ Rd.

Stockton, NJ 08559

609-397-4265

[E-Mail MagWeb: support@magweb.com](mailto:support@magweb.com)

This article appears in MagWeb.com (Magazine Web) on the Internet World Wide Web.

Other articles from military history and related magazines are available at <http://www.magweb.com>