

# Operations

## The Wargaming Journal

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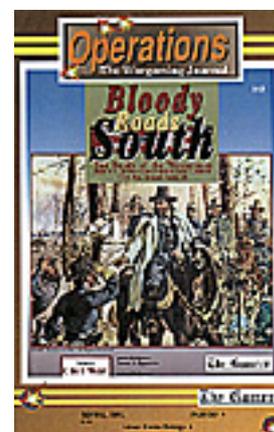
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# Limited Foretell

## Wargame Design

*by Dean N. Essig*

Limited Foretell is a concept that originated by accident. When we first started design work on the CWB, we determined that Command and Control would not only be an important facet of our games, but that it would be the hook we would hang our games on.

As design work proceeded (with numerous explorations into the obscure, I'd prefer to forget such concepts as "Mood Levels" and "Mood Points"...), the existing system which lives in the CWB took its current form. Happy with the result, I set about creating the system for the TCS. One of the things that first made an appearance there was relatively extensive prep times for op sheets. In terms of game turns, some great number of turns would flow by before a given new op sheet was accepted. Unbeknownst to me, I had created a game with "Limited Foretell."

Many gamers express a desire for some form of limited intelligence to exist in their games. This desire is based on a belief that since the real commanders did not know all that much about their situation, a game that portrayed this would be more "realistic" than others where "players know all." The typical way to bring this about was an effort to hide the enemy units such that only when friendly units "bumped" into them would a player be aware of their location.

With the exception of some efforts on computer and games with the luxury of umpires, such efforts were categorical failures. Most involved too much referencing to off-map "groups" or some sort of hidden movement routine. Double-Blind even required two separate games to be played with a "sunk your battleship" feel. Regardless of the skill of the designer, these were all defeats when viewed by the solitaire gamer.

When I started design, I generally believed that limited intell really wasn't worth the expense in playability it asked. The idea of limited foretell was unknown and only reared its head when I observed games such as Bloody 110th in play. Here's how it works: player A looks at the situation and makes out an op sheet. Player B (whose op sheets have been percolating for turns) implements a new one and starts to execute it. Five turns (more?) later, player A's plan kicks in. By this time, the original plan may look pretty foolish. Player A has just become a victim of limited foretell."

Because of the time lag involved between the writing of an op sheet and its execution, the value of a player's all-knowing eye in the sky has fallen drastically. While the player has a good idea of where units are-right now-he has little idea where they might be in five or more turns. Better yet, since he doesn't really know when his own plans will kick in, he may not even be sure of where his own units will be then. The enemy, for his part, is biting his nails hoping his attack order shows up before his opponent figures out that force X has no orders. Hence the term "limited foretell," the player is not inhibited from knowing about right now, and can be assumed to know little about the future.

This accidental effect is actually one of the strongest facets of the TCS command system. It is also present to a lesser degree in the CWB. While we didn't know we were doing it, the effect was watered down in the original CWB due to the quickness of order acceptance and the ease of getting initiative. After the publication of the TCS and the shocking discovery of what I had created, we revised the CWB so as to invigorate its effects. While still not as virile as the version in the TCS, the change generated some of the desired effects. We also noted, with satisfaction, that when played on a large map area (such as our inhouse game of Pipe Creek, 12 maps, or the forthcoming games on the Seven Days, 9 maps in total when linked) the effects became very apparent and interesting.

Additional limited foretell situations are developed in such games. Not only does it take a while to get troops started in a direction (and hard to redirect them once they are going), but with such large map areas relative to the usual movement rate, once troops have spent some time moving south, its going to take them a large amount of time to march to meet a threat in the north. A player who commits in a direction had better be right-hedging his bets will be very hard, if not impossible.

## **Inability**

What limited foretell provides is the ability to know a lot about the enemy now, but an inability to do much about it. The usefulness not the extent of a player's knowledge is affected. For instance, hill Y is lightly defended. Seeing this weak spot, the player makes an op sheet to go take it. Turns pass. The enemy reinforces the hill. The attack, designed to sweep a small force off hill Y is out- matched by the defenders.

"Ok," you say, "so the attack slows to a halt or I execute my failure instructions. So what?" The point isn't that you have to butcher your troops against the hill, but that you wasted precious time prepping for an attack against it and troops were tied up for no good use.

The opposite can also happen. You see the weakly held hill Y and do the above. However, this time, before you show up, the enemy force up and leaves. So what? Let's assume your opponent is a cut above the average (mine always seem to be) and

left hill Y as a bait for a number of turns. The troops on it had orders to hold the hill till 0900 and then pull back a kilometer to link up with Counterattack Force Zulu-- which just happens to be a reinforced Panzer Division named Lehr.

Zulu's orders are to await until enemy troops occupy hill Y and then to crush them. I, of course, would take the easy bait and capture the hill. (I can't pass up a freebie.) Within minutes, my conquering legion is cowering as the world falls in on its head. I'm now sitting on a useless piece of turf, without orders, and preparing to run for my life. Junior Guderian (the slimebag I'm playing) didn't plan a limited operation to retake hill Y, oh no, that would be too simple. He has planned a deep operation which will pursue my troops all the way off the map, crushing them, putting an end to Operation Overlord and setting back the Allied war effort three years...

Luckily, this nightmare has yet to happen. (And I'm on the lookout for it, if you're out to find a sucker.) The point is that in neither case was the player intent on taking hill Y able to react to the changing circumstances--only to what he knew way back when. In the first case, he wasn't able to reinforce his attack as he watched new enemy troops show up. In the second, he wasn't able to instantly assume a dug in posture and reinforce to absorb the blow.

### **Dangerous Capture**

The single most dangerous time in an attack is the instant the objective is captured. I don't want these words minced-- the MOST, period. I've seen this myself. Picture if you will a forced minefield crossing. I'm a follow-on rifle platoon leader. The first platoon has butchered itself breaching the mines and in making a small inroad into the defensive position on the other side. My platoon punches the other side, taking heavy losses, and starts to reconsolidate. I've got 12 men left. First platoon reports 8 live bodies. A report shows up that the company commander was killed.

Congrats, I'm CO. I have my RTO (Radio Telephone Operator) start switching to battalion's freq. My platoon sergeant shows up and wants to know what to do with the wounded since there are more of them than there are of us and the closest place to medevac anyone is on the other side of the minefield.

I, on the other hand, know that if this "company" is going to finish its mission (an objective more than 5 kilometers away), we would have to move out right then. Since we have destroyed the first line of defense (and ourselves with it) if we were to have a hope of making it, we had to leave now.

Fortunately this was training and not reality. In reality, the wounded would have come first. While my 20 men were busy tending to the 50+ wounded, how much of a fight do you think we could have put up if the enemy had counterattacked strongly? Typically, when an attack succeeds (at least for WW2 Americans) the attacker's guard is dropped a little and a number of things take more importance (unfortunately)

than carefully watching for the enemy reaction.

## **Painless**

The best thing about limited foretell is that it is absolutely painless. It comes as a free dividend from using the basic orders system in these games. It just happens. If any of you are clairvoyant (let me know, I have some stocks to ask you about) it won't work for you. Since most of us aren't, and that sly mug across the table isn't talking, it will work just fine. On some days you might be able to dupe an opponent into doing what you want him to (see the above Counterattack Force Zulu thing), on others you won't. Most times you'll have an idea of what might happen, even an idea of enemy probable courses of action, at which point your opponent will do Something completely illogical that will trip you up. And, that is what real commanders have to deal with.

Where does this leave the solitaire player? Limited foretell still has its effects, but they are more subtle and can be defeated by a player who is intent on beating the system. In the solitaire case, limited foretell will come about if the player makes his op sheets based on his best ideas for the side he is playing just then using the situation as it now stands. He shouldn't make plans based on the fact that he knows that the enemy is prepping for an attack against something.

The solitaire player must rely on his judgement about what each side might know and what they might want to do about it. The limited foretell part of the operation happens because no player can foresee when op sheets might kick in (unless he cheats) and it would take a lot of careful study to interpret the interactions of several op sheets from both sides all of which are kicking off at unpredictable times. If you take the time to analyze these interactions and make your plans accordingly, you are trying to defeat the system and will probably succeed. Congratulations. If you do this, please don't complain to me that the system doesn't work.

Limited foretell isn't perfect. A player still knows more about the current situation than he really should. No "boogy" man will jump out from behind a hill, While I feel that this "current" information will be of limited utility in battling the murk surrounding the future, a couple of simple rules of behavior will keep things from getting out of hand. First off, players should never be allowed to examine the stacks of the enemy to see what they contain.

Players shouldn't go out of their way to study such things as the enemy order of battle roster and reinforcement schedules. If you play the game enough, a certain familiarity with the forces of both sides will result. That knowledge is fine-it is the same as a division staff learning about the capabilities and TO&E of the enemy the hard way. The point is that you shouldn't be looking over the reinforcement schedule to remind yourself of what "he's" getting next turn.

With limited foretell and the few restrictions above, board games (contrary to popular myth) can give a decent level of limited intelligence. And all without having to resort to an unplayable abomination like double-blind.

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# 1 + 1 = 3

## Non-Linear Translation Wargame Design

*by Dean N. Essig*

This article was inspired by a discussion with one of our in-house playtesters (John Best) who thought the subject might be of interest to others. Dealing with the abstraction inherent in any wargame, one frequently comes across situations which appear clear cut on the game map which are misinterpreted if taken literally. This article addresses this "non-linear translation."

Any wargame "event" (combat, movement, whatever) consists of a dynamic action of a mechanism (organism?) of many parts functioning in a complex series of ways. Regardless of the game, topic, scale, or level of detail, the actual event must be shoe-horned by abstraction into the simplified-even simplistic-version of that event given in the game.

Take a basic game combat event. In the game, units move up, an event occurs which is called combat, it occurs once, one side is attacking while the other docilely "takes its lumps," a "result" occurs and the combat ends. Cramming the unbelievably complex series of movements, weapon firings, mistakes, brilliance, valor, initiatives, and lost opportunities into one-single, that is event is almost incredible.

That the results given can be at all reasonable is even more so. It is not that designers (except the more naive ones, that is) actually think that what is going on in the game closely follows the actual events. No, they understand that an abstraction is apparent, but that it does generate a reasonably close model of the actual events and gives a reasonably close approximation of the actual effects.

What is "reasonable" is, of course, in the eyes of the beholder. I'll leave that question out of this discussion.

### **Hidden**

The amount and extensiveness of the actions hidden under a given game "event" grows in size with a game's scale. A man to man game has the counter "hit the din." While that leaves out such details as how the soldier does this, which leg hits first, whether he skins a knee or lands on a rock, it cannot compare with the multitude of abstractions that occur when the World in Flames army moves one hex and attacks.

Neither level is wrong, each is appropriate for the given scale of play. Where these things go wrong is when the designer couldn't quite figure out at what level he wanted the game to be. An operational (gasp, strategic) game with lots of "tactical feel" would be an example of this. A few, brilliant designers might be able to pull this off. Most can't.

What looks like a lot of nifty detail soon overwhelms the real system and the game dies a most unfortunate death usually exhibited by the growth of long cob webs from the game's dusty corner of the shelf. Personally, I prefer to be more rigid about where I draw the line-this fits, that doesn't-to the point where I must endure the slings of all those who were offended because their pet idea or nuance was ignored or abstracted out of their control in the system.

Most games make a player operate at several levels of echelon when he plays. This is fine. Those who may demand that a game rigidly place them in one command position alone, affecting the "war" in only the manner that level could be bound to be disappointed and bored. This is because the real commander at a single level has a relatively limited ability to affect his surroundings--the commands of his superiors and actions of his subordinates narrow this-and a vast amount of his time is taken up by things gamers would hate to do in their games (making sure chow arrives on time, haranguing rear area commanders for repair parts he needs, worrying about the number of AWOL's this month, etc.) which would be dumped by any designer who wants to keep designing.

Limited to the things the one level can affect which are "good" would leave the player with an amazingly short list of things that can or should be done. And, once all the annoying "drag" items are dropped, the remaining decisions can be trivially simple. Especially so since the game player need not worry about the life or death nature of his decisions.

Now that the player is confronted with controlling multiple personalities, it should not be a great leap of faith that the game actions and events he controls may not be as simple and clearly defined as he might think.

Take an OCS air mission. Here we have a 45- aircraft counter, flying out to some point, taking flak, dropping a load of death and destruction on an enemy unit, and returning to base. Yes, that is what the aircraft of this unit are doing in any given mission, but the key here is "how many missions?" A single OCS air mission with one air unit represents the systematic pounding of a given target over what might be several days of time. Even this is variable for a particular target may be dealt with quickly, while others might take longer all within the framework of a "single" mission.

Other OCS examples include that game's limited intelligence functions. Some units, such as trucks, dumps and the like, have an "effective" location which represents their

approximate center of operations. This location is clearly known to the enemy player, who promptly launches a thousand-plane raid to destroy it. He is soon to be disappointed. The seemingly invincible mass of air power he used produces a lame result. Why?

Because the trucks he was aiming at weren't all neatly placed in the effective center he destroyed, but were running hither and yon doing their mundane jobs of which even the owning player doesn't control (or care about.) Sure a few unlucky trucks were caught at ground zero, but most were nowhere to be found. Effective locations allow players to believe they know the exact location of something yet automatically inhibits their use of that knowledge.

A further example are supply dumps. Here you are, a hungry, tired German player, and just ahead on the map is the juiciest Soviet dump you've ever seen. With its last three movement points, your Panzer Division's recon battalion lurches into the hex causing a roll on the dump capture table. Incredibly, a small amount of supply is secured but the balance "bounces" 5 hexes away-out of reach. "Foul," you cry, and proceed to write me a nasty letter about how "unrealistic" the game was...

But wait. Your battalion has just jumped on the effective location of the dump-which is not the its *literal* location. You have secured that portion of the dump which was actually there--the rest, your intelligence reports, is just 5 hexes ahead. You send forward a motorcycle battalion to check it out. It enters the dump's hex only to find a few more crumbs and a further report of a huge dump just ahead-another 5 hexes. In the case of a dump, you are finding bits of its real locations by jumping each of its effective locations in turn.

Eventually, you will probably unearth it all. If you are really unlucky, you may never find even a trace of the dump you *knew* was there. Other times, you might get it all in one shot.

A final OCS example, with a look at the artillery ranges that will drive some players to drink. The Katyusha ranges in GB are 3 hexes. 15 miles you think, quizzically, as you pull out a reference book to determine that the actual range was but 5 miles (that's for a BM- 13, before you yank out the aforementioned book-range 8,000 to 8,500 meters.) Now, before you write the nasty letter started in the above dump incident, this is why.

The Soviet player must set up and prepare for his offensive. This was true in real life and I wanted it to be so in the game. He must move up the launchers, set in, and then fire. At a minimum, this procedure will take a couple of days. Yes, the launcher need only pull into position, and fire, which by itself takes but minutes. The other factors involved (making sure everyone is set, bringing in the needed supplies, establishing coordination between nearby units, integration of fires with the overall plan, re-checking everything, positive controls established from on high, re-checking

everything again) take time.

To keep the German in suspense as to the exact location of the hammer fall, the range was extended a bit giving an effective location for the unit. If the unit had these set up constraints, and a one-hex range, it would be a sorry German unit that would ever get caught by Stalin's Organs. While some units were able in action to pull back and allow the rounds to harmlessly pummel the steppe, most knew "something was up" but were not able to do so. To reduce an effective offensive weapon to the status of two kings chasing each other around a chess board would be absurd, hence the anomalous range.

That our other series do not show the addition of effective locations is a product of my "learning on the job."

## Examples

Examples of  $1+1=3$  do, however, abound. In the TCS, tank fires contain multiple shots. The number of these vary from unit to unit (behind the scenes) such that a Stuart's terrible penetration value is somewhat compensated by the larger number of rounds coming out of the muzzle. This fact always raises eyebrows when players examine kill probabilities looking at a "single shot does what" level. Here too, the 20 minute game turn has its effects. In a given firefight between two groups of tanks, it seems that a limited number of shots were made over the course of a third of an hour.

This initiates another spate of letters. The turn adds another twist to the fabricated "reality" one is perceiving. Not only did each shot represent more than one round, beyond the fact that each of these multiple round shots were considered different due to rates of fire, the actual firefight lasted but a brief amount of the total time of the turn. These are all abstractions which can quietly lie in the background and take their effects (matematically) in the tables into which they were built. They only puzzle those who are knowledgeable enough about these combats to notice that something didn't seem to be adding up. They are right, at face value, they don't. But there is more depth there than it seems.

## False Notions

When a designer (usually a novice one) sits down to create his "perfect" game, he usually does so operating under two false notions.

One is that more detail equals more accuracy and the other is that each game event equals each real life event. A tank fire is one round from one muzzle doing just what the Aberdeen Proving Ground round did to its test armor. This leads to layer after layer of added detail which, due to false assumption number 1, he adds with glee--rates of fire, points of hit, mobility kills, firepower kills, differing armor values for each part of the target, and on and on. The result, while potentially modeling a single

tank round's flight to mathematical perfection (doubtful), is an unplayable mess.

This layering up is the exact opposite of what I do when I design a game. I hew out the whole thing first-assembling the parts which I think will give me the whole I want. The process then becomes one of trimming away excess and polishing what's left to give the correct results. Occasionally a detail is added, but only to fill a void created by mistake--not to add some cute detail. Eventually, the process becomes one of hefty decisions about the value of a given concept vs. the effect of its loss.

As the trimming continues, the line between the "keepers and losers becomes harder to tell and eventually I reach the point where I feel further trimming would eliminate the game's value as a simulation of reality.

## Step Losses

Another "man behind the screen" game effect is that of step losses. Many games take advantage of the front and backs of counters to provide a method of strength reduction due to losses. Often, the back or reduced side of the counter is 1/2 strength. Upon first look, it would seem that the unit has lost half its manpower and/or vehicles and thereby becomes "half strength." In the minds of some designers, that is exactly what happens. In doing so, they miss a great opportunity to introduce subtle effects which could show such things as the effect of losses on different unit types or between units of different capabilities.

That aside, is the casual observation that half strength represents half casualties correct? In any but the most simplistic examination the answer is no. Take a mid to late 20th century infantry platoon. The bulk of the firepower of this unit resides in the medium and light machine-guns residing in its ranks. Certainly, the accumulation of automatic weapons in these units dilutes this effect (to the point where today the line between what's a machine-gun, and what isn't, is very fuzzy.) This latter effect aside, when does the platoon become half-strength? When half its men are out of action? Certainly not, the half strength effect occurs when half the MG firepower is eliminated. What this says about numbers is that a range of values can be called an infantry "platoon." A veteran outfit with a mere 20 guys would have the same strength as the green one with a full 50. These effects can be exploited by game designers who have the historical background to know what they are doing-those whose "historical training" consisted of "playing a lot of games" won't.

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## Defensive Orders for Barren Victory

*by Dave Powell*

In the previous issue of Operations, I included optional rules for defensive orders. At that time, I also provided a list of the units in both Thunder and August Fury which should be considered to have orders which are defensive in nature. Obviously, Barren Victory needs the same treatment. Those for other games will be provided as available.

The following units have defensive orders:

Scenario 1. Union: 21 Corps and 1/2/Cav CSA: FCav, the RES Corps, and Polk's Corps

Scenario 2. Union: All Union troops except the Reserve Corps CSA: Polk's Corps, FCav, and the RES Corps

Scenario 3. Union: All Union troops except the Reserve Corps CSA: Only the P/B Division and FCav

Scenario 4. Union: All Union troops except the Reserve Corps CSA: Only the P/B Division and FCav

Scenario 5. Union: All Union troops CSA: Only FCav

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# Barren Victory Solitaire:

## The Conclusion

*by Dean N. Essig*

The end of the solitaire game presented in [my article last time](#) came almost as an anticlimax. Bragg had all his ducks in line by the morning of the second day. Longstreet's attack kicked off at 6:00 am sharp. It went through the apex of the Union line like the proverbial "hot knife through butter." It was over and I decided that further play would be meaningless.

I decided it was time for Rosecrans to panic and ended the game right there--a Confederate major victory, if I ever saw one. Confederate losses 6,300, Union losses 8,200.

With the game over, I want to devote the rest of this article to how does one play these games solitaire, anyway?

To do so, a player must accept his own orders and follow them to the hilt as he believes the commander on the ground would. They must also be followed as they were originally intended- which may or may not be the best way for "right now." Initiative must be limited to occurrences where opportunity presents itself within the "knowledge radius" of the game's leaders. What's a knowledge radius? It is a guess by the player of where and what he feels the leaders should be aware of.

Some may say this is within the LOS of the leader, I don't think so that's too restrictive. The leaders must be assumed to be getting some reports from their subordinates, adjacent commands and even from higher headquarters. While no where near 100% effective (15% is a better number), this information still allows commanders to take advantage of things they may or may not actually be able to see. Is there a right or wrong answer? Sure, but in a solitaire game if this subjective radius (which should never be viewed as a hex distance) is applied consistently between commands and sides, the disparity between the game and real life becomes fairly meaningless-unless the player's conception of what can be "seen" is either so permissive or restrictive as to be ridiculous. The player who allows his leaders to know all about that flank march coming down the secluded forest trail miles away from any friendly unit is pushing it. The opposite error, being too restrictive, actually will not inhibit good play. It only makes the leaders slightly less effective than reality. If you are not sure about where to draw the line (as it's a decision based on

gut reaction anyway) it is far better to err on the side of caution.

Certain gamey situations can easily be avoided in solitaire play of this sort. For instance if a historical commander set up his HQ and didn't move from that spot for the entire battle (commanding from afar) it is easy to bolt the guy to the ground so as to simulate this manner of command. Leaders who showed a particular lack of ability or willingness to take risks can have their historical peculiarities forced upon them. Likewise, those who showed unusual willingness to make bold moves can be given a benefit of a doubt. "Sure," you can say, "Jackson sent some scouts to find that open flank..."

In order to fully enjoy this style of solitaire play, one must use the formal command system. It is easy to write the orders that seem good at the time and to enforce their original meaning to the letter if you know both sides are doing this and that. You generally don't care who wins since you are playing both sides to win.

And, you should allow mistakes to happen. When an order you sent a while back shows up, follow it to the letter no matter how stupid it may look now. The interaction of these orders coming due at different times while the situation keeps changing is half the fun of playing this way. I could never have predicted the sequence of events in my Barren Victory game I played both sides as I got them and let the chips fall where they may. Often you'll be presented with strange mistakes which can be "fixed" if you are on the look out for them. I say, let them stand and see what happens.

I generally don't bother with the Status and Panic systems when playing solitaire. While they add an interesting level of suspense in two player games as well as the possibility of army collapse, I find that if I see a side pressed against the wall (as the Union above) I'll let them panic just to end the game if I have little hope of getting them out of whatever mess they are in.

In the end, all I can offer as advice on how to play this way is to play both sides to win, use the orders system to help mix things up, and allow "imperfect" play to occur. If you fight the system in order to make one side win, instead of taking both sides and just seeing what happens, you'll break the system. But of course, if that is how you like to play solitaire, go right ahead you'll have fun your way, and I'll have fun mine. And that, after all, is the point of all of this!

### [Defensive Orders for Barren Victory](#)

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# Bloody Roads South:

## Designer's Preview

*by James F. Epperson*

The Battle of the Wilderness was fought on May 5-6, 1864, between the Confederate Army of Northern Virginia and the Union Army of the Potomac. Despite a nearly 2-1 Union strength advantage, the Rebels were able to hold their own and even administer a bit of a tactical licking to the Federals. However, the Yankees won a clear victory in the strategic sense.

The critical nature of this battle is easy to see. If Lee can force Grant to withdraw from the Wilderness, the 1864 campaign will be derailed. There would be a good chance that the new Union generalissimo would be discredited, the 1864 presidential election may have turned out very different if the campaign in Virginia had looked as if it was getting nowhere. And then there is the case of the thousands of Union troops who are reaching the end of their service-- would they re-enlist if the war seemed to be stalled. Would Sherman's campaign in Georgia go according to plan if Grant turned back? Or would he be more cautious and hesitant. A major Confederate victory in the Wilderness would probably prolong the war for another year and would go a long way toward winning the South's independence.

Bloody Roads South, one of the rare attempts to treat the Battle of the Wilderness as a game, is my first design. Given that the basic game system was well-established by the Gettysburg, Antietam, and Manassas games (joined lately by the very good Chickamauga game), and that Dean Essig sent me the maps, my contribution was mostly in the research and details of the battle itself. Nonetheless it was a very difficult task.

The basic problem in doing a Wilderness game is that the Federal forces outnumbered the Rebels by about 2-1, yet the strategic situation puts the burden of attack upon the Confederates. Moreover, the dense terrain imposed a greater than usual fog of war upon the two commanders. In short, a straightforward imposition of the CWB game mechanics on the Wilderness OB would result in a game that the South probably could not win, and the first playtests confirmed this fear.

The simplest Union tactic was an 1864 version of the human wave assaults of the modern era, in which the large Yankee brigades boldly marched up to the Rebel lines and went into Close Combat; even if the attacker was defeated in the individual

assaults, the Rebel defenders were so badly mauled that they could not stand a second attack.

The solution was to use the terrain effects to limit the ability of the Union troops to maneuver and fight in the woods. Basically, Union brigades move slower and suffer minor automade morale effects in the woods. The Historical basis for this is that the very large Union brigades, many operating under inexperienced commanders, would be harder to control in the dense wilderness. Confederate brigades, by and large, were smaller and were operating under more experienced commanders, and so are exempt from the penalties. In addition, the Union suffers under a set of mild attack stoppage penalties which tend to prevent them from being able to sustain a cohesive attack with a large force. There is also an "accidental flank fire" rule to simulate that common occurrence of units being unwittingly enfiladed, often with great effect.

The net result of these changes, together with a subtle biasing of the brigade wreck levels, was to make the Union army more brittle and at the same time less effective in the woods. The Northern player must now skillfully employ his numerical edge in order to win; he can't just bludgeon his way to victory.

There are a few special rules governing the Union command structure; basically, we impose a "Burnside is a doofus" rule, together with a minor penalty on Union order acceptance based on the awkward Grant-Meade command structure. Personality sheets exist for both Meade and Burnside, in addition to Grant, since they were, in a sense, independent commanders.

In order to keep the game a manageable size we were not able to put the Todd's Tavern area on the map, hence the cavalry is not included. This was also part of the game balance decision, since the tactical use of the Union cavalry in the actual battle would probably have been devastating to the Confederates.

The game begins with the initial Union attack at 1p.m. on May 5th (many folks think this battle opened with an attack by Lee upon Grant, but such is not the case) and continues through the quiet day of May 7th, when no combat took place. There are three short, single map scenarios depicting small action, plus scenarios for each single day and the entire battle itself. Variants include the arrival of Pickett's division and more flexible Confederate arrival hexes. (The Union 2nd Corps kept an entire division out of its May 6th attack because of concern about possible Rebel troops on its left flank.)

One of the "theses" of the game is that both sides won. This is reflected in the victory conditions. Victory is measured at two levels, tactical (which measures battlefield losses and shortterm ability to continue the fight) and strategic (which measures position and long-term ability to continue the fight.) Historically, Lee won a clear tactical victory because he was able to maul Grant's army without suffering excessive losses himself. But, Grant won a major strategic victory because he was able to

continue the campaign southward. In order to prevent the Union strategic victory, the Rebels must inflict more damage or hold a position which blocks movement off the south map edge.

In most playtests, the historical outcome was produced. The tension in playing the game exists because the degree to which the Rebels win at the tactical level has some influence upon the strategic outcome; if Lee is sufficiently successful tactically then he may be able to win a strategic victory as well.

Two issues which were at one time part of the design have been omitted for simplicity's sake and will probably find their way into this magazine at some point. One is a random events table, which, I think (this is a personal comment), is one of the best gaming rules but is rarely used. The second concerns an alternate starting time for the battle.

Historically, Grant issued orders for a Federal attack as early as 10:00 a.m. on May 5th, but was unable to get the ball rolling before 1:00 p.m. Starting the game at 10:00 gives the players a much more open situation to play with, but also gives the Union player more time to bring his legions to bear.

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# Artillery in the CWB System

## Effects and Use

*by Dave Powell*

By far the hardest element to properly simulate in a Civil War game is the effect and use of artillery, especially if the goal is also to avoid excessive complication. Artillery acts and inflicts losses differently than other forces. It requires numerous special subsystems to handle these differences. On the Civil War battlefield there is the added complication that artillery is a supporting weapon clearly subservient to rifle-armed infantry. This does not mean it is unimportant. Cannons were still powerful weapons, capable of decisive and bloody effect, if used properly.

Artillery is a fragile force. A line of guns without sufficient supporting infantry was vulnerable to capture by enemy lines of battle rushing too close. Also, losses inflicted by guns tended to differ from infantry inflicted losses. At close range, canister and other mass projectile rounds could inflict serious loss. However, long range cannon fire rarely hit more than a handful of men. This is insignificant given the 50 to 100 men per strength point scale of most Civil War games.

Also, artillery tended to limber and leave before enemy infantry closed, especially if unsupported. This was nota morale effect but rather a tactical doctrine. Balancing these various aspects to produce an enjoyable yet accurate portrayal of artillery has been an interesting challenge. It is one that has not yet been completely overcome in any of the Civil War game systems that I play.

In the CWB, artillery, as a supporting arm, needed to be simple and easy to use in keeping with the spirit of the system. The first problem was to avoid the "invulnerable cannon" effect. Infantry had to have some method by which they could punish artillery. At first glance, allowing small arms fire to take out cannon steps seems peculiar given that the average bullet is going to do little damage to a 2000 pound tube and carriage. But cannons are vulnerable three ways: their crews, their horse teams and the guns themselves.

For instance, (and I will go back to Gettysburg, that most exhaustively documented of battles, for my examples) Battery E, 1st Rhode Island Light Artillery reported no guns lost, but did lose 40 horses on July 2nd. The battery was considered wrecked and withdrawn, taking no further part in the fight. This was a net loss of six guns

even though none of the tubes themselves were heavily damaged. Similarly, several batteries (both Union and Confederate) reported crew losses that slowed their rates of fire, or forced them to only work some of their guns.

The tubes may have been hard to damage, but they weren't indestructible. Broken trails, snapped axles, damaged wheels, rounds stuck in barrels (a really great job to try and fix) and even a couple of guns that burst or were struck by incoming rounds, rendering the weapons unfit for service, were all reported at Gettysburg.

Officially, the Union reported a net loss of three guns from Smith's battery at Devils Den. In addition, however, at least 59 cannon (approximately 20 gun points) were rendered unserviceable in the battle due to all of the above causes. The Rebels reported at least 26 gun losses as above. Both sides' losses are probably under-reported, especially temporary damages which were fixed thereby allowing the gun to be back in action the next day. Confederate reports are especially sparse in this regard.

The artillery effect that has drawn the most comment from players has been the single type of generic cannon point. Although this loses the flavor of the various types of cannons used, it is a necessary simplification given the already large abstractions being used (ad hoc battalions of 16 guns, etc.). Reintroducing the complication of gun types, each with their own range tables, and inability to combine units easily, would simply muddy the system. Different gun types belong at the regimental level, where all that detail can be given free rein.

Long range guns are to a certain extent explained above but there is a further reason why we simply omitted cannon fire at greater than 10 hexes (2000 yards). Such fire was more of a novelty than an effective tactic, and had no impact given the scale of the game. The imprecision of fuses (a thing General Hunt complained about greatly) and inadequate aiming techniques never allowed long distance shooting to become a significant force. The vast majority of artillery fire took place well within the 10 hex limit.

## Optional Rules

There are a couple of optional rules that can be included for artillery.

### 1. Artillery Refit.

A certain percentage of all gun losses can be fixed and brought back into play just as stragglers can be recovered for infantry units. Apply the following rule:

Keep track of all gun losses by Corps (or Wing or Division, if appropriate.) Up to one third of these losses are eligible to be recovered. An artillery unit refitting must be at least 8 hexes away from any enemy units. Mark a refitting artillery unit as if were a

unit recovering stragglers, and all straggler recovery rules apply (except the distance requirement, superceded by the above). Every hour turn, during the straggler recovery segment, roll one die. On a 4- 6, one gun point may be added to the refitting artillery unit. For each gun point erased from the total number lost due to recovery, erase two more points permanently. If less than three gun points have been lost from a corps, no recovery can occur. Lost gun points must be kept track of for each corps separately, and cannot be shifted to another corps.

## **2. Long range gunfire.**

At distances of 7 or more hexes, effective fire against infantry was difficult, and most guns at this distance were used for counter-battery work. In order to reflect this reality, apply a column shift of A for infantry or cavalry in line only (does not apply to mounted or column formations) when fired on by artillery at 7 or more hexes. Note that all the firing cannon must be at a distance of 7 hexes or greater to apply the shift.

## **3. Capturing Cannon.**

When a player forces enemy artillery to retreat and roll on the Gun Loss Table (with troops adjacent or in close combat) it can be assumed that some or all of those lost guns will be captured. Note that this rule applies only to guns lost on the table due to retreats or close combat results. Losses incurred during a player's own movement are not eligible for capture.

After the enemy player rolls on the Gun Loss Table to determine how many gun points are removed from his affected unit, the attacking player also rolls and consults the Gun Loss Table. This second number represents the number of usable gun points captured. If the second roll is higher than the first, only as many guns as were lost can be captured.

Captured guns should be recorded and may be used to replace friendly gun losses. They may be added to artillery units under the same conditions as described in the Refitting Artillery Rule. Captured guns need not be rolled for but instead are added automatically, at a rate of no more than one point per unit per hour turn. Captured guns could go to replace losses within the artillery of the capturing corps first, but may be used by the rest of the army if the capturing corps has no losses or has replaced them all. The Captured Gun Rule was devised by Rod Miller.

## **4. Greater Artillery Vulnerability.**

Artillery may always be fired on by infantry or dismounted cavalry no matter what it's current position in a stack.

When using this rule, it is strongly recommended that players also use the artillery refit rule #1 above, and that they change the ratio of refitted to permanently lost guns

to 1 for 2, instead of 1 for 3. This will produce more realistic temporary losses in guns, simulating the greater likelihood that the guns will pull out before getting overrun, but not be permanently eliminated.

### Thunder At The Crossroads revised losses.

In order to reflect various damaged gun or depleted crew losses, the following step losses should be applied to Artillery in Thunder.

Unit	Gun Point Losses		
	2nd Day/ Little Round Top	3rd Day	4th Day
<b>Union</b>			
1 Corps	2	3	3
2 Corps	0	0	4
3 Corps	0	4	4
5 Corps	0	1	1
6 Corps	0	0	0
11 Corps	2	2	2
12 Corps	0	0	0
Artillery Res	0	5	5
Cav Corps	0	0	0
<b>Confederate</b>			
1 Corps	0	1	3
2 Corps	1	2	3
3 Corps	2	2	3
Cav Division	0	0	0

The above losses should be subtracted from any artillery units of the appropriate corps at start of the scenario in question, owning player's choice. Losses may be distributed equally among all units or all removed from one unit, as desired.

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# Stalingrad Pocket:

## A Preview

*by Dean N. Essig*

The history of this game (Stalingrad Pocket, to be released June, 1992) is interesting in and of itself. After I came back from my first hospital stay back in July 1990, there it was sitting in a huge pile of unopened company mail which had been accumulating while I was "indisposed" for the previous five weeks.

It was an essentially finished game, with a beautiful hand drawn map, a complete set of counters, its own little rule book- something that could almost be released as is. In my crippled condition, as I could not give the game a fair look, I sent off a letter to its designer, Masahiro Yamazaki in Japan explaining my plight and giving my word to check it out as soon as I was able. Getting out from the backlog of work that had been piled up while I was enjoying my restful hospital stay and putting out Objective: Schmidt took up the next few months. When the dust started to settle, and I had enough time before my next rendezvous with a Mayo Clinic surgeon waving a knife, I set the little game up and gave it a shot.

While the play revealed a number of flaws in the original system, it showed the research to be good and that the game had a lot of merit if it had its system revamped. I wrote Masahiro and asked his permission to reformat the thing into the Standard Combat Series rules I had cobbled together some time back. The design of those rules had been the easiest project I had undertaken in years-the hardest part was naming the series. We dug out our Roget's and looked up every possible version of the word "simple" so as to come up with something which conveyed the right idea-simple, yet not simplistic and not having the bad karma associated with the term introductory. Standard was our best bet, but my favorite is still "Undeveloped." I could just see us releasing the "Undeveloped Combat Series" and guys would be rolling in the aisles at game stores world wide! Cooler heads, however, prevailed.

Masahiro agreed with my idea and signed a release form which entitled me to do reconstructive surgery on his baby. Glimmers of Doc Frankenstein... Actually, the process went very rapidly and without complication. The patient actually survived.

Playtesting began in earnest. Two things became immediately apparent. The game and its system were very smooth and required little tinkering, and the game's victory conditions were its most important part. The victory conditions had to be carefully

tailored to the situation at the time. The pure military solution (run for the hills to save the German Army) could not be viewed in isolation. The political solution (hold Stalingrad if it costs a million men), while irrational and self-destructive, must be taken into account. As in the case of the real commanders, players must be forced to balance the needs of these two diametrically opposed concerns. The German player must attempt to placate the Fuhrer (by holding all or some of Stalingrad) and must keep an eye toward the military concerns of 1943 by saving as much of the German army as possible for future campaigns. The final set of conditions is the best melding of these concerns I can think of, but I'd welcome further debate after the game is released.

The game's system is the straight-forward "you can play it right now" Move-Fight-Mech Move type. It has all of 6 pages of rules. It is easily understood by veteran gamers who will probably find it an interesting diversion from our more complex games. Its simplicity is intentional as it was designed with broadening our product line in mind. Lest you think that game play is trivial because the system is so simple to use, it isn't. Play of this game requires a level of skill rarely seen in games this simple. Both players must use their forces in an extremely intelligent manner or they will not Stalingrad Con'd from page 26 win. Swirling tank battles are the norm as the Soviet army attempts to wrap its pincers around Stalingrad and the Germans attempt to counterattack everywhere to slow them down or destroy them as they try. I've seen the game be played from one end of the spectrum to the other and know that no one can win this game by dragging halfheartedly through it. Unless their opponent hands it to them on a silver platter.

Play begins at the beginning of the Soviet Counteroffensive in November. Each cum represents two days (there are 16 turns) and the hexes are 5.5 kilometers. Most Soviet units are divisions, most Germans are regiments. Both sides have enough unit types and sizes to keep things interesting.

On the first turn, the Soviets invariably appear to be a juggernaut. They will crush the Romanian frontline with barrages and overruns. The German (if he doesn't panic and quit the game) will strive to develop some sort of mobile reserve and will start pulling his line back to somewhere more defensible. The Soviet player will soon find out how fragile his spearheads are and how easy it is for him to outrun his supply lines. Usually, the alert German will strike a few crippling blows at this point which may cause one or both of the Soviet pincers to slow or falter. Both sides will then know that winning is possible for each side but skilled play will be required to pull it off. The game, although simple in nature, packs more action and tenseness than I've seen in a long time.

The thing that drags me back to play this game time after time is the nature of the strategic decisions being made. As the German, you'll learn all about mobile reserves, efficient counterattacks, and keeping your forces free to fight. I generally set up a couple of powerful mobile counterattack forces for the Germans. These, during the Movement Phase, strike some weak link in the Soviet line.

The Combat Phase will see them blow away their target and free themselves from movement in the Exploitation Phase. (Units in ZOC's can't exploit, regardless of type.) During that phase, the units move back to their "safe" holding area to await the next turn's activities. Any lack of skill in performing these surgical operations will show up rapidly as the mobile reserve gets locked into the front line, or worse, wasted in holding chunks of line. Either way, a player would soon find himself sans reserve and at the mercy of the Soviet player, who, by this time will have none.

For the Soviets, their powerful offensive tends to be very sluggish due to the supply responsibility and slow movement of their HQ's. Also, because these HQ's are tied to roads, the choice of line of advance is critical and keeps the Soviet from engaging in the type of gunfighting the German must engage in to win. I find the Soviet spearheads to be very fragile (it's easy to out run the HQ's, a practice which a good German player will shove down your throat) and if they are not handled with great care, the offensive will grind to a halt. This is a difficult concept for many Soviet players to accept since their force seems so strong and they have seen what can be done on turn one (against Romanians, truth be known, Germans are a bit tougher nut to crack!) The problem is that the Soviet forces have neither the resiliency (fewer steps per unit size) nor the mobility of the Germans and a few key losses will cripple the "invincible" offensive. THE weak link in the Soviet offensive is the HQ's. If a German is handed an opportunity to take out one or more Soviet HQ's (especially the good ones!), he will be happy to take it and may even say "thank you" as he hands you your head.

I encourage you to check out this game when it is released at your favorite game store. I don't think you'll be disappointed.

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## Tactical Combat Series Suggested Tables

### Point Fire Table Terrain Effects on Combat

*by Dave Powell*

#### What Do You Think?

Here we go again. I went a little overboard with my "creative rounding" last time. Bill Moody caught my mistakes and suggested that I provide you with a better rendition. Here it is...

#### Point Fire Table

Use modifiers from original table, roll three dice instead of two.

Firer's Attack Minus Target's Defense										
Range	+5 or More	+4,+3	+2	+1	0	-1	-2	-3	-4	-5
2 or Less	6	8	9	10	11	12	13	13	14	15
Close	9	10	10	11	12	13	13	14	15	16
Nominal	11	12	12	13	13	14	14	15	15	17
Long	13	14	14	15	15	15	15	16	17	18

Roll # or more to kill (after modifiers).

Note that shots at less than -5 are automatically of no effect at any range and are not allowed. The above table has been slightly tailored ("creative rounding") to give a desired effect of limiting the effectiveness of poor shots at great ranges. The base probabilities are below, but have not been re-aligned as are the above. I would suggest that the above table be used or that players carefully tailor the below to be more like the above.

Special thanks to Bill Moody for suggesting changes to the table presented in OPNS 3.

## Terrain Effects on Combat

Target Description					
Terrain	Area Fire Table		Point Fire Table		
	Fire Mode	Move Mode (carrier mounted)	Fire Mode (not AT gun)	Move Mode	Fire Mode (AT Gun only)
Open	NE(-2)	+2(NE)	+2	+1	+1(-2)
Swamp	-1(-2)	NE(A)	+3	+3	NE(-2)
Woods/Hedge	-1(-2)	+1(-1)	NE	-1	-1(-2)
Buildings	-1(-2)	NE(A)	-1	NE	-1(-2)
Forest	-2(-3)	-1(-1)	-2	+2	-2(-3)
City/Village	-3(-4)	+1(-2)	-2	-1	-3(4)
-	<b>#-Normal (#)--Dug in</b>	<b>#-Normal (#)--Suppressed or Paralyzed</b>	-	-	<b>#--Normal (#)--Dug in</b>

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# Army Status and Panic Options

## CWB

*by John Kisner*

The rules for Army Status and Panic in CWB combine to form a two-tiered abstraction of the very real chance of one army or the other deciding a battle is lost long before most redblooded players would be willing to throw in the towel. They are an essential part of Essig's sophisticated design. These rules, however, suffer from two problems.

First of all, they are very difficult, if not impossible, to use in solitaire play. Furthermore, apparently many players have trouble rationalizing the luck element of the Army Status die roll, and ignore the rules entirely.

Here follows a modification aimed at overcoming these problems, both real and perceived. The process is still very random, but at least in the open-a boon for those playing alone or with opponents not quite trusted. It also removes the "guessing game" from the Army Status and Panic Demand phases, removing one layer of abstraction from the process. By this I mean a player no longer needs to guess when his opponent's Army Status might be low in order to force the chance of Panic.

The Army Status of each side is no longer recorded. This is now a completely random number, rolled anew each turn. The procedure is as follows. During each Status Change Phase, a die roll is made to determine the Army Status of each side. During daylight turns, two dice are rolled; at night, just one die. The resulting number is the current Army Status. If the Army Status is "1" or "2," that side will usually have to roll for Panic as per the normal rules, just as if a Panic Demand had been issued by the opposing side.

Players who wish to include a "viewpoint" variable may want to use the following die roll modifiers. A player should add "1" to his roll for Army Status if his assessment of the last turn was positive' subtracting "1" if it was negative. These modifiers should only be used during daylight turns, and I suggest that players openly and mutually decide the viewpoint of the respective armies. The only time either army's viewpoint should be negative is when the other army's viewpoint is positive. If the players do not agree, assume the viewpoint of each is neutral with no die roll modifier resulting. Panic Demands are now limited only by the following rule. On each day of battle, no side can "issue" more than one Panic Demand at each level (1

and 2) where Panic is possible. For example, if a side has already checked for Panic at Army Status "2," it is not forced to check for Panic again at that level for the remainder of the current day.

Under these changes, most Panic Demands will occur at night, since a roll of snake eyes is required to trigger a panic Demand while the sun shines. This is intentional. During the Civil War, armies would convene Councils of War at night to determine a plan for the next day of battle. At these meetings, the decision to withdraw from the field would also be made-as such, "panic" in these cases is something of a misnomer. Should a freak daylight Panic occur, this can be thought of as representing the kind of general collapse of morale that occurred at Chattanooga.

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# 101st Airborne Division (Air Assault) Operations

## Desert Shield/Desert Storm (Part II)

### The Hail Mary

*by 1LT Clifford M. Lippard*

#### [Part I: A Line in the Sand](#)

#### **Command Report 1 July 1991**

Sergeant First Class Williams was on duty as the shift noncommissioned officer at the 101st Abn Div main command post at Camp Eagle II, King Fahd International Airport, Saudi Arabia. He received a phone call just before 0200 on the 17th of January. The call was from Major Martin of the 18th Abn Corps G3 staff, who informed SFC Williams that the US Navy had launched 100 Tomahawk cruise missiles toward Iraqi targets at 0152 that morning. He also passed a verbal order from ARCENT that stated "OPERATION DESERT STORM is in effect."

With this order, over five months of waiting had come to an end. The Command Group and Staff were notified, as were all units assigned or attached. The defense of Saudi Arabia from Iraqi aggression, OPERATION DESERT SHIELD, had been completed. The division immediately began implementing its role in the liberation of Kuwait, OPERATION DESERT STORM.

The 101st was already playing an active role in that first night of attacks into Iraq. TF Normandy, with its two teams of four Apaches and two Air Force helicopters was in Iraq preparing to make the first kills of Operation Desert Storm. It was to be an exciting night.

Red Team had departed the staging base just prior to 0100. Team White followed seven minutes later. Flying at high speed, with the assistance of night vision goggles and forward looking infrared radars (FLIR), the two teams crossed into Iraq at two different points at roughly 0200. The ninth Apache, along with the Blackhawk, had also launched, but they remained on standby over Saudi Arabia.

Encountering only sporadic small arms fire from Iraqi border posts, TF Normandy

quickly arrived at its objectives. In fact, they arrived at their objectives a little early. LTC Cody commented that the waiting after they were already in Iraq made him old before his time.

The radar sites were still lit when the Apaches began closing on them. The Iraqis did turn off their lights eventually, but it did not matter. The Apaches had already locked onto their targets with laser beams.

In order that the Apaches' hellfire missiles would impact at exactly 0238, the predesignated engagement time, the task force fire commands were back-timed. With the commands "Party in 10" and "Joy" Team Red and Team White unleashed their firepower. They deluged the radar sites with Hellfire Missiles, 2.75in. rockets and 30mm bullets.

Within thirty seconds the Iraqi radars were no longer capable of functioning. Within four minutes the radar sites and their bunkers were completely destroyed. Mission accomplished, TF Normandy turned for home.

The task force took some small arms fire and was the target of one surface to air missile on the return trip. None of the helicopters were hit. By 1600, the aircraft from the 1-101st had rejoined the division at Camp Eagle II.

As the Apaches were departing Iraq, the Coalition's air forces were entering. Sortie after sortie of jets flew north to their targets along the safe corridor established by the destruction of the Iraqi early warning radars. The dismantling of Iraq's infrastructure was underway.

On D-Day, the division began moving its pre-positioned forces from Logsite Romeo into TAA Campbell. A and C Companies, 326th Engineer Battalion closed into TAA Campbell by 2130 on 17 Jan 91. These forces were quickly joined by the Division's Assault Command Post (ACP) and quartering parties, which had been located at FOB Bastogne on D-Day.

Prior to D-Day, Third Brigade TF was the only brigade positioned at Camp Eagle II. On D-Day the division began to pull combat forces back from AO Normandy to Camp Eagle II for deployment forward. First Brigade TF was relieved of its covering force mission in AO Normandy at 0709 on 17 Jan 91. The brigade began convoying to Camp Eagle II by bus and military vehicle. Second Brigade TF at Al Qaysumah, would remain under tactical control (TACON) of the 1st Cavalry Division for several more days.

The division's main body movement to and occupation of TAA Campbell, Phase II of OPLAN 90-5, began on 18 Jan 91. Movement was conducted by air and ground. The first ground convoy departed Camp Eagle II at 0846 that morning with 24 vehicles. The convoy route took them from Camp Eagle II to the Riyadh exit onto MSR

Toyota. They travelled down MSR Toyota to the Thumamah exit onto MSR Sultan. The continued down MSR Sultan until turning west onto MSR Dodge. Forty miles down MSR Dodge, they arrived at the rendezvous point. They were met at the rendezvous point and led into TAA Campbell. The total route was 615 miles in length.

## **SCUDs**

As the division was repositioning north, the blistering air bombardment of Iraq continued. The Iraqi Air Force was not foolhardy enough to challenge Coalition pilots in any large way, but Iraq did try to strike back. Iraq's tool of choice was the long range Scud missile, its main weapon of terror.

The division had its first Scud alert of the war at Camp Eagle II on 18 Jan 91. The division's soldiers promptly masked and prepared for the worst until the all clear signal was given. All seven of the Scuds in this attack were launched toward Israel. None contained chemical warheads. Later that day, a Scud was launched towards nearby Dhahran, Saudi Arabia. It was destroyed by a US Army Patriot air defense missile. Scud alerts would become a frequent occurrence at Camp Eagle II over the next few days. After the first strike, the soldiers of Camp Eagle II only masked for attacks launched towards the Dhahran and Riyadh areas. Soldiers at Camp Eagle II could easily observe the contrails of the Scuds fired towards Dhahran. They also witnessed Patriot antimissile missiles streaking up to engage the Scuds and destroying them in tremendous explosions of light.

The division continued its relocation to the northwest over the next several days. Third Brigade TF closed in TAA Campbell on 23 Jan 91. Two days later, Second Brigade TF was released from the 1st Cavalry Division's tactical control and began moving by ground convoy from Al Qaysumah to TAA Campbell.

On 25 Jan 91, the 101st assumed responsibility for screening along Phaseline Razor, which ran northwest to southeast, north of and roughly parallel to the Tapline Road. Elements of First Brigade TF positioned on the left while Third Brigade TF secured the right. The defacto border, which is where the actual Saudi and Iraqi guard posts were located, was approximately ten kilometers to the north. The 18th Abn Corps line of departure ran roughly along the defacto border. Elements of Second Brigade provided security for division assets in the rear half of TAA Campbell.

First Brigade TF closed into TAA Campbell on 26 Jan 91. As 1st Brigade was closing, the division continued its focus on upcoming offensive operations with the first in a series of subordinate commander briefbacks to MG Peay. The brigade and separate battalion commanders briefed the Commanding General on their concepts of operations, as derived from OPLAN 905.

The movement of the division's combat power forward to the TAA ended with the

closure of Second Brigade TF on 29 Jan 91. Not including Second Brigade's movement from Al Qaysumah, the division's deployment forward required 358 C130 chucks and the convoying of 1910 vehicles. The remainder of the division's equipment was transported on flatbed trucks. The division proved its self-deployment capabilities by selfdeploying all of its helicopters from Camp Eagle II to the TAA.

However, the division's deployment was delayed for several days due to an ad-hoc transportation management system that violated unit command and control. External transportation assets were piecemealed to the division from a pool of assets belonging to a variety of units. The movement would have gone more efficiently had entire units, with their own leadership, been provided to complete missions per established movement priorities.

With the completion of this intra-theater deployment, the division had massive combat force positioned on the Iraqi border. At its call, the division had three air assault infantry brigades, three battalions of 105mm howitzers, and an aviation brigade of three attack helicopter battalions; one air cavalry squadron; one utility, three assault and one medium lift helicopter battalions. The division also had the usual support of its air defense, engineer, signal and military intelligence battalions, as well as the Division Support Command (DISCOM).

Tactical Assembly Area Campbell was impressive, not only in the power of the force assembled there, but also in size. The TAA encompassed approximately 3200 square kilometers. The division's combat power was dispersed across this great expanse.

**Isolation** One gained an understanding of the relative isolation of the division's units when one viewed the TAA from the air. The unit positions appeared to be little clusters of activity with acres of barren desert separating them from each other. Unit positions were easy to spot from the air despite the extensive use of desert camouflage nets. The nets did serve a purpose in masking the type of unit in each position. The main terrain features in the TAA were Tapline Road and the oil pipeline from which the road took its name.

Tapline Road had earned the nickname "Suicide Alley" due to the treacherous volume of traffic during OPERATION DESERT STORM. Local drivers weaved violently through slow moving military convoys. The 101st Military Police Company took up positions along Tapline Road to enforce safe speed limits. The incidence of accidents involving 101st soldiers and equipment was in fact remarkably low throughout both Operations Desert Shield and Desert Storm, given the tremendous amount of movement and maneuver by vast numbers of forces.

Once in place, the division focused on preparing for offensive operations in Iraq, while continuing local security of the TAA. In order to plan an air assault mission, one must first conduct an intelligence preparation of the battle field (IPB). The first stages of the division's IPB involved extensive analysis of maps and satellite

photography. The IPB also included interpretation of intelligence gathered by the 311th Military Intelligence Battalion, to include that gained by monitoring Iraqi radar use. The division also kept abreast of intelligence provided by Corps and higher sources. More thorough information would be gained by the aerial reconnaissance of the "G minus 7" operations but in late January, that was still several days off.

OPLAN 90-5 was fine tuned to reflect the information gained during the IPB, though no major changes developed. First Brigade TF would still lead into Iraq to establish a forward operating base, followed by Third Brigade TF blocking along the Euphrates. Second Brigade TF would then either attack into Objective Strike (the Tallil airfield) or into a critical choke point at Objective Gold. The strikes into Iraq would be preceded by several days of aerial reconnaissance.

The staff developed a reconnaissance plan that called for aerial recons beginning on the seventh day prior to G-day, the start of the ground war. This plan was labeled the "G minus 7" plan. It would prove to be very influential in the preparation of the battlefield for the coming ground war.

In preparation for combat, continuous training always complements planning. The division used the precious few days of late January and early February to polish its air assault and common task skills.

The brigade task forces practiced sling load techniques, conducted air assault rehearsals, discussed rules of engagement and used sand tables to talk through their planned air assaults. Their direct support field artillery battalion emphasized crater analysis and fire direction control procedures while the engineers practiced breaching minefields and rigging demolitions.

The division's airdefenders perfected CH47D Chinook internal delivery methods for the Vulcan air defense cannon. DISCOM fine tuned resupply procedures while the 7-101st Aviation tested the flow rate for a rapid refuel point to be used in upcoming aviation operations. While conducting plenty of flying training missions, Aviation Brigade was careful not to fly much to the north, to avoid disclosing the division's location and power.

## **Training**

As unit training was being conducted, continued emphasis was placed on common task skills. Particular emphasis was put on perfecting NBC defense and decontamination skills. The threat of Iraqi use of chemicals was never forgotten. Each soldier was issued P13 pills to help build up a tolerance for nerve agent antidote.

Soldiers continually practiced basic marksmanship skills. 326th Engineer Bn built small arms ranges in the brigade sectors of TAA Campbell.

The division tied all of the plans and training together through its daily staff update meetings and its bi-weekly updates for brigade and separate battalion commanders. The second in the series of unit back briefs to the Commanding General was conducted in early February.

The division prepared to sustain combat operations. Ammunition, water and food was stockpiled and rigged on unit configured pallets for slingloading. Intensive coordination was conducted with the 18th Abn Corps for throughput of supplies and the use of Main Supply Routes.

One of the most notable of the support activities was the complete change out of the division's CUCV truck fleet for more than 500 new, more capable HMMWV trucks. TF King, named after its convoy commander, made several round trips between Camp Eagle II and TAA Campbell in order to ferry new trucks to the gaining units.

As preparations for the coming ground war continued, day to day life in TAA Campbell was full of contrasts between old and new. Soldiers continued to perform such age old tasks as digging fighting positions and filling sandbags. We continued to live and work in tents, bunkers, vehicles and home made shelters (hooches). At the same time, there was a decidedly modern air to our operations. Every command post, down to at least battalion level, had at least one computer. Electronic messages were passed from laptop computer to laptop computer via multichannel telephone lines. There were also a large number of facsimile (fax) machines and photocopiers in use.

Units had to be creative in preparing their defensive positions and perimeters. One could only dig down a few feet in the sand before reaching hard rock. Soldiers dug down as far as they could and then built up with walls of sandbags. Engineer earth moving equipment was very useful in digging deep trenches for bunkers. They were also used to pile large berms of dirt around tents and positions. Where possible, units gained extra security by positioning themselves in the deep wadis (dry river beds) of the area.

The weather in the TAA was not what the average person would expect from a desert. From Jan 611 the latter half of Feb it was relatively pleasant during the days, with highs usually in the upper sixties. At night, though, temperatures dipped into the lower thirties. Soldiers were thankful their leaders had insisted they pack their sleeping bags when they left Fort Campbell.

Sand was everywhere. It was at its worst when the winds were blowing strongly. Visibility could quickly drop from seven miles to less than a half a mile. Blowing sand placed an even greater emphasis on the preventive maintenance of equipment, especially the division's helicopters.

Morale, already remarkably high, increased as mail began to come forward to the

TAA. In addition to the desired letters and packages from home, soldiers continued to receive letters of support addressed to "any soldier" from patriotic strangers. Two weeks was considered a short time for a letter to travel from the States to the remote outposts in the Kingdom.

The intensity of the air war was evident to those living in the TAA. During the day one could see the contrails of the coalition's jets as they flew toward Iraq. At night one could see the flashes from the explosions of their ordnance.

Iraq never let us forget the threat of its Scud missiles. Many days brought Scud alerts. The division's early warning system, provided by the 2-44th Air Defense Artillery, would track the Scuds and broadcast the all-clear. None of the Scuds threatened us directly, but they did get as close as Hafr Al-Batin.

Anticipation for the start of the ground war continued to build. Our soldiers saw it as the beginning of the end of their long deployment and the culmination of their intensive training. Any residual hope that the ground war could be avoided was dashed when President Bush exposed Saddam Hussein's last-minute withdrawal offer as a "cruel hoax."

## **Anticipation**

The anticipation continued to build as we awaited Corps' permission for cross-FLOT operations to commence. That permission was granted on 14 Feb 91. That night the division would penetrate Iraq for the second time.

The 18th Abn Corps authorized the 101st Abn Div to conduct operations across the forward line of own troops (FLOT) on 14 Feb 91. There was still no official date for G-day, but permission to conduct cross-FLOT operations was sufficient for the division to implement its "G minus 7" plans.

Two teams of AH-64 Apache helicopters from the 1-101 AATK crossed the FLOT at 2200 on 14 Feb. The teams conducted an aerial zone recon from the Corps Line of Departure (LD) to Phase Line Charger. One team flew over the western sector, the other the eastern.

## **Recon**

While the Apache teams were conducting their recon, TF Stingray screened along the LD. TF Stingray was composed of two Apaches and two OH58D Kiowas. Two additional Apaches replaced the Kiowas at mid-mission. The near zero illumination made visibility so low that it was unsafe for the single pilot Kiowas. The Apaches, with two crew members each, were better able to adapt to the darkness.

The recon was supported by several units. The 311th Military Intelligence Battalion

provided early warning communications and radar intelligence with one of the EH60 Quickfix helicopters under their operational control. The Quickfix took up station south of Phase Line Razor. An Air Force EFI I I also provided early warning support for the mission. C/2-320th Field Artillery displaced forward of Phase Line Razor after early evening nautical twilight (EENT), 14 Feb, in order to provide fire support for the aerial recon.

The two Apache teams returned to the TAA Campbell at 0200 on 15 Feb. The pilots observed no significant enemy activities or dispositions. However, later analysis of video tape from the mission indicated an enemy infantry platoon. Iraqi soldiers were shown emerging from fighting positions located along a small ridgeline near MSR Newmarket. Military Intelligence analysts suggested that the Iraqi movement was a reaction to the sound of the Apaches' engines.

The 1-101 AATK conducted a second aerial recon from 0100 until 0351 on the morning of 16 Feb. Apache teams overflew the territory between the LD and Phase Line Smash, to include the proposed site for Forward Operating Base (FOB) Cobra. Very little activity, and no weapon systems, were observed.

The third aerial recon was full of activity as the 101st Abn Div took the first of its many enemy prisoners of war (EPWs). Conducted on 17 Feb 91, this was the division's first daylight recon of the G minus 7 operations. The mission, conducted by 2-229 AATK and 2-17th Cav, consisted of a zone recon from the LD to PL Charger, a route recon of MSR Newmarket and an area recon of the proposed FOB Cobra site. Shortly after crossing the LD at 0803, two Apaches from A/2-229 encountered three bunkers occupied by what appeared to be a squad of Iraqi soldiers. After taking fire, one of the Apaches engaged the bunker with its 30mm cannon. The Apache crew also fired on what they believed to be a BM 21 multiple rocket launcher.

## **Surrender**

Either sensing they were outgunned, or merely lacking the desire to further challenge the Apache, ten Iraqi soldiers threw down their weapons and surrendered. Aviation Brigade called forward the Pathfinder Detachment to stabilize the situation. The Pathfinders arrived in UH60 Blackhawks and quickly secured the prisoners, searched the complex and destroyed enemy equipment. In their search, the Pathfinders discovered an eleventh Iraqi soldier. This eleventh EPW was an enlisted man who had been injured, likely by fire from the Apache's 30mm cannon. The suspected BM 21 turned out to be a truck loaded with mortar rounds.

The prisoners, one captain, one non-commissioned officer and nine enlisted men, were flown in the Blackhawks to the Division Rear Command Post. The Blackhawks landed outside the Command Post's perimeter, where brightly painted civilian buses waited. The prisoners, with their hands behind their heads and the Pathfinders' rifles at their backs, made the short walk from the Blackhawks to the buses. The buses

transported them to the division's EPW cage, where they were soon joined by several comrades.

Thirty additional Iraqi soldiers surrendered when the 2229th AATK discovered and engaged a second bunker complex. Aviation Brigade brought up a platoon from C/3-502d Infantry to secure the EPWs and search the area. The platoon from C Company had been on standby for any downed aircraft recovery missions.

2-17th Cav sighted a third enemy position. This position was bypassed. Meanwhile, other helicopters conducting a recon of the FOB Cobra site, encountered and destroyed an Iraqi truck. It is believed that at least one Iraqi soldier in the truck was killed.

The forty-one prisoners were from the 2d Company, 2d Battalion, 17th Border Guard Brigade of the 45th ID. The 45th ID was a composite unit of border guards and regular infantry. From its previous duty against Kurdish dissidents, the 45th had gained a reputation as an effective counter-guerrilla force.

The prisoners were in good shape. They wore serviceable uniforms and claimed to have had an adequate supply of food and water. They were cooperative with the Arabic speaking interrogators from the 311th Military Intelligence Battalion.

The captain captured in the group of eleven prisoners stated that his men had not been paid in two months and that the only communications he had with his higher unit was via vehicle courier. The Iraqi company was irregularly resupplied by vehicle. The captain readily gave information on Iraqi troop, command and air defense artillery locations.

The daylight mission was successful in the large number of prisoners taken. Unfortunately, the activity resulting from the influx of prisoners prevented the completion of the MSR Newmarket route recon. Aviation Brigade had planned to conduct a comprehensive recon of half of MSR Newmarket's length. Only one fourth of the MSR was recon'd by the end of the day.

## **New SOP**

The unexpected windfall of EPWs prompted the Division to create a new standard operating procedure (SOP). The SOP, given in FRAGO 20 to OPORDER 91-1, tasked each infantry brigade to have a battalion reaction force on two hour standby. Each battalion reaction force was to have a company on one hour standby and a platoon on fifteen minute standby. The reaction force could be used for downed aircraft security, to collect EPWs and to clear enemy positions. MG Peay based the reaction force on his experience with Army Aviation's old "blue platoon" concept. His intent was to enable the division to quickly develop any situation arising from reconnaissance.

Between 1118 and 1715 hours on the 18th of Feb, Aviation Brigade again flew reconnaissance along MSR Newmarket and in the division's zone between Phase Line Charger and PhaseLine Smash. An Apache from 2-229th AATK used its 30mm cannon to engage two unarmored vehicles carrying six to ten Iraqi soldiers. No damage assessment was available from this encounter.

During this same mission, pilots reported observing approximately 100 Iraqi personnel in defensive positions as well as 50 military and civilian vehicles. Analysis of these reports concluded that there was an Iraqi infantry company (-). The division requested permission from 18th Abn Corps to conduct an air assault raid on this position.

Consistent with air assault doctrine, the division proposed the raid as a combined arms operation using an infantry company, supporting artillery and aviation, and habitual slice elements. Corps granted the division permission to conduct the attack on 20 Feb.

Further route recon of MSR Newmarket was conducted by 2-17Lh Cav and 3-101 AATK on 19 Feb. Simultaneously, 2229th AATK flew a zone re-con from the LD to Phase Line Smash. Sightings from the recon included a small pile of small arms weapons, five to six bunkers and one truck with seven generators. An Air Force AIO in the area observed multiple vehicle positions with personnel digging in, every two kilometers south for fifteen kilometers.

The division postponed the air assault raid on the company position at NW526181 for twenty-four hours. The division command group decided to first develop the situation using and armed recon by 3-101 on 20 Feb. The division later decided to include Apaches from the 2-229th on the recon. Intelligence still suggested that this enemy position housed a company minus. There were an estimated 15 bunkers, 30 to 100 personnel, mortar positions, several trucks and two or three anti-aircraft guns.

### **Armed Recon**

The armed recon commenced at 0810 on the 20th. Cobras from the 3-101 quickly made contact with the enemy positions. Close air support was called in on the bunkers. After intensive strafing by the Cobras, several white flags appeared among the Iraqis. Believing that the rest of the Iraqi soldiers were on the verge of surrendering, the division sent forward a Psyop team from the 311th MI. The team, flying in a Chinook, dropped leaflets and broadcasted instructions over a bullhorn to the Iraqis, explaining in Arabic what they should do to surrender.

A small number of Iraqis came out of their fighting positions in order to surrender. Some of these were apprehended by our helicopter pilots on the scene. Most of the enemy stayed deep in their bunkers.

The division next flew forward the A and B companies of the 1-187th Infantry, which was the standby battalion. The 1-187th was placed under Aviation Brigade's operational control and instructed to secure the area, assist in enemy prisoner of war processing and conduct a sweep of the site. The 1-187th had to go from bunker to bunker extracting Iraqi soldiers. Most surrendered without a struggle, but some clearly did not want to give up. The infantrymen took some small arms fire. Nevertheless, there were no friendly casualties.

The large number of prisoners taken, 406, indicated that the enemy strength was nearly a battalion, not a company (-). The prisoners included the battalion commander, eight other officers and one warrant officer. Four of the prisoners had to be medically evacuated for injuries.

MG Peay instructed Aviation Brigade to bring back samples of enemy equipment and weapons, as well as exploitable intelligence. They were to destroy all other captured equipment in place. The division's Explosive Ordnance Detachment and a detachment of engineers were sent in to aid in demolitions. MG Peay authorized the operations to extend into the hours of darkness.

In a continuation of the 20 Feb combined arms strike, Aviation Brigade returned to the same bunker site on 21 Feb, 1-187th Infantry was again under its operational control. Thirteen additional Iraqi soldiers were captured. Also taken were four anti-aircraft guns, six 120mm mortars, twenty radios and several dozen each of RPG-7 anti-tank rounds and AK-47 rifles.

Also on the 21st, the 2-17th Cav continued its aerial route recon of MSR New Market up to Phase Line Ram. One aircraft was fired upon, possibly by an RPG-7. The attempt was unsuccessful, and two enemy soldiers were captured at its site. An OH58D Kiowa, suffering from contaminated fuel, was forced to land in Iraq during the same mission. The Kiowa was recovered without incident by 2300 that night.

The division continued to re-position and task organize forces throughout the final days of G minus 7 operations. The 2-327th Infantry, part of the First Brigade task force, secured and occupied the Line of Departure in their sector at 0100 on the 22d of Feb. The 2-502d Infantry, of the 2d Brigade task force, relieved 2-327th to return behind Phase Line Razor and continue to prepare for First Brigade's upcoming air assault into Iraq.

The 1-502d Infantry was detached from the Second Brigade TF and attached to First Brigade TF. The division also attached the 2d Fire Acquisition Detachment to First Brigade's direct support field artillery battalion, the 2-320th Field Artillery.

As we continued our final preparations, two questions persisted. Would Iraq back down before a ground war started, and if not, when would the ground war begin? Few were surprised when eleventh hour diplomacy (including a Soviet peace

proposal) failed to sway Saddam Hussein. The second question was finally answered at 0700 Zulu on 22 Feb 91 when the Commanding General issued the following dispatch:

"Subject: Message to all Screaming Eagles 1. (S) Division OPORD 91 -1 is effective for execution upon receipt of this message. G-Day H-Hour is 240600 Feb 91. 2. (S) The division's next rendezvous with destiny is north to the Euphrates River. God speed and good luck! 3. (C) Air Assault. Signed MG Peay"

## [100 Hours of War](#)

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# Bloody 110: German Notes

## Orders, Theory, and Practice

*by Jean Jodoin*

### **December 16, 1944 18:00+**

It is snowing lightly with an overcast sky and low visibility (300 meters or less). Darkness has descended upon the scarred battlefield.

Your Kampfgruppe has been poised by the banks of the Our River since the early hours of that fateful December 16 morning. The men and personal weapons have been getting across in boats and ferries all afternoon. Heavy weapons, transports and armor waited for their allotted crossing time. At last all are in Roder, protected by an infantry screening force comprised of the battered remnants of a battalion of the 3 (Ath Infantry Rgt. Rumor has it that these poor souls were heavily engaged in Marnach and near Clervaux. They looked shocked and worin out when you drove through their positions on your forward reconnaissance.

There is no time to ponder upon your fate. Division HQ has sent the following orders for immediate implementation:

### **Situation:**

The long awaited Great Offensive has started! The objective is to separate the US and British forces by driving to Antwerp. To this effect, the 2 Pz has been ordered to capture the important road centre at Clervaux and crush US forces to prevent interference with vehicular traffic. Leading elements of the 304th Panzergrenadier Rgt have achieved their objectives and forced US troops over to the defensive.

Some of the US artillery batteries have already displaced once. A final push and they will retire from the field thereby ensuring our forces a glorious and well deserved victory. Soldiers of the Third Reich, the Fatherland requires great deeds from you in its hour of greatest needs.

### **Forces:**

3 x Inf Cc: 3x 4(6)3, 3x 6(6)2, 3x 8(6)1, 3 x 81mm mortars

5 x PzKw IV  
5 x PzKw IV (Reserves)  
5 x StuG III  
2 x AT  
6 x Half-Tracks  
3 x Trucks  
Btn Hvy Wpn: 2 x 120mm mortars 9(40)0  
Artillery Support:  
    6 x 75mm direct support  
    4 x 150mm direct support  
    4 x 105mm general support

### **Administration:**

All infantry, heavy weapons and armor have been resupplied with food, water and ammo.

Artillery ammo allocation has been established as follows:

75mm: 25 x HE, 2 x Smoke, 1x Illum  
105mm: 15 x HE, 1x Smoke, 1x Illum  
150mm: 20 x HE, 1x Smoke, 1 x Illum

### **Intelligence:**

US forces have been estimated at:

1 x Inf Co (full strength), dug- in  
2 x 47mm AT (B/630TD), recently arrived and probably not yet dug-in  
1 x 81mm mortar, dug-in  
2 x MG ph, dug-in  
6 x 105mm (US B/109FA Arty Battery), dug-in  
10 x Trucks  
2 x M4 Shermans (remnants of a I/A/707)  
6 x mines (emplaced so as to deny roads)

### **Orders:**

Mount up and move to the appointed assembly area, armor leading and providing flank security. The axis of movement is along N16. Once heavy weapons have been sited in Assembly Area Snowfall, proceed to jump-off positions Swift, attack and capture the objective, destroy the US Artillery or force it to displace off-map, inflict crippling losses (>50%) upon the US infantry, clear the village- including surrounding buildings- and hold it against all comers. Await new orders.

## **Failure Instruction:**

Return to Roder in disgrace.

The preceding could be a typical set of orders when playing a game of Bloody 110, the Gamers' entry into the Battle of the Bulge sweepstakes. The purpose of this article is not to review the Tactical Combat Series (TCS) or Bloody 110 itself, but rather to explore the tactical options presented to the wargamer by the system, as designed.

Although examples are taken from Bloody 110, the theories expounded within apply equally well to other WW II TCS games (e.g. Objective: Schmidt and Omaha). Written from a Bloody 110 German commander's perspective, rules apply generally to any attacker.

The tactical theories expounded within should be appraised with a critical eye. Local conditions may render some or all of them inappropriate. Command authority rests squarely on your shoulders.

Factors such as weather, visibility and terrain are evaluated for their impact, where appropriate.

How does a Kampfgruppe CO approach the capture of a well defended objective, with the enemy dug-in and well supplied with artillery rounds? The steps are relatively straightforward and known to most:

1. Assembly Area setup;
2. Approach march;
3. Observation Post (OP) and support group setup;
4. Artillery preparation;
5. Firefight;
6. Assault;
7. Secure objective, if appropriate.

That's the theory anyway. Now in practice... Theories have been formulated as rules in order to facilitate their assimilation by newcomers to the TCS system. Veterans might want to review them and improve on them.

### **Phase 1: Assembly Area Setup**

#### **Rule 1: Provide Rear Area Security**

Assembly Areas are usually located in rear echelon areas to avoid exposure to direct enemy observation and fire. This in no way implies that they are safe from aggressive enemy forces. A mortar and/or artillery (hereinafter referred to as 'tubes') assembly

area constitutes a target-rich environment in which a predatory task force would positively thrive! Protect it.

Dynamic protection comes in the form of available transportation. Mobility allows tubes to seek refuge elsewhere, if threatened. Mortars are at best slow movers, while some of them, and all artillery, are Tow Only (TO) units.

Static protection is provided by a small garrison. A single platoon or MG can buy enough time for your tubes to huff to safety. A low firepower, low morale or depleted unit constitutes a cost effective garrison. Such a force isn't likely to defeat an enemy force. It's purpose is to buy enough time to move your tube to safety or to manoeuvre a security force into position. Tailor the protection to the threat. Be conscious of the fact that the threat can increase suddenly.

## **Phase II: Approach March**

### **Rule 2: Don't Bunch Up**

Napoleon put it another way: "March divided, fight united."

It's as simple as that. Spread out as much as possible. Fire delivered on target will attack every unit found therein with the full brunt of its firepower! Old grognards will remember that in PanzerBlitz, when faced with Indirect Fire, you stacked as many units as possible into a single hex so that the total firepower would be divided by the number of units present. This amazing rule dictated that target-rich hexes were safer than target-poor ones! Realistically, this is not the case.

Note: Rule #2 applies at any time units are moving under observation, even long-range observation. Remember that artillery can reach any on-board location in a matter of minutes. Harassment fire is real enough once shells start falling, however scattered, among soft targets. Soft targets are defined as any truck or moving infantry unit, including heavy weapons.

### **Rule 3: Provide Security During Movement**

In a long approach march, the tendency is to put everyone in move mode, line them up on the nearest road, and send them running in single file to the assembly area. This is fine if the road and adjacent area is under firm control. But there is always the possibility of interception or ambush (optional rule) by an alert enemy. This could put a serious wrinkle in a carefully planned offensive! If your column is composed of fast vehicles, and you move last, speed is your best security as your forces can usually travel through the dangerous zone in a single impulse. Otherwise, it is best to leap-frog portions of your forces.

### **Rule 4: Do Not Manoeuvre In The Open Under Enemy Observation**

The +2 Die Roll Modifier (hereafter DRM) associated with moving in the open makes this a losing proposition in the face of anything but the most ineffective fire.

Nighttime offers great protection with its -3 DRM (when there are no illumination rounds aloft), but by then you are manoeuvring at 100-200m range where the force multiplier is x2 or x3. This could very well offset that -3 DRM, depending on enemy strength.

If the terrain is congested, the +2 DRM is lessened and may even reach -1 DRM. A second look might reveal a defilade approach path.

If the only approach path lies over open ground, manoeuvre to just outside effective firing range, accounting for the prevailing visibility and enemy force composition.

Note: Even the lowliest of infantry unit can call down some nasty overwatch 81mm mortar rounds upon the unwary traveller, at the respectable range of 1000m, resulting in a +1 DRM (+2 for moving in the open, -1 for a firepower of 3). If battalion or regimental mortars are available, the effective range becomes 2000m or more, with the +1 DRM disappearing.

### **Phase III: OP Setup**

#### **Rule 5: Forward Observers Take A Lot Of Abuse**

Whenever possible, reduce OP exposure from direct fire by laying down Smoke to obscure threatening enemy positions. Your 81mm mortars are excellent for this task, should you get to shoot first, of course! Pay particular attention when forward observers are moving into their appointed OP location. They are vulnerable, being in move mode. Be kind! Provide them with a -1 DRM for being in a smoke hex.

In congested areas, the smoke laying artillery mission (or mortar rounds) is called in 100m ahead of friendly forces (OPs, support groups, or assault groups). In open ground, smoke is called in 100m short of enemy positions for maximum effects, unless there are two or more enemy forces, in which case it makes more sense to lay the smoke immediately in front of your own forces.

Whenever calling down a fire mission at close range, remember:

#### **Rule 7: Spotting Rounds Have No Friends**

A 75mm round, firepower of 2, is perfect for this assignment. Spotting rounds may land right on top of OPs, or worse yet on top of forming support/assault groups. Modifiers consist of a -2 DRM (2 firepower) and between 0 and -3 DRM for the terrain (OPs units should be in fire mode before calling down fire missions), for a

total of -2 to -5 DRM. These are acceptable risks. A 150mm or 105mm round does not offer the same life saving -2 DRM.

*[Ed. Note: Round types can't be mixed in a fire mission, you can't fire 75's to spot and 150's for effect. I'm not sure if that is what the author is intending here, I just didn't want anyone reading this and leaving with the wrong idea.]*

#### Rule 8: Avoid Ammo Wastage

Just how many rounds are enough to do the job, and yet avoid wastage? In restricted visibility (terrain or weather effects), 12+ rounds may be required to adjust fire. Play it safe: ammo permitting, use 12-18 rounds of 75mm (HE) to adjust and Fire For Effect (FFE) with 1+ x Smoke. Extra HE rounds may create a few additional smoke markers with the odd round killing a point target (i.e. truck or AT gun, or even a tank!). With good visibility, 6-12 rounds should prove sufficient to adjust.

Note: spotting round requirements are expressed in number of rounds because not all batteries are created equal. A 4 tube battery is definitely not the equal of a 6 tube battery in this respect.

#### Rule 9: Friendly Fire Is Not Friendly

The target hex location is known, and so are the six possible scatter 'spokes.' *[Ed. Note: I don't think he is using 'scatter rotation' as he should, see TCS rule 10.7b.]*

To the greatest extent possible, do not locate OPs anywhere along these spokes, but rather adjacent to them. Minimize exposure risks. This applies also to fire and assault groups located nearby. It's tough enough avoiding enemy fire without having your own artillery rain down shells on your parade! Of course, in the real world good firing and jump-off positions are hard to come by. A certain level of risk taking is justifiable, given operational considerations. Avoid sloppy dispositions.

A note on Nebelwerfers. These things are dangerous! To friends and foe alike. There is no adjustment possible. They fall in Area B concentrations, which means that an area 1200m wide will be affected. It is not unlike duck hunting with a sawedoff shotgun. You put up as much lead as possible in the air and hope to hit something. Too few smoke markers are created to be really useful, especially if you consider that they land in a 600m radius. Such concentrations are too unreliable for assault preparation. Rely on artillery for that purpose. Use it against attacking forces or large road bound convoys. In both cases, the enemy is at risk and you should get a decent DRM against anything that you hit.

### Phase IV: Preparatory Artillery Barrage

#### Rule 10: Spare The Ammo, Spoil The Attack

Given the fact that you will need anywhere from 4-12+ rounds to adjust FFE, the proportion of rounds wasted in adjusting fire grows in inverse proportion to the number of rounds committed to a fire mission. Example: you call in a 4xHE battery fire (4x 150mm). This is 16 (44) rounds. With 4 spotting rounds, this means that 25% (4/16) of the rounds are wasted, unless they happen to drop on a worthwhile target. In poor visibility, should 12 rounds be required prior to FFE, you actually waste 75% (12/16) of your fire mission. Now, if you call 8 x HE in the same situation, the wastage goes down dramatically to approximately 12.5% (4/32) and 36.5% (12/32) respectively. Wastage of 33% is a terrible thing; 75% is downright criminal.

Consider target resiliency in your computation. If infantry units are dug-in buildings and villages, the DRM is -3/-5. With 105's this means that you must secure 6/10 hits respectively just to bring back the DRM to neutral 0. With 150/155mm rounds, you require slightly less: 5/8 respectively. Still, those are impressive numbers to achieve. Barring Irish luck, you must ensure that you deliver massive barrages just to get a decent shot at those targets. Hits might be secured on peripheral point targets (e.g. trucks, AT guns and armored vehicles), but the core of the defense (the infantry) will still be there when you risk the assault, or attempt to move in with the armor.

If you are going to call in artillery, clobber them!

## **Phase V: The Firefight**

Rule 11: Suppressed forces lose 50 % of their firepower.

It is essential that enemy infantry platoons be reduced in steps before launching all but the most overwhelming assault. This is a job for fire support groups.

Like most things in the TCS, the formation and siting of effective support groups must be planned and timed carefully. Fire support groups must jump off on the turn scheduled for suppressive barrage delivery in order to derive maximum benefit from the suppression and the smoke markers created. Remember, smoke has a short life span. If you fail to seize the opportunity created by a well delivered barrage, you will have to do it all over again. Meanwhile, your forces are exposed and vulnerable to enemy counter-battery fire.

Make sure that they can reach their allocated positions within one manoeuvre segment. Have them mounted in vehicles if necessary and dismount on top of their objective. Vehicles are to make their escape as best they can: they are expendable! Troops and artillery rounds are in limited supply and thus more precious.

Rule 12: Overkill

Go after the US units one at a time and bring lots of friends with you. Don't bunch

up! Make sure that observers are available from as many companies as possible to benefit from every mortar available. You want to inflict losses every turn that contact is maintained because there is a heavy toll to pay each turn.

### Rule 13: Beware Of The 105's

In a firefight, the lowly 3(6)3 does not pose a mortal threat, except to armor at close range in congested areas, but those terrible 105's do. They will kill you as sure as you stand there. Minimize your exposure. Keep him blind as long as you can. He cannot call in fire missions when his OPs are blinded by smoke. Make sure of this.

### Rule 14: Value Thy Mortars

One of the greatest assets available are well sited mortars. A weak 4(20)0 mortar cannot eradicate a dug-in enemy, but it can safely deliver a smoke round on target 100% of the time. Do it! A single smoke delivered 100m in front of a enemy strongpoint renders it ineffective and provides your manoeuvre groups freedom of movement. At night, illumination rounds are essential in a firefight since the nighttime -3 DRM is too much of a handicap to overcome, in addition to all the other DRM available to an astute defender.

The advantages of mortars, smoke and illumination rounds over artillery are many. They are delivered on target, requiring no adjustment. They do not cost anything. You have an unlimited supply of them. There is no fire delay involved. You get them now. Right when they are required, and where they will do the most good.

The downside is that there is never enough of them. There is always something that they could be doing. Add their firepower in a firefight to secure that last +1 DRM; fire smoke to blind US OPs; fire illumination rounds (at night). The observer must be of the appropriate company, unless dealing with battalion mortars.

### Rule 15: Close The Range

Local conditions permitting, close the range and come to grips with the foe. Dithering at long range rarely achieves the desired results. The attacker must force the issue.

Remember, artillery can reach any on-map location and HE rounds have the same impact regardless of range considerations. Losses are unavoidable and must be accepted with composure. As long as defenders are killed at an acceptable rate, an attacker must maintain the pressure relentlessly, reinforcing wherever necessary, using reserves to do so. You did include reserves on that op sheet, didn't you?

In congested areas, there is little choice but to come to terms with the defenders eyeball -to-eyeball.

## Rule 16: Have Some Fire Mission Available Every Turn

Always plot some fire mission for upcoming turns. You can always hold fire if artillery is not required. The alternative is to resort to immediate suppression which can be extremely wasteful of artillery resources. Planning is so much better.

And now a few rules for armor fans.

## Rule 17: Armor Does Not Belong In Congested Areas

In congested areas armor is at great risk and should only be used in dire circumstances. Get it out of there.

In open areas, it's a different story altogether. Close the range to 200m to benefit from the x2 range modifier, while the AT die roll is an acceptable 12. If infantry is stacked with armor (+2 DRM), AT rolls become ineffective.

In low visibility conditions (-2 DRM), the required AT die roll is 12. Add night conditions (-2 DRM) and it comes down to 10. Illumination reduces that DRM to +1, making the required AT roll an 11. Remember that assembly area mortar? Give him a call, you'll be pleased you did.

## Rule 18: The Night Belongs To The Infantry

Do you know what the required AT roll is to kill armor at night, in bad visibility, in congested areas (woods, buildings, villages, forest, take your pick), at close range? No? Don't bother to look it up. It's very low. And remember, infantry units get as many AT rolls as there are units. Believe in combined arms operations: stack armor with infantry. Do not spare illumination rounds at night. Open up the range to 300+ meters. This provides invulnerability versus AT rolls.

## Rule 19: Armor Is Not Immune To Artillery

Although boxcars are relatively rare (1/36), sightings are reported regularly. Large armor forces are what is required to blast away at dug-in forces, but their very presence will attract heavy fire missions from the defenders' artillery. Don't Bunch Up! At least not sufficiently to make it worthwhile to hit you with artillery. Example: A tank platoon is stacked with an infantry platoon in the open, in good visibility. It feels smug because of virtual immunity from AT rolls. But suddenly 6x 105mm rounds land smack in the middle of the laager! We have 6 rounds x 5 tanks = 30 die rolls. The probability of loosing at least one armor is approximately 58%. More may be lost. For good measure the infantry platoon is hit at +3 to +5 DRM, depending on its mode.

Hint: 75mm is a wonderful weapon versus armor and other point targets. There is

plenty of ammo to go around. It's firepower will not be missed for bunker busting, and it is quite adequate to destroy any tanks present: 75mm rounds kill tanks just as effectively as 150mm rounds. All you need is that boxcar. Go for it.

## Phase VI: The Assault

OPs are in place and calling down fire missions, the fire fight has been going on for a while and the assault groups have been assembled in jump-off positions. Is it time to press home the assault? Let us analyze the cold facts.

A US infantry platoon's basic firepower is usually 3 while some of the ad hoc platoons are worth 1 or 2. A force multiplier worth x5 applies to in-hex fighting, usually resulting in a +1 DRM. Factor in the +3 DRM for assault conditions and you get a total of +4 DRM. In a village, the defender gets +1 DRM versus move mode attackers: total +5 DRM. This is a no-go situation. What are the lessons to be learned from all of this?

### Rule 20: Soften-up Assault Hexes

Smoke. Simple, elegant, free (if mortars are used), and yet the single most effective option available. Smoke provides a -3 DRM: -2 DRM for the firer in smoke, and -1 DRM for the target in the same smoke.

Suppression. Suppressed defenders have their firepower curtailed by 50%. This should remove the firepower +1 DRM.

Attrition. Inflict as many step losses as possible before launching the assault. Infantry platoons have 5 steps. If unscathed, killing off such an opponent will require extensive die rolling. Assaults should be as brief and brutal as possible because of the possibility of failed morale check, terminating the assault.

Terrain. Given a choice, avoid open ground (+2 DRM), villages and woods (+1 DRM), Buildings are better (0 DRM), while forest is top (-1 DRM). The target has been prepared. How much force is required?

### Rule 21: Bring Lots Of Friends

The attacker must overwhelm the defense. This requires mass. Sufficient mass to achieve +2 DRM, or better. The target hex is in smoke (-3 DRM). Consider terrain. Villages are -5 DRM for dug-in infantry, -3 DRM for dug-in forest and buildings. Visibility. Nighttime results in -3 DRM unless an illumination round is present (highly recommended if not downright essential).

The attacker gets +3 DRM for assault conditions. Thus, the attacker requires anywhere from +4/+7 DRM from its firepower to achieve +2 DRM overall.

Considering the force multiplier of x5, this means that the attacker must provide an effective force of 8 through 14 firepower (40/5 through 70/5). The key word here is 'effective.' Consider that the defender fires first and that attacking units may be suppressed and forced to retreat out of the hex. The attacker must achieve overkill while minimizing the number of attackers to reduce casualties.

In practical terms, this means:

#### Rule 22: Save Your Best Troops For Assaults

Strong 7(6)2 and 8(6)1 platoons are best. A single 8(6)1 can achieve the minimum +4 DRM, while 2x7(6)2 can achieve +5 DRM. Medium size platoons, worth 5 or 6, are an acceptable substitute if a whole company is used. Weak platoons, 3 and 4, are not effective except in the most lopsided situations.

#### Rule 23: Anticipate Losses

A single US 3(6)3 infantry platoon can obtain anything from +2 DRM through -4 DRM into the jump-off hex: terrain modifier ranges from -1 (forest) to +2 DRM (open), firer in smoke (-2 DRM), and target in smoke (-1 DRM). To this you must add the firepower DRM. Check out the availability of mortar fire, and supporting weapons.

Not all assaulting platoons will come out unscathed through this hail of fire. Some may be suppressed short of the objective. Others will continue while taking punishment. Every step lost increases the probability of failing subsequent morale checks by becoming suppressed. Remember that you may break off the attack at any time. Should you find out that more platoons than anticipated survive the defender suppression fire, leave them in the jump-off hex. They might constitute a second wave, or assault another hex. The preceding must be tempered by the following consideration: A successful stack of elite troops is a very tempting target. It will be targeted by every weapon with an LOS.

#### Rule 24: Never Give A Sucker An Even Break

The attacker wants the defenders to assess the situation and determine that there is little hope of repulsing the assault or even to inflict a significant number of step casualties. Present the defender with an obvious SYR situation, and hope that he takes it. As Montgomery said: "Don't frig about, hit them with all you've got."

### **Phase VII: Secure The Objective**

#### Rule 25: Garrison Objectives

Although mobile operations fans like nothing better than to keep on rolling, a slight pause might be in order after capture of an objective (an objective, not a single hex). The attacker must ensure that a garrison is assigned the task of holding the newly won objective. If this is not done, it would be a relatively simple matter for the defender to infiltrate some forces right back into that hard won village.

Look around. There must be a company that took heavy casualties. In which case its offensive capability has been greatly impaired, to say the least. Even depleted, such a company can dig in and become a force to reckon with, on the defensive. Make sure you bring up its mortar. If available, assign it one or two anti-tank guns to bolster its strength. Its real strength, like its US counterpart, resides in its ability to call down artillery missions on any US forces bold enough to go over to the offense.

## **Overall Strategy**

### **Rule 26: Pick Your Spot**

Defenders usually rely on perimeter defense, with infantry platoons being assigned forward positions due to their relative scarcity. When armor is present, infantry has to look after it (on defense) lest they be bushwhacked by tank busting platoons.

Do not attack all along the line. Pick a spot and overwhelm it. Once inside the perimeter, you will find that defenders are fewer, and usually weaker. An exception to this rule occurs when enemy reserves are present. The attacker may find it necessary to launch a diversionary attack to force the defender to show his hand before committing the reserves to the breakthrough. Uncommitted perimeter defenders have a dilemma. they are not contributing to the firefight. Should they move, they forsake the dug-in - 1/-2 DRM. Hit them with every weapon that will bear while travelling. Payback time.

### **Rule 27: Cover Egress Locations With Fire**

Enemy units are never as vulnerable as when they are in move mode in open terrain. The attacker must hit them as hard as possible while in transit, lest they dig in somewhere else unscathed. To this effect, position blocking units overlooking the likely egress avenues.

Remember those ATs that you brought along but didn't know how to use? They make perfect blocking units. So do MG equipped vehicles, once they have unloaded their passenger. Depleted platoons will do nicely as well as those small German tanks (e.g. Gw 38(t)). Due to their relatively low firepower, outright kills are unlikely. But suppression results are likely, thereby preventing escape. Stranded units become easy prey for roving tanks and artillery fire missions.

### **Rule 28: Don't Get Careless**

The outer perimeter has been breached. Soft targets are attempting to displace to alternate locations. One or two perimeter positions remain however, dug-in and all, covering up the retreat. Proceed with extreme caution. The enemy knows that a getaway is unlikely and is prepared to stand and die. Nothing would please him more than to be able to kill off as many of the attackers as possible.

Take the time and effort to set up properly, especially if he can still call in fire missions. The attacker should aim to overwhelm such defenders one at a time, preferably with fire. Assault only if sure of a quick kill. Save artillery ammo. Use direct fire whenever possible.

### Rule 29: Have Alternate Plans Available

What hasn't been mentioned--to preserve your morale-- is what the US defenders can do to ruin your day. A great emphasis has been put on calling in fire missions, smoke markers, illumination rounds (at night), support positions etc. All of this will go for nothing if the US gets to lay down his suppressive barrage first. Invariably You will be smoked out and unable to bring down your own artillery preparation. Then what? Irwin Rommel said in his book *Infantry Attacks*: "He who shoots first has the advantage in a firefight."

Initiative is determined by a crucial die roll. Should you obtain the first Artillery Mission, look around, determine the area where a pre-emptive barrage would cause the most disruption and strike first. Hard. Do not skimp. Never skimp on artillery fire missions. Defenders may commit available reserves or shift perimeter forces to reinforce the threatened area. The attacker must be able to reinforce, or exploit as necessary. Which brings up one more rule.

### Rule 30: Have Some Reserves Ready

Do not commit all available forces. Most op sheets should have some elements assigned as reserve. Reserves do not interfere with activation. In fact, I find that reserves actually help in that respect by keeping the op sheet size down.

*[Ed Note: This is not correct, Reserves count like everyone else toward group size.]*

The attacker should be able to activate that much faster by keeping the op sheet size down. When you need them, reserves are relatively easy to activate, if they are not too numerous. For example, a platoon of infantry reinforced by an armor platoon requires a die roll of 3+ to activate after 17:00, 16 Dec and 4+ before. That is entirely acceptable.

## Conclusion:

TCS is a great system in that it gives you the tools required to emulate WWII commanders in a realistic, yet simple enough manner. Each TCS component is simple in and of itself. It is the interplay between all the components that is hard to master.

There are enough local variables to keep the situation interesting. I have attempted to provide TCS recruits with some guidelines while playing the attacking side (Germans in Bloody 110). I will attempt in a return article to explore the many and varied options offered to defenders. You will then realize that not all is rosy for the attacker. Until then, good gaming.

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# Guderian's Blitzkrieg:

## Playtest 3 and Beyond

*by Dean N. Essig*

At our fall retreat we began the third full playtest of Guderian's Blitzkrieg (GB.) While play began with four players (three of which were shown on the cover last time,) Owen Fuller and I finished it. The game confirmed our "average play time" estimate of 40 to 50 hours (it took 43.) Which is about as long as a game of Thunder at the Crossroads.

I played the Germans (again) and initially only commanded those on Map A (4th Army and 4th Panzer Group.) Ric Walters took charge of the southern Germans as I wanted to see what another player could do with them. Dave Benjamin and Owen split the Soviets between them. The only hints I gave Ric at the start of the game were to be as aggressive as he could. I didn't want to make him suffer under my preconceived notions of how play should proceed in that area. I, for the first third of the game, concentrated almost exclusively on my area of operations. Where, I might add, I lost the war for Adolf and my fellow Germans. But, that's another issue.

After Owen had set up his Soviets, I set about placing the Nazi menace under my control. Immediately, I decided on an axis of advance for the 4th Panzer Group. Astride the road to Spas Demansk lay one Militia Division. After destroying it, I could exploit as far as my little heart desired. Being blood-thirsty, I set up the Panzer Group in such a way as to exploit with the bulk of my force the gap generated by a fraction of it. I planned these initial moves with great care. While ignoring Owen's pleas to rearrange his set up (my plan was as obvious to him as it was to me,) I proceeded to generate the "war-losing" mistake of the German army. In my glee to establish my breach and to pour through it, I didn't have a clear picture of what to do afterward. Big mistake.

Turn one proceeded according to plan. I punched my hole with ease and poured through it. The blood drained from Owen's face. It was dramatic. It was fun.

It also didn't accomplish anything. Since I hadn't given much thought to what to do after making the breach (I concentrated too hard on making it in the first place) I had to come up with an objective for the breaching operation while it was in progress. Without a cornerstone on which to base this huge and complex operation, effectively no objective worthy of the effort was chosen. The panzer divisions floundered about

after pouring through the gap in the Russian front line. I know now what they should have done, but I will not outline that here--you'll want to make your own decisions about it.

Ric's play proceeded as in earlier games. He pounced on Orel with ease, destroyed the 40th Army, and even took Tula. The cost of this operation was high-heavy losses among panzer units-and the amount of force used was exorbitant. I shuttled most of my idle panzer divisions to support his attack (since I didn't have any good use for them.)

After the retreat, when Owen and I picked up play again, my reaction to the German situation was "OH-MY-GOD." The spearhead at Tula was dangerously exposed and at the end of an impossible supply line. I ditched Tula and its victory points (which were earned at great cost) and pulled back toward Orel with everyone.

My mistakes in the north precluded any hope of ever taking Vyazma. Luckily, we had pocketed Bryansk. That pocket eventually fell, although some diehards were still there at the end of the game. I had to come up with a good plan to use after the mud season ended, or nothing could be salvaged from our efforts.

Luckily, my thought patterns were clearer this time. I decided that a degree of "bluff and side-show" would do the job of distracting Owen's precious few turns of offensive action. By forcing him to expend effort away from Orel, I felt I could hold onto it and get some value for our efforts.

## **Parts**

The plan contained a number of parts. A force of full strength panzer divisions would be put at full supply near Orel to disrupt his preparations by making spoiling attacks. A force of infantry and tanks would be tasked to threaten Kursk (take it, if possible) and make as big a show in that area as they could. Finally, a weakened panzer division and an infantry division would move north threatening to cut off Vyazma. Of these, the first effort generally smashed things up and crippled a couple of good Soviet divisions. The last managed to pull a bunch of Soviet reinforcements off to guard Vyazma and to keep Owen off balance using smoke and mirrors. It was the Kursk attack that provided the best effects.

Much to my surprise, the Kursk operation actually took the place. Encouraged by this success, I decided to try to hang onto the city (since it's worth victory points) and sent even more units in that direction. Owen, filling his part of my plan, dispatched large groups of troops to the area and began preparing a giant assault to retake the place. This offensive proceeded at glacial speed toward Kursk but had great power behind it. I decided that Kursk wasn't going to be worth the cost of holding it, and actually began to process of abandoning the town. Then Owen's force showed its true colors.

Having successfully pounded a German infantry division and being awarded an exploitation, the Soviets attempted to follow up this success by finishing off that division. Unfortunately for Owen, the retreating division had chosen to stack with a full strength panzer division. The Soviet follow-up had managed to poke a bear with a short stick, and paid for it in a bitter failure. Rebuffed by this catastrophe, Owen pulled back to regroup. I was encouraged enough to give up my "ditch Kursk" plan and reoccupied it in force. At the end of the game, I was still there.

Throughout the latter part of the game, I was constantly on the lookout for some unknown disaster to unfold. Owen is a crafty and agile player. The smallest mistake on my part would not go unnoticed. I expected to see a rabbit pulled from his hat at any moment. To my surprise, no rabbit appeared. I was convinced he had some scheme for retaking Orel. Perhaps my extremely aggressive use of panzer divisions around Orel made him gun shy, maybe not. He's not telling and I'll have to wait for the next game to see what else he has up his sleeve.

We both enjoyed and were highly engaged in this game. I learned from my mistakes and vowed not to repeat them in game #4. A number of rules changes and clarifications were made, making 3 a good playtest of both the game and the series. We definitely put the game through the ringer.

In terms of victory, we determined it to be a Soviet minor victory. German ground gains were limited, losses sustained were heavy. Had the Germans done better on the ground (or loss less) a German victory would have been fairly easy to obtain, A more aggressive Soviet player may have easily pushed it into a major victory (it rested right on the border as it was.) The game has a nice balanced feel with respect to victory.

## **Plans for Game 4**

Determined not to repeat my errors from game 3, I sat down to rethink German strategy for game 4 in light of the lessons learned.

Both of us have under-used our air arms. This time the "fat boy's" air force will not be getting such a free ride. The Luftwaffe has been used almost exclusively in the close support role in the earlier games. Game 4 will be different. I'm giving the Reich Marshal three missions in the following order of priority: Destroy the Soviet Air Force, Severely inhibit Soviet Rail communications, and Support ground operations. The first mission will be aggressively pursued by the fighter force. The second will be the domain of the He 111's. The last will be a mix of a few fighters and Stukas.

Careful use of the Heinkels (and a little luck) should allow me to effectively cut all rail use from Moscow and Voronezh to the front in the first couple of turns. Since Soviet transportation is critically tied to railroads, I should be able to throw Owen's whole force into a panic.

I'm not sure how the air supremacy battle will go as it's the first time I've tried it. Hopefully I'll be able to humble his air force enough to protect my panzers from his ground support aircraft. Maybe I'll take it out of the war. Then again, with my luck, I'll bloody some of my best fighters for no good result. We shall see.

For his part, Owen is also rethinking air operations. I hope to damage his air force such that any great ideas for their use he may have had will be voided before he can implement them.

Ground support will be the domain of my Stukas and some lesser fighter types. If the air supremacy battle goes awry, I'll have to allocate the Bf 109's to force protection. Hopefully I'll do better than that. In the few, yet critical, ground attacks I'm planning for the first couple of turns, the Stukas will soften the defenders in barrage attacks. If these are successful, the defenders will become disorganized and defend at 1/2 strength. And that's before my panzers make mincemeat out of them.

Compared to the ground war, strategic goals for the air offensive were easy. The tough decisions on the ground involve "what" and "where." Taking Moscow against a capable player like Owen is a pipe-dream. More limited objectives with fairly light German losses will give me the victory I want.

The plan I'm looking at must be different from earlier attempts (so as to catch Owen off-guard), yet must have elements of earlier operations prominently displayed so that Owen will be lulled into using "the same old plan, to defeat me in the same old way..." His basic operational concept will be to run away as fast as he can (to avoid being pocketed) and to push vast amounts of supply forward (in case he does.) The strategic rail interdiction campaign will help eliminate his second tenant. For the first, I must strike rapidly and deeply so as to cut off those Soviet units trying to slog their way east. And, all must hinge on something Owen will expect so he'll stick to his plan.

To do this, I'll allow the 4th Army and the initial elements of 4th Panzer Group to sit on their hands on turn one while I subtly drop hints about the reinforcements scheduled for turn 2. This will be in an effort to make him think that the usual penetration operation will be conducted on map A.

2nd Panzer Group will open a breach on turn one and pour toward Orel with great pomp and circumstance. This will give the impression of the usual "drive on Tula" threat. That will hopefully drag some reinforcements to bolster Tula. At least a motorized Division will turn to the south after the breach to pounce on Kursk. If Kursk is taken, his 40th Army will be cut off and he'll have to decide what to do. His plan for these hapless souls is to force march them to Kursk and blow their original dumps in place. If he doesn't change his plan before he blows those dumps, he'll only play into my hands faster. If I see a way after he sets up, I might detach a recon battalion to go nuke his dump for him, eliminating the guess work on my part. These

actions will effectively take the 40th Army out of the war.

## Learning

Learning from past bloodbaths, the way to take out Russians in this game is to pocket them and let them die off in groups. Beating them to death is possible but costs the German player heavily in irreplaceable panzer losses.

Now welcome to the "man behind the screen" part of the German plan. I should have Orel by the end of turn one. Regrouping there will be the bulk of 2nd Panzer Group *and* all the 4th Panzer Group reinforcements. I'll be building up a giant dump at Orel and edging my way closer to Tula. Owen, for his part, is expected to heavily reinforce Tula. Since his rail lines will be cut in many places, I'm hoping he'll strip other portions of his line to do so-- specifically Kaluga. I will also be making a smoke screen preparation of launching an offensive toward Voronezh. The unexpected reinforcements in the south and by playing on his fears about Voronezh, I hope to lure his attentions in that direction. He will then help me establish "the mother of all pockets."

Forces in Orel will be arrayed in such a way so that any of four operations may be conducted: the expected attack toward Tula (not likely), the expected attack toward Voronezh (not likely if he plays smart, he will), a jab back to take Bryansk (probable), and the big one: an all out drive to the north map edge via Kaluga. The last is the actual objective of a] I these operations but will depend on the events of the first turn or so. If he doesn't strip Kaluga (worse, manages to reinforce it), the plan will probably have to be dropped.

If it works, the Soviet armies from just south of Bryansk all the way north to just past the SmolenskMoscow highway will be formed into a gigantic cauldron which will be awaiting surrender in a couple of turns. Owen hasn't shown much aggression in breaking out of pockets, and his air force will (hopefully) be unable to supply these hordes by air. If I can do it, the game's in the bag.

## OK, So What Happened?

There are many good ideas in the above German plan. However, against a Soviet player with the skill, resourcefulness, and tenacity of Owen Fuller--I wouldn't bother trying it. Game 4 was a brief exercise in the futility of the above. We called the game after about 1/4 of the total number of turns because of a number of needed system changes. While that was true, both of us were getting a little frayed around the edges-- I was because I could see my plan wasn't going to work properly, and Owen because I was working him to death in keeping up with my unusual operations and style. What follows is a very brief summery of how it went.

In general German operations proceeded along the lines drawn above. I was in Orel

and Kursk during turn 1. (But was promptly evicted from both places by Soviet forces which couldn't take a joke.) I retook Orel on turn 2, and started preparing for the Kaluga option. Meanwhile, the 2nd SS stormed and held Yelets as part of the "convince Owen I'm going to Voronezh" strategy.

While he seemed to believe that was what I was doing, he did nothing out of the ordinary to react to it. Kaluga was just as garrisoned as ever. The only reason the German plan continued to unfold was because Owen made the mistake of leaving one road entry into the defense zone at Kaluga unmanned. Why? Well, you see, Owen is required to make at least two mistakes per game for me so I can have a chance of beating him. Just kidding.

At any rate, I poured through the outer defense line at Kaluga and pursued my plan of cutting off the Soviet front line armies. This immediately exposed the flaws in the original plan. The pocket was too big. I was operating at the end of an enormous line of communications which stretched (almost literally) from one map corner to the other along the diagonal of the two maps. I was now in "tanks not allowed" country, where my Panzers showed an amazing tissue- paper quality.

Suffice it to say, there was no way on earth I was going to keep this pocket sealed. In the time it took me to close the thing, Owen had stockpiled enough supply to get him through a bunch of turns. He claims he was hanging on a thread, I don't think so. Until I would get him to run out of supply, he would never mass surrender forces in the pocket (they must be cut off and out of supply to have that rule inflicted on them.)

The more I play this game the more I am awed by the consummate skill and wisdom of the German commanders in the opening phases of the campaign. The opening moves of the actual campaign were brilliant. They managed to cut off almost the entire Soviet frontline force in the space of a couple of turn's game time. They did so without major loss, over extension, or time wastage. Against a "normal" Soviet player's set up (not the "outstanding" variety I've been having to deal with), the player who is able to duplicate the historical campaign in those early weeks has earned a pat on the back. It is perfectly possible to do, but it takes nerves of steel and the ability to extract every ounce of use out of the German army. Doing this while using the historical loss variant or against a player with Owen's set up skills is worthy of retirement to some sort of gaming hall of fame.

*Owen's extensive article on how to use the Soviets in GB will appear next time.*

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## **Cons, Clubs, and Things...**

**1992**

### **San Diego State Univ Conflict Simulations Club**

Meetings every Friday 1pm to midnight at rooms B & G Aztec Center, Lower Level.  
Contact: D. Burmeister 460 Graves Ave. #31 A, El Cajon CA 92020, president.

### **POCON**

3 - 5 April, 1992. Holiday Inn, Bartonsville, PA Includes RPG, miniature wargaming, SF, boardgames, and painting contests. \$6 for day, \$10 for weekend, no pergame fees. To get more info: Contact Ed Dowgiallo, PO Box 390, Effort PA 18330 (717) 629-7218

### **Organized Kahn- Fusion IV**

20-21 June, 1992. Carlisle, PA This general gaming convention will be held at the Embers in Carlisle. Features FRP's, railroad tummy, 50+ gaming activities, dealers and a miniature painting contest. Fees vary from \$6 to \$10. To get more info: Contact M.Foner's Games Only Emporium, 200 Third Street, New Cumberland, PA 17070 (717) 774-6676

### **Operation Green Flag**

12-13 September, 1992. Carlisle, PA This Battletech only convention will be held at the Embers in Carlisle. Features Single and lance competition, 6 other games using the system, design your own mech, dealers, and a miniature painting contest. Fees vary from \$8 to \$10. Prizes and support from FASA Corp. To get more info: Contact M. Foner's Games Only Emporium, 200 Third Street, New Cumberland, PA 17070 (717) 774-6676

### **COWS'92**

31 Oct-1 Nov, 1992. Carlisle, PA This con features activities for horror, mystery and "Off the Wall" game enthusiasts and will be held at the Embers in Carlisle. Features 30+ gaming activities, dealers, videos and a miniature painting contest. Fees vary from \$6 to \$10 (discount for costumes.) To get more info: Contact M.Foner's Games Only Emporium, 200 Third Street, New Cumberland, PA 17070 (717) 774-6676

## **Spring Fever II**

15-17 May, 1992. North Dartmouth, MA The Southeastern Massachusetts Gamers are proud to announce their con. This boardgame and miniatures con will be held at the Rod & Gun Club of New Bedford, Inc., 1407 Hixville Road, North Dartmouth, MA. As before the con will feature a balanced mixture of historical periods. To get more info: Contact Carl Noguiera, 45 Jenkins Street, New Bedford, MA 02740

## **Con West**

15-17 May, 1992. Albuquerque, NM More than 100 gamers participate in boardgame, FRP, and miniature events. To get more info: Contact Harold Mortimer, Student Activities Center, Box 48, Student Union Bldg, Univ of New Mexico, 87131

## **999 Games Convention**

7-8 June, 1992. Eindhoven, The Neatherlands Site was selected because of equal distance between Amsterdam, Antwerp, Brussels, and the Rhine-Ruhr area. The entire range of gaming activities is to be provided and the con will be a truly international affair. \$7 entrance fee (actually DFL 12.50.) If interested in staying at a youth hostel (cheaper) be sure to inquire. To get more info: Contact Michael Bruinsma, 999 Games. Phone and FAX at +31 20 644 5794.

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## In Brief

### Editorial

*by Dean N. Essig*

Last issue was the most productive use of feedback I've seen in years. All the resident questions of the day were clearly and unequivocally solved--with very little in the way of grey clouding the picture. To recap, the questions were:

What to do about the 22 bad counters we've managed to print in our eight games?  
And should we do Ost Front?

The most frequent answer to the first one was "don't worry about it." While I appreciate the generosity, I'm never one for taking the easy way out. One player responded with a couple of options, but, of his ideas, the best by far was this: Fill out the countersheet with variant units for the earlier games. Now you're talking! Not only do I get to fix my bad counters, but I also get a chance to do some neat "what if" stuff. Topping this all off was my correspondence with a gamer in London who is a bit of an expert on the Panzer Lehr Division. He raised some interesting questions about the OB used in Omaha for the optional Lehr troops based on his extensive knowledge of Lehr's activities from the time of the May Gliederrung we used until the invasion--including the astounding revelation that the division staff had managed to make a typo which converted a bunch of Jgpz IV's into Jadg Tigers! Sony to see the Tigers go, but I now know what to do about fixing the 013--that's right into the variant/oops sheet they go.

The remaining questions are "when" and "how much." I want to put this thing together after this year's games so as to place any little disasters from those 5 onto the sheet. Does a 1992 Christmas present to all sound good? That way I can take into account all that happens between now and next winter. As for price, I think I've already stated my position on charging people for errata (I think the correct term is larceny)--so the sheet itself will be free. I'll have to charge a nominal shipping fee (\$1 to \$2, in the States) so that it doesn't cause problems with our tight budget.

So there we have an answer to question one: all errata counters, the new Panzer Lehr, and every variant we can think of in a 280 counter countersheet to be available in Dec 92 for a modest shipping fee. Unless I hear howls of outrage about this plan, that's what we'll go with.

The Ost Front comments were universally good-even the two guys who I thought would veto it liked the idea. And, I like John Kisner's ideas (see letter, this issue) regarding breaking the thing up-so that it doesn't bite off more than it can chew. I think a three way split would work best--41-42, 43 -early 44, late 44-45. Don't worry John, I won't be watering the command system down for it, I'll just be working it so that if a guy didn't want to set up an op sheet, he'd have a way to get right in and play. Consider this thing as a "go" with a publication date sometime after 1993.

Thanks for the help. Now for this issue's question:

Does anyone know of a high quality service bureau which isn't afraid of handling heavy duty graphics files and would be able to get them on film in both a reasonable amount of time and for a reasonable price? In the US, only, please.

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# OutBrief

## Game vs. Simulation

*by Dean N. Essig*

A recent theme I've seen bandied about is a statement of position by one of our competitors to the effect of we don't do simulations, we do games. That game vs. simulation can be argued at all (let alone become a corporate policy) shows that the two terms are either not understood or there are assumed meanings in the words which are actually perceptions and not reality. The argument actually boils down to one regarding the levels of complication, abstraction, and detail players expect of their games-what level they need in order to feel the game is viable and beyond which they feel the game would be working them too hard for little gain.

Naturally, an issue such as that is a matter of one's preferences and no particular level can ever be seen as "better" than another except as it relates to the gamers out there who happen to like it. For everyone else, the demands I hear for games of either more simplicity or more complication mean little more than forcing one group or another to "take this game, like it or not."

Backing up a bit (back to game vs. simulation) if indeed one assumes that a "game" is a wargame which prefers a simpler road, and a "simulation" is a wargame that is more detailed (not true, but let's assume it for the sake of argument--what do gamers, in general, want? For myself, I would prefer the "simulation" because I demand a fairly high degree of historical detail and a combat model that performs (simulates) history correctly. I also demand that it do this with a minimal amount of fuss. I understand that these two goals are a trade off, and that a decent balance is darned hard to get. I am dissatisfied with quickie simple games which are designed with beginners in mind-they soon bore me. Super complex and highly detailed games leave me cold because I can never muster the interest to get into their rules deep enough to actually see what the designer has to show me. Added to that is my deep down distrust of the "reality" given in most games by designers who have no background in the military. Call it cynicism, but I'm being honest.

What does the guy on the street really want? He wants his favorite subjects done at his favorite level, of course. He wants to have fun, and for each player what constitutes "fun" is a different subject. This is why this company avoids constantly pestering you for feedback to determine the make up of the "average gamer." I know full well there is no such thing and that any attempt to pander to this mythical

creature will generate games which will be enjoyed by the few gamers who happen to have interests somewhere near this geographical center but will be too much or too little for most everyone else. Do I think the wargame population is normally distributed such that a game aimed at an average gamer would hit the largest number of potential buyers?

No, I don't. The wargaming population is distributed into large sub-clumps. A big group of guys have been playing for 15 + years and have a particular set of likes and dislikes. Another large group are new comers who have a couple of years under their belts. An average that took into account both of these distributions would generate an average gamer between them where, in reality, few would be satisfied. Such an average gamer would clip the top end of the new guys and the bottom edge of the veterans. In the end, such a game would actually satisfy few and I REFUSE to be forced to "enjoy" a game at a level I don't like because somebody's feedback decided based on their 50 responses that this was the mean gamer!

In a recent game magazine, I was treated to a little lecture about how there are two kinds of gamers out there. The beginner who knows little about wargaming and needs simple games to get a start (very valid) and the old vet who needs simple games because his demands of job and family have wiped out his free time. There may very well be herds of such guys out there, but what about players like me and the ones I know? We want games with meat on their bones! We want them to be well thought out, well designed and well researched. The fact that the above two stereotypes also neatly fit in with the publisher's concept of where the "hobby should head" make me wonder about its validity.

I have heard the G vs. S argument used to justify lack of historical accuracy and poorly written rules. I've got news for the perpetrators of these myths. Calling them games as a cover up for lack of historical accuracy doesn't cut the mustard! Guys, if you take away the historical learning and detail from these games-- which is one of the main reasons many of us got into this in the first place, (an interest in history and a desire to learn more in a game setting while having fun)--you'll give me games I don't want. If I want to have fun with a "game" which doesn't bother with history, I can get a lot more out of a Monopoly or a Trivial Pursuit with a heck of a lot less work than with even the easiest wargame. Wargames have to make an attempt to "simulate" reality- in a respectful abstract manner, if nothing else-or we might as well fold up this tent and steal away like thieves in the night.

If you prefer games with simple rules fine, if you like them with more chrome than you can count that's fine too. The point here is that games with no historical basis, crummy research (if any) and a pulp version of reality are intellectually bankrupt and not worth my money. Whatever your particular favorite cup of tea, it should be supported by *someone* in the emerging game industry (if it isn't you may have to start your own firm ... ) and no one has the right to determine what type of games should be emphasized by the industry.

Every game has its place, its success or failure will be determined by the quality of the product and the number of players who like its slant and style. The hobby is large enough to support a range of small companies, but not large enough to support junk.

I have heard the moans and groans of those who say the hobby is dieing, etc. Though they are quieter now than when we started, they still come out every now and then. I want to make one statement about it:

**NOTHING DRIVES OFF GAMERS FASTER THAN JUNK.**

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## Up&Coming

### News Update

*by Dean N. Essig*

#### Projects at this Time...

##### **Bloody Roads South**

CWB #5. April 1992. Designer: Jim Epperson. \$32.00 In final production and artwork. This game will include the Second Edition rules.

##### **Guderian's Blitzkrieg**

OCS #1. Origins 1992. Designer: Dean Essig. \$39.00 Playtesting continuing. I have records of "historical" positions for the first 10 turns which will be provided to you so you can start the game on any turn from turn I through 10. Six Teaching scenarios have been designed and the game itself will be provided with something more than 6 main scenarios (not counting the historical starts above.) The air units and air system have been thoroughly revised to make the whole thing function more smoothly.

##### **Stalingrad Pocket**

SCS#1. June 1992. Designer: Masahiro Yamazaki. \$22.00 Ready for art. This game is finished except for its final production. A fun straight forward old-fashioned wargame.

##### **Perryville**

CWB#6. Oct 1992. Designer: DavePowell. \$22.00 Dave's been done with this one for a while. Now all I have to do is get him to drag out all those variant units he had to trim and get them into the errata countersheet mentioned at left.

##### **Blood of Generals**

CWB #7. Oct 1992. Designer: Dean Essig. \$22.00 Played through the first hours of the campaign game. The two battles can be played through from one to the other with a lot of maneuver and jockeying for position. The Union has to get its trains from the

south edge of the first map and then off the north edge of the second to fulfill its victory conditions-and its a lot harder than it sounds. This game is turning out to be a great deal of fun.

### **Thunder at the Crossroads**

CWB #2. April 1993. Designer: Dave Powell. \$32.00 A number of you have asked why we aren't putting out an update kit on this one. The problem is that there is nothing that can be saved from the original game and used directly in the 2nd Edition- there are new maps, counters, game rules, series rules, loss charts and the box. All that's left is the dice!

### **Austerlitz**

NBS #1. Origins 1993. Designer: Dave Powell. \$32.00 Dave is working on the NBS system right now. He has the playtest maps for this game drawn and an Order of Battle, but his work is concentrating on the actual NBS series rules.

### **Notes regarding the next year or so...**

I will be having my left hand reconstructed in the fall of 1992. Potentially, this might mean a slowing of production while I recover. A final decision can't be made until after that surgery--when I can see what kind of condition I'll be in.

As we learn more about our limited production capabilities (staff of one), I am more convinced than ever that 3 new games per year is the safe limit for production. Quality before numbers.

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

The games below are "in the works" any of them may be potential releases in the next few years. It is only provided as information for your use. As these games are finished, they will be assigned publication dates in the year after acceptance-if a date is available. Given our 3 per year schedule, it may be a while before any particular one of these see's the light of day.

### **Matinikau**

TCS. Designer: Sam Simons. Attacks of the Marines in November 1942 around the Matinikau River, Guadalcanal. Bingo! Sam sent me the counter roster so desperately needed (see last time) and the game can enter the loop. Not sure when, though.

### **A Frozen Hell**

TCS. Designer: AlWambold. A battle in the Russo-Finnish War, 1940. Specifically, the Battle of Tolvajarvi, December, 1940. Al updated me on this one just yesterday-- he got some much needed info from the Finnish Government. It won't be long before he's playing this one.

### **The Seven Days**

CWB. Designer: Dave Powell. Nothing new to report.

### **Yom Kippur**

SCS. Designer: Al Sandrik. Nothing new to report.

### **April's Harvest**

CWB. Designer: Al Wambold. Shiloh. Nothing new to report.

### **The Campaign in Sicily**

OCS. Designer: Dean Essig. Nothing new to report.

### **KG Hecker**

TCS. Designer: Dean Essig. This game covers the almost unknown plan to cut off Tobruk from Egypt during the Gazalla Battles.

### **Bakka Valley**

TCS: Modern Expansion. Designer: Al Sandrik. Syrians vs. Israelis, 1982.

### **Arracourt**

TCS. Designer: James Meldrum. Nothing new to report.

### **Atlanta**

CWB. Designer: John Gilmer, Jr.. John's been working on this set of games (two games, four maps total) for a long time. Dave Powell has the submission and will be working with John at cutting out excesses and polishing it.

### **OstFront**

TCS. Designer: Dean Essig. As proposed and modified. This will be a set of three games (when finished) covering the war in the East with representative actions. No

telling when it might be ready for production.

**Crete** TCS. Designer: Wig Graves. Wig took over this one from me. He has located the needed OB and map data. I'm looking forward to seeing this one.

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## Letters

### Letters to the Editor

*by the readers*

I think the points you raised concerning US doctrine to be quite appropriate and I'm glad you brought them up. [Reference [Mr. Meldrum's article](#) in Ops:3) They certainly highlight the fact that the "Tri-Cap" formation is a 1970's style unit fighting in a 1990 setting.

The Tri-Cap "company" unit: When researching material for this article, I found nothing at all to Support the use of Tri-Cap doctrine at the company level. The company sized Tri-Cap units exist for only one reason-they are intended to be "miniature" battalions (reinforced company units) for use only in the Company/Team scenarios in Force Eagle's War. Given the kind of units involved in this game, it is nonsensical to have Tri-Cap units smaller than a battalion.

--James Meldrum, Beloit WI.

I have been pondering about the LOS ruling governing your TCS games, It looked too simplistic for my liking and, quite frankly, not up to the high standards of the other rule sections. If taken literally, a low obstacle obstructs the LOS just as well as a higher one; the only variable being its relative distance between the spotter and the target.

Interested as I was, I started to compile a few numbers based on: range between spotter and target, distance to obstacle, and obstacle height. What is the relationship? I asked. Is there a formula that could be derived which could be applied in all cases, and yet simple enough so as to not discourage gamers?

I believe that I have found such a gem. Stay with me and get out your calculator. Taking the target elevation as ground zero, which means that all elevations are relative to the target unit:

$$\text{Elevation} \times \text{Distance/Range} = \text{Maximum Clearance}$$

where:

Elevation is spotter height above ground zero

Distance is the number of hexes between target and obstacle  
 Range is the number of hexes between target and spotter.

The result--maximum clearance--is the maximum height above ground zero which can be cleared by the LOS. Anything above this blocks the LOS.

--A. Jodoin, Quebec Canada

### **RE: Membership in the Omaha Beach Club for Bill Moody**

The Moody household was the site of a full-fledged battle over the Christmas holidays. No, it wasn't because so many members of the family came together. Bill and David set up Omaha on the dining room table the day after Christmas. They finally finished and returned the room to normalcy on January 2nd after many hours of deep concentration, moments of angry shouting and a few disasters--including the day the cat sat on the game board and nearly destroyed a portion of the American landing forces. But that's my story, here's theirs.

From the beginning of scenario 2, things looked tough for the Americans! Wayward rockets, few leaders, and faulty ammunition! The pre- game leadership rolls gave the Americans only four leaders, all of whom were able to land on the first turn. That was the good news. The bad news was that one was fated to be on an LCA which, alas, never made it to the shore. Poorly planned. two of the four pre-game LCT(R) barges fell harmlessly into the sea, and the other two produced nothing but smoke. Even the smoke did no good.

The invasion came in with most of the forces at Easy Green and a smaller number at Fox Red. The landing was assisted by all three companies of swimming tanks. Unfortunately, only 8 of 48 survived the swim. The non- swimming tanks fared slightly better with 12 of 16 landing. Over the next few hours, the smaller force on Fox Red made steady progress-knocked out the 2 pillboxes at the east end of the beach and slowly worked their way south toward Port en Bessin.

And now the part about the faulty ammunition. The 8 tanks on Easy Green destroyed only one pillbox in the first hour. A closer examination of the hit table late that night revealed why. We had naively decided to use the 3-dice Point Fire Table in Operations 3. What we didn't realize was that using this table reduced the American's normal chance to hit from 1 in 6 to 1 in 24!

*[Ed. Note: The defense values for the pillboxes were determined using the old Point Table in order to give a certain probability. To use the new 3-dice table, one must alter the defense values of the pillboxes. A value of 3 would give roughly the same results as the original.]*

Fortunately, the Americans had a surprise up their sleeve three cannon companies

and one FA Bn landing in the second wave. Again the seas took their toll and deep-sixed one of the cannon companies. The artillery quickly subdued 7 pillboxes during their brief, but glorious existence. Brief, because the instant they landed on the beach, the German player (having carefully read all the player's notes) fired both artillery and pillboxes to eliminate the American threat.

Speaking of artillery, the German player proved to be a master of pyrotechnics. Again and again, densely packed Americans were caught moving by devastating strikes of German artillery. Six companies attempting to move through the E-3 gap saw just 3 platoons survive to reach the outskirts of Colleville.

Moving on, the third wave and first transport wave saw most of the remaining American tanks land. These new tanks (with better ammo) began the relentless reduction of all remaining German pillboxes. One lone pillbox was left standing by the noon turn. Naturally, with the destruction of the German pillboxes came the creation pillbox squads. These squads with their low combat and poor morale values were expected to give little opposition. Pillbox squads, normally as steadfast as hamsters in a hailstorm, proved themselves worthy of SS designation this time around. Invariably untouched by direct fire, these brave little troops succumbed only when their company morale degenerated into the 20's.

The saving grace for the Americans was the utter lack of German reinforcements. Until 1000, that is, when four consecutive turns yielded a total of two artillery battalions, a flak company, and the Panzer lager tanks. So, as noon arrived, American forces in the east had occupied Huppain and Villers sur Port, forces in the center were beginning to cross near the E-3 draw. Only one pillbox and six squads remained. Although there were no shingle breeches, about half could have been opened within the next hour because there remained no direct fire resistance. American losses at noon totalled 184 units, indicating a probable German victory at the conclusion of the scenario.

It sounds fairly clear cut on paper, doesn't it? (It also sounds to me like the German player was incredibly lucky--which was what the American player insisted throughout the game!) Even in this recounting the air was fraught with tension as these two noble adversaries made sure the story was told correctly. They figured it took them about one hour per game turn, but the days stretched on interminably as they fit those hours in between work schedules, family activities and other commitments. (Do you have an honorary club for "war widows?" [Ed. Note: No, but we could start one if there is interest])

And did they enjoy it? Well, word has it they're going to do it again, so that David has an opportunity to join the club, too. Maybe the Americans will have better luck next time.

--Gayle Moody, CA.

*[Ed. Note: Bill you're in! As soon as I can get to it, I'll get out a certificate and whatever else I can scrape up. For those that are interested, the Omaha Beach Club now has the following members: Dave Powell, Dean Essig, Eldon Kincade, and Bill Moody. More will be welcome.]*

## **Phone Call**

*[Ed. Note: The following was a phone call, not a letter, and I managed to fail to obtain the caller's name. Let me know what you think of the suggestion.]*

I believe the artillery in direct fire mode in the TCS to be too strong. I suggest the following be considered by everyone for the 3rd Edition rules:

Direct Fire Artillery:

Vs. Area Targets: Player selects number of rounds to expend, up to 8.

Firepower = Round Firepower (as regular artillery) x number of rounds expended.

Vs. Point Targets: Player selects number of rounds as above.

Point Attack = Area Firepower of round x number of rounds x 1/2

Fire on Point Fire Table using this Attack value.

--Author Unknown.

## **CWB Command**

The built in delays in CWB's command system can some times be avoided by the planning of orders far in advance of when they are to be implemented. Although a player should be rewarded for attempting to plan his or her orders in advance, the unpredictability of the command system and the problems faced by the player as a result of foot-dragging subordinates may be lost in the existing system. Under the present system, even a poor army commander can safely plan a perfectly coordinated complex attack with several corps by merely issuing these orders several hours in advance of when they are to be implemented.

The following optional rules are presented as a suggestion for the 2d Edition of CWB to correct the problems outlined above and the ability of players to abuse the existing system. While the options below may not fully correct the problems, they are presented with the intention of modifyirig the existing rules as little as possible. Several options are presented with the hope that the readers may give them more intense playtesting and we may obtain feedback before any official inclusion of such

an option in the 2d Edition.

*[Ed. Note: This will be too late for inclusion in the 2nd Ed, but if players like these ideas they could be included when the 2nd Ed rules gets reprinted at some future lime.]*

The options as set forth below have no effect on orders obtained through the use of initiative.

**Option #1a :** Restrict the content of an Order Under this rule, no order may be issued which is to be implemented in the future (i.e.. Attack at 1:00p.m.) and no order may contain sequential instructions (i.e.. Move to X then attack Y).

**Option #1b :** Restrict the content of an order Under this rule, no order may be issued which is to be implemented in the future (i.e.. Attack at 1:00 p.m.) more than a number of hours equal to the combined Ratings of the leaders involved from when the order will be received.

**Example:** In BV at 11:00 a.m., Bragg wishes to issue an IPV order for Forrest to attack from Jay's Mill to the McAfee House. However, in an attempt to have Forrest's attack coordinated with another attack which will be launched by Walker's Corps, Bragg wants to delay Forrest's attack to a later time. Since Bragg has a Rating of O and Forrest has a Rating of 4, Bragg's order can direct Forrest to begin the attack at any time between 11:00 a.m. and 3:00 p.m. (up to 4 hours from when the order will be received by Forrest).

**Option 2a :** Modify the Acceptance Procedure

Whenever an order arrives at its destination, the Receiver rolls for acceptance as normal. If the order is written to take immediate effect, then proceed as usual. If the order is not to take immediate effect (i.e.. "attack at 2:00 p.m attack when Longstreet begins his assault," "attack when you reach position X," etc.) the following procedure is used:

1. Roll as usual on the Acceptance Chart.
2. If the result is "Dt," then play as normal, and ignore 3.
3. If the result is anything other than "Dt," then the order has been accepted and all prior orders are superseded. However, there may be some future delay when the time comes for the order to be acted upon (i.e.. "2:00 p.m." or "when Longstreet DOES start his assault"). To calculate this delay, the Receiver makes note of the column that was just used on the Acceptance Chart for future reference. The Receiver calculates when he estimates the order will be acted upon in the future and then counts back from that turn a number of turns

equal to his Receiving Leader's Rating. The turn calculated will be the turn upon which the Receiving Leader can begin to determine the delay, if any, of acting on the order. Beginning on the calculated turn, the Receiving Leader starts rolls on the same column of the Acceptance Chart. Treat a "Dt" result as "D2."

#### Example:

At 8:00 a.m. in BV, Bragg gives an "in person, Force 0, Complex" order for Forrest to attack toward the McDonald house along the connecting road. To attempt to coordinate the attack with other commands, Bragg orders Forrest to launch the attack at 1:00p.m. Since the order is in person, Forrest immediately rolls on the "04" column of the Acceptance Table [ $3(4+0+2-1-2) - 1$  column (currently has order)]. Forrest rolls a "6" (a result other than "Di"), so his previous order is overruled but Forrest is still not assured that he will be able to move forward at 1:00 p.m. Since Forrest has a 4 Leader Rating, beginning at 11:00 (4 turns before 1:00 p.m.) Forrest begins to roll again on column "0-1." He rolls a "10" and starting with the 11:30 a.m. turn he will begin to roll per the D2 result. At 12:00 p.m. Forrest rolls a "5." At 12:30 p.m. Forrest rolls a "3." At 1:00 p.m. Forrest rolls a "6." At 1:30 p.m. Forrest finally rolls a "2" and can begin to advance on the McDonald house. Note that between 8:00 a.m. and 1:30 p.m., Forrest is still considered to have an order for all other game purposes.

Option #2b: Modify the Acceptance Procedure 1. Same as the above 2. Same as the above 3. If the result is anything other than a delay "D1" or "D2," then the proceed as normal. If acceptance is delayed, then the normal die roll process cannot begin until just prior to the time for the order to be acted upon (i.e.. "2:00 p.m." or "when Longstreet DOES start his assault"). The Receiver makes an estimate of the expected start time and then counts back from that turn a number of turns equal to his Receiving Leader's Rating. The turn calculated will be the turn upon which the Receiving Leader can begin to clear the delay.

#### Example:

At 8:00 a.m. in BV, Bragg gives an "in person, Force 0, Complex" order for Forrest to attack from Jay's Mill toward the McDonald house along the connecting road. To attempt to coordinate the attack with other commands, Bragg orders Forrest to launch the attack at 1:00 p.m. Since the order is in person, Forrest immediately rolls on the "0-1" column of the Acceptance Table [ $13(4+0+2-1-2) - 1$  column (currently has order)]. Forrest rolls a "10" (D2), so his previous order is overruled but Forrest is still not assured that he will be able to move forward at 1:00pm. Since Forrest has a 4 Leader Rating, beginning at 11:00 a.m. (4 turns before 1:00 p.m.) Forrest begins to roll against the "D2." At 11:00 a.m. Forrest rolls a "5." At 12:00 p.m. Forrest rolls a "5." At 12:30 p.m. Forrest rolls a "3." At 1:00 p.m. Forrest rolls a "6." At 1:30 p.m. Forrest finally rolls a "2" and can begin the attack. Note that between 8:00 a.m. and

1:30 p.m., Forrest is still considered to have an order for all other game purposes. Also, had he rolled a "1" or "2" before 1:00 p.m., the move would start at 1:00 p.m. as scheduled.

#### Option #2c: Modify the Acceptance Procedure

1. Same as the above
2. Same as the above
3. Same as either 2a or 2b above, except the turn calculated for the Receiver to begin rolling is the number of turns equal to the Receiving AND Sending leaders Ratings added together.

#### Example:

The examples above would be exactly the same since Bragg's Rating of 0 does not help. If Longstreet was the Army Leader (Rating of 4), Forrest could start rolling at 9:00 a.m. (8 turns before 1:00 p.m.).

#### Option #2d: Modify the Acceptance Procedure

Under this option, the existing command rules are followed exactly with the following addition. If an order is accepted that is not to take effect immediately, the Receiving leader will be required to roll on the Delay Chart once the time arrives for the order to be implemented.

<b>Delay Chart</b>	
<b>Leader Rating</b>	<b>Die Roll Needed to Act on Order</b>
4	1-5
3	1-4
2	1-3
1	1-2
0	1
<b>Modifiers to Die Roll</b> (1+ Rating) if stacked with Army Commander -1 Each turn after the first	

#### Example:

At 8:00 a.m. in BV, Bragg gives an "in person, Force 0, Complex" order for Forrest to attack from Jay's Mill toward the McDonald house along the connecting road. To attempt to coordinate the attack with other commands, Bragg orders Forrest to launch

the attack at 1:00 p.m. Since the order is in person, Forrest immediately rolls on the "04" column of the Acceptance Table [3(4+0+2-1-2) - 1 column (currently has order)]. Forrest rolls a "10" (D2), so his previous order is overruled on the following turn Forrest begins rolling to obtain acceptance in regard to the "D2" result. However, at 1:00p.m. Forrest rolls a "5", so he cannot start the attack (not 1-4). At 1:30p.m. Forrest rolls a "6" and still cannot attack (not] -5). At 2:00p.m. Forrest rolls "1" and can start the attack.

The above options remains faithful to the original command system and require minimal variance. It should be noted that these options have not been playtested as fully as is necessary and it is hoped that its inclusion here may generate the necessary discussion and thought to further refine, if necessary, these ideas.

--J. R. Dunnam & W. G. "Wig" Graves, Waco, Texas

### **Make a Change**

In the last issue of Operations you gave us a sneak peak at a TCS proposal (OstFront) that would cover all general types of smallunit actions that occurred on the East Front during WWII. The proposal marks an abrupt change in TCS style, moving away from actual battles and back toward PanzerBlitz-like abstraction. After giving the issue some thought, I think the time is right to make this change.

The more I think about the series, the more I think the chosen scale makes it very difficult to package important engagements into reasonable packages. I really like Omaha, and think its the best TCS design yet. Still, I don't know that I would be willing or able to buy a whole series of games of similar size. At the same time, I don't know that there is much new the series can tell us about fighting on the Western Front in 1944. Whether future releases are big or small, clearly something new is needed.

Your easiest option is to break with the subject area, but not the general scenario premise. I see you have TCS designs in the works for small historical battles in Finland, Crete, and Libya- any of these would provide a welcome change in scenery. That I am not too interested in these topics is beside the point: others presumably will be.

A bolder course would be charted by OstFront, which represents a change both in subject and scenario premise. While it seems in many ways a call for retreat-to meekly go where others have gone before--I think it actually offers the TCS the chance to boldly explore new types of historical truths. Rather than simply showing tactical change on the Russian Front as the product of evolutionary advances in equipment, as other games have done, the TCS command rules seem uniquely qualified to offer more profound insights.

Your OstFront proposal would attempt to show multiple lessons from four years of combat. The intent is to do so in a single boxed game. I think the goal is overly ambitious. Gaming pleasure, as well as whatever lessons the system has to offer, would be muted by the "mini-game" nature of the proposal. Without the full-blown command rules, I for one fail to see much purpose to the TCS in general and OstFront in particular.

*[Ed. Note: I agree. The proposal has been changed accordingly.]*

What I propose instead is the following amendment, Begin with the intention of making a series of four linked OstFront games, one for 1941, 1942, 1943, and 1944-45. Each expansion game would add a new mapsheet, new forces and new scenarios--all building on the first. Scenarios could then be modified for use with any of the force pools and maps. For maximum effect, each of the games should offer the same general force Mix for each side--at least one tank and infantry regiment each. This would be much preferred to allowing OstFront to become "distracted" by non-essentials like parachute operations and Axis Minors. The end result would be an episodic treatment of changes on the East Front, but at least the episodes would share a common focus.

--J. Kisner, Dayton, OH

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## Game Errata and Q&A

### Civil War, Brigade Series

*by Dean N. Essig*

#### Errata

##### 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 a correct one.

##### 1-02 Thunder at the Crossroads

1. There are no Corps-level anti-initiative ratings for either side.
2. There is no Entry Hex 1. In all cases, the Union player gets points for Controlling Entry Hex H, instead.
3. The Confederate player gets 10 VP for entry Hex E (not F) and 5 VP for Entry Hex F (not G).
4. Each wrecked Union Cavalry Brigade is worth three (3) VP's, not one.
5. Current Strength Chart:
  - S/J/2-strength on 3rd and 4th days is 14, not 10.
  - Stw1/J/2-strength on 3rd & 4th days is 10, not 14.
  - B/Heth/3-strength on 2nd, 3rd, & 4th days is 8, not 9.
  - A/Heth/3-strength on 2nd & 3rd days is 9, on 4th day is 5.

6. Loss Chart corrections: The Iron Brigade (1/1/1) is missing five strength circles.

(Note: this error is on the original, two-color loss charts only. Later loss charts, all in black, have corrected the error.) The 2/1/3 should have an original strength of 22, not 12.

7. Union Arrival Schedule: At 12 noon July 2, Gregg and 1/2/Cav arrive with I xCb, not 3xCb.

8. Confederate Arrival Schedules: In order to correct a game imbalance, allow the Rebel army Supply train to arrive at 4:00 p.m. July 1, with Anderson's Division. This holds for both the Jackson Lives and historical orders of arrival.

9. Jackson Lives Scenario: Two new divisions are created in this scenario, Ew/2 and LD/2. Their wrecked levels are as follows:

Ew/2 0/0  
LD/2 00000/0

### **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. One 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 ups. The wagon enters at 5:00 a.m. on the 29Lh with McDowell which is the first turn of both scenarios and does not begin on the map.

### **1-04 Barren Victory**

1. There are two Entry Area F's on the map. The one on the North map edge should be a G. There are supposed to be two Entry Area

2. The Armmo 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 words as open.

5. The dice rolls given as 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.

## Q&A

*An artillery unit limbers and then moves out of a ZOC hex. Does it check on the Gun Loss Table once or twice?*

The unit checks once, for the formation change only.

*Can a unit extend line in a ZOC?*

Extended lines must be treated as any other moving unit. If the extended line is attempting to move from the parent into a hex that the parent could not move into, the answer is no.

*In close combat, the attacker crosses a slope hex to get into the defender's hex. Does the defender get the benefit of the slope in the combat resolution?*

Yes. Terrain of the defender's hex and the hexside crossed to enter the hex counts during the combat resolution.

*Do gun points count on the casualty record?*

No. Only fire combat casualties are counted. Don't count stragglers either.

*Does a repl leader appear immediately when a leader is lost? Later?*

The repl appears in another brigade's hex of the same division at the instant of loss. If the division has only one brigade or they are all in the same hex, the repl appears in the same hex, immediately, and before any morale check. (Not that a 1 rated repl matters in a morale check!)

*To re-supply with small arms ammo, does all of a brigade with extended lines have to be within range? Part? The parent?*

Any one part of such a brigade is all that need be in range, and that part need not be the parent.

*A leader has a brigade blown out from under him (sad face) and relocates to another brigade of his division. This division is then fired upon. Does the leader have to check for loss again--suffering double jeopardy?*

This leader is having a bad day. He runs from one ruined brigade to another only to get fired on again. He checks twice. Life is like that!

*Why does close combat cost a unit a movement point? They are, after all, charging!*

This MP represents the time of the little battle engaged by the unit. Before you reach for a calculator, that means 5 minutes.

*Why does the defender get off--without even a morale check in a close combat if the attacker retreats?*

The defending units can tell fairly easily when the attacker is giving up, this encourages them to hold on. Once the attacker starts withdrawing, the defender breaths a collective sigh of relief, and has no desire to withdraw himself.

*A unit attacking in a close combat must be within command radius. Ok, then which one--division to brigade, corps to division, both?*

In the extreme, the attacker in close combat may be at the furthest edge of both command radii--but no further. The division commander may be the full 8 MP's from the corps HQ. In short, both command radii must be intact.

*Who gets to rally in a Rally Phase? The current player? Both?*

In a given player's turn, only his units may rally. The enemy must wait for his own ##%%!! turn.

*My division wants to recover stragglers, but the Corps leader is not yet on the map. The rules state the recovering unit must be within normal command radii. Can this division recover or not?*

A more exact wording of the straggler recovery restrictions would be "the unit must be within normal command radii which is available at the time the unit was marked."

*Do units moving on a road in column get the road benefit if moving through hexes containing other units in column? Line?*

The units moving in column are allowed to use the road benefit even if they move through hexes containing other units (column or line.) The other units are assumed to give "line of march" to the moving ones-no rules for traffic jams or the resultant fist fights here.

*A unit wishes to fire down a hexside between a hex it can fire through and one it can't. Can the unit shoot?*

Yes. Units are always able to shoot down a hexside if they could shoot in one of the two hexes adjacent to the hexside unless a feature such as woods lays fight on the hexside.

*A unit can only fire out its frontal hexsides. Is it able to fire directly along the boundary hexside (directly right or left in most cases)?*

No. The fire through frontal hexsides is not inclusive of its boundary.

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# Game Errata and Q&A

## Tactical Combat Series

*by Dean N. Essig*

### Errata

#### 2-01 Bloody 110th

1. Add the 38Lb PzJgBn (all) to the Historical Order of Arrival to the other units arriving at 0200, 17 Dec 44. The 273 Flak did not enter the map is correct and it should not be on the Order of Arrival.

2. Only one German Bridge may be built during the game. If a bridge allows the use of 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 44, 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 Batteries Available, 1/ 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.

#### 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. Modem Expansion rule 3.3c is in error. The T-80 may Fire an AT-8 or its main gun during a single fire-never boLh-and this dual system does not free it from the standard "one shotperunit rule."Thanks to D. Demko for bringing this to our attention.

## **2-03 Omaha**

### Counters:

1. The Panzer Lehr Mk V's should have a defense of 4 and movement of 18.
2. One mortar platoon in each of 4/1/915 and M/3/116 is incorrect on the back-Lhey should read A A 4.
3. An MG section in H/2/18 is incorrect on the back-should read A A 5.
4. The M3 in Df745 with A A 6 on the back should read the same as the other MYs.
5. One ofthe Recon platoons in the 1stID Recon Company is listed as A B on the back, should be A A.

### Rule :

1. Scenario 9 lists Panzer Lehr's artillery as 105rrun, it should be 150mm and the anno 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 ofone 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 survivalroll 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 arecumulative. The net modifier for terrain on a pill box in the open should be 0. Note that PB's are not considered AT Guns for terrain effects-they act like immobile tanks.

5. Artillery vs. Rocket Pits on the Artillery vs. Point Target Table: Rocket pits are assumed to have a defense rating of more than 2 and no modifier is applied for the reason of "weak defense."
6. LCT(R) fires whose center hex drifts off-map or into the sea are lost and of no effect. There is no effect for the "edge" of a rocket fire which a player might argue is still on the beach. If it goes out to sea, it is all lost. Let's keep it simple.
7. PB squads are considered dug in-in the hex their Pill Box was located--if they are in fire mode. If they move from that hex, they lose that status.
8. The Shingle modifier (-2) is in addition to the normal terrain effects of the hex the target is in-i.e. open.
9. AT Rolls against Pill Boxes at ranges one or less are allowed. Range two is not.
10. Leaders land with any of their own units: CO 1/16 lands with any unit of 1/16, CO 16 RCT would land with any unit of the 16 RCT, etc. Note the restrictions on which leaders are allowed to make up the pool on page 7. In the one map scenarios, divide the number of leaders to be selected by 2, round up.
11. Change the headings of the Pill Boxes Remaining Modifier when playing one map landing scenarios, use the following:

<b>Existing Headings:</b>	<b>0-5</b>	<b>6- 13</b>	<b>14- 20</b>	<b>21 or more</b>
Scenario 3	0-2	3-5	6-8	9 or more
Scenario 4	0-3	4-8	9-12	13 or more

12. The Variable Reinforcement Table for Scenario 2 has two places where a roll of 9 would end up. The dice rolls for each table position should be 2-9, 10, 11-12.
13. The "1st Flak Corps" mentioned in the German Order of Battle should be read as the 1st Flak Regiment, 3rd Flak Corps.

## Q&A

*Can night and Thermal sights be used to spot mortar fires at night or through smoke?*

I'd say no, but I do not have the experience with thermal sights needed to make a good determination. If you know better go ahead and do what's right. I feel all night vision devices are very poor for spotting artillery and mortar fire because there is no depth perception available. Adjusting indirect fire accurately at night is nearly

impossible without good illum-and you have them for it.

*Do you ignore the normal smoke modifiers when using Thermal sights? Use the mentioned modifier for Point fires and nothing at all for Area targets?*

Yes that is correct. Area fires are not modified because if the vehicle can identify the right hex in the smoke and observe its shot well (it can and does with thennals), that's good enough to give full effect to the fire.

*How high off the ground are the drop aircraft in Force Eagle's War for purposes of AA fires?*

The aircraft are roughly 300 feet or 100 meters. It is a good low jump---where you count to four and impact!

*Can only Clear hexes be selected for drops? What happens if a unit drifts off-map or lands on a non-clear hex?*

Any hex may be selected for the drop. Units that drift off map are gone forever. Non-clear landing losses are ignored. Good troops will be able to steer their chutes around most obstacles and the resultant loss from landing in a city (etc.) will be limited to a few broken legs and ankles-not counting bruises and the occasional trooper hanging from a church--and will not impact the unit greatly. So, these are ignored.

The hit number for an aircraft is 8. Is this modified by terrain? etc. ? Can targets be engaged which are in smoke hexes? Can an aircraft attack multiple point targets in a single hex in one "run?" What is the definition of a run, anyway?

The aircraft hit number is never modified, for terrain or any other reason. Targets in smoke may not be engaged by aircraft-the pilots cannot identify a clear target and are wary to waste their ordinance. (Note that AA fires, however, are allowed to fire out of smoke hexes. Multiple point targets may be engaged in one hex, in a single run, if the aircraft has a multiple capability (hit roll of 8 against four targets...) A run is defined as an attack against one hex using point and/or area fires up to the limit of the aircraft's capability. A plane could engage multiple hexes, with its different capabilities, but would have to be engaged by AA each time as they would be considered separate runs.

*How far can an observer be from a mortar or artillery round impact and still observe it?*

As far as visibility and LOS allow. There are no other restrictions. Visibility as determined by the weather or night (whichever is less.)

*Do suppressed or paralyzed units go out of Move Mode? When?*

Suppressed and Paralyzed units may change to Fire Mode from Move Mode during the Mode Determination Phase. They may never change from Combat to Move Mode.

*If two units are adjacent to one another and one is assaulted, does the other unit get to Overwatch Fire? When is this resolved?*

Overwatch fire triggers occur when the moving unit finishes moving into a hex. Therefore, overwatch fire would be allowed, but only after the assault combat is resolved assuming the attacker is still in the assault hex when the dust settles!

*An overrunning or assaulting unit is running into the target hex on a road. When the combat begins, does the firer (the defender) get to use the "road moving" benefit for the fire-even though it says 'for overwatch only?'*

Yes, the road moving modifier is allowed in this circumstance, even though the table is telling you it isn't. The tables were drawn up as they are because I needed a clearcut time when a unit could "absolutely, positively" be identified as moving on the road. Overwatch fit the bill, hence the rule caveat. Unfortunately, there are other instances (the above) where the units are definitely road moving at a given instant. So, the modifier should be used then, also. The problem confronted in design was what to do with units during the Suppressive Fire Phase which just happen to be on a road hex-are (were) they road moving? Are they still? To avoid those types of arguments the above "overwatch" attachment was made to the modifier.

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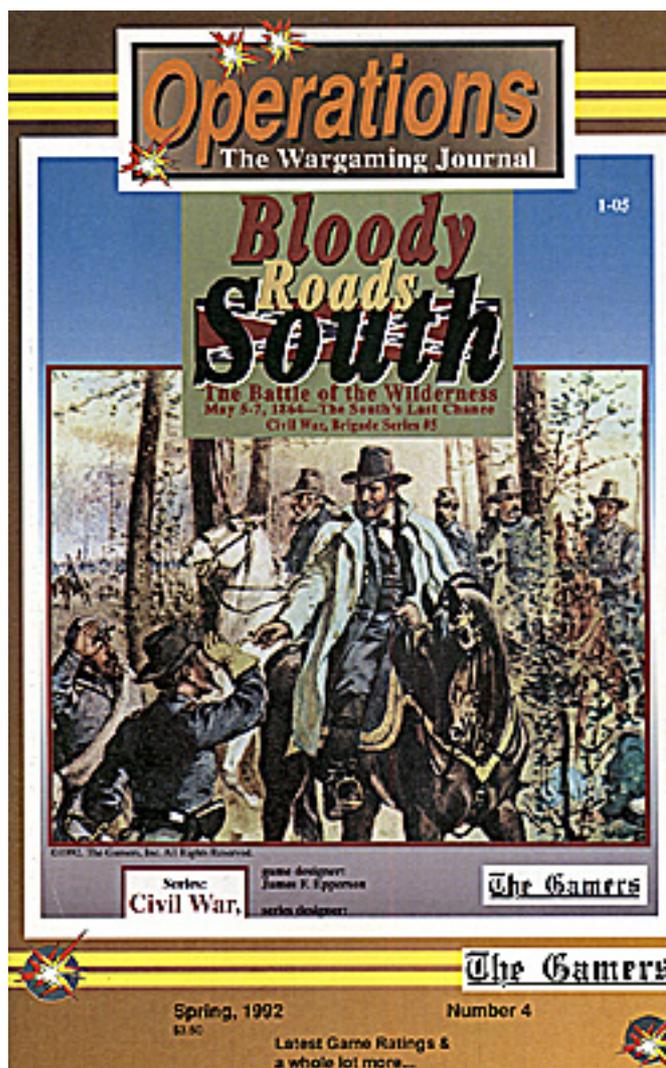
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### Large Cover (slow: 106K)

On the Cover...Grant in the Wilderness from the Bloody Roads South box wrap.



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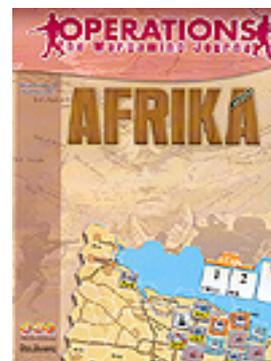
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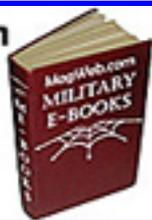


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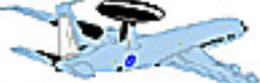
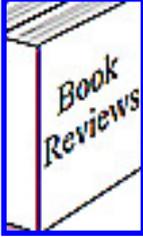
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