

# Operations

## The Wargaming Journal

### Number 6 Fall 1992

## Table of Contents

### Game Support

#### [Arriving Alive](#)

Civil War Brigade Series. By Dave Powell.

#### [A Desperate Fight](#)

Part 2 Barren Victory. By Dave Powell.

#### [Bloody 110: American Notes](#)

December 16, 1944 18:00+ by Jean Jodoin.

#### [For You, the War is Over](#)

Stalingrad Pocket Game Recap by Dave Powell.

#### [Stalingrad Pocket](#)

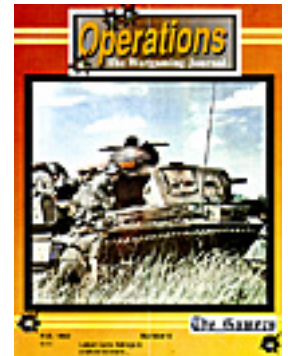
Victory at any Cost? By Dean N. Essig.

#### [Different Roads to Stalingrad](#)

Stalingrad Pocket By James E. Melbrum.

#### [Cracking the Code](#)

Stalingrad Pocket By Dean N. Essig.



### Other

**Panzer Lehr Division Before the Invasion: A Brief History** by Stephen Barratt

#### [Activation and Formation](#)

#### [First Operations, Hungary and Eastern Front](#)

#### [Back to the Western Front](#)

#### [Organization of PzLehr Regt. 130](#)

#### [By Design](#)

All Alone on the Road to Perfection. By Dave Powell.

#### [Maneuver Warfare and The Wargamer](#)

Part 2: Introduction by Dean N. Essig.

#### [Procrastinator's Special](#)

Commentary on circumventing orders by Dean N. Essig.

[\*\*Fighting with Old Friends\*\*](#)

Commentary and nostalgia by Dave Demko.

[\*\*The Game's the 'Thang'\*\*](#)

Guest Editorial by John Leggat.

[\*\*Jerry's Picks\*\*](#)

Odds & Ends. by Jerry Axel

[\*\*It's Always Something...\*\*](#)

Game Publishing Mishaps. by Dean N. Essig

## Departments

[\*\*In Brief\*\*](#)Editorial: Products and Pasttimes

[\*\*Out Brief\*\*](#)Commentary: The Graphics Revolution.

[\*\*Up and Coming\*\*](#)Products Update.

[\*\*Letters\*\*](#)From the readers.

[\*\*Cons and Things...\*\*](#)1992-1993.

## Game Errata and Q&A

[\*\*Errata and Q&A: Civil War Brigade Series\*\*](#)

[\*\*Errata and Q&A: Tactical Combat Series\*\*](#)

[\*\*Errata and Q&A: Standard Combat Series\*\*](#)

[Large version of cover \(slow: 98K\)](#)

---

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

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

© Copyright 1992 by The Gamers

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

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

## Arriving Alive

### Civil War Brigade Series

*By Dave Powell*

By now, I have seen quite a few people play the Civil War Brigade System. As opponent or spectator, I have observed a variety of styles of play, and I conclude that achieving victory requires adherence to certain fundamental s---despite details that vary from game to game.

First, I do not believe that this is a system where victory can be had by blundering around smashing into the enemy (unless your opponent is even more a "bull in the china shop than you are). It requires some overall plan. The longer the game, the more critical it is.

Ideally, it is best to maneuver your for into a tight spot and get him to attack you even if you are the overall aggressor. Take advantage of the inherent bias towards the defense. For example, the wise Confederate player in *Thunder at the Crossroads* attacks quickly to seize the important terrain, and then switches to the defense, making the Union player pay to take those hills back. In *August Fury*, the Federal commander is well on his way to shortening the war by keeping the two Rebel wings separated, thus forcing Lee into costly unifying attacks. This works especially well with a sustained Union effort against Jackson designed to put even greater pressure on Lee to come to his isolated subordinate's rescue.

It is the CWB's command system that dictates the need for an overall concept. Settling on a general plan early and sticking to it helps to eliminate the curse of near-sighted commanders: a steady stream of orders pouring from the HQ countermanding the previous sets. This is just what you want your opponent to do. A subtle but effective tactic is to gain control of the pace of events quickly and use a little helpful misdirection. (Note that the second edition command system places a greater emphasis on orders, and substantially reduces the effectiveness of initiative.) The more times you force the other guy to change his orders, the better off you are as he incurs annoying delays, etc.

It is much like a tennis game with one stationary player forcing his opponent to run back and forth across the far end of the court frantically returning shots aimed where he is not. In the CWB this process accumulates into a significant amount of lag time

between your action and his reaction, and forces him to spend most of his planning efforts meeting your threats. As a bonus, if he is worrying about plugging his own holes, he will have less time to notice and exploit your own small errors of placement, thereby preserving your reputation as a dreaded 'Master of the Game'.

Subtlety is required. Although usually a waste of time in gaming circles, feints do have a role here. Do you have a corps that maybe took some lumps and doesn't retain all that much offensive power? Send it on an extended tour of a far end of the field to menace his flank. It may provoke a suitable reaction. Once you have his attention there, hit him hard elsewhere with those guys who were just sitting there in line looking defensive. This would work even better when using the Hidden movement option which appeared in OPS #2. However, remember to send enough strength on a diversion to make him worry. An obviously impotent force will not get the job done.

Against an aggressive opponent, try to provoke an attack against a feigned weak spot, perhaps by leaving a battered command in the line but having another force standing by (with its orders accepted and ready to go) to rush over and reinforce the threatened point. Suddenly, the crippled duck he jumped scurries away to be replaced with well supported fresh troops. He finds himself pressing an attack he does not want. A couple of turns of useless assaults before he manages to cancel should brighten your day.

All of this shadow-boxing can also force an enemy to start relying more on initiative rolls, and you can take advantage of any fortuitous loose cannon results that come your way. It's been my experience that the loose cannon roll always occurs at the worst time, and while extremely frustrating, at least provides the loser with a handy excuse. "You know I'd have cleaned your clock except for that one roll..."

## **Troop Conservation**

A second important, yet often neglected, aspect of good gaming in the CWB is troop conservation. The best scheming and fancy footwork comes to naught if you do not have the troops available when the time comes. Combat uses up troops, attacking especially so (hence my preference for the defense). One should never fight just for the hell of it. The CWB rewards players who are considerate of the men represented by those little cardboard squares and deals harshly with wastrels. Generally, an unblooded command is a potent force and can sustain an attack for quite a few turns. However, the longer the blood flows, the more you mortgage that unit's strength in later actions. Usually, once a command (be it division or corps) reaches its breaking point, it needs to be withdrawn to collect stragglers. Pushing a unit past this point should be done only in critical circumstances, since you are rendering that force questionable later for even defending secondary sectors.

I use a rough rule of thumb for planning or when committing troops to battle in order to gauge their expected effectiveness. While fresh, a command is fully capable of either a major attack (6-7 turns, 50% or more of the sub-units engaged each turn) or a

prolonged defense against all but the most overwhelming odds. Once broken and recovered, the average command has only 4-5 losses per brigade before it wrecks again. This 'second stage' command is still effective for more cautious attacks (2-3 turns now, and avoid close combats) and should be able to muster a pretty solid defense, especially if well supported by cannon. Even against a powerful enemy attack, expect these guys to hold for 3-5 turns. The second time a command wrecks, it is reaching the end of its effectiveness. Once broken, a 'second stage' outfit needs to be withdrawn as soon as possible for recovery if you intend to preserve any kind of fighting power at all. Now there is the danger of too many brigades being permanently wrecked. This condition usually starts incurring enemy victory points as well.

Still, a 'third stage' command, if extricated promptly, should be able to recover to the point that most brigades have 1 or 2 un-wrecked strength points. Attacking is out, since they will almost always be a turn or two away from attack stoppage, but they should still be able to put in a couple of turns of credible defense. Artillery is a defensive must for troops in this condition. The good news is that, having reached this condition yourself, you may have dragged your opponent down as well, and his attacks are similarly half-hearted blows. Beyond this point, your men have little left to give, and it will take a long time just to reconstitute the command from stragglers. At this point, try to keep these guys away from any fighting. Any part of the line they hold will be a juicy target for an alert opponent, and such a command will break at the slightest pressure. Besides, haven't they sacrificed enough for the cause by now anyway?

There are always exceptions to this measurement process, usually negative ones. A corps saddled with a "0" leader is definitely impaired any time a stoppage roll (or defensive orders roll, using optional rules, see OPS #3 or the 2nd Edition CWB rules) is called for. Any command whose average morale is less than C is in trouble, too. I consider these troops as 'second stage' right from the start.

Once you have recognized the process of continual degradation of commands once committed to action you should realize that any action (particularly of an offensive nature) in which you become involved must contribute towards your overall goals. When you fight, make sure the price you are paying is buying something worthwhile.

### **Hold down the Losses**

A third major consideration becomes apparent once you do decide to fight. You need to hold down the losses. There are both good and bad ways to conduct an attack, for instance. On the offense, do not commit every brigade in the command to action at once, advancing in one long line. This merely disperses the effort, and ensures that you will break as many brigades as possible in the least amount of time. Concentrate your men on selected points, bringing a local superiority to the ensuing fire fights. Keep some units back to exploit holes or fill in when you suffer your own repulses. A brigade, outside of a ZOC, that can take advantage of a sudden flanking opportunity

can really pay off.

Beware of close combats! While the chance to CC a flank or a wrecked unit should not be neglected, a frontal CC can rack up losses quickly. Never frontally CC units stacked with guns, unless, like General Hood, you feel your men need a little "disciplining". Blood-lusted units are very useful in CCs, but I have noticed that they tend to get used until they are badly burned out. I also try to avoid using extended lines, since they just expose your brigades to twice the fire and hence, wreck them twice as fast. Use them sparingly to screen a flank as needed or to concentrate firepower on a worthwhile target.

Some sort of tactical superiority is a must. This system favors the defense. Simple one to one attacks are almost always unproductive, unless there is a significant morale differential. Whipsawing your opponent is always fun, and forces him to scurry about protecting his flanks. It has been my experience that if you can catch an enemy in such a situation before he can either extricate or reinforce the target, you can achieve a startlingly successful disparity in loss results. You can even knock a fresh command out of the game. If your opponent, through either need or callousness, has left a command in line as it nears its breaking point, hit it hard. A corps is particularly vulnerable at this point (negative morale modifiers, straggler modifiers, etc.), and damage you inflict now will come at low cost to your own men.

On the defense, you need to recognize that, while your line can usually out-last an equivalent attacking force, once it starts to break, it will crumble fast. The best way to suffer excessive losses among your troops is to leave them in a position too long. The best defense is a flexible one with enough room to fall back as needed. For instance, the corps IIQ should be sited well back from the front to allow five or six hexes of maneuver room. An HQ in the front lines can only extricate itself via an Emergency Corps Retreat and may be forced into one if overrun. "Alamo" style defenses make great copy, but usually only close out your other options. Save them for what they are: the last ditch. A good linear defense also has local reserves available for plugging gaps due to retreated units or for rushing to extend a threatened flank.

If everyone is in the frontline (or extended in the front line) you will not have enough depth to recover from what would otherwise be a temporary set back. Finally, having made your opponent pay for an important objective in plenty of blood, think about letting him take the position as you extricate your forces to recoup. Then counterattack with some fresh troops and try to do some real damage to his (you hope) already threadbare command. If you handle it well, you can cripple some of his force, and still retain the critical objective without completely draining your troops. This tactic requires some advance planning, so don't wait until the last minute.

Whether attacking or defending, the key point here is conservation of strength. You must be aware of how many men you are losing, and when to stop fighting. Strive to maintain the combat edge of as much of your army as possible. This attention to detail



will bring about another benefit: the ability to preserve fresh troops well into the battle. Towards the end of a hard-fought struggle, nothing quite carries the day like a fresh, unblooded corps in reserve. Gauge each task carefully. Whenever possible, avoid committing that unscathed unit. By maximizing the combat power of each command, you can make a numerically weaker force outstrip an opponent. However, the opposite holds true within a corps: spread the losses equally among all available divisions in order to stave off ineffectiveness. A command with one fresh and two wrecked divisions brings a much greater liability to the Stoppage Table than one with no wrecked formations. If the game allows, it is better to attach the unblooded division to a fresh corps, say for an important attack, rather than simply add in the entire second corps.

The pace of combat is more sporadic in the CWB than in previous Civil War games. There are distinct intervals of furious action followed by periods of exhausted recovery. The longer the game, the more important this conservation ethic becomes, since troops will be called to participate in multiple major actions. Straggler recovery needs to be undertaken whenever possible. In the midst of some of these lulls, a game may introduce fresh formations by way of reinforcements. Generally, I prefer to wait with these new troops so as to assemble powerful, multi-corps coordinated attacks, rather than maintain a steady but weaker pressure on my opponent by committing each force to battle as it arrives.

There is another danger in ignoring this conservation technique. The CWB's army status rules have been questioned quite a bit since we put out the first *In Their Quiet Fields*. I fear they do not get used often enough. Many players are uncomfortable with the thought that one die roll can end the game so abruptly, which in most cases a failed panic roll does. These rules are actually quite realistic, and go a long way in promoting a more accurate attitude towards one's own men. (See OPS #2 for a somewhat longer discussion of the rule's validity.) A player who aggressively pushes his men forward into constant effort will end up with a lot of wrecked divisions, a situation ripe for a deadly panic result. At the low end of the scale, a player has little to fear from panic, though there is always some risk. Wrecking out 2/3 to 3/4 of your formations, however, will make a panic result a real danger. You must keep a close eye on the number of wrecked divisions and work towards reducing this number wherever possible.

Some gamers have indicated that maintaining the objectivity needed to effectively use the status rules is almost impossible when they play. I feel this problem has some merit. If this is a problem in your games, I urge you not to scrap the concept. Instead try one of the alternatives offered below. These are designed to take much of the individual judgement out of the process.

1. Simply roll for status normally each turn as indicated, but always use the middle or "none" table when selecting the viewpoint. This will make the actual status change totally random, an expedient compromise. Keep the actual result and current status level secret, to be revealed only as described during a panic

demand.

2. For players unhappy with the random result above, at all times simply assume each army's status is two. When a panic demand is made, count the wrecked divisions and proceed normally. The main drawback of this method is that an opponent will always know that you are vulnerable, and the sole variable will be the wrecked division total. The net result here is to make panic somewhat more predictable and a little more likely.

No matter which version of panic you finally use, some variation should be employed. The player who slaughters his army in pursuit of victory has achieved no victory at all, and should pay the price. If some care is exercised, panic is an avoidable pitfall.

I think that the CWB offers some real opportunities for creative play, and reintroduces some of the uncertainties present historically. Played well, it can create a truly exciting gaming experience. I hope that you have as much fun playing it as I have, and look for many more encounters to follow.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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



## A Desperate Fight: Part 2

### Civil War Brigade Series

*By Dave Powell*

#### [Part 1 \(OP5\)](#)

I decided to use hidden movement up past the McAfee House as before, but then I would turn due west along the road to A30.14 and attack the Reserve Corps' north flank. In order to prevent further Union Cavalry interference, I sent Forrest's Cavalry up to screen the roads I wanted to use.

I issued Longstreet his instructions at about 1:00 a.m.. They were immediately accepted. At 2:00 a.m., the Left Wing started amassing movement points, and the plan was set in motion.

In war, timing is everything. Naturally, I discovered that I can't count. I started amassing hidden movement points too soon and failed to make my 4:00 a.m. die roll. This wouldn't have been a problem except that Longstreet's orders called for a 4:30 a. m. attack. In other words, my own orders prohibited me from actually attacking on the turn that my move was triggered. The end result? I moved everyone up to two hex distance and waited for daylight. Instead of the shattering surprise I anticipated, Sticky got to see what was coming and turned to meet me. Oops.

Still, it was a surprise for him. Longstreet's Wing massed superior force against the attenuated and battered line of Granger's Federals, promising me a significant tactical success. Longstreet went in right on time at 4:30. The Union Reserve corps began to lose heavily right away, as did my Rebs. I pounded him severely and had broken two of Granger's three divisions in two turns (counting the optional units). My attacks began to overlap some of the Union 14th Corps units.

Combs left Granger out to dry while he built up a new line by refusing the 14th Corps to a position around the McDonald House. At one point no less than four Union brigades were routing, and both losses & stragglers skyrocketed in the exposed Union Reserve Corps. Amazingly, Granger never quit. By 6:00 a.m., with 4 of his 7 units eliminated, Granger was still hanging on and had to be ordered back by Rosecrans himself. Just before Granger accepted Rosecrans' order, the Union Reserve Corps finally failed their die roll and promptly retreated. Now the job fell to Thomas' broad

shoulders.

Unfortunately for Sticky, Thomas was not made of similar oak, but something more akin to balsa. At 6:30, Thomas broke, and Longstreet finally gained the Lafayette Road. In all fairness, the fighting was fierce. Longstreet had one Attack Stoppage (despite having only one wrecked division) but resumed that same turn with initiative.

Other actions raged while the titans collided in the north. Down around the Brotherton House, I was doing my best to lend luster to the Bragg name. I initially ordered Polk to attack at 4:00 a.m., knowing a several turn delay would ensue. All proceeded according to plan then I chickened out. Polk would issue orders to his two main subordinates (Buckner and Walker) separately, generating piecemeal attacks. Lacking in moral courage, I promptly scurried back and issued halt orders at 6:00 a.m.

Confirming all my worst fears, Walker's CSA Reserve Corps went in to a bloody repulse at 6:30. No less than six of his units retreated in disorganization or worse yet, routs. Almost no Yankees fell to Rebel fire. Thank God, I thought, that I issued stop orders. Buckner went in next. Now it was the Union turn to fold, and I was cursing those halt orders, bemoaning my stupidity.

I quickly hurried back and re-issued the attack orders. (No wonder Bragg's subordinates hated him. He couldn't make up his mind. Or do I resemble that remark?) The net effect was frustration. My men stopped, then they started again. Now Walker crushed a Union flank, and success glittered on both ends of the line. This time, a fluke Attack Stoppage dashed my hopes. (I had to beat a '3' and failed. Karma for my lame behavior so far, I guess.) By 8:00a.m., the Union troops were withdrawing to stronger positions (necessitated by the collapse of Thomas, described earlier) and Polk's men simply watched them go.

Sticky's usual reaction to trouble on one front is to attack on another. Chickamauga proved to be no exception. He launched two efforts to distract my forces. The first offensive took the form of a cavalry raid on Longstreet's rear area around the McAfee House. Forrest's Cav, now under Pegram, was supposed to be watching for this move but failed. (It's always better to pin blame on your subordinates especially if you're playing Bragg.) Three brigades of Union cavalry quickly charged my limbered cannon and trashed a five point unit. I desperately scraped together a motley collection of defenders.

The cavalry raid ended ingloriously. Most of his men were D morale units and kept rolling "Disorganized" morale results. I unlimbered some other guns and promptly routed one Federal unit. Forrest's men galloped up for a belated rescue. Sticky's commandos troubled me no more. His I/Cav division was soon wrecked and retreated north.

The second offensive was potentially more serious. In the south, he still had three

divisions (3/20, at Lee and Gordon's, and 2/21 & 3/21 along the Lafayette Road south of the Vinyard House) and elected to use them.

Soon after dawn, I realized that all of Cheatham's troops were buried in the woods, facing due west around the Hall house. No one was positioned to either block or observe the road leading south to Dalton Ford, which provided his division (3/20) at Lee and Gordon's direct access to Cheatham's flank. At 6:00 a.m., I moved one brigade south to cover the road and observe the high ground south of the Creek. This small adjustment revealed my peril. Sticky was conducting a hidden movement himself. He triggered it at 6:30 once he realized that my observing unit could now see his approach to Dalton's Ford.

Although I saw the trap closing and forestalled complete surprise, I still had troubles. Cheatham's five small brigades faced the nine larger Federal units converging on me from two directions. Foolishly, I complicated matters by trying to hold a forward line covering both of the intersections at A25.13 and A21.15. Sticky taught me the folly of overextension. First, 3/20 closed up from the ford and routed my right-flank unit in close-combat. During the ensuing fire combat, he flanked my other brigade which was stacked with cannon. The rest of 3/20 edged through the woods on my cast flank and cut my line of retreat. Meanwhile, over around the Hall house, two more Yankee divisions were driving my three Rebel units back. At least I wasn't getting flanked there, too.

By 7:30a.m., I gave up, simply choosing to try to save Cheatham's command. I still had a little room to fall back before violating my Divisional Goal (which would necessitate an ECR). So, I tried to stabilize a defense around A25.18, another convenient road junction. After managing to fall back to the designated point, my flank was again threatened by Sheridan's 3/20. I declared an ECR and fell back more than a mile to A31.24, north of the Alexander House. Cheatham (and 1) had been soundly whipped.

Now Sticky had a choice. Crittenden, commander of this flank sideshow, could be sent further into my rear to take the road junction to which Cheatham's Rebs had fallen back. Or, he could return to the Lafayette Road and attack north into Walker's CSA Reserve Corps flank. The first move against Cheatham, was tempting because it would put three relatively unscathed Federal Divisions directly in the rear of Polk's wing. However, he had to drive Cheatham away first which would take time despite that unit's weakened condition. Moving due north to hit Walker directly was out, since a lack of roads through the woods in this spot would make any move slow.

### **Time: The Critical Factor**

Time was a critical factor because, at 9:00 a.m., Walker accepted another attack order from Polk and hit the 20th Corps with a powerful blow. The Union Corps faded its defensive die roll. This forced an ECR. I was elated and passed my 9:30 Attack

Stoppage roll. Buckner's men, languishing under a DI on their own attack orders, were about to go in as well. When Buckner's Corps started, I could shatter his whole center.

Sticky's choice was made. Crittenden could not afford to take the long road into my rear. Rosecrans sent an order to him demanding a return to the Lafayette Road and an attack on the Rebel flank. The Federal 14th, 20th, and Reserve Corps finally came to rest on Snodgrass Hill. Weak in infantry, Combs dragged every cannon he could find to that eminence and dared me to come on. The 14th Corps held the Hill itself, while Reserve Corps hid in the woods west of it, and prevented Rebel infiltration from the north. McCook's 20th formed on the high ground around A9.25.

The loss of about 8,000 men on each side between 5:00 and 8:00 a.m. is an indicator of the severity of the struggle. However, the Federals had suffered many more stragglers due to repeated defensive orders failures and were weaker in combat strength. Among the three corps clustered around Snodgrass, for instance, most units were at "B" or "C" strength.

I issued new orders for Longstreet to take Snodgrass, and I set methodically to work. I dragged up plenty of my own cannons, since I finally had clearfields of fire. While I set the big guns to work shelling Federal cannon on the heights, I massed all of the Left Wing in the woods east of and to the north of Snodgrass. I was getting ready for a big charge. All of my 21 Left wing brigades were to go in at once.

Further south, I issued Polk more instructions to attack, since the retreat of the 20th Corps allowed the Rebs to fulfill their old orders. Walker and Buckner, a total of 18 more brigades, were to crush what was left of the 20th Corps and drive northwest to capture the exit hexes at J and K.

Combs was now counting on Crittenden to save the day. At 9:30 a.m., his plans hit a snag---Crittenden's order from arrived distorted. He sent back for clarification, and Sticky howled in dismay. Rosecrans set off to repeat the order in person, probably with some strong language about Crittenden's parentage.

At 10:30, I was finally ready on Longstreet's front. I sent forward the command for a frontal assault. Law's Division led the way and attacked from the north. On the first turn, I failed to gain any hexes of the hill. But, his lines were fragile, and I was confident of success.

Disaster struck the Yankees at 11:00 a.m.. Thomas needed a 7 or better to pass his defensive failure check. He failed with a six. Initiative failed to restore the situation, and Sticky's last line collapsed. Thomas' men fled the hill in disorder, losing yet more stragglers. We decided it was all over. We ended the game at this point because the only thing Combs could do was try to save the army and retreat off the map.

We counted up victory Points and found that I had a minor victory. In all honesty, if

we had played it out, I would have gotten at least a major victory. The Rebs amassed a lot of victory points, but my use of all the optional troops had put me at a VP deficit starting out.

The final losses were as follows:

## **Union**

Wilder (7), 1/14 (16), 2/14 (12), 3/14 (29) permanently wrecked, 4/14 (16), 1/ 20 (11), 2/20 (4), 3/20 (10), 1/21 (21) permanently wrecked, 2/21 (7), 3/21 (3), 1/Res (32) permanently wrecked, 2/Res (26) permanently wrecked, 3/3/Res (4), I/Cav (8)

## **CSA**

C/P (15), H/P (9) (attached to Longstreet), C/11 (13), Br/H (9), W/Res (7), L/ Res (12), S/B (11), P/B (11), JPD/1 (15), M/1 (9), H/1 (22), A/FCav (8), P/ FCav (9), LO/- (7), St/- (10)

Union Loss--20,600

Rebel Loss-16,700

There were 16,000 Union stragglers. Counting dead and straggler losses the Union had a total of 10 wrecked divisions. The South had only 7,300 stragglers in addition to dead. The disparity in straggler numbers is explained mostly by the impact of all those ECR's triggered by Union orders failures. Only two Rebel divisions were wrecked at the end of the game, and those only by stragglers.

Sticky played a fairly tight game. I thought his largest mistakes were these: leaving the Union Reserve Corps in the front line after the first day and trying to hold too long a line in the north, where Union Reserve and 14th Corps bulged eastward from the Lafayette Road for about a mile and a half (15 hexes). He needed to shorten his line, move in fresh troops, and recover the poor Reserve Corps. When Longstreet finally attacked, the Yanks still had almost 1,000 stragglers still out in that command. Also, he didn't get enough use out of Crittenden. I think in this case he awaited developments, and when he did attack, his other forces to the north negated any advantage by their own collapse. Still, he did clean C/P's clock in short order. Only the need to reverse his steps and save the Union center prevented Crittenden from completely crushing my division.

As for me, I was all over the place. In the north, with Longstreet, I had a plan, stuck to it, and executed it rather well. Yet, the taint of Bragg surrounded me. I really screwed up with Polk, especially since I designed the damn thing and knew the pitfalls going in. Between 4:00 a.m. and 9:00 a.m. on 20 Sep, I issued no less than five orders to Polk. First I attacked, then chickened out and cancelled on the next turn. When I realized such vacillation was dumb, I ordered Polk in again. After a disastrous first

turn of attack (from the first order, because of the delays involved in Polk's wing) I chickened out again and cancelled the second attack. Then order #2 (to stop) kicked in, just as I had some success. Finally, I issued my fifth order, again to attack. I watched the first cancellation stop my initial attack, and a Corps Attack Stoppage cancel my second effort (which was going to quit anyway, since I'd ordered a halt again with order #4).

Finally, just as #5 started to get accepted, the game ended. Because of my stupidity, Polk's 18 attacking brigades only suffered 16 losses between them on the entire second day, revealing how little fighting they actually did. On the whole, my performance with Polk rose to truly Bragg-esque heights. By the way, Bragg himself seemed eminently satisfied with Polk and the whole arrangement, for he never made his bypass roll to start issuing orders directly to Buckner and Walker.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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



## Bloody 110: American Notes

December 16,1944 18:00+

*by Jean Jodoin*

Darkness arrives early in mid-December. Visibility is poor due to fog and falling snow. Distant explosions bear a vibrant testimony to the bitter struggle that goes on in the Ardennes.

A reinforced US infantry company is providing local security for the US B/109 FA artillery battery. The artillerymen have been pounding German forces intermittently all day. So far, enemy forces have not been sighted but engine and track noises have been heard in nearby woods.

Crumpled in your overcoat pocket are your latest sets of orders:

### **Situation:**

Enemy forces have crossed the Our River early this morning and have assaulted several villages in our area of operations. Fate of defenders is unknown. Last contact indicated that heavy losses have been inflicted on attackers.

It appears that the German 2 Pz Division is attempting to cross the Our River. Your task is to hold current positions at all cost and await reinforcements for the planned counter-attack. Help is on the way, hold on!

### **Forces:**

3 x platoons A/110 + 81mm, dug-in, perimeter defense  
2 x 57mm AT B/630 TD, digging-in  
1 x 81mm mortar D/110, dug-in  
2 x MG D/110, dug-in  
6 x 105mm B/109 FA, dug-in  
10 x trucks  
2 x M4 Sherman, in reserve  
6 x mines, emplaced on roads

### **Administration:**

Infantry personnel have been issued with combat rations and water. Artillery ammunition is running low due to heavy expenditure throughout the day and stands at approximately: 105mm: 25 x HE, 2 x Smoke, 1x Illum

### **Intelligence:**

A German Kampfgruppe comprised of an infantry battalion and several armor platoons has been identified in your vicinity. According to Signal Intelligence, expect a heavy assault before dawn on A/110 position, preceded by an intense artillery barrage and smoke screen in accordance with current German offensive doctrine.

### **Orders:**

Hold the village at all cost. Provide security for B/109 FA. Interdict primary road going through the village. B/109 FA will provide artillery support to defenders and to US forces in the area.

### **Failure Instructions:**

Displace Reinforced Combat Team to alternate defensive positions. With little infantry and armor, US defenders must secure an important crossroads against a powerful Kampfgruppe, all the while providing artillery support to other beleaguered forces.

### **Rule #1: Hedgehog Defense!**

The greatest concern is the lack of manpower. Three platoons is an inadequate force to establish a defense in-depth. Isolated strong points must be established in outlying buildings and perimeter village locations in order to keep attackers away from soft units: transports, mortars and artillery.

Infantry platoons are located to interdict the most likely approach paths or the more threatened sectors. MG sections are pressed into infantry duties due to the chronic shortage of manpower and are used to safeguard less likely avenues.

The US defenders must avoid hand-to-hand combat whenever possible, but instead engage the foe at long range where firepower is less effective. Remember, the prime objective is to hold on as long as possible.

Mortars are sited in the village proper. With the artillery, they are the US most precious weapons.

AT guns are sited with the infantry platoons to provide anti-tank protection, and to interdict the roads.

## **Rule #2: No Parking!**

Although very tempting, tanks should not be parked (stacked) in village or building hexes, unless adjacent hexes are mined and they are stacked with infantry!

If the US player sites his tanks in built-up perimeter hexes, the German will smoke the approach path and rush in a couple of platoons to engage the tanks in the ensuing turn with AT rolls at 100m range.

Tanks parked in built-up areas at night, in bad visibility face a +1/ +2 DRM attack (provided friendly infantry is providing close-in security), with a basic 7 (village) or 9 (building) required for destruction. This means that a die roll of 5 or 6, with two dice, is sufficient to destroy them. Bad, real bad.

Better to site them further back and to use their long-range fire support, if possible. Where infantry platoons are few, tanks make good reserve. Commit them only when required.

## **Rule #3: Dig In!**

All US defenders should dig-in (by implementing Prepared Defense [PD] op sheets) whenever possible. The added + 1/+2 DRM can mean the difference between suppression and a step loss. A unit benefitting from a +5 DRM is a very tough nut to crack.

Be aware that PD op sheets have long implementation delays. Being caught with no orders is disastrous for the US. Due to the Bloody 110 US op sheet limitation (max: 4), it may prove judicious to add elements to an already existing op sheet and to accrue weighted turns separately.

This point is valid for any TCS scenario where one side or the other is op sheet limited.

## **Rule #4: Watch Them Mines!**

Mines are not expected to defeat the enemy. They are intended to delay the attack or sufficiently for your weapons of mass destruction (tubes) to engage them while in the open, causing casualties and suppression.

Defenders should be located immediately adjacent to mines so that they may be able to engage immobilized attackers (200m range at night). Otherwise, attackers would be able to move up to minefields unobserved and breach them.

Suddenly, the relative quiet is broken by shells thundering just short of the perimeter defense. Smoke! Smoke everywhere! Defenders cannot adjust fire. Shadows are seen darting from hex to hex but cannot be engaged effectively. Damn!

The assault has started!

### **Rule #5: Turn on the Light!**

Units cannot engage unseen enemies. Darkness is the friend of the night stalker. Use mortars to place illumination rounds ahead of the perimeter to allow ranged weapons to engage the enemy during his approach march.

Once the firefight phase of the assault has begun, it is better to let the attacker place his own illumination round. First, this procedure saves your mortar for defensive fire. Second, firing an illumination round counts as a direct fire, which means that the defender now gets first fire on the now illuminated attacking forces. Last, if the attacker cannot place an illumination round (i.e. all his spotters are blinded by smoke), then all attacks will suffer a -3 DRM, which is a great benefit to the defender!

### **Rule #6: Hold Your Fire!**

Due to overwatch rules, it is wise to hold fire until enemy intentions are revealed. If committed too soon, the volume of overwatch fire may be insufficient later to prevent enemy reserve forces from closing in.

When overwatch fire is used, tailor the force to achieve the desired result. If suppression result is all that is required, fire off just enough units to secure a reasonable DRM. A firepower O DRM is most reasonable to suppress manoeuvring attackers. A single unit should be sufficient to secure such a DRM (or better) in anything but forest.

### **Rule #7: 1-2 Punch!**

Perimeter defenders are few and usually weak in offensive firepower. They are not born killers! The US artillery is. First, immobilize attackers in the open with overwatch fire ermines. Then call in the artillery and clobber them!

If calling down artillery away from defensive positions, use area fire concentrations to engage as many targets as possible, unless the main target is just too tempting. In that case, select linear concentration for maximum effect.

When calling down artillery fire 100m ahead of the perimeter, use a linear concentration to minimize friendly fire casualties. In this respect the defender enjoys a marked advantage due to his fire mode and terrain DRM (defenders should be dug-in, remember!)

## **Rule #8: On the Proper Use of Reserves!**

Lucky is the US CO who has sufficient forces to afford a reserve. Usually, troops are too few to allow anything more than a token reserve (i.e. 1x MG or 1x AT).

Armormakes good reserve since it should not be committed to static defense in built-up locations, where it would be targeted by enemy infantry, not to mention German artillery.

Be patient. Do not commit reserves too early. The attacker must be made to engage his reserves first, if possible. If unopposed, a small reserve can seriously affect the outcome of an assault by one of three methods:

1. Hitting attacking enemy forces in the flank,
2. Reinforcing a threatened perimeter sector,
3. Buying time for other defenders to disengage and implement failure instructions or for reinforcements to reach the threatened Perimeter sector.

## **Rule #9: Don't Panic!**

Even though a perimeter position may be overrun, the remaining defenders are still in position. Tubes are not that easy to overcome while dug in. Check out the artillery direct firepower. Tubes represent a force to be reckoned with.

Artillery should be evacuated if at all possible. Anticipate the need to place transports in move mode, to load soft units and to displace to a safe location. This will require 2-3 turns to pull off. Use local reserves to buy time. Use remaining perimeter defenders to provide overwatch fire while disengaging. Always leave an infantry platoon, or 1-2 AT sections, in fire mode to act as a rear-guard. Retreat in echelon. Avoid headlong flight.

## **Rule #10: Do Not Overstay Your Welcome!**

As the assault drags on, defenders will accumulate losses. Morale will deteriorate gradually. A moment might come when the defense becomes brittle. By brittle, I mean that the next step loss might result in mandatory SYR, additional morale degradation, step loss, paralysis, or even surrender.

When approaching the disintegration point, consider the alternatives: relieve the front line defenders (check your reserves), or prepare a gradual pull-out.

Staying too long may result in catastrophic failure, where defender morale breaks with units streaming back in panic, losing steps on the way or worse, becoming paralyzed! The end cannot be too far off when this occurs. A change of locale is indicated.

The one lesson that TCS has taught me is that dug-in defenders in built-up areas, supported by artillery, are difficult to eject. If a combined arms relief force is available, there is a good chance that an assault may be repulsed with heavy losses.

The attacker must be meticulous in his planning and deliberate in his assault. The proper combination of artillery preparation, smoke, illumination rounds, suppressive fire (usually delivered by armor and mortars) and elite assault teams must be arrived at to minimize losses.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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



# For You, the War is Over

## Stalingrad Pocket Game Recap

*by Dave Powell*

*Stalingrad Pocket*, marking the debut of our Standard Combat Series, is expressly designed to be one of those 'open the box and set it right up' games. Its basic framework is that of the MoveFight-Exploit variety that was SRI'S bread and butter during their glory days. It is interesting to note that relative game complexity has increased so much in the past 15 years or so that this system, once considered the standard game framework, has been mistakenly referred to several times by gamers as Introductory.

The mechanics of the game are so familiar to veterans that they will almost know how to play before they read the rules. However, simple to learn and easy to play do not make for simple to master. SP is a tough fight for both players. It is full of sudden reversals of fortune and fluid action. What follows is a recounting of the first time I and my perpetual opponent, Dave "Sticky" Combs, locked horns over the wintry gray map of the Don River bend. Combs led the Stalinist lackeys, while I had the honor of commanding the gray-green Hitlerite slugs. (In the interest of Political Correctness, I shall try to dish out pejoratives in equal measure.)

### **German Initial:**

Ever ambitious, I decided that I would shoot for all the marbles right from the start rather than adopting a more cautious strategy of retiring from Stalingrad in order to shorten my line. Retreat to the Chir was obvious because any German who tries to make a fight of it between the rivers is doomed. The Soviet forces are too strong for the mostly Rumanian defenders of the northern flank. In the south, I decided that a mobile defense Over the steppes was in Order.

### **Soviet Initial:**

The USSR has it easy in terms of strategy. The historical plan of a double envelopment of the exposed Stalingrad salient is the obvious solution. Clearly, the USSR has enough troops to maintain the attack on both flanks. The limiting factor is supply since the Russian armored masses are tied to the slow (2 mp) HQs that represent their lifeline. Capture of the road net is critical to clearing the way for the

HQ advance.

## Turn 1

### Soviet:

After a mostly (except for one unfortunate Rumanian hex) unsuccessful Katyusha barrage, the Soviet northern wing advanced. The 5th Tank Army led the way. It was the only army in supply in the north on turn 1. However, two more HQs arrived this turn. This meant that the rest of the massive northern wing would be at full power on turn two. A number of Rumanians died in the Combat Phase, and some exploitation was accomplished, but no major pockets formed.

In the south, Sticky elected to steamroll the Rumanian 6th and 7th Corps, a pathetic bunch of fellows enjoying a restful stay in the lake district south of Stalingrad. Much of the 6th Corps was destroyed, and the 7th Corps faced daunting odds.

### German:

I was initially pleased that he diverted so much effort against the Rumanians along the lakes. Then I realized he was simply securing his rear against annoying raiding parties. Still, the lack of a major advance in the south meant I could send the panzer force across the Don against the Soviets. While most of my Rumanians failed to escape, the 1st Corps (including the amazingly unscathed 11th Rumanian Division) got away.

## Turn 3

### Soviet:

In the north, the curse of Soviet armies everywhere has befallen Sticky. His leading spearheads were beyond the range of his HQs. This put them out of supply and at half strength. He completed the destruction of the Rumanian front line, and picked up a few stray Germans as well. Two more HQs arrived bringing supply to the potent Soviet force concentrated north of Stalingrad between the Volga and the Don, and opening yet another offensive against the German line. Several attacks brought few eliminations but plenty of step losses to the German 11th and 14th Corps.

Three southern thrusts developed. Near Stalingrad, Sticky chose to grind away with infantry. Meanwhile, the more mech-oriented 57th and 51st Armies advanced along the road net angling towards Kalach and Kotelnikovo.

### German:

The southern advance still seemed manageable, so I followed my plan of hitting his

armored advance in the north. This was easier because the leading elements were now out of supply. Between overruns and combat, I destroyed a number of Soviet tank and mechanized units. I was beginning to build up a significant line along the Chir, equipped with a few escaped Rumanians, the leading alert battalions, and a couple of newly arrived German infantry divisions. In fact, I got a little cocky and smashed one of his spearheads with two German infantry divisions retreating from the tip of the Don bend. This mistake cost me next turn.

I still saw no immediate threat in the south, so I continued to keep the bulk of my mobile reserves in the north. I felt that by the time he advanced far enough to become a threat to my rear, I could retire behind the Don-Chir shield and meet that threat in turn.

## **Turn 4**

### **Soviet:**

Made cautious by the previous disasters against his lead armor, Combs adopted a more discretionary advance. He brought up the HQs to ensure supply for his troops. Concentrating large forces against the two German infantry divisions left behind last turn, he crushed them completely. However, there was little likelihood that any Soviet forces could make a quick rush across the Chir.

Due north of Stalingrad, the 24th and 66Lb armies continued to press their attacks against the German infantry line which was holding there. Again, large step losses were exchanged on both sides, though no breakthroughs were achieved.

Around the lakes, the remnants of the Rumanian 7th Corps were finished off, thus ensuring the security of the Soviet rear area supply lines and freeing up large forces for an advance to the northwest.

### **German:**

Combs' efforts had presented me with some opportunities. I decided to risk them. In the north, I retired behind the Chir and swung my armor to the center. Then I proceeded, by dint of both overrun and regular combat, to maul both the 24th and 66th armies. I luckily avoided getting tied down by ZOCs since I needed to shift focus to the south where his forces were now unopposed. I had some good die rolls this turn, and I began to rely too heavily on the dice.

## **Turn 5**

### **Soviet:**

A tactical lull settled over the map. Sticky secured the Chir line. No further combat ensued in the Don Bend, but the German Chir line deterred him from further aggression. In the south, his HQs limited the pace of advance along that exposed flank, and no Germans lay within range. In the immediate vicinity of Stalingrad, Soviets were brought up for a continued pincer move around the 51st Corps.

### **German:**

In fact, the German 51st Corps was beginning to leave its zone. The troops holding the flanks (German 8th & 14th Corps in the north, the 4th in the south) were wearing thin. I needed the forces of the 51st to bolster the lines. I had garnered three supply points prior to this move, so I had a small reserve with which to risk a brief encirclement. Hitler raved, no doubt, but troops of the 51st departed.

## **Turn 6**

### **Soviet:**

The 66th and 24th renewed the attack, but suffering from low odds attacks with poor die-rolls to boot, were thoroughly unsuccessful. The 57th Army joined with the 64th in attacking the German 4th Corps (still holding most of set-up area 9), while the 51st struck deep towards Kotelnikovo despite heavy armor losses due to excessive overrunning of hapless Rumanians.

### **German:**

Now was the moment! He left me a hole. I promptly leapt forward and struck. Between overruns and successful attacks, I destroyed both the 24th and 66th HQs as well as a large number of their subordinate units. Freed during the exploit phase, my armor departed this newly stabilized sector to rush south and meet the burgeoning threat there.

## **Turn 7-8**

### **Soviet:**

With the loss of the two above HQs, the drive along the east bank of the Don evaporated. Because the troops between the Don and the Volga were all out of supply, that attack shut down. Combs began the tedious work of shifting an HQ or two out of the Don Bend to reinvigorate the assault, but for the moment, all was quiet.

In the south, a series of give and take armor actions developed as the Soviet 51st, 57th and 64th armies engaged the Germans. Again, no breakthroughs resulted, but attrition took a heavy toll on both sides. The Germans were especially hurt because they had

no step losses to spare.

### **German:**

The Chir line was held by a combination of Rumanians, Luftwaffe Field troops, and some weak KG formations, allowing me to shift my handful of powerful infantry reinforcements towards Kalach. In Stalingrad, I abandoned all but two of the city hexes. I elected to hold the barest minimum, since I so desperately needed troops everywhere. In the south, I damaged his forces, but attrition was starting to tell on my armor force as well. I lost the better part of one Panzer division in exchanges. One small mech unit cut the only road supplying the 51st Army, putting yet more Soviets out of supply next turn.

## **Turn 9**

### **Soviet:**

The Soviet portion of the turn was a continuation of 7 and 8, though he did make a desperate effort to resupply the 51st. Some reinforcing armored units rushed in and tried to overrun the Germans blocking the 51st lifeline, but were solidly rebuffed. Fresh HQs finally made it to replace the ones lost from the 66th and 24th Armies. They brought with them masses of reinforcements and almost all the mobile troops of the I Gds Army. (The bulk of the 5T and 21st armies' units were destroyed by now.) The 62nd army marched unopposed into the vacated half of Stalingrad itself.

### **German:**

I charged ahead aggressively. I was intent on destroying the 51st and 57th armies before shifting back north to deal with the new threat towards Kalach. Again, a combination of overruns and successful attacks destroyed the troops of both armies and I got their HQs as well, but at a reckless cost to my armor. Last turn (8) saw the arrival of the first of my big Panzer units, the 11Pz. I now brought them forward for their first turn of action. The exploit phase saw German tanks on the move, departing for Kalach and a new crisis.

## **Turn 10**

### **Soviet:**

The drive on Kalach began! The Germans forward of the Karpovka river line were immolated in the Soviet attacks which spelled the demise of the German 8th Corps, for one. In the south, the 64th Army retreated to the lakes, preventing encirclement and a ate similar to the 51st and 57th. Stalingrad was still supplied only by the thinnest of links, one hex held by troops of the German 4th Corps.

## **German:**

Now I was ready to make a big mistake. I launched a series of 5-1 odds attacks, led by the 11th PZ, against his Kalach spearhead. However, my high rolls deserted me this time. At the end of the turn, the 11th was embroiled in enemy ZOCs forward of my established river line, had suffered several step losses, and was ripe for destruction.

## **Turn 11**

### **Soviet:**

He quickly pounced on the 11th Pz. I watched it disappear, destroyed in its first engagement. Bringing to bear an armored force I could not hope to match, fresh Soviet hordes began to appear each turn almost until the end of the game.

### **German:**

My strategy heretofore was ambitious: Go For Broke. Now I was faced with the possibility that I could not maintain an overland supply line to Stalingrad. My losses were more than 90 units already. At this rate, I was doomed. Abandoning my previous aggressive posture, I chose to cut my losses. If necessary, I would retire from Stalingrad in hopes of minimizing any Soviet victory.

## **Turn 12-14**

### **Soviet:**

Continued attacks, less reckless than previously seen, pressured both sides of the Stalingrad position. Now that the German armor was busy elsewhere, the 64th army even managed a limited advance in the sector alongside the Volga.

### **German:**

Despite further successes, I continued to lose ground. By turn 14, I abandoned all but the two hexes of Stalingrad itself where five regiments and two supply units formed, at long last, the *Stalingrad Pocket*. I adopted a strongly posted defensive line along the Karpovka and Chervlyonaya Rivers and reached out with my armored reinforcements to inflict what damage I could. At one point, I almost encircled about 10 units of his lead spearhead again, but lacked the forces to decisively isolate them. I retired instead behind the rivers.

## **Turn 15-16**

### **Soviet:**



On turn 15, the Soviets stormed Kalach, but were rebuffed by the lone KG holding the place. On turn 16, Kalach succumbed to the inevitable, and the Soviets took the last two hexes of Stalingrad (on a 3-1 and 2-1 attack, respectively) as well.

### **German:**

At the end of turn 16, I had lost over 120 units and all the hexes of Stalingrad. This produced a Soviet Massive victory. I had managed to kill off an enormous number of Soviet troops (including 4 HQs), but that had little effect on stopping the onslaught. My mistake was in trying for too ambitious a victory right from the start. I was seeking a German massive victory all the way. A more troop conservative strategy would have dictated a retreat from Stalingrad much sooner than turn 14.

Congratulations, Stick, for a battle well fought.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

## *Stalingrad Pocket*

### **Victory at any Cost?**

*by Dean N. Essig*

One of the first questions I got about SP (after 30 players called up asking if Soviet units *had* to trace to their own HQ--the answer is no, any Soviet HQ will do) was about the victory conditions. Specifically, the caller wanted to know if we *really* meant that dead units, ones that were out of supply, and ones that couldn't trace were counted as dead.

"Why then," the caller asked "do we bother with the Supply Units?" At the time, the explanation I offered was rather weak. So weak, in fact, the caller called again a couple of hours later and asked the same question to see if he'd get a different answer. He didn't, but the explanation still didn't seem to hold water. By the time I was able to think about it and put my thoughts in order about the matter, I was unable to talk to the fellow (being some hours later) and I didn't think to jot down his name and number so I could get back to him. I decided to write this article for him and everyone else who might have the same question. My apologies to the original caller for not being on my toes intellectually at the time and I hope he accepts this belated explanation.

The "dead unit" portion of the SP victory conditions specifically addresses the military aspect of victory in the game. The political aspect is covered by the requirement to hold Stalingrad at all costs. Generally speaking, the victory conditions are set up to fail faster if the player attempts an all out political victory over any "save the army" theme. Why? Because the political victory, such as it might be, will never have all that big of an influence on the war. Turning the German army into a shambles to get it does no one any good (at least from the German perspective-I'm sure the Soviets will be elated). Major levels of German victory require a balance of the two objectives, but if you are going to give one of them single-minded attention, it had better be the military objective.

Getting in closer we see that the game specifically defines dead Axis units to be more than just those in the dead pile-it also includes the out of supply ones and those which can't trace (out of Supply Or not). That is exactly what I intended. The choice of dead units is obvious and needs no explanation--they are dead. Aside from Germans in the depths of the pocket (if one formed), only a couple of Germans will be caught at the end of the game out of supply. Those units would need to be practically surrounded. Any German unit caught at the end of the game out of supply *outside* the pocket is

dumb enough to deserve to be counted as dead. The ones inside the pocket which are out of SUPPLY will probably be mopped up in the next month or so like the real Sixth Army and they are as good as dead, too. The last group, the "we can't trace" units are the subject of the callers questions.

The "can't trace" units consist of two three types: the ones outside the pocket (which were counted because of the out of supply provision anyway), those inside the pocket (who are also out of supply), and those inside the pocket (who are in supply). I conclude that for victory purposes, both groups inside the pocket are as good as dead. That they have a meager amount of supply at the instant of the game's end means nothing. Supplied or not, these souls will spend many years in mines in Siberia.

This brings us to the caller's important question: "If they are to be counted as dead, why bother with the supply units?" Two reasons. The lesser in importance was I could imagine players hanging on to all their supply units until the very end and then (poof) everyone in the pocket has a great feast on the last turn so none of them count. Besides being an awfully gamey way to win a game, it is both historically and realistically irrelevant and almost irrational. I wanted to specifically to avoid that way to end the game.

The more important reason to keep the supply units was this: units fight better in supply than not! During the course of the game, if not in a last ditch victory meal, supply units can serve a vital function by keeping the army going. Let's say you think the supply units are worthless and leave them out. On turn nine the pocket forms. Without said supply units, you will have an impossible time keeping the pocket from getting chewed up alive by the Soviet player. (He should be thanking you at that point for deciding not to use the supply units!) You can give up all hope of ever busting out of the pocket. By turn 15, Stalingrad itself will fall like a ripe plum into the Soviet player's lap and I'm sure his whole day will be made.

With supply units stockpiled against the inevitable, here's what can be done. The German player can identify Soviet main efforts directed against the "skin" of the pocket and target zones there to be supplied. That will make "pocket busting" much harder on the Soviet player. It is easily possible to position a supply unit in such a way to supply a large portion of the pocket's skin as well as some strong reserves inside it. (If your pocket is too big, it might be time to pull it in some.) The reserves (and every pocket needs some) can be used to punch any particularly froggy Soviet units, take advantage of any momentary advantage offered, and be ready for the big breakout attempt. Nothing brightens a bleak day quicker than a quick pounce and kill on a Soviet HQ. If you are able to take the shine off a couple of the good Soviet units while in the pocket, you might bring his whole offensive to a halt-he should be pretty strung out by that time, if you've done your job up to that point.

Only supplied break outs work, period. If the reinforcements and other forces outside the pocket can't break-in, it will be up to those inside to breakout. Actually, a

combination of the two works best. What I prefer is to wait close enough to the end of the game to launch a max effort breakout/break-in operation so that the Soviet player won't have enough time to clean up the mess before the end of the game. (Yes, that's gamey too-did I ever tell you about good gamey vs. bad gamey? Just kidding.)

I do believe the supply units in SP serve an important function. They allow the German player to hedge his bets. If a pocket forms (it's usually best to avoid it, if you can), supply units can both stiffen the pocket and provide at least some hope of a breakout. Without them, you are literally up the pocket without a paddle!

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

# Different Roads to Stalingrad

## Stalingrad Pocket

by James E. Meldrum

The Gamers latest release, *Stalingrad Pocket*, is the flagship of their new Standard Combat Series of games. These use the tried and true move-shoot-move game system with which nearly all historical gamers are familiar; it is an excellent system for use with this topic. Likewise, most historical gamers are familiar with the Battle for Stalingrad.

For most purposes, Stalingrad was the turning point of World War Two in Europe. As such, there are a myriad of factors that could have altered the outcome of the Soviet's 1942 Winter counter offensive *Stalingrad Pocket* contains three historical scenarios covering the pivotal points of this campaign. Like most major actions, there are many opportunities to devise variants simulating factors that did (or didn't) shape the result of this action.

Most of the variants in this article use existing game equipment and mechanics. Unless mentioned specifically, all rules from *Stalingrad Pocket* are in effect at all times. If there is a conflict between the variant material in this article and the game rules, use the regular game rules for resolving the dispute. Players should use the variants as a means of exploring the effects that historical alternatives could have had at Stalingrad.

### Free Deployment Variant

One of the most obvious choices for a variant is a free deployment scenario. Here, players receive the same initial forces as in the regular scenarios but may change set up areas as desired. As an example, the Soviet player may set up the 51st Army (including all component units) from scenario 3 and set it up in the 24th Army area if desired. Free deployment may be used with any of the regular game scenarios. Players may not switch forces between scenarios. Either one or both players may use free deployment in any scenario. Victory conditions and reinforcement schedules for each scenario remain the same.

### Reinforcements from France

Historically, the French occupation force was somewhat larger than it needed to have been. The German High Command had the option of stripping the occupation forces in France to their bare minimum and sending the extra units to Russia to assist the trapped 6th Army. Explore this option by taking all German division-sized infantry reinforcements and having them appear as reinforcement in turns 3 and 4 of scenario 3. The reinforcements normally appearing on turns 3-5 arrive on turn 3.

Reinforcements from turns 6-8 now appear on turn 4. AH of the reinforcements for this variant appear on entry areas G or F. In addition, any German infantry units (only) which were eliminated in combat and were not surrounded may reappear three turns later in entry area G.

### **Better German Airlift Capability**

One of the major factors contributing to the German defeat at Stalingrad was the failure of the Luftwaffe to bring the required daily tonnage of supplies into the pocket. Historically, the German success in supplying the pockets formed at Kholm and Demyansk the previous winter made the German air force seriously overconfident and caused them to misjudge their airlift capability. In spite of the successful air-lift operation at Crete, the Luftwaffe suffered serious losses in transport aircraft and aircrews. Further losses at Demyansk resulting from that air supply operation only aggravated the situation further. Not only did this hamper the Luftwaffe's ability to supply large isolated forces by air, bombers had to be pressed into service for supply runs reducing the amount of tactical air support available. As the situation on the ground deteriorated even further German aircraft could not land to deliver fuel, further hampering the ability of German forces in the pocket to maneuver.

Another factor preventing the Germans from delivering supplies was that the Soviet air force was beginning to replace losses suffered at the start of the war, especially in fighter aircraft. The Soviets learned from their mistakes at Demyansk and used many of these aircraft to throw a cordon of fighters around Stalingrad. These were directed by a field air defence headquarters. This development obviously reduced the scope and quality of the Luftwaffe's air supply effort. The resulting interceptions further depleted the numbers of vital transport aircraft. The hard pressed Luftwaffe fighters could only hope to reduce transport losses to manageable levels and contest Russian efforts.

To simulate a more favorable German air supply situation, allow the German player to take air supply to Rynok, Pitomik or Orlovka. Allow the German player to get at least one supply point per turn plus whatever he can get on the Air Supply Table. German air supply may not be suspended in this variant.

Historically, flying weather during the Russian offensive was marginal at best. If the weather had been better, obviously more supplies would have gotten through to forces at Stalingrad. This can be simulated by adding another additional supply point to whatever the German player receives above. Use this variant with scenarios 2 and 3.



## **Chuikov Killed**

This variant assumes that in the desperate city fighting immediately before the start of the Soviet counteroffensive, the Germans managed to locate and destroy the headquarters of the 62nd Army in Stalingrad. In the process, the commander of the 62nd Army, General Chuikov, was killed. Use this variant with scenario 3, but remove the 62nd Army HQ before the start of the game.

## **Relaxed Hitler Directive**

Suppose that cooler heads prevailed at the German High Command permitting relaxation of the restrictive Hitler directive (rule 2.5). In this case, units of the German 51st Corps must stay in their area, but air supply is never interrupted unless all 51st Corps units are eliminated. Use this variant with all scenarios.

## **Better Quality Axis Allies**

The Rumanian armies facing the Russian formations at Stalingrad were armed and equipped as though they were fighting World War One. They were hardly equipped to seriously oppose Soviet formations equipped with current equipment. The Rumanians were, for example, using heavy weapons and equipment captured by the Germans from the French in 1940. If the Rumanians were using current weapons and had adequate stacks of ammunition, they might not have yielded to the Soviets so easily. This, in turn, might have reduced the Soviet breakthrough to a manageable gap rather than a yawning chasm.

When playing this variant, the Soviet player must use the next lowest odds when attacking a Rumanian unit. Make this modification after calculating all other benefits for terrain, etc. Rumanian units do not get any bonus when making attacks. This variant may be used with all scenarios.

## **Redeployed Axis Allies**

One cannot help but wonder how effective the initial Soviet attack would have been if the 6th Army had more German units in the sectors where the main attack hit. Historically the German forces were better equipped and trained than the Rumanians. One way this could have come about is if the Rumanian forces were used as reserves. Their level of training and equipment made them more suitable for a reserve role.

Try substituting German infantry divisions and Kampfgruppen from the reinforcement schedule for initial Rumanian units on a one-for-one basis. Use the Rumanian forces as reinforcements. Use this variant with scenario 3.

## **More Mobile German Army**



The possibility of a more highly motorized German Army is a perennial favorite for variant topics in Russian front games. Depending on the historian consulted, there are many arguments both for and against such a condition occurring.

If the German 6th Army was motorized to a greater degree than it was historically, the Germans could have moved over the primitive Russian road system easier. When using this variant, change the road movement rate to 1/4 movement point per hex. Treat track hexes as though they were regular road hexes (1/3 movement point per hex).

### **German Maximum Effort**

In this variant the Germans have no illusions about the forces confronting them at Stalingrad. The Germans could have elected to reinforce their attack with Panzer units from Europe. In this variant, deploy the 6th, IIth, 17th and 23rd Panzer divisions together with the 336th Infantry division as initial units. Deploy these units anywhere within four hexes of the front line. AN KG and alert battalions enter play as reinforcements in the usual manner.

### **No Meddling by Hitler**

We Know now that Hitler was notorious for interfering with otherwise sound military plans and policies. At Stalingrad, two powerful German mechanized infantry formations were diverted either to Europe or to Army Group Center. These were the LSSAH and Grossdeutschland divisions. If Hitler had not interfered with OKW East's plans, these units might have been able to make a difference at Stalingrad.

Neither of these units appear in the regular game. Players may make the required units using blank counters. Make six 5-6-9 (front) /3-4-8 (rear) armored infantry regiments using the same format as in the regular game. Each division has three regiments. Deploy these formations as initial units in scenarios 1 and 3 as the German player desires. Place them anywhere within a fourhex radius of any German set up position. Both of these units may use exploitation movement.

As a further alternative, the German player may combine this variant with the German Maximum Effort variant. When doing this, the Soviet player may conduct a second artillery barrage on game turn two using half of the available rocket artillery units.

### **German Nightmare Scenario**

Ideally, Stalin would have like to have expanded the 1942 winter counteroffensive to strike out for Rostov in order to isolate German forces invading the Caucasus. This would have truly been a nightmare for the Germans if this maneuver actually occurred, with two entire army groups in jeopardy. This variant assumes that such a nightmare situation actually occurred for the German player. If it did, Russian forces

would probably also have advanced on the Germans from the south east.

In this variant, the Russian player has the option of taking his reinforcements in their designated locations, or in alternate locations to the south east. The alternative is to have Soviet reinforcements appear on the east map edge anywhere from 62.01-62.15. These units (only) trace supply to this part of the east map edge. German KG, alert units, and 48th Panzer Corps formations may appear one turn earlier than indicated starting with the turn 4 reinforcements.

### **Operation Winter Tempest I**

This variant for scenario 2 supposes that Hitler had not issued his idiotic directive to hold Stalingrad to the last man. Instead, he permitted the German 6th Army to withdraw and fight again another day. In this situation, German forces were still in condition to aid the approaching relief columns by attempting to fight their way out of the pocket.

Set up scenario 2 as in the regular game. Increase scenario length to 6 turns starting on turn I I of the regular game. German units in the 51st Corps area may make two attacks per game turn at full strength.

### **Operation Winter Tempest II**

This is another variation of scenario2, supposing that the Germans made the rescue of the 6th Army a top priority. Set up Operation Winter Tempest I as described above but also add units of the 11 th and 17th Panzer divisions to the relief forces. Do not increase the length of the game. In this scenario, however, the German player moves first each turn. The extra German units simulate use of the 16th Motorized and 5th SS Viking Divisions.

### **Operation Winter Tempest III**

Historically, the arrival of elements of the Soviet 2nd Guards Army (Soviet turn 15 and 16 reinforcements) delayed the German relief force and prevented any hope of being able to relieve the 6th Army. Try setting up and playing scenario 2 without using the Soviet reinforcements due to enter play in turns 15 and 16. This gives players a chance to see what might have happened if the 2nd Guards Army was either delayed or diverted to another sector.

### **Operation Evacuation**

This is yet another variation on scenario 2, but with a different twist. Here, the German relief forces have successfully linked up with German forces trapped in Stalingrad. By the time that the Germans have linked up, OKW East has finally realized that the Stalingrad is completely untenable, and has approved evacuation. The

game starts with German forces beginning their evacuation of Stalingrad in an effort to save what is left of the 6th Army.

In this scenario, the German player attempts to withdraw as many German units as possible beyond Soviet reach. The first and last turns, game length and map areas are all the same as in scenario 2. One important change, however, is that no Soviet unit may move south of the xx.10 hexrow in this scenario.

Set up scenario 2 with the following modifications. All German units must set up first. Deploy all 51st Corps units as indicated. Place one German alert battalion each in hexes 37.21, 42.20, 44.15, 43.13, 47.12. All German units are in supply and have established a corridor to the south edge of the play area.

The Soviets set up as usual, but some of these units must be repositioned because of the German set up. No Soviet unit may set up within a two hex radius of the German units setup in the preceding paragraph, or south of the xx. 10 hexrow. The units forced to relocate may set up as the Soviet player desires. Wherever possible, these units should setup as closer as possible to the Soviet forces deployed per the historical set up instructions.

Add all units of the 11th and 17th Panzer divisions to the initial German relief forces. These may even be set up in or near the 51st Corps set up area. Addition of these armored units would have been necessary to ensure the success of the relief effort.

Victory conditions are different from those used in scenario 2. To win, the German player must move more units south of the xx. 10 hexrow than he loses by the end of the game. Each 51 st Corps unit counts as two units. If the Soviet player eliminates more units than the German player evacuates, then the Soviet player wins. Any German units north of, and not adjacent to the xx. 10 hexrow at the end of the final game turn are considered destroyed and count for Soviet victory determination.

As a further option, the Soviet turn 15-16 reinforcements may be removed from play for this scenario. This represents a reassignment of the 2nd Guards Army to other objectives, or failure to arrive in the battle area.

### **Counterattack at Stalingrad**

If things had worked out a little differently, the situation at Stalingrad might have been completely different than when the Soviet counteroffensive started. In this variant, the German army has succeeded in surrounding and isolating the Soviet 62nd Army in Stalingrad. The Luftwaffe has gained air superiority and has pounded the Soviet garrison and its supporting artillery on the east bank of the Volga. Likewise, the Luftwaffe has also crippled Soviet attempts to resupply the 62nd Army. Finally, after several more weeks of heavy fighting at strong points in the northern and central pans of the city, Soviet resistance collapses and Stalingrad surrenders at the end of the first

week of November. Both sides suffer heavy casualties and rest as best they can until the Soviet counteroffensive begins.

Under these circumstances, the Soviet winter counteroffensive would have had many of the same objectives, but might have been executed far more differently. Now, the Soviets have the extra task of recapturing the city.

Play this variant by setting up scenario 3. Remove all units of the Soviet 62nd Army from play. These forces are considered to have been destroyed shortly before the Soviet offensive began. Deploy the Soviet 57th Army (area 10) within two hexes of 46.31 and the 64th Army in or adjacent to 44.29. Half of the units in each of these formations must begin the game at reduced strength. The Soviet player decides which of these units to reduce. Hex 37.33 is now in German hands; Soviet forces may set up in 36.33.

German forces set up as in scenario 3. All units of the 51st Corps and half of the units of the 4th Corps begin the game at reduced strength. The German player sets up his 4th Corps units in Soviet set up area 9 as printed on the map. German units normally beginning play in German set up area 10 now begin the game in Soviet area 10.

### **Soviet Nightmare Scenario**

In this variant everything has gone nearly perfectly for the Germans. Stalingrad has fallen with a surprise encirclement of the 62nd Army outside of the city, and the Germans have a bridgehead across the Volga! German forces have been bloodied and are encountering heavy resistance on the east bank but they have also secured all of the 51st Corps area as printed on the map. However, German forces are aware that their troops are exhausted, supplies are low, and it is a near certainty that the Soviets will launch a major attack either on the bridgehead or the flanks of the German salient. The Germans are stretched to their limit.

If the Germans were able to achieve a bridge head across the Volga, the Soviets would have almost certainly launched ferocious counterattacks in an effort to dislodge the Germans. The problem is that the Russians have suffered heavy losses at Stalingrad also...

Simulate this hypothetical situation by deploying forces for both sides as in scenario 3 with modifications. Remove all units of the Soviet 62nd Army, which are presumed to be lost in combat at Stalingrad. Deploy the 64th Army on the east side of the Volga in any hexes adjacent to the German 51st Corps area printed on the map. Half of the 64th Army units begin the game at reduced strength as determined by the Soviet player. The Soviet player also reduces half of the 57th Army units and redeploys these in or adjacent to hex 44.29 and 44.30. Units may not be deployed west of these locations. Also move all 65th Army units (areas 4 and 5) to the north side of the Don River. Deploy these formations within two hexes of the river between 18.19 and 28.29. 1 lex

37.33 is under German control; Soviet units may deploy in hex 36.33. Soviet rocket artillery units (only) may be redeployed as the Soviet player desires.

The entire Stalingrad area composed of the 51st Corps area on both sides of the Volga is under German control. The German player sets up half (10) of the 51st Corps units at reduced strength. Half of all 51st Corps units must set up in the 51st Corps area on the east side of the Volga, including island hexes. The remaining 51st Corps units may set up any where within their designated area. The German 4th Corps sets up in or adjacent to hex 44.27. German 11th Corps forces may occupy Soviet set up areas 4 and 5.

Substitute the following victory conditions for those normally used in scenario 3:

### **Glorious German Victory**

The German player loses less than 90 units and holds at least two hexes of the 51st Corps area on the east bank of the Volga. He must also hold at least two hexes of the city of Stalingrad. The German player must also trace a single line of hexes free of Soviet units or their zones of control from the Stalingrad hexes to the south map edge.

### **Massive German Victory**

As above but without the requirement for the line of communication hexes to the south map edge.

### **Minor German Victory**

As in the regular game.

### **Soviet Minor Victory**

Cut the German path to the south map edge and eliminate all German forces on the east bank of the Volga.

### **Soviet Tactical Victory**

As above but also meet regular Soviet minor victory conditions from the regular game.

### **Soviet Major Victory**

As above and meet Soviet massive victory conditions from the regular game.

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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



# Cracking the Code

## Stalingrad Pocket

by Dean N. Essig

Why is it always the seemingly innocuous that messes everything up? In SP, the Soviet player is allowed to set up on his start line or in back of it--no big deal really--and most people set up on the line like we did. If you do so, the game plays just fine and the victory conditions are balanced because that was how the game was designed to be played.

Enter the Canadians. (Why is it *always* Canadians? It must be their superior education system, months locked-in by snowdrifts, or something.) Ken Hole and Keith Martens of the estimable *Canadian Wargamers Journal* (if you don't get it, you should--if for no other reason than to get a perspective on the hobby which doesn't come out of DG) set up in a perfectly legal fashion which blew the whole system apart--they set up all the Soviets to the rear of the start lines with the exception of the Rocket artillery. In doing so, they freed the entire Soviet army from EZOCs which allowed them to make an un-ending stream of low odds overrun attacks on the first turn which can rip the Rumanian line apart. That clears the way for a quick exploit and the development of the pocket on turn one or two (at the latest). While I have never seen this done, I can easily understand how it would work. I am also eagerly awaiting a game when I can play a Soviet player schooled in the above to see if I can develop a German plan to survive such an onslaught. At any rate, the Canadian solution skews the entire game in favor of the Soviets and invalidates the victory conditions.

The problem has to do with the freedom offered in the Soviet set up. Most players won't notice the problem because, like me, they will set up on the start line figuring they don't want to have to waste time moving up into position for those initial attacks. The freedom I gave was there to simplify Masahiro's original set ups which had small numbers of forces in the rear of the start lines. To avoid the tedium of having to set up all these odds and ends the hard way, I simply assigned each Soviet army a zone of front and the area in back of it.

The following restrictions are designed to bring the Soviet set up more into line with Masahiro's original version, preserve some freedom of placement, add a bit of doctrinal effect, and invalidate the Canadian Solution. Essentially, all I have done is to assign the bulk of the Soviet army to the first echelon and a small portion to the second echelon. Had this been later in the war, a more substantial second echelon

would have been the rule.

First echelon forces must set up **on** a set up area line. Second echelon forces may set up anywhere in the army's area as per the original set ups. Second echelon formations may set up on the start line if desired. (they are not required to be in the rear.) The second echelon for each army is given as a number of counters. This number of counters can be made up of any type, strength, of step size of unit-one counter equals one counter regardless of circumstances.

### **Number of counters allowed to be designated Second Echelon**

Apply the 2nd Echelon of each army included in a scenario 1 or 3. There are no 2nd Echelon forces designated for scenario 2.

1 Gds Army, 66 Army: 2

5 Tank Army: 9

21 Army, 62 Army, 64 Army, 57 Army, 51 Army: 4

65 Army, 24 Army: 3

It maybe possible to defeat the Canadian Solution using the regular setups and German forces. It might not. At any rate, the above more accurately reflects the way the game was intended to be played and will work correctly with the existing victory conditions.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

# **Panzer Lehr Division Before The Invasion A Brief History**

## **Activation and Formation of the Division**

*by Stephen Barratt*

By 1943, it was clear to any interested observer that the Western Allies were devoting enormous resources to a future invasion of northwestern Europe. It was equally clear in the Oberkommando der Wehrmacht (the OKW or High Command of the Wehrmacht) that the German occupation forces in the same area would in all probability be inadequate to resist any such invasion. The longer the war went on, the more essential it was that German strength be built up in the West to counter the ever increasing threat. The point was finally addressed by Hitler with the issue, on 3 Nov 43, on his Weisung (Directive) No. 51.

This was a general directive giving priority to the Western theatre for the supply of replacement men and material, and it was followed on 27 Dec 43 by another, this time more detailed, instruction from the OKW. This latter order dealt more specifically with the measures to be taken by the various interested offices, and one of these was that of General oberst Fritz Fromm, the Chef der Heeresrüstung und Befehlshaber des Ersatzheeres (the Head of Army Equipment and Commander of the Replacement Army).

One of Fromm's tasks under the new directive concerned the Lehrtruppen of the Panzertruppenschulen (the Instruction troops of the Armored troops Schools). The order instructed him to make the Lehrtruppen available for use and to transfer them to the Verdun-Toul-Nancy-Luneville area in northeastern France. There they would be combined to form a new unit, the Panzer-Lehr-Division. Since the schools themselves could not provide all the units necessary for the formation of the new Division, the Oberbefehlshaber West was instructed to provide an artillery regimental staff together with two artillery battalions, and also elements to help build up the supply troops. The new Division was to complete its formation and be operational by 1 Mar 44.

It was Jan 44 when the various Lehrtruppen first began to assemble in Lorraine in northeastern France, the area designated for the formation of the new Division. Its headquarters, together with the BegleitKompanie (security company), the

Panzergranadier-Lehr-Regiment 901 (less the II, Battalion), and the Panzer-Nachrichten-Abteilung (signals battalion), were all billeted in and around Nancy. The Panzer-Lehr Regiment 130, the II./Panzergranadier-Lehr-Regiment 901, the Panzerjäger-Lehr-Abteilung 130, the II./Panzerartillerie-Regiment 130 and the Heeres-Flak-Abteilung 311 were stationed around Verdun. The Panzergranadier-Regiment 902 and the III./Panzerartillerie Regiment 130 meanwhile occupied the area around Luneville; the Panzerpionier-Bataillon 130 was in Pont-a-Mousson, and the supply units were barracked around Toul.

Having thus assembled its various subordinate units, the Division now began what turned into an arduous build-up. As we have seen, it had been instructed to be operational by 1 Mar 44, but that fact notwithstanding, the official order for its activation did not actually arrive until 21 January. And even at this late stage, the order was both incomplete and contradictory, and there was not even an established table of organization and equipment. The Division had to send a courier to Cottbus south east of Berlin just to pick this up. Generaloberst Heinz Guderian, the Generalinspekteur der Panzertruppen, had ordered that the Division be established according to what was then described as a "freie Gliederrung" (free or open organization), but which would later be formalized as the organization for the "Panzer-Division 44". One of the objects of this new organization was to reduce the numbers of personnel and vehicles required by concentrating the rear echelons of the front-line companies into central Versorgungs-Kompanien (supply companies).

The only problem for the Panzer-Lehr-Division was that its activation order of 21 Jan made it clear that there would be no immediate allocation of wheeled vehicles, thus no supply trucks. The "freie Gliederrung" meant that no decision had yet been made on the organization or the equipment of either the Artillerie-Regiment or the Panzerjäger-Abteilung. The latter did not even know, for example, whether it would be expected to deploy Panzer VI "Tiger", Jagdpanther, Panzerjäger IV, or even just the 75mm PaK 39. Orders followed warning orders, counterorders followed orders; it seemed as if a final decision would never be made. Gradual Operational Status

Even in the absence of such direction though, the Divisional headquarters gradually became operational, initially under the command of Generalmajor Oswin Grolig, the commander of the Panzertruppenschule II. He left very soon thereafter though to take up command of the 21st Panzer-Division on 14 Jan, and was replaced by Generalmajor Fritz Bayerlein, then commanding the 3rd Panzer Division. Bayerlein did not arrive at his new headquarters until 4 Feb, but throughout most of January and February, work at the divisional headquarters continued as best it could, despite being complicated by the rapid turnover in staff, many of whom were originally classified as fit for service only in the Reich. These though were gradually replaced by officers coming from the headquarters of the 137, Infanterie-Division, this having been officially disbanded on 2 Nov 43 following heavy fighting under Army Group Centre on the Eastern Front. Despite all these problems though, the Division pressed ahead with its formation and training, and by 1 Feb 44 it was able to report a few of its elements as being operational.

As far as training was concerned however, only one PanzerAbteilung and three Panzergrenadier-Bataillone had undergone adequate instruction and exercises by that time. The Panzerjager-Abteilung would require training on equipment which had still not arrived; the FlakAbteilung still needed more time to master the art of live firing; and the Nachrichten-Abteilung (signals battalion), having come from an infantry background with the 137.Infanterie-Division, needed to be converted to an armored organization and retrained. And over and above all these problems there was still the lack of wheeled vehicles. Despite these difficulties though, Guderian's office repeated 1 Mar 44 as the date by which the Division had to be operational, and its most pressing task now was to form the disparate troops into a single combat unit capable of combined arms operation.

Things did not, apparently, go all that smoothly though. After a number of small unit training exercises, the Division held a major exercise on 20 Feb in the presence of Guderian who had come to see how things were coming along. It was a freezing cold day, and nothing went right from the start. The Generalinspekteur der Panzertruppen was unimpressed, describing the whole affair as the greatest nonsense he had encountered in his entire military life. It was not an auspicious beginning.

But the hard work from Bayerlein's staff was beginning to pay off, and by the middle of February a further 1500 NCOs and enlisted men arrived to flesh out the lack of troops. At about the same time, the Division also received a quota of trucks, enough to give it a carrying capacity of carrying 1100 tons. It was hardly what was required, but it was a start. A decision was then finally made regarding the organization of the Artillerie Regiment and orders were issued accordingly. The staff of the ArtillerieSchule in Suippes were to form the II/Panzerartillerie-Regiment 130; the I./Panzerartillerie-Regiment 130 was to be formed from the Lehr-Abteilung II from the Schule fur Fahnenjunker der Artillerie in Mourmelon; and the schwere Artillerie-Abteilung (mot.) 985 was to be attached to the Division as the III/Panzerartillerie-Regiment 130. But despite these improvements, the Division was still incomplete, and on 2 Mar 44, the day after it was to be operational, the Panzer-Lehr-Division still lacked a Panzeraufklarungs Abteilung (armored reconnaissance battalion); its complement of medical troops; a total of 1000 men from its various units; 850 wheeled vehicles; and the main weapons for its Panzerjager-Abteilung.

## **More Panzer Lehr**

[Activation and Formation](#)

[First Operations, Hungary and Eastern Front](#)

[Back to the Western Front](#)

[Organization of PzLehr Regt. 130](#)

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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



# **Panzer Lehr Division Before The Invasion A Brief History**

## **First Operations, Hungary and Eastern Front**

*by Stephen Barratt*

### **First Operations: Hungary and Operation "Margarethe"**

But time had run out for Bayerlein's new Division, and in the spring of 1944, the OKW had been long concerned with the defence against a possible Allied landing on the French Mediterranean coast. It now planned to move the Division to the AOK 19 (19th Army) in the area around either Avignon or Carcassonne, and Bayerlein was instructed to carry out an initial reconnaissance of the area. He argued against moving the Division this early in its formation, and made his point clearly to Guderian, but the decision had been made and the Panzer-Lehr began to head southwards towards the Mediterranean. It was not destined to stay there long however, and in fact even before it completed the move, the Division received rather unexpected orders at 00.30 hours on 6 Mar; it was now to be transported to Vienna in Austria. The armored units were to be loaded on trains by 7 Mar, and advance parties were to be on the move the same day.

The new move interrupted once again the Division's brief opportunity for training, and in all probability put back its full operational readiness by another few weeks. Moreover, the assembly area allocated to the Panzer-Lehr in Austria was limited and inadequate, even to the extent of being shared with families which had been evacuated from heavily bombed areas. The majority of the troops had to be billeted in schools, municipal buildings and even barns although some were fortunate enough to be stationed at the training area near Bruck and der Leitha.

But it was not all bad news. The Panzeraufklarungs Lehr-Abteilung, having just completed its fitting out in Krampnitz, was now ready to move and would join the Division in Austria. On 8 Mar the Division was attached to the LVIII, Reserve-panzerkorps under the command of Army Group F, otherwise known as OB Sudost, and the rumors began to circulate as to the forthcoming mission. The possibility uppermost in the majority of minds was a transfer to Army Group South and the Ukraine, where the Red Army was threatening Ternopol. But, on 10 Mar Bayerlein

was informed of the real reason for the move; Hungary, an Axis ally, was to be occupied by German troops. The origins of this somewhat drastic measure go back to the year before.

Italy capitulated and pulled out of the war on 8 Sep 1943, and the OKW found itself having to consider the possibility of both Hungary and Rumania doing the same. As early as 30 Sep 1943, The Wehrmachtführungsstab had put forward proposals under the code name "Margarethe" to occupy Hungary and disarm the Hungarian armed forces. Much work had been done since those days, both politically and militarily, and following a visit to the Führerhauptquartier during 26-28 Feb 1944 by the Rumanian leader Antonescu, Hitler was satisfied that the Rumanian government would stand by its Axis allies. He was not equally convinced of the Hungarian position, and on 28 Feb, he ordered the OKW to draw up the final plans for Operation "Margarethe".

The OKW presented these the following day, and in response, Hitler expressed his wish that the Panzer-Lehr-Division be brought into the operation, to replace the 16SS Panzergrenadier- Division "Reichsführer SS" in the event that the latter unit was not ready. The OKW had proposed the end of March as a start date for the operation, but on 3 Mar, Hitler decided this was far too late, and ordered instead that it be brought forward as much as possible. The earliest possible date at that time was 12 Mar, but this was later put back to 15 Mar to allow the transfer of participating units to be completed.

It was not clear at this stage just how the Hungarian leader, Horthy, or the Royal Hungarian Army, would react. In any event the orders from Berlin were quite explicit; the operation was to be carried out under peaceful condition wherever possible, but if any resistance was encountered, this was to be met with force. As a precaution against possible Hungarian resistance, the OKW planned a subsidiary operation, codenamed "Trojanisches Pferd" (Trojan Horse), in which six transport trains carrying two panzergrenadier battalions and supporting panzers would report in Hungary for transport through to Rumania. These would then detrain in the Budapest area on orders, seize important buildings, and disarm any Hungarian troops in the city. The Panzer-Lehr was to provide the majority of the troops for this action, while the rest of the Division would march overland and meet up with these leading units in the capital.

Meanwhile the rail transport from France to Austria went without major problems or delays. By 15 Mar, the units of the Division were all in their respective assembly areas. It was perhaps indicative of the technical problems associated with the automotive system of the "Panther", that the Division experienced 10 cases of engine failure in the tanks during the course of the move. The brand new II./Panzerartillerie-Regiment 130 also arrived at about this time in Austria, even though Bayerlein had preferred himself to leave the unit in France. It was still not adequately manned, and many of its soldiers had now to be exchanged with others from the Artillerie-Lehr-Abteilung in Gross-Born.

There were other problems too, not the least of which was fuel. The Division lacked over 400 cubic meters of barrel capacity, and despite orders to the contrary, it received 530 cubic meters of fuel in large railway container trucks rather than canisters, the famous "jerry cans". It had to improvise, and about half of the delivery was put into the available barrels. A little more was held in canisters, but the rest had to be abandoned. A total of 31 Jagdpanzer IV were issued to the Parizerjager-Abteilung, but these were held up in poor weather conditions and would not arrive in time for the operation. Bayerlein however decided to make at least one Kompanie operational, and allocated the 10 StuGs from the Funklenk-Kompanie 316 (which was expecting to receive a number of Panzer VI "King Tiger" instead) to the 3. Kompanie. The rest of the Abteilung would have to remain behind in Austria until its equipment finally arrived, but there were compensations. The doors of the vehicle depots finally seemed to open, and the Division received the final 850 trucks which it had been missing; even if not in time for the forthcoming operation.

## **The March into Hungary**

By 15 Mar, the troops from the Panzer-Lehr-Division assigned to Operation "Trojanisches Pferd" were loaded up on their trains, ready to move off into Hungary. With them was a Sonderkommando (Special Command) from the 4. Regiment "Brandenburg". All now depended upon the outcome of Hitler's last minute discussions with Horthy; the two men were due to meet at Klessheim castle in Salzburg on 18 Mar. If the talks broke down without result, the lead units would detrain in some open country outside Budapest and strike into the capital seizing both town and castle.

Despite some problematical moments during the meeting, Horthy backed down and was convinced to go along with Hitler's plans for his country. The operation had been postponed as a result of the last ditch negotiations, but now the date was set for 19 Mar 1944. Although things had been resolved in Hitler's favor at Klessheim, down at the frontline the troops of the Panzer-Lehr-Division still did not know whether they would be greeted with a hail of fire, or flowers from the locals. It was 23.30 hours on 18 Mar before they finally learned of the outcome of the Klessheim talks. They would not have to take on the Hungarian armed forces. It was probably as well.

In the early hours of 19 Mar, at 04.00 hours, the troops of the Division began to cross the border into Hungary on a number of different roads and paths. Even in the absence of defensive fire, it soon became clear that the young and inexperienced drivers were lacking somewhat in match discipline. Traffic jams soon built up, and delays became inevitable. Fortunately though, the Hungarian garrisons in Győr, Komárom, and Esztergom remained in their barracks, and the local population waved the young soldiers on. It might have been very different had there been determined resistance, but there was no fighting and there were no casualties.

The "Trojanisches Pferd" units detrained outside Budapest as planned and entered the

city without difficulty; the city police even helped clear the entrance to the castle when this proved too narrow for the supporting Panzer IVs, and on the next day German panzers were able to stand as guard of honor for Horthy on his return from Klessheim. The rest of the Division meanwhile rolled through western Hungary towards Budapest, and the majority of units reached their respective assembly areas west of the capital before evening. Only the last groups to cross the border failed to make it the same day, having been delayed by up to 4 hours by the various traffic problems, and even they caught up the next day. Among the late arrivals was the "Panther" battalion which, to save wear and tear on the tanks' engines, had been moved by rail.

The political situation was still not entirely clear however, and the Panzer- Lehr-Division was given orders to secure the road and rail net in the Komarom-Szedesfehervar-Godollo-Ascod area, and also the communications network in the same area. It also assumed responsibility for the security of industrial and other economically important installations in the region. For various reasons, the establishment of a "new" regime in Hungary, particularly one which was now run by a cabinet without support from parliament, had caused a degree of bad feeling among the population. Despite and because of this, Generalfeldmarschall von Weichs, commanding Army Group F, was keen not to get involved in disarming the Hungarian armed forces.

He tried instead to foster the image of the Wehrmacht as "guests" of the Hungarians rather than "occupiers" of the country. With very few exceptions for example, German troops were not allowed into Budapest, and the Panzer-Lehr-Division even organized a number of joint exercises and sports events with their opposite numbers in the Hungarian army. Outward appearances notwithstanding though, the Germans were laying plans to enter the capital and disarm the Hungarians should the political situation deteriorate, and the Panzer-Lehr-Division stood alert, ready to move on the code-word "Donaustadt" (Danube town), supported by elements of the 4.Regiment "Brandenburg" and the Grenadier-Regiment (mot.) 92.

## **To the Eastern Front?**

Meanwhile, the military situation in the Ukraine was deteriorating from day to day, and the decision was made to continue and extend German control throughout Hungary. This necessitated a reorganization of forces. On 25 Mar, the 16SS Panzergrenadier-Division "Reichsfuhrer SS" was ordered into eastern Hungary, leaving the PanzerLehr-Division to extend the area under its control and assume responsibility for the Rakosliget-Kidtarcsa-Cinkoda area formerly occupied by the SS Division. Two days later, the Hungarian forces were allowed once more to leave their barracks to take over responsibility for the security of bridges, rail and industrial installations. The Panzer-Lehr-Division was finally able to resume its training program by 28 Mar, but no sooner had it done so than a new concern raised its head.

The Division received orders to reconnoitre the two main Carpathian passes to establish the conditions of the roads, the chances of blocking the passes, and the possibilities for deployment in that area. The spectre of operations on the Eastern Front was suddenly raised in front of the young Division; and to make matters worse, it was terrain hardly suitable for armored warfare. Bayerlein appealed to Guderian, and the Generalinspekteur der Panzertruppen was able to put his mind at rest the OKW still intended that the Division would be moved to another theatre following another 4 weeks training in Hungary.

Training therefore went ahead as planned, with full use being made of the Hungarian training facilities. The II./Panzer-Lehr-Regiment 130 practiced armored attacks near Esztergom; in the same area the Panzerpionier-Bataillon 130 practiced bridgelaying and ferrying across an arm of the Danube together with the tanks of the "Panther" battalion; the Panzerartillerie-Regiment 130 took the opportunity of practicing its first gun-, battery-, and battalion-fires in Veszprem near Lake Balaton. They even had the chance to practice combined arms assaults with elements of the Panzer-regiment. The panzergrenadiers meanwhile exercised on the training area at Varpalota, practicing infantry tactics and also combined arms with the panzers and artillery.

## More Panzer Lehr

[Activation and Formation](#)

[First Operations, Hungary and Eastern Front](#)

[Back to the Western Front](#)

[Organization of PzLehr Regt. 130](#)

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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



# **Panzer Lehr Division Before The Invasion A Brief History**

## **Back to the Western Front**

*by Stephen Barratt*

The war was drawing ever closer to the men of the Panzer-Lehr-Division, and the brief stay in Hungary would not last much longer. At 21.00 hours on 29 Apr 1944, Guderian issued instructions for the Division to transfer once again. Beginning on 1 May 1944 it was to head westwards back to France where it would come under the Oberbefehlshaber West; an advance party was to move as quickly as possible to Meaux, east of Paris. The Division prepared to transfer once more, commenting as follows in the War Diary on its stay in Hungary:

"Despite the difficulties, particularly in the beginning, the 6 weeks in Hungary have given the Division the opportunity to bring the activation and training activities to a reasonable conclusion. Although training in combined arms will require further practice, at least the units have made good progress in individual and weapons training, and the exercises have given the individual units an understanding of the characteristics of operations."

The advance party arrived in Chartres, southwest of Paris, on 4 May. It began scouting around for accommodation for the Division's units throughout the area bounded by Chartres, Le Mans and Orleans. The area measured about 80 x 100 km; an enormous size, but the ever present danger from Allied air attack demanded such dispersal and concealment measures. The situation had changed noticeably in the 8 weeks that the Division had been away, and whereas it had moved away to Austria with a minimum of disruption, the rail net was now so damaged that the troop trains were obliged to make major detours before arriving at their destinations. It all took so much longer now, and the last elements of the Division did not arrive until 15 May. At least there had been no major incidents on the way.

The air situation also obliged the Division to quarter its units in small villages, farms, and even camped out in the fields. They could not dare to billet them in towns or recognizable barracks. On instructions direct from the OKW, and incidentally against the advice of Rommel, Bayerlein, who had been promoted to Generalleutnant on 1 May, established his headquarters away from Paris in Nogent-le-Rotrou, west of



Chartres. The OKW was apparently concerned that the Allies might attempt an airborne assault in the Paris area. Much of the Division's activity was now dominated by the Allied threat from the air, and Bayerlein ordered measures for the camouflage of units as well as restricting traffic to a bare minimum. Vehicles were not permitted to move by day, and combat vehicles were not permitted to move at all except in cases where urgent repair was necessary. Even then, such movement was to be carried out only at night or under poor weather conditions to restrict visibility. All traces of vehicle tracks were to be removed immediately.

The measures, drastic as they may have appeared to be, seemed to prove effective though; the Division's units were spared any air attacks, even though the number of raids increased daily, apparently unhindered by either anti-aircraft fire or the Luftwaffe. In the meantime, the Division had temporarily lost the services of the Heeres-Flak-Abteilung 311 to the III.FLak-Korps which deployed the unit in Paris to defend the bridges over the River Seine. The movement restrictions did not help the training situation, and exercises had to be limited to what could be done on foot. The problem was further exacerbated by the state of readiness which was expected from the Division. What training there was, concentrated on night-time operations, instruction, and also sports activities. At least the steady stream of personnel and equipment continued through May, and with the arrival of the 1. Sanitats - Kompanie (medical company) on 2 Jun, the Division's organization was complete.

From the personnel point of view, the Panzer- Lehr- Division was fully complemented, and although there was a lack of 487 NCOs (about 15%) on 1 Jun, this was somewhat compensated by an excess of enlisted personnel. It deployed a total of 223 operational tanks and tank destroyers and 658 SPWs. It had its full quantity of fuel, munitions and provisions, although there remained some cause for concern over the supply truck tonnage; about 23% of the trucks were not operational. In his final Zustandsbericht (condition report) before the Invasion, Bayerlein commented on his Division as follows:

"State of Training: The state of training achieved is good in all units. It is not possible at the moment to promote this still further as the opportunities for exercises are by and large no longer available.

Morale of the Troops: Very good.

Particular difficulties: The current tire situation. A large percentage of supply vehicles are out of commission as a result of tire damage.

State of Mobility: Combat vehicles 95%, supply vehicles 60%.

Combat Value: The Division is ready for any offensive tasks."

## **More Panzer Lehr**

[Activation and Formation](#)

[First Operations, Hungary and Eastern Front](#)

[Back to the Western Front](#)

## [Organization of PzLehr Regt. 130](#)

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

# **Panzer Lehr Division Before The Invasion A Brief History**

## **Organization of PzLehr Regt. 130**

*by Stephen Barratt*

There was only one real dark cloud on the horizon. Despite all the warning signs of the forthcoming invasion, the OKW issued orders for the Division to give up its "Panther" battalion to the Eastern Front, and this instruction provides us with convenient excuse to consider the organization and equipment of the Panzer-Lehr-Regiment 130 during the first days of the Invasion, and of course, how this is reflected in the Division's appearance in *Omaha*.

The organization was to be that of a standard Panzer-Regiment within the Table of Organization and Equipment of the "Panzer- Division 43"; this having been introduced officially the year before on 24 Sep 1943. This called for the establishment of two Panzer-Abteilungen, each consisting of 4 Kompanien, each of which deployed 22 tanks. One Abteilung was to be equipped with Panzer IV (75mm), and the other with Panzer V "Panther"; and generally speaking, it was the I.Abteilung in each case which proved to be the "Panther" battalion, while the II.Abteilung was equipped with the Panzer IV. In the case of the Panzer-LehrRegiment there were difficulties in raising the "Panther" battalion. When those troops of the Panzer-Lehr-Regiment initially left their barracks in Fallingbostal to transfer to northeastern France to form the Panzer-LehrDivision, it was only those who were fit for active service who went. The troops and equipment available were sufficient only to form the Regimental headquarters and the II.Abteilung, that is a single battalion deploying Panzer IVs. Left behind in Germany was an Activation Staff, the Aufstellungsstab Lehrtruppe, and it was this unit which later formed the basis for the I./Panzer-Lehr-Regiment 130.

Incidentally, the Abteilung saw its first combat action with the Panzer-Brigade 113, which it had joined during August 1944, only to be badly mauled during the course of a few days fighting around Luneville in September 1944. After being refitted in Grafenwohr, it was sent for a brief spell to Hungary where it came under the AOK 6 and suffered further heavy casualties. It was transferred back again to Grafenwohr for another refit, before finally joining its parent division in the Xanten area on 18 Feb 1945.

In the meantime, the Panzer-Lehr-Division had no organic "Panther" battalion. The decision was taken instead to attach to it the I./ Panzer-Regiment 6 from the 3. Panzer-Division. This battalion had originally been withdrawn from the Eastern Front during the summer of 1943, without either its weapons or equipment. It had been resting and refitting in reserve in the Kamenskoye-Dnepropetrovsk area with the rest of the Division, when orders arrived for it to transfer back to its home station in Neuruppin northwest of Berlin. In September of the same year, it had moved to France where it began equipping and training as a "Panther" battalion on the Manoeuvre Area at Mailly-le-Camp south of Chalons-sur-Marne.

The training was scheduled to last until February 1944, and it was just after the completion of this training in March 1944 that the I./Panzer-Regiment 6 was attached to the Panzer-Lehr-Division; just in time to participate in the occupation of Hungary. It moved to Bruck an der Leitha in Austria prior to moving into Hungary itself, where, after "Margarethe" had been completed, the Abteilung continued with further training exercises in Budakeszi, Varpalota and Veszprem along with the rest of the Division. The I./Panzer-Regiment 6 also accompanied the Panzer-Lehr-Division back to France during the early days of May 1944, where it spent the rest of the month preparing for the forthcoming Invasion. However, as we have already seen, orders arrived at the very last moment for the Abteilung to transfer back to the Eastern Front, and by 5 June the first trains were already into Germany and approaching Magdeburg southwest of Berlin; the last were still in Paris completing their loading.

The transfer had robbed the Division of its strongest attack force on the very eve of the Invasion. The events of 6 Jun forced the OKW to reconsider of course, and the Abteilung returned westwards, called back from its uncompleted rail journey, but it would not arrive until 9 Jun, and would not see action until the day after that. The Panzer-Lehr-Division would possess no Panzer V "Panthers" for the first four days of the Invasion. Those of you who have enjoyed launching German armored counterattacks under the "what if" variant of Scenario 9 will need to reconsider both your troops and your options. And there is more to come.

The same scenario in *Omaha* allows for a couple or so platoons of not only "Panthers", but also Jagdtigers and "King Tigers". I am afraid that you will have to resign yourselves to leaving these to gather dust in your counter trays, too, unless you wish to indulge in compounding the "what if" nature of the scenario. I will deal first with the 10 "King Tigers". Their inclusion in the game derives from a report submitted by the Panzer-Lehr-Division on 1 May 1944, that is, when it was still stationed in Hungary following the completion of Operation "Margarethe". At that time the Panzer-Lehr-Division 130 still deployed the Funklenkkompanie 316 (Radio-controlled Company 316), and it is this unit which accounted for the inclusion of Tiger IIs in the report. The Kompanie deployed the Ladungstrager B IV (Sd.Kfz.301) (the B IV radio-controlled demolition vehicle), along with various other types of armored fighting vehicles as its "lead" tanks.

It was as these "lead" tanks that the Kompanie received its first five Tiger IIs during

April 1944, while stationed in Bruck an der Leitha southeast of Vienna. The Kompanie had not been used in the occupation of Hungary, and remained behind in Austria until the Division returned to France. As we have already seen, it was early May 1944 when the whole of the Panzer-Lehr-Division transferred to the Chartres-Le Mans-Orleans area southwest of Paris, and following the move the Funklenkkompanie 316 was stationed in Chateaudun.

Shortly after the transfer however the Tiger IIs began to develop technical faults and it was decided to transfer them back to Germany as quickly as could be arranged so that they would not fall into Allied hands. The transport situation however meant that they could not be moved, and in the event the Tiger IIs remained in Chateaudun where they were later destroyed by their crews. So, despite being included in the return made by the Division on 1 May 1944, they never reached Normandy, and indeed they never saw action of any kind. Those few vehicles were the only "Tiger" tanks of any description which the Panzer-Lehr-Division ever deployed; they were to receive no more.

And now for the 12 Jagdtigers. Again the inclusion of these vehicles stems from the 1 May 1944 report, but here at least there may have been a "clerical error" of sorts. The vehicles could possibly have been recorded as Panzerjager VI rather than Panzerjager IV, in other words the I and the V had been accidentally transposed, but the standard German nomenclature for the Jagdtiger was just that, the "Jagdtiger"; and it was not normally referred to as the Panzerjager VI. It is feasible of course that the mistake crept in elsewhere and at a later date. And then there is a problem with the dates. I may be mistaken, but I do not believe that the Western Allies encountered Jagdtigers as early as June 1944. Whatever the possibilities though, the fact remains that the "Zustandsbericht" submitted by the Panzer-Lehr-Division on 1 June 1944 records that there were no Jagdtigers in the Division at that date.

There was however a total of 40 Jagdpanzer IVs (Sd.Kfz.162), otherwise known as the Panzerjager 39. Not unnaturally, these belonged to the Panzerjager-Lehr-Abteilung 130, a unit whose organization had long been in the balance. It was originally planned to have 3 companies; the first equipped with Jagdpanzer IVs, the second with "Jagdpanthers", and the third with King Tigers. But it was not to be, and the Abteilung received its first 31 Jagdpanzer IVs during March 1944, one of the first units in the Wehrmacht to do so. The vehicles were delivered too early though, and were SO full of teething troubles that the Division was obliged to report them as nonoperational. These problems obliged the Abteilung to improvise its organisation, and by May 1944 it deployed three mixed companies, each with 9 or 10 Jagdpanzer IVs and four towed 75mm anti-tank guns.

By 1 June 1944 the Panzer-Lehr-Division deployed the following armor: 97 x Panzer IV (in the II./Panzer-Lehr-Regiment 130); 86 x Panzer V (in the I./Panzer-Regiment 6), and 40 x Jagdpanzer IV (in the Panzerjager-Lehr-Abteilung 130). As has been shown though, for the first critical days of the Invasion, from 6 to 8 June, the 86

"Panthers" were loaded upon trains somewhere between Paris and Berlin, unable to assist their adopted Division. If you wish to try a "what if" scenario which is more historically accurate in that it was an actual feasible, you will need to leave the "Panthers", "King Tigers", and Jagdtigers in the box, and settle instead for the more sobering mix of Panzer IVs, Jagdpanzer IVs and towed 75mm anti-tank guns.

*[Ed. Note: A complete replacement Panzer Lehr based on Mr. Barratt's work will be included in the variant/errata counlersheet we will be issuing at the end of the year. If you are on our mailing list, you'll get one free of charge. If not, you won't.]*

## More Panzer Lehr

[Activation and Formation](#)

[First Operations, Hungary and Eastern Front](#)

[Back to the Western Front](#)

[Organization of PzLehr Regt. 130](#)

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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



## By Design

### All Alone on the Road to Perfection

*By Dave Powell*

Perhaps it's more than slightly contrary of me that, while I spend most of my gaming hours in solitaire play, I dislike solitaire games. I prefer to retain control over both sides in a contest, as schizophrenic as that may be at times.

I suspect that I'm not alone in this preference, given the seeming disparity in the amount of solitaire play vs. actual solitaire games available. Not all of the solo demand for two player products can be attributed to the difficulty of designing a truly successful and elegant solitaire system, as hard as that is. Some solitaire oriented games have been notable successes, but twoplayer games predominate.

About the only thing that will closeline the true solitaire veteran is some form of one of wargaming's most enduring grails-Limited Intelligence. Be it plotting, si-move, hidden units or dummy counters, limited intelligence can quickly shelve a game for the lone-wolf player. Try as you might, you can't forget what your opponent (the other you) has just done last turn to stymie (the new) you. Fixes such as random dice rolls, etc. are usually more awkward than they are successful.

The best (worst?) example of this, by far, is plotted movement. Plotting tends to be the worst of all--laborious to execute, and completely useless for the solitaire player. After all, the point is that you don't know what the other guy is going to do until after you've committed your own forces to specific activities. Short of a completely split personality, there's no way you'll not know what the other side is doing.

And this may be the single most persistent complaint laid at our own door--that the games of both the Civil War Brigade and the Tactical Combat Series cannot be played solitaire because of our use of written command systems. Reviewers especially take note of this, confusing our command rules with traditional plotting.

Each time one such comment comes our way, Dean glares at me and grumbles. The fact is that solitary play for both the CWB and TCS is enhanced, not hamstrung, by their command and control rules. Once gamers actually try it out, rather than just assuming that the system can't succeed Solo , they will find this to be true. We have heard from a number of converts who now see our point of view.

## The Solitaire Philosophy

Gamers who play both sides when they play alone (as opposed to solitaire gamers who are simply recreating an historical action or honing their skills and tricks for later FTF play) are seeking to recreate some form of duality. Planning is virtually impossible because just as soon as the plan is conceived, it is known to the enemy and appropriate counter-measures are enacted.

In essence, the heart of solo play is "live for the moment." If you made a mistake last turn, once you switch sides you've got to exploit that mistake immediately, since it's going to be corrected ASAP. In fact, the traditional flaw of games--the ability to react to enemy action immediately is exacerbated here. I have found myself, on occasion, going through the entire action-reaction process within the course of a single player phase. While moving side A, I see an opportunity for side B, identify the "B" forces needed to exploit the chance, and alter my move to correct the flaw in "A's" positioning.

While maintaining long range goals (i.e. capture Moscow in an east-front game), those sneaky plans that we all love to spring on our enemy are beyond our grasp. Computer games, of course, hold the potential to one day give us that kind of two-player definition when playing all alone, but at the moment I have found none that I care for and still prefer boardgames. The computer revolution still has a way to go before it successfully recreates my own Personal gaming experience on a screen instead of a board.

## TCS & CWB

Given the above, how can the TCS & CWB be used to heighten rather than detract from, the solitaire experience? Because these systems rely on predicting the future rather than forgetting the past. To borrow a phrase Dean coined awhile back, they are "limited foretell" systems.

Both command systems accept the fact that the players know what's happening on the map, and make little effort to conceal current status, actions, etc. In effect, there is little limited intelligence of the traditional kind, with only some effort made to conceal things like unit status and losses from the enemy player. You can see your opponent's moves, you know of his attacks, and in general are aware of what's happening at the moment.

But you can't predict the future, and that is precisely what these command systems force you to do. The result is limited foretell. By introducing a delay and acceptance procedure into the loop before you can physically act on your plan, the system assumes that enough elements won't go as planned so that some disruption is introduced. If you make changes to your plans, these modifications will in turn

experience delays before being ready to carry out, thus, there is an ever-widening time lag between idea and execution, allowing for increasing command and control problems.

In a solitaire situation, this means that even though you might indeed see problem there may be nothing you can do to fix it for several turns. Given the uncertainty of when exactly any given command will accept it's orders, the game generates a great degree of limited control without hidden movement, plotting, or any of the conventions that routinely prohibit the solitaire gamer from enjoying such a game.

## The Mechanics

More needs to be said about the command systems themselves, and why they differ from traditional written movement. This is not plotting, and contains none of the tedium that can involve.

The CWB asks you to write your orders to the Corps level, imposing larger control without micro-managing each unit. Governed by traditional corps and divisional radii rules, the units (brigades) maneuver, attack, fire, etc. freely, without any need to plot specifics. Corps actions are controlled in the broader context by issuing orders. For instance, a corps might be ordered to move via road X to attack and capture a specific hill, road junction, or some other distinctive feature. The order is usually no more than a sentence or two long, and only rarely will the need to resort to specific hex numbers ever arise. Once issued, a given order will take time to be accepted (based on a variable die roll) and then may stand the command in question in good stead for several turns, a full day, or even all game on occasion. Most games have 2-7 Corps per side, resulting in only a Limited amount of orders writing. In my play, I have found that I write on average about one order every other turn. It should rarely take more than a couple of minutes to actually record the thing, though sometimes deciding exactly what to do can be a series of agonizing choices.

In the TCS, the mechanic of choice is the Op Sheet. Now, not only need you write only enough words to describe the larger action clearly, but a black & white copy of the map is included to provide a visual aid. Instead of set corps, the Op Sheet can be drawn along a task organization concept, choosing the right forces for the job in question. Op sheets are drawn by mission (attack, hasty defense, prepared defense, etc.) and take a varying amount of time to implement based on the current activity, size, and mission of the forces designated. Again, the result is a great degree of uncertainty as to when a force will begin it's mission. Like the CWB, Op Sheets are only drawn up as needed, and may last an indefinite time, depending on the success of your predictive skills. Even *Omaha*, for all of its four maps and 1600 counters, has no more than 10 Op Sheets per side in play at any one time. Furthermore, Op Sheets are even easier to produce than CWB orders, because by drawing the plan, excessive verbiage is unnecessary.

Both systems employ larger command restrictions through orders without worrying about the smaller details of individual unit control. Solitaire play benefits as much as FTF, because it forces the gamer to live by his previous plans. In fact, the more a solitaire gamer "lives by the moment," the sharper this dichotomy is drawn, because the more times new orders are issued, the greater the gap between on-map reality and command intent grows. A player who writes new orders to meet the circumstances of every turn will find troops breaking off successful attacks, rushing off to far corners of the map at the worst moments, and in general being in the wrong place at the wrong time.

## **The Differences**

Of course, there are differences in the way solitaire and FTF players should handle the command concept. Opposing players need to use the system conservatively, wary of issuing too many orders lest they produce the effects described above. Players involved with five opponents need to avoid panic, and develop long range plans. Seizing the initiative, so that you are acting instead of reacting, is important.

The solitaire gamer, on the other hand, can use the same system to produce the uncertainty he needs. Avoid long range plans, (since the 'enemy' is going to find them out immediately anyway) and focus more on turn to turn reaction. This method will produce the reversals of fortune that keep solitaire gaming intriguing. Obviously, some broader planning concepts need to be maintained, but develop them no further than the 'principle objective', stage.

When starting a solitaire game, I suggest that you sit down and write out both sides' first turn orders while looking just at the map, prior to setting up. This will help interject uncertainty into the opening moves. Better yet is to get a friend to write out the initial orders for one of the sides in secret, to be revealed when play starts. This can set the stage properly right from the start. It is even possible to have the friend continually issue new orders for one side throughout the game. All he really needs to know is the general situation and forces available. You can simply have him designate the next objectives, for instance, or progress to full-fledged orders writing, supplying him with detailed situation reports and asking for his next commands. Either method could be pursued by mail, and two gamers might play concurrent games, each supplying the other with one sides orders.

Far from interfering, I have found that the command system has increased my enjoyment of solitaire gaming. The more honest you are within the rules certainly aids this effect as well, though at least if you cheat and reroll that acceptance number until you get it right, no one cares. By the way, all of these games can be played without using the command restrictions at all, thereby turning them into games no more difficult to solitaire than the vast majority of games out there.

One additional benefit of an engaged command system is that you may find yourself

more interested in the unfolding events than you might otherwise be. I always reach a point in my play where I have lost interest in the current game, usually before a clear decision is reached. I suspect that this has more to do with the fact that almost all of the games I do play alone are monsters, involving an investment of months of time and a considerable amount of my available gaming space. For instance, I routinely played TSS for years, until it had grown quite stale for me. By adding in the CWB command rules, I renewed my interest in a game I rarely played anymore, and found myself enjoying it all over again.

In any case, don't simply push aside a CWB or TCS game next time your in the mood to go it alone, simply because of the 'plotting' scare. The common refrain we hear about solo play is simply this: "I didn't think I could play them (CWB and TCS) alone, until one day I set one up and played a few turns." It can be done, and with little fuss, too.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

# Maneuver Warfare and The Wargamer

## Part 2: Theory

by Dean N. Essig

### [Maneuver: Part 1](#)

Last time I spoke of some of the underpinnings of maneuver warfare and presented the whole subject with a very broad brush. This article hopes to flesh out the actual theory of maneuver warfare (as well as its antithesis, attritional warfare) in much greater detail. I am uniquely assisted in this task by the recent publication of Leonhard's book (see "For Further Reading" at the end of this article) which clarified the subject in my own mind better than any work I have read before.

Dr. Lind's work (as referenced in the last article) spoke of maneuver warfare, but did so *through the filter* of German war theory as used in World War II. In doing so, Dr. Und leaves the impression (as he did with me) that what he was talking about was maneuver warfare as a whole-not a small segment of it. That clarification made, and armed with a more broadly based understanding of the theory itself, here we go.

### **Attrition vs. Maneuver Warfare**

The two basic forms of war (or at least conceptions of how to win) can be considered to be attritional warfare and maneuver warfare. Both seek to win, but both the method of defining winning and the means of obtaining it are the differences between the two theories. The key difference is that attritional warfare seeks to win by *destroying the enemy's mass*. Maneuver warfare, on the other hand, seeks to win by defeating the enemy and (more importantly) it contends that *defeat does not require destruction of the enemy*.

Since our army has traditionally espoused an attritional based concept of warfare, it has looked upon battle as the end point of operational planning that the goal of all operations is to bring on a battle with the enemy, which we will attempt to win. In this view, the operational and strategic realms of war are driven by the tactical level's needs. The disconnect in the train of thought of such thinking is that it assumes that the war will be won by the side which obtains the most "tactical victory points" or that the side which wins the most little tactical engagements will win the war.



Attritional warfare thinking sees beating the enemy in head-on battle as the way to win. Thinking of this sort will inevitably devolve upon such things as force ratios and exchange rates as indicators of winning or losing. An attrition minded commander will try to obtain the best possible force ratio and a favorable exchange rate--then he will sit back assured that he will "win" because his opponent will be algebraically destroyed before he himself will. "Bleeding the enemy white" and other such concepts from World War I come to mind.

Doctrinal assumptions can make attritional warfare inescapable. In the seventies and early eighties US army doctrine concentrated on "winning the first battle of the next war." Aside from the potentially incorrect political and military structures built into that statement, there is also the blatant assumption that there would be a "first battle." This is also represented in American thought whereby captains and lieutenants are charged with fighting and winning the battle, higher echelons merely feed reinforcements, supplies, and fires into the battle to assist them. The attrition minded would see battle as two forces leaning into each other with their full weight with the better winning by out-lasting the enemy.

As the opposite of attrition, maneuver warfare questions the very need of any battle at all-and desires to avoid it if possible. If I may paraphrase Sun Tzu: to win a hundred battles does not show great generalship, to win campaigns without fighting a battle does. Certainly there are plenty of times where head-on battle cannot be avoided, or that the only way to win the thing is to destroy the enemy where he lies, the point is that winning and enemy destruction must be separated from each other.

### **Example**

A brief example may help to illustrate the differences between the two theories, as well as bring out an important underlying requirement of attritional warfare. Imagine two tank forces across a common border. Behind each force is its sole supply source a massive dump located near a port. The attritional solution is to see the enemy force as the objective and to seek battle with it in order to destroy it. The maneuver warfare solution would be to swing around the enemy tank force and destroy the enemy's dump.

In the first case, the commander is relying on *optimal performance* of his tank crews, his vehicles, and his lower commanders to win the day-especially if the two tank forces are evenly matched. In the second case, the maneuver minded commander will destroy the dump (provided his plan for getting there is good, and he avoids letting the enemy get his dump!) even with mediocre crews and vehicles-the proverbial one-eyed monkey hanging from a balloon could get the job done. The attritional solution will attempt to grind the enemy until they go away. The maneuver solution will remove the enemy ability to fight (tanks without supply are essentially useless) before he has a chance to use it.

Is the second plan easy to pull off? Won't the enemy be on the lookout for their one major dump? Sure, and that is part of the point. The attritional solution is intellectually lazy-coming up with a viable maneuver solution is difficult, even in this overtly simplistic example. In real life (and wargames) it gets much harder. While in the example the identification of the maneuver solution isn't difficult (real world problems are rarely quite as clean), it is obvious that the enemy won't let you pull it off with impunity. An imaginative and effective solution to the difficulties of actually carrying out the maneuver (should the correct object be identified) might be impossible to obtain.

Maneuver warfare theory seeks victory by using three basic pillars, which are arranged in order of preference: preemption, dislocation, and disruption. Preemption is the act of removing the enemy's will to fight before he has a chance to use his forces at all. If preemption is impossible, the commander seeks to dislocate the enemy such that the enemy strengths cannot be brought to bear at the critical point or for whatever reason cannot be properly brought into play. Lastly, if confrontation with the enemy strength is unavoidable, the maneuver warfare commander will seek to disrupt it so that its full weight cannot be used. In our simple Lank force example, the maneuver solution attempts to preempt the enemy tank force by destroying its base. By doing so, it also dislocates the enemy tank force because (if the maneuver commander did his homework) it will be nowhere near the decisive point of the campaign (the exploding supply dump) but will be off somewhere else looking for the "decisive battle."

Lastly, in the flames of his dump, the attrition force will be disrupted by his lack of supply and easy prey to the clean up pursuit operations of the maneuver commander. I do not mean to imply that the three pillars of maneuver warfare are integrated in this obvious way in each case. They are independent of each other, but may frequently bring about a domino effect on each other if the situation so allows.

## **Battle and Maneuver Warfare Theory**

An easy misconception that one can fall prey to when first examining maneuver warfare is that "maneuver warfare thinks it can win without battle." The point is that maneuver warfare attempts to win using only the violence absolutely necessary to bring about victory. Maneuver warfare is inherently distasteful to western civilizations as it is (in Leonhard's words)

to put it simply, a kick in the groin, a poke in the eye, a stab in the back. It is quick, violent for a moment, and unfair. It is decisive, even preemptive, at the expense of protocol and posturing. Maneuver warfare puts a premium on being sneaky rather than courageous, and it is not at all glorious, because it typically flees from enemy strength.

Maneuver warfare attempts to bring on the most unfair fight it can bring about-if it can lure your tanks into the middle of a swamp-it will, ambushes, attacks in foul weather,

at night, through "impenetrable" terrain. In all ways a commander (or gamer) applying maneuver warfare win attempt to stack the deck in his favor-as well as mark the cards. Does this mean the gamer attempting to apply maneuver warfare should cheat with respect to the game's rules? No, that would be driving the point to the ridiculous. The idea is that when maneuver warfare offers a fight, the opposing side should watch out.

Let me use a historical example to show the workings of strategy and operations and their relationship to tactics in a maneuver warfare environment. Napoleon's favorite operational movement was to force his way between two of his enemy's armies. He would then turn on one followed by the other. While this last would involve true battle and heavy losses, he believed (usually correctly) that he could pound one of the armies into submission before the other could arrive to help. In effect, he dislocated a large portion of the enemy force (which would not be around to be in the decisive fight). By the time attention was given to the dislocated force, the other one would be fully disrupted and unable to assist. In each battle offered, Napoleon had stacked the deck in his favor. It has sometimes been said that Napoleon was great at strategy and operations but a bludgeon in tactics. Maybe, but such critics often lose sight of the fact that he won the battles using operations and strategy before he showed up on the field of battle and finished the job. In maneuver warfare tactics slavishly serves operations and operations is totally at the mercy of strategy-not the other way around.

Certainly some Napoleonic actions show the master's plan backfiring (Waterloo serves as the ultimate case), but more often than not he was able to pull it off.

## Center of Gravity

A very useful concept in both warfare and wargaming is that of a center of gravity of a force. It also defies easy definition. At face (and incorrect) value it seems to imply the center of mass of the enemy force. A common (but still incorrect) definition is that it is the "source" of the enemy's strength. In other words, it is the portion of the enemy's force without which he would be in the most trouble. A gamer's best units in a particular game would serve as an example. Still that definition falls short as it would imply that you must go after the strongest force of the enemy and bring it to its knees to win (the enemy tank force in the earlier example).

Leonhard brings out the best explanation of center of gravity I've ever seen. He defines it as the "enemy's critical weakness", the loss of which would mean the enemy has lost. This would be the enemy's supply dump in our example, or America's public opinion in the case of the Vietnam War.

Identifying the enemy's critical weakness and coming up with an adequate method of destroying it is the chief challenge of maneuver warfare. Once this skill is mastered, the tools of preemption, dislocation, and disruption come unto their own.

Let's look at another historical example which both shows the ability to identify an

enemy center of gravity and the difficulty in attacking it effectively. The Allied bombing offensives aimed at Germany in World War II show both. Aside from some sidesteps and tactical misadventures (the carpet bombing attacks, etc.), Allied planners correctly identified a center of gravity of the German war effort--the ball bearing and oil. Both are items without which, modern war machines and mechanized armies literally grind to a halt and neither can be correctly produced without both highly skilled workers and precision (or in the case of oil, big) machines. Even more importantly, neither could be adequately substituted for -- a tank chassis with imperfect ball bearings just doesn't seem the same, etc. Then, after identifying the center of gravity, came the hard part--how to get at it?

The only viable solution of the time was daylight "precision" bombing and that was the method used. It was very imperfect and much ordinance was used for little effect. As the war dragged on, German efforts to avoid the bombers became quite effective--underground factories and by moving things as far away as possible. Towards the very end of the war, strategic bombing concentrated more on oil production and refineries--both much harder to protect from the bomber's wrath and much easier to destroy anyway (the target helps in its own destruction!). While the bombing offensive cannot claim total success in forcing the collapse of the German war effort, no one can argue that the oil restrictions imposed on the German war machine at the very end of the war were without effect.

This goes to show that even if a center of gravity is identified and targeted, getting at it and, more importantly, destroying enough to gain true effect is both difficult and potentially impossible. More than one center of gravity will exist for any one force at one time. Part of identifying a useful center of gravity is the determination of the effect of its loss on the enemy (catastrophic or just irritating--true centers of gravity tend toward catastrophic) and the ability of one's force to do enough damage to the identified point to make it worth the effort. Few could not help but identify the American industrial base as a center of gravity to the Allied war effort in World War II. Imagining a successful Japanese or German strike at it is pretty difficult, to believe that such a strike would be effective enough to knock that industrial base out of action is near lunacy!

## **Preemption**

This is the pillar of maneuver warfare which gets the most bad press. As Leonhard says "The term preemption, as it relates to warfare, is an unfortunate one. It conjures up images of militaristic and ruthless nations subjecting their pacific neighbors to sudden, unjustified attacks." Furthermore, Leonhard's attempts to find examples of the historical use of preemption brought forward another observation of them. He states that it was difficult to find examples which would not "offend the reader or strike him as foolhardy." Originally, he concluded that this was an "accident of history" but as he continued to catalog events, he was forced to conclude that "preemption by its very nature is often viewed negatively, even if it brings about a dramatic victory." Let's

look at preemption in a bit more detail. (I, for one, can't resist a juicy topic.)

The simplest type of preemption is that which most obvious: "the preemptive" strike. That would be an operation such as the 1967 Israeli air attacks on the Arab nations drawing up for war, or Dewey's squadron broadsiding the Spanish in the Manila Bay just after running up the flags announcing that the US was at war. Less obvious would be an action where a force shrugs off all caution and speeds forward to attack the enemy at a place where he feels safe. Jackson's flank march just prior to the Battle of 2nd Manassas and his action of striking at Pope's base at Manassas Junction is just such a case, one in which Jackson's flank security is provided by his very speed.

Preemption "strives to snatch a victory impolitely before the game has properly begun" (Leonhard, pg 63.) In wargame form, preemption is difficult to achieve. The nearest example I can think of is in the TCS. In that series, a force without orders is essentially helpless. Prepared defenses take time to implement, a lot of time, and during that period, the force which is digging in is in the unhappy position of having to sit in place without orders. (Really skilled players can prepare for this period by issuing hasty defense orders and what-not ahead of time. They will be rewarded for their preparedness.) An astute opposing gance might be able to identify the force which is digging in and be able to implement a quick attack order to get at them before they are done. If it works, he has preempted the enemy's defensive works, if not he throws an attack into the teeth of a dug in defense. Its a risk. It might work, and then again it might not. At any rate, we never promised it would be easy.

## Dislocation

Compared to preemption and all of its attendant baggage, dislocation is easy to define. Essentially, it means "hitting 'em where they ain't." More specifically, dislocation forces the enemy's strength to be irrelevant to the fight at the decisive point. In other words, if he has a strong navy, defeat him on land. Dislocation is meant by (but ill defined in) the notion of "hitting 'em where they ain't." That simple phrase, however, makes no reference to the critical requirement that "where they ain't" is also a point of decisive importance, Dropping a B-52's load on a rice paddy pretty much insures that they ain't, but it hardly constitutes a decisive point.

In games, getting the enemy's strength somewhere other than the decisive point is quite difficult-both of you know the victory conditions. However, game situations can develop where the enemy's strength is off somewhere else when the decisive event occurs. As an example, in *GB* as the Germans go racing ahead toward Tula, there is a significant chance that they will forget about rear security in an effort to bring all force to bear on the front.

Implied in that decision is that some critically important rear facilities (notably Konotop and Smolensk) may end up with a less than optimum garrison or none at all. This is a gamble the German player is making. Should the Soviet player call him on it



and scrounge up a raiding force capable of capturing one (gulp, both) of these spots, the "decisive point" will rapidly shift to these German supply heads, and away from the frontal advance. German forces strung out between Orel and Tula may not be able to influence the critical fight for their own supply base. Though they might be powerful units, they just are not available where the important event occurs.

In *Harpoon*, a player might be able to cause his opponent to expend all or most of his heavy ordinance against targets of lesser importance. Running a bunch of smaller ships into him might cause him to unload his heavy missiles. This will spell disaster for the light ships-its a hard life being baitbut it might open the enemy heavies to a disastrous friendly salvo. This also illustrates why dislocation is difficult to achieve in wargames. In the *Harpoon* example, dislocation was only possible since the asset being expended (missiles) were of finite supply and irreplaceable. In most games, even if you manage to get the enemy to deploy his strength where it doesn't matter, he will soon have things turned around and you'll be in a force on force situation again.

## Disruption

The final pillar of maneuver warfare theory is disruption. The above pillars point out that disruption is a last resort. First, you want to try to take away his ability to use his strength (preemption). If that fails, you want to force him to place his strength where it does him no good (dislocation). Disruption, the last resort, is the act of taking away the enemy strength's ability to function at best efficiency. This can involve the common game "disruption" effect-where unit fires pin or otherwise mess up enemy units-or not. Disruption can also include the use of combined arms. Making his forces fight where they are less effective is also disruption. Making his leg units fight on an open plain or his tank units fight in a forested swamp is an example of this effect. One can also disrupt by fire (suppression), by aircraft influence (interdiction), or by rear area actions (cutting off supply, etc.). Many games show all or some of these since disruption is a common game design effect.

## In Conclusion...

The art of maneuver warfare can be applied to game play in order to make us both better game players and to make our games more correctly represent reality. If a game does not show the above effects and all you can do is go after the enemy toe-to-toe, something is wrong and chances are its the game or its system.

## For Further Reading:

Robert Leonhard, *The Art of Maneuver*. Presidia Press, Novato CA, 1991.

The outstanding work on the subject of maneuver warfare and its application. The analysis of both the Gulf War and the concepts of AirLand Battle alone are worth the price of this book. Copies may be obtained in many bookstores as well as the Articles



of War listed in the Dealers section of this issue.

## **More Maneuver**

[Maneuver: Part 1](#)

[Maneuver: Part 2](#)

[Maneuver: Part 3](#)

[Maneuver: Part 4](#)

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

# Procrastinator's Special

## Commentary

*By Dean N. Essig*

In issue 4 of Operations, Wig Graves and Jim Dunnam espoused some ideas on how to deal with the ability of players in the CWB to circumvent the orders system delays by planning operations far out in advance. In effect, by stacking the deck in his favor, a player could *guarantee* concert of action. This matter is watered down in effect greatly by the one major presupposition involved in it---during the prolonged period that a player uses to prepare for his big action, the enemy must do either nothing at all, or something close to it, so that the best laid plans of our "pre-thinker" are still valid in the distant future.

While this assumption rarely proves true and I would prefer to reward players who have the ability to plan so far ahead and to make it stick, I see Wig and Jim's point. At first I was hesitant to adopt any of their proposals because I felt that they were either too artificial or hard to work with, here I'll propose my own. I'll invite any comment the readership would like to give on this version (as well as Jim and Wig's original ideas) with the aim at developing the best solution to the problem at hand. The problem itself is quite real, although I have rarely (if ever, in fact) seen it raise its ugly head. Besides, I think there is some room here to apply some rather neat (and, dare I say it, "realistic") leader effects.

### **Procrastination as an Art Form**

If they have anything at all in common, all humans can relate to putting off things to the last minute. As college students (at one time or another), we have all found ourselves with that %\*@## paper due Monday, but decided to, er, *enjoy* life Friday night anyway. In my cadet days (back when 15 minutes was a damn long time) I found myself squeezing in 4-6 minute rack sessions, timing my ping over to class down to the final second. In the military, especially during the Civil War for some reason, commanders habitually analyze the amount of time given to them in an order to determine how much time they can allow to elapse (read: lay back) before "jumping" to it. Usually instructions such as "go NOW" leave little room for such lazy thoughts, but those instructions where the higher commander seems to have given generous time to accomplish the preparations, the drive to wait before acting becomes ever so strong. Good commanders will take the available time and be set to go at the hour requested, poor commanders will find the estimation of either the time available

or the amount required to get the job done a difficult (if not impossible) task. One need only think of what the result would be if Burnside, McClellan, or Polk were given instructions to be ready for movement in three weeks. They would stall for two weeks and five days, and then attempt to throw it all together during the last two days. More than likely, they would not be ready on time, even though they were given a generous amount of time to get ready. Time is like that.

So what can we do with the CWB to show this tendency? I think the tools are already in place and readily usable for this reason. The procrastination rule I would propose is the following:

A player may automatically check for acceptance only those orders received which are to be acted on in the next hour or less. Orders which are to be acted on more than one hour from the current time may not roll on the Acceptance Table unless the receiving leader rolls for, and gets initiative. If the leader cannot get initiative, the order cannot be checked for on the Acceptance Table until it becomes one hour or less away from action. The player may have the leader check for initiative each turn (until the one hour mark makes acceptance rolls automatic) to see if he can try to accept the order.

The implications of this rule should be quite obvious. A poor commander will probably not be able to check for acceptance prior to the one hour mark and will undoubtedly still be in some form of delay when the kick off time occurs. Good commanders will find themselves checking for acceptance hours ahead of time, and will be ready when the time comes.

Let me know what you think.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

## Fighting with Old Friends

### Commentary

by Dave Demko

Everything old is new again. If wargame publishing has reblossomed in the '90s, it has done so with more than a touch of familiarity for those of us who got into the hobby in the florid '70s. Zones of control (sometimes known as engagement zones), counters marked with attack -defense - movement factors, and exploitation phases all seem like old buddies from my high-school days.

Whatever the future brings, nostalgia is the wave of the present. GDW's *Bloody Kasserine* is a revision *Kasserine Pass*, copyright 1973, 1977 by Conflict Games/ GDW. Under two publishers, Strategy & Tactics has brought out some unabashedly retro wargames. Dunnigan gave us Vance von Borries' redesign of *Anzio Beachhead* and reprinted *Napoleon at Eylau*, a straightforward *Napoleon at Waterloo* system game. This May's S&T contains two folio-sized (pardon the old SPI terminology) Napoleonic games, one with a new system and the other showing its NAW heritage. The June S&T game, a hypothetical scenario in which the Czechs fight back against Hitler, has this player-turn: Replacement, Ground Movement, Combat, and Exploitation.

Where have you heard that before? If you said *Fire in the East* or *Panzergruppe Guderian*, you're right. Oh, you said *Stalingrad Pocket*? Right again. Dean makes no bones about the SCS being a deliberate return to traditional systems and concepts. His assumption is that veteran players will enjoy the change of pace and the familiarity this new series offers.

For me, the assumption is on target. I think *SP* is a blast. For that matter, one of the favorite games around my house is *Napoleon's Last Battles*. I like it partly for nostalgia's sake but partly because my wife and I know the rules cold and can play through a fun game in a couple of hours. I won't give up my *Omaha*, but it's not my first choice for a pick-up game.

In S&T 133, Jim Dunnigan proposed that the "reinvented" wargame of the '90s ought to be (among other things) "Learnable in a short time" and "Played in a short time." His idea was that gamers these days just plain don't have the time to spend learning long rules and playing long games. Not having much time for gaming, I see

Dunnigan's point. And to judge by the copy on game boxes, being easy to learn is an important selling point.

But time pressure in itself has never put me off of big or complex games. For that matter, the campaign game of *SP* isn't a quickie. Of its 420 counters, 389 are units, and if you use them right you can do a lot with them each turn. Conversely, an easy-to-learn quick-playing game doesn't require a traditional system. Just look at *Blue Max* and *A House Divided*, now in second editions. For that matter, *Omaha* is (deliberately) easy to learn for a TCS veteran. No, there must be something besides ease of play that makes "old-fashioned" wargames popular.

I'm not sure what that something is. I can speak for myself, but only in vague terms like "smooth uncluttered," and "comfortable." I could say that a system like SCS lets me spend my energy trying to beat the other guy instead of trying to remember the sequence of play. But then I'd sound like the back of a game box.

Somehow playing a game like SP is a more relaxed experience, and not because the competition is any less intense. If anything, the competition is more taut when I can't blame the complexity or unfamiliarity of the system for my failure to make the best use of my units. Besides, I don't get much competition when the other guy thinks my favorite game takes too much effort to learn, set up, or play through. All in all, playing a straightforward, move your-mice-and-roll-your-dice game gives a special kind of fun.

I wonder what gamers beyond my small circle think of the current trend to retro wargames. Who likes them, and why? Who prefers them to "State-of-the-art" games? Do retro games place fun above historicity, or is that a false dichotomy? Do you like or dislike the added demands a simple, abstract game makes on your imagination? Does the hobby really need a big supply of suitable introductory games? Is there any threat that the current trend will make innovative games an endangered species? How much truth in advertising should we demand from companies that "recycle" older systems? that recycle the old games themselves?

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

# The Game's the 'Thang'

## Guest Editorial

*by John Leggat*  
*(reprinted with permission from*  
*Lines of Communication, July, 1992)*

In the "Outgoing Mail" section of the Strategy & Tactics May issue, Joe Miranda, Editor-In -Chief, discusses the state of game design and poses a thought provoking question centered on the merits of simple vs. complex designs. It is his opinion that "wargaming stands at a threshold" since state-of-the-art game systems "have the potential to recreate accurately and richly a wide range of simulations". He asks,

So why should we turn nor backs on this expanding design frontier in the hope of returning to some mythical era of simplicity?

Let me say, at the outset of my editorial, that I disagree with Joe's premise that a complex game system with new concepts is needed to make a challenging historical simulation and that we should strive for games of greater design complexity with a never-ending goal of richer and richer simulations. Rather, I advance the notion that "the game's the "thang."

As one who has been in this hobby for more than thirty years, since the 50s when Avalon Hill's *Gettysburg* was it, I've witnessed tremendous change and growth in historical gaming, most of it positive. Most of The growth came from trying to satisfy pent up demands for thoughtful strategic games more challenging than checkers and less abstract than chess. The market demand for historical games was fueled by steady improvements in both graphics quality and design. We went from simple two-color maps to more beautiful and complex four- and five-color maps portraying a wealth of terrain information. Unit counters went from single to two-sided with a significant increase in information contained thereon. And rules went looney tunes, taken to their ultimate by the 178 pages of rules and charts to be, digested in order to play Richard Berg's *The Campaign for North Africa* (SPI, 1978), State-of-the-art design? Oh yeah! A wonderful simulation of what happened in Africa during World War II? Probably. Playable? Oh no!

So, where is the right balance between playability and simulation?



[Ed note: I think 'complexity' would be a more appropriate term here.]

How sophisticated should the game system be? I prefer a simpler game design that offers lots of strategic and tactical play challenge, like *Panzergruppe Guderian* or *Bloody Kasserine*. Rules are manageable and complete and the games can be played in four to six hours. I'm a lot more likely to play a game like *PGG* than one that is complex without apparent purpose, such as *Friedland*, the latest S&T game. An elegant, state-of-the-art game design that remains unpunched and unplayed on the shelf isn't worth doing and doesn't represent a contribution to our hobby. The designer's goal should be to respond to the need of the market and not to increase the complexity of a game by introducing clever new concepts without a purpose, other than to satisfy his own creative genius. The goal should be to design enjoyable games that simulate history and will be played--the game is the thing, not the design. For me, a good game is one that presents a balanced harmony between playability and simulation. The design doesn't get in the way of the game. I remember being terribly disappointed when, in 1980, SPI finally released the long awaited remake of their earlier *Kursk* game. It was awful--needlessly complex and very tedious. No doubt, Eric Goldberg, the designer, was pleased with his great leap forward in game design technology but, who ever cared! I doubt that many have ever played SPI's 1980 version of *Kursk* and even fewer have played it more than once.

In his commentary, Miranda goes on to say

Let's not blow it simply because we don't want to spend a couple of extra hours reading rules.

My guess is that he spends a lot more time designing than listening to his customers because he doesn't appear to appreciate the implications of his statement. For me, a "couple of extra hours reading rules" is a significant amount of time taken away from playing the game. For example, if I line up a game for a Saturday, one that I've never played, I will put in several hours reading rules, setting up and solitaireing the game beforehand. I've played so many games over the years that, unless I've played one a lot, or recently, I tend to forget the rules and must review before playing. In some cases, like Victory Games' *Civil War* I can't play the game unless I have the rules in front of me, even though I've read the rules and played the game many times. I don't need a couple more hours of rules reading.

I'll probably never play *Friedland*, even though it might be an excellent game. If anything, I'd be much more likely to try the companion game, *Vittoria*, because I can breeze through the 5 pages of rules in about 10 minutes, recognize plenty of familiar concepts, and be underway in less than a half hour. Let's face it, if I want to play a great Napoleonic game, I'm not likely to pick up a copy of *Friedland*. I'm more likely to dig out XTR's *Hougoumont: Rock of Waterloo*, SPI's *Napoleon's Last Battles Quad*, or *Wellington's Victory*. I suggest designers try the following simple test before embarking on their next project

I having selected the battle to be simulated, get a decent spectrum of 10 to 20 gamers together and ask them their favorite games of the period and why. Then ask them if they would prefer to see an innovative new design covering the battle or an adaptation of an existing design.

In most cases, I believe gamers prefer to see a favorite design adapted to portray a different battle, rather than struggle through learning a new design. Give me another East Front game with the *PGG* system and I'll take it in an instant over a new system. Or, give me a new game using the *Operation Typhoon* system and I'll be there. Put 100 gamers in a room and offer them *Bloody Kasserine* or *The Campaign for North Africa*. At least 90% will take *Bloody Kasserine*. The problem is, this puts designers out of business. They don't get to stir their creative juices and, after all, where's the satisfaction in that?

At the risk of taking off on a tangent, I'll tell you where I, as a customer and consumer, would like game designers to spend more time and effort-not on advancing the state-of-the-art beyond its practical limit-but on seeing the project through to completion. I'm tired of seeing half-baked games hastily pushed through by manufacturers anxious to stop the financial bleeding and recover their investment. These unfinished products are dumped on the market with insufficient development and testing. Game rules are often incomplete, poorly written, and, in many cases, contain spelling and grammar errors that even the most basic spell checker would catch. Then, of course, there is the *dreaded* errata. One of the best, but most pitiful examples of this is 3W's *Hitler's Last Gamble*, with 15 pages of corrections-unforgivable! As a former playtester I can safely state that many times playtest feedback is ignored, mostly as a result of poor planning and the press of the schedule. Thus, even the most basic game flaws remain in the product.

Avalon Hill is one of the best companies at thoroughly developing and testing a new game design before its release. Consider their product releases over the past few years and as yourself-How many were half-baked and unplayable? Not only is this a rarity, but most of their products are very popular and well played. Indeed, some have even become classics. I believe that this success comes from a disciplined approach to game design that integrates thorough development, playtesting, and review before the product is released. But, it also comes from a staff of seasoned veterans who have been around long enough to know the right way to go about developing a new product that the customer will want to purchase and play.

So, where does all this take us? I suggest more emphasis on the following minimum guidelines when considering the design and manufacture of a new game:

1. Try to find out what the customer wants, Conduct as much market research as time and money will permit Time spent here will go a long way toward insuring that the game will be popular. If you use magazine feedback, make sure that the responses are representative of the market.

2. Create Me new game design using as many proven concepts as possible, The design can still be innovative and unique, particularly when an established designer uses his own previously developed concepts. Don't experiment on the customer.

3. Consider the design as an element of the whole, Stay with the design through its development and push for as much playtesting as time will allow. Playtesting is cheap market validation. Listen to the feedback.

4. Pay attention to the details Check the counters and maps for errors--over and over. There is no excuse for rules spelling and grammar errors. Strive for perfection and don't settle for less.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

## Odds & Ends

### Jerry's Picks

*by Jerry Axel*

*[Ed. Note: The following was submitted with Jerry's game ratings. I asked him if we could reprint them here and he agreed. Jerry (if you are listening) I'd like you to do this as a regular column, so please send in the Jerry's Picks column for issue #7 as soon as you can. Thanks!]*

**Bloody Roads South** (rating: 5) (aka Embrace a really thick tree). BRS is a real Civil War rat fight. The Rebels play like Rebels and the Yankees play like Yankees (something you can't say about most ACW designs),

**Omaha** (rating: 5) 4.622 ?? Who the hell are the people who rated this game less than a '5'? I'd like to know which games they would rate a five.

**A House Divided** (rating: 5) Come on, why the low rating for this one? I've worn out a set of counters, two maps, and have had several games decided by the very last die roll. HD is "checkers with an attitude".

**Central America** (rating: 2) Lots of stuff in the box ... everything but a game.

**ASL Rules** (rating: 2) The learning curve on this one makes El Capitan at Yosemite Park look like a speed bump. Learn rules that would choke a D&D freak? No thanks, I have a life.

**Civil War** (rating: 5) I haven't played it for months, but I bet you a shiny new dime I could play it right now without ever looking up a rule. It's an elegant design.

**Wooden Ships & Iron Men** (rating: 5) I'll bet your Operations readers are too busy playing BRS and SP to remember rating this gem. WSIM is the game I always seem to play on those occasions when nobody can decide on what to play. No top ten list is complete without WSIM.

**Pacific War Classics** (rating: 1) How would a Neanderthal man rate this game?  
Tarawa "eh" Saipan-"ugh"

Brother against Brother (rating: 1) When I rated this game a "1" and remembered that *Omaha* gets a "5", I ended up wishing that the rating scale was logarithmic. The BAB rulebook is proof there is an upside illiteracy.

Napoleon's Last Battles (rating: 4) I once used NLB to introduce a hardcore fantasy gamer to wargaming. I showed him the unit symbols and said: Infantry=Dwarves, Cavalry=Dragons, Artillery=Wizards ... he played a good game.

Eagle and the Sun (rating: 1) Anybody want to buy collector's item #571 ? It's sad; I really wanted to believe this bird would fly. Of course, when I was little I really wanted a pony. All things considered, I should have spent the E&S money on some hay and carrots ... maybe a nice brush, too.

A Frozen Hell Sure. Personally, I enjoy gaming obscure battles (especially when I have the luxury of already knowing the system rules).

The Seven Days Ohh baby! Are we talking campaign like linkage here? [*Ed. Note: Yup.*] Front burner ... stat!

Yom Kippur, Bakka Valley Different systems, same reaction lukewarm.

April's Harvest (aka The Lost Civil War Battle.) The sooner, the better.

KG Hecker, Krasni Bor Solid maybe's.

Arracourt US vs. Germans. Hmmnn ... no sand, no hedgerows, and no Ardennes? Count me in!

Hunters from the Sky Finally, the right system to portray a Crete game (and the best chunk of the battle to boot). One question, will the German player have to prepare (dr) OP Sheets? Sorry, I couldn't resist.

Atlanta Back burner bound only because of all the other great proposals. Maybe it will make it out in 6 me for the '96 Olympics in Atlanta (the same year Quayle runs for President ... gulp).

North Africa Gimme a session with GB before I decide. Promise me though, no pasta rules.

Grossdeutschland vs. Ostfront Temporarily stepping out of my role of partisan 'Gamers gamer' and into theoesof Mr. Impulse Game Buyer, I think GD would have a better focus, sales-wise, than Ostfront. The changing locations, equipment, and time period from the perspective of a specific unit sounds appealing. One suggestion though, save the Frog-bashing game for later and start the series with a Russian Front game. Most of the gamers I know get turned on by the release of a new Russian Front

game with the same enthusiasm that Bluto in Animal House would exhibit when he was told about a forthcoming toga party.

Ok, I'm through. Oh yeah, am I the only one who noticed that SP puts your number of game tides into double digits?

Say goodnight Jerry....

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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



## It's Always Something...

### Game Publishing Mishaps

*by Dean N. Essig*

Attached to the wall in our library at home is a newspaper ad from about ten years ago. While the original purpose of the ad (to sell me insurance, I think) has been long lost, the ad remains. It shows a model of the Earth with a vast assortment of disasters (tidal waves, big chunks falling off around Australia, the North Polar Cap on fire—nothing much) and above it in large type it announced "It's Always Something". The same can be said about game publishing (and, I dare say, any other business venture—although my experience is limited to game publishing). I wanted to let you in on some of the mistakes, missteps, and screw ups that have occurred here on a game by game basis. For most gamers, it can be worth a laugh, etc. For those anticipating starting their own game company, call it a primer on what to expect.

#### ***In Their Quiet Fields (1st Edition)***

Two things happened with this game. One was based on the means of production at that time. The other on our naivete. In the first case, all rides type had to be retyped into an archaic image setter by a little old lady who neither knew nor cared about games. It took a number of weeks to get her to faithfully retype my rather poor notes. All in all, that was a way of doing things (old fashioned copy work) which I'm satisfied to see go the way of the dinosaurs.

The other event was my white elephant: die-cutting. Since we were a shoe-string operation and then some, we couldn't afford to have the counters die-cut by a company which did that sort of thing. We had a die made (an interesting operation in itself!) and built a press out of a hydraulic pump and press assembly. The first several hundred games were cut on that press at the grand rate often a day (atmost) andl staned to look like Arnold Schwarzenegger from pulling down the pump handle. Then one day the press literally exploded. You've seen those submarine movies where the bolts start blowing out of the hull due to the pressure? Well, that was what it was like when the welds on that press gave out. A most amazing popping sound...

#### ***Thunder at the Crossroads***

By the time Thunder printed we had a real die-cutter. We still had only enough cash to

be able to mount and die-cut half the print run at once and it was a good thing too! I delivered the first half of the counter run to the die-cutter who promptly die-cut them upside-down. These counters were cut from the back to the front and were totally unacceptable to me. I brought down the other portion of the print run and they die-cut them correctly.

### ***Bloody 110***

While nothing actually went wrong with this game during production, the threat was made. A couple of months before the game was to come out, our print CT called and informed us that this one was going to cost about five times as much per map as the earlier ones. I had to do with the background tints I used in that one. After some intense negotiations (with the all too real threat of being exterminated in our third release), we got the price down to reality and went ahead.

### ***August Fury***

*August Fury* had the honor of having a simple "printer's error". (Actually, I hate that term because it seems to be used commonly in the game industry to pass the buck for responsibility—printers generally do exactly what they are told and shouldn't be forced to wear mill-stones due to producer incompetence.) Map A's hexes were in 100% black, not the grey specified. I sent out the pre-pubs with the bad maps and followed them up about a week later with the good maps in the mail. The usual reaction was "Why did you bother?"

### ***Force Eagle's War***

*FEW* didn't suffer any production mishaps—I was the error in that one. A couple of weeks before its release, I had my accident. It was only by the dint of heroic actions by my friends (notably: Dave Powell, Sam Simons, Rick Knaak, and my wife Sara) that the thing got out at all.

### ***Objective: Schmidt***

This was to have our first computer generated map, required due to the above accident, and one was made. However, no one could print the thing out! I even had some high-speed computer expert in California try his hand at it and he couldn't get it to go. I had to do the map by hand, anyway, at the last minute, in great pain, late at night. It was the last hand done map I'll ever do.

### ***Barren Victory***

This was another map printing nightmare. The computer map was generated after several weeks of bet hedging by the film company. When the film came back, I learned something about what kinds of symbols work and what kinds don't, in color,

using that program. I also learned my current method of making woods wouldn't work right-which is why the woods don't quite line up with the hexes.

### ***Omaha***

Besides being more work than I care to remember, this was another disaster in the film department. It took many phone calls, much begging and praying to get this one to print out. When all was said and done, I was still short one negative. That one I had to replace by hand since I was tired of messing with the film outfit.

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

This game had the illustrious scored counters and another film nailbiting exercise. The scored counters were made with a pressure guide that the die-cutting press uses to keep all the blades cutting about about the same pressure in an even manner. They cut one side of the sheet first and turned it around to cut the other. In doing so, they placed the already cut portion under the guide blade which gave each set of counters a nice slit across most of the sheet.

### ***Stalingrad Pocket***

Now you might wonder what could possibly go wrong with a game this small, etc. I would too, had I not seen it happen. In this one, for some unknown reason, the pages of the two being more rule books became scrambled, and when printed, each booklet consisted of one-half of one book, and one-half of the other. These were reprinted before the game was shipped so no one ever saw the malformed rulebooks. I think I might have one set left around here as a warning to the others.

It's too early to tell what fate will dream up for Guderian's Blitzkrieg (knock on wood). The moral is that all projects as complicated as a wargame have many things that go wrong. The above are things that actually went wrong-it gives no hint as to how many near-disasters occurred which were averted by a watchful printer, pressman, die-cutter, or even myself who just happened to notice and say "Hey, that doesn't look right!"

If you are not planning to start a game company, I hope you have found the above amusing.

If you are planning to start your own game company, I suggest you look long and hard at the above list. Don't get cocky and think that you are far too smart to have any of these things happen to you. They will-no matter how much effort you put into making it just so. If you do intend to be cocky about it, go right ahead and laugh it up. Laugh while you can monkey boy!

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

## In Brief

### Editorial

*by Dean N. Essig*

Surprise! I hope this issue has surprised everyone. We went to the larger format because retailers complained that the smaller format hid on the shelf so much. I found out we could make the transition with little pain so we all benefit.

I want to handle a few bookkeeping chores in this In Brief so please bear with me. Many of you have tried to save us a few cents by putting postage on the backs of our reply cards in an effort to help us save that money (at 59 cents a crack, they add up quick). The problem is that the Post Office charges us the fee regardless of the postage on the card--you are out your money and we didn't save a thing because of your effort. The only way to effectively save us the money from those reply cards is to put them in an envelope and mail them to us. In any event we appreciate the thought, but don't want our customers throwing their money away for no good effect.

The next point deals with phone calls. Please leave a message with your phone number on the answering machine if you get it (and not me) when you call. I'll be happy to return your call. I fear that some have called, not left a message, and therefore didn't get their question answered, etc. I want to help all I can so please leave your name and number if you call and get the machine.

This is an "on-time" magazine. We pride ourselves on keeping tight to our production schedule. The illustrious USPS does, however, lose some magazines every time. While the numbers are no big deal, I always get upset when some long-suffering gamer calls three months later to see what happened to his last issue. He shouldn't have to call at all, but those things happen and we are happy to ship off a replacement. What is upsetting to me is that the customer feels he has to wait three months before "earning the right" to complain about it. I feel you have the right to call me and get a piece of my behind if your magazine is three *weeks* (not months) late. Generally, we'll need to send another one since the USPS lost it or something. If it's wrong, I want to fix it and I want to do so right away. So, be sure to let us know right away if your mag hasn't shown up. Also, we don't play games with our subscribers the way some other mags do--you know, shipping it to the stores six weeks before the subscribers get theirs. If this mag is on a store shelf and you haven't already gotten yours, something is wrong and you need to let me know.

Many gamers have developed a vast knowledge of their favorite subject. We all do this and in the case of wargamers, that expertise has been developed over the course of more than 20 years of research and reading. The problem we are having is that, for some reason, these people do not come forward until *after* the game is released. During the year or so of development, they remained quiet and only made their expertise known after the game was published.

The point I am trying to make is simple. If you or someone you know has been studying subject X for twenty years and is the expert in the field, let us know about it. I'll be very happy to send off an OoB for cross-checking. Our publication schedule is always set a year in advance so there is plenty of time to identify experts and make corrections. Doing this after publication doesn't help anyone.

We have been asking for this sort of help ever since this company was founded and it gets ever more annoying when experts sit out the year or two of design and development and then suddenly make themselves known after the game comes out. I don't claim to have all the answers, and neither does Dave. We need all the help we can get. And, we need it during the design and development process. After publication, all I can do is shrug.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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



## Out Brief

### The Graphics Revolution

by Dean N. Essig

These days are exciting times for our hobby. Traditional limits placed on game graphics have been bypassed by new technologies. Just a few short years ago, I had to keep my graphics within strict limits imposed by limited numbers of inks to use (each ink cost more) and the ridiculous number of overlays generated by the standard method of color separation. Add to that the problems caused by less-than-perfect registry and a total inability to do any sort of "fancy" work and one gets an inkling of the sheer weight of the limits imposed. All this changed in the last two years.

After my accident, I found that I was unable to do artwork the old fashioned way and arranged (literally from the hospital bed) to purchase a new, powerful computer and the software needed to start pre-print production which went directly from screen to film. It took all the releases from *Objective: Schmidt* to *Omaha* for me to work out the major bugs confronted. By the time we had worked those things out, FGA arrived in a splash of color which further egged-on our (and everyone else's) efforts to explore full-color production techniques with computer generated film as a base.

This revolution in method is not without its hazards and mistakes. It has developed incrementally and as each minor step is made there is a chance that whatever new is being tried might not work. The freedoms and potentials of the new methods are only now beginning to show fruit. I can look back to last year, to *Barren Victory*, and see how much improvement has been made. Recent releases, such as *Stalingrad Pocket*, still show areas which need further work. In general, the only time we *really* know what we are going to get when we try something is when the thing shows up printed at our door. At that moment, many problems become glaringly obvious, but are beyond redemption for that game. These mistakes do, however, add to our experience and allow us to fix them in future games.

This graphics revolution is merely the tip of the iceberg of potential-*lord* only knows what game artists will be capable of in five years. Progress has been incremental and is still full of pitfalls. It hardly sprang fully-grown from the head of Zeus! Mistakes will be made and artists will learn from them and move on. The goal of highly functional, attractive, and fun games remains the same. We have never had a time where all graphics were error free (and, I dare say, we never will). For those with great skill at the older methods, I say keep putting out the best you can. The hobby would

suffer a great loss if the older methods (as practiced by those such as Rick Barber, and Mark Simonitch who have great skill at it) were to disappear. For those on the same road we are, I can wish you only luck as we head into the "Brave New World."

What is especially wonderful about this computer graphics wizardry is that most every garner who has a decent home computer and gets the itch can produce a game for production which not only resembles, but is directly comparable to professionally produced products. There are no secrets-both the systems and the software can be purchased in every corner computer outlet worldwide. The age old impediment to new game companies has been removed. No longer must the fledgling designer/entrepreneur search for some "graphic artist" wizard who understands the convoluted ins and outs of traditional print production, or "make do" with unattractive, amateurhour graphics which look like they were run off on a high school photocopier. Many of our customers already have machines far surpassing the modest set up I've got. Perhaps the new guy will have a one-shot vanity press, but the point still holds true that the gate is open for anyone to give it a shot. With a crowd of new attempts, there will be some good games, some junk, and a few gems produced. I, for one, can't wait to see what pops up!

Now, with only a couple of years of technical development, anyone with the right machine can produce graphics which the old SPI could only dream about because of technical and budgetary considerations. Was the old way "bad?" Of course not! It was just limited. The difference can be likened to a robotic system which exaggerates human motion. In the old days, the Meter was set pretty low and if the operator made a mistake, a little problem would result (also the ability to make mistaken choices was severely constrained by method-unless you sat down and *picked* a orange and shockingpink map, it wouldn't "just happen"). Today, the meter is set on maximum and the slightest operator error pulls down the walls and roof. This is the effect of too much freedom before the artist becomes experienced enough to handle it.

Graphics are a major component in the enjoyment of boardgames. Attractive games get played; crayon versions do not. Ineffective or poor graphics have always been with us and always will be. Today, however, there is no excuse for a "game kit" where the consumer has to do most of the production work. The means of production are too accessible these days. The game kit excuses just don't fly (if they ever really did). The game purchaser deserves the highest professional standard of game production, and now anyone with a decent Mac can do the job. Essentially, game kits can no longer be considered even minimally acceptable as a purchasable product.

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

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

## Up & Coming

### News UpDate

*by Dean N. Essig*

The success of SP surprised everyone here. We were tentative about releasing it since it looked like it might have a hard time appealing to our established customers. Not only did it do that, but it also introduced us to many new customers who might have been put off by our other, more complex, games. At any rate, this happy surprise has bolstered our operations (as well as re-invigorating the rather stagnant cash flow we have had in the firstpart of this year) and spurred our efforts to get more SCS titles on-line. More on that as information becomes available.

I have added a new category to the Up & Coming column "In Development". That category contains A the games which have been submitted to us (so are beyond the Backburner stage) but have yet to get a publication date.

### Projects at this Time...

#### Guderian's Blitzkrieg

OCS #1. Origins 1992. Designer: Dean Essig. \$39.00 This one should be in your hands at the same time (or earlier) than this magazine. I'm biased (I know), but this is our best effort yet and many, many hours were poured into it to make it as good a game as we can make. Check it out if you haven't already.

#### Perryville

CWB#6. Oct 1992. Designer: Dave Powell. \$22.00 Artwork is grinding ahead.

#### Embrace an Angry Wind

CWB #7. Oct 1992. Designer: Dean Essig. \$28.00 Some final polish is being applied to the game rules and then artwork will begin as soon as Perryville has cleared the pipeline.

#### *Thunder at the Crossroads*

CWB #2. April 1993. Designer: Dave Powell. \$32.00 Yes, the maps and counters will be re-done in the BRS style.

#### Austerlitz

NBS#1 Origins 1993. Designer: Dave Powell. \$36.00 This is now in house

playtesting.

### Matinikau

TCS. #4 Oct 1993 Designer: Sam Simons. \$34.00 Attacks of the Marines in November 1942 around the Matinikau River, Guadalcanal. All the parts are in place for this one. Owen and I are now heavy playtesting. Look for this one to include the 3rd Edition TCS rules-which will be a complete rewrite as well as the inclusion of new stuff. Look for a complete report on proposed changes in OPS #7.

## **In Development...**

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

### The Seven Days

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

### Hunters from the Sky

TCS. Designer: Wig Graves. The Battle for the Malene Airfield, Crete. This is one of the three TCS games I got within a week of each other (!). A quick survey on GENie placed this one first. That survey and any additional feedback will determine the order of publication.

### Black Wednesday: The Battle of Krasni Bor

TCS. Designer: David Freidrichs. The defense of the Spanish Blue Division against the usual Soviet onslaught. The components to this one were outstanding. The designer repeatedly suggested that it was not in final publication form (really?) and would need to have its art redone for publication (say it isn't so!). This one came in second on the GENie survey ... and

### Arracourt

TCS. Designer: James Meldrum. This one came in last.

## **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 awhile before any particular one of these see's the light of day.

#### A Frozen Hell

TCS. Designer: Al Wambold. A battle in the Russo-Finnish War, 1940. Specifically, the Battle of Tolvajarvi, December, 1940. Hey Al! What gives? Where is the submission?

#### Yom Kippur

SCS. Designer: Al Sandrik. The Battle for the Sinai, 1973 This one should move up to the development stage by next issue (Right?? Al).

#### April's Harvest

CWB. Designer: Al Wambold. Shiloh. Al W., ditto on the comments above.

#### KG Hecker

TCS. Designer: Dean Essig. A projected Axis amphibious operation during the Gazalla Battles.

#### Bakka Valley

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

#### Atlanta

CWB. Designer: John Gilmer, Jr. John is working back and forth with Dave Powell on this one's development. I'm not sure when they'll be done.

#### North Africa

OCS. Designer: Dean N. Essig. This game would cover the entire campaign in North Africa on five maps, 1940 until early 1943. This one will be done in the manner as a pet project during my (cough) free time. If you are interested in helping with the research on this one, let me know, all areas are open. Richard Berg's CNA game cannot be used as a source, though.

#### The Grossdeutschland at War

TCS. Designer: Wig Graves. This would be a short subseries of games covering the GD from France, 1940 until the end of the war. It would show the development of the unit and the types of actions it fought during the years it spent on the Eastern Front and the Battle to protect the Sedan bridgehead in France. I have decided to cancel the Ostfront project in favor of this sub-series. I've had some feedback to the effect of "do something other than the Sedan game first" from numerous customers, including Jerry Axel (see Jerry's Picks). How would this sound to everyone--do the war in reverse order with 1945 first and Sedan last? Just a thought. Any comments?

---

[Back to Table of Contents -- Operations #6](#)



[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

## Letters

### Letters to the Editor

*from the readers*

The ["Game vs. Simulation" debate](#) that you discussed in Operations #4 has been around it seems since the beginning of wargaming. However, I personally think that this debate has probably outlived its usefulness in our hobby, because it ignores what I think is now the most significant division in our hobby, the division between what I would call "competitive wargames" and what I would call "role-playing wargames" (and these "role-playing wargames" should not be confused with "fantasy role-playing games" which are a different type of game). I would also argue that a third category of wargames "simulation wargames" after enjoying its heyday in the 70s is beginning to die in the marketplace.

Competitive wargames are exemplified by most of the wargames published by Avalon Hill (with the notable exception of *Squad Leader*), most games by XTR, and games like Axis and Allies. While all of these wargames attempt to simulate war at various levels of sophistication, they are also principally designed for people who like to play to win. As stated in both Avalon Hill's *The General* and XTR's *Command*, Avalon Hill and XTR design wargames to be played as games.

Role-playing wargames include most of the monster wargames like *Europa*, *Squad Leader*, and most of The Gamers games (except *Stalingrad Pocket*). While these games are certainly played competitively, these games are principally designed to give the players more of a feeling of being in the role of a leader of men or armies. Monster games try to achieve these experiences by using large numbers of pieces and complicated systems to give the player the feeling he is simulating reality. *Squad Leader* uses detailed rules covering a wide range of possible actions by men and machinery to provide the player with the experience that his pieces are more than just cardboard counters, but men accomplishing real missions. The Gamers games try to give the player the feeling of being a commander by focusing on the issuing of commands and the fog of war.

Simulation wargames include most of the games published by SPI and by various companies since SPI's demise. In his article "Fighting Your War and Winning it Too" in Operations #5, David Demko discusses in some depth games in this category such as games in the *Great Battles of the American Civil War Series*, *City-Fight*, *Assault*,

*Firefight, Sniper, and Fire-Team*. Simulation wargames try to simulate battles without being particularly concerned about whether the game is a good competitive situation or makes the player feel he is actually leading troops. Mr. Demko's analysis of the difference between *First Blood* (a GBACW game) and *August Fury* (a game published by The Gamers) illustrates the difference between a simulation wargame and a role-playing wargame. A simulation wargame will be satisfied with using a die roll to limit a player's choice of movements, a role-playing wargame will tend to limit a player's choice of movements by forcing him to take an action like issuing orders or make radio contact with the units the player is commanding.

Although I think simulation wargames are generally on the wane (except for their use in trying to understand recent conflicts such as Desert Storm and even Vietnam) the influence of simulation wargames in the evolution of both competitive wargames and roleplaying wargames has been substantial. The existence of simulation wargames has undoubtedly caused competitive wargames to pay more attention to history. Even the least "realistic" of today's competitive wargames better simulates history than any of the AH 11 classics" of the 50s and 60s. Simulation wargames also paved the way for today's role-playing wargames by beginning the process of exploring in depth how armies operated in the field.

I hope we can begin to bury the old debate of "games vs. simulations" and recognize we now have two healthy strands in our hobby: competitive wargames and role-playing wargames. While I think your statement "Nothing drives off gamers faster than junk," is correct the definition of "junk" may be slightly different depending on whether we are talking about a competitive wargame or a roleplaying wargame,

A competitive wargame could be considered "junk" if there is a "perfect plan" in the game or the game's victory conditions are unbalanced. Just because a game has "simple rules" does not make it a good competitive wargame.

A role-playing wargame could be considered "junk" if the units in the game perform actions that historically they were not capable of performing or if the game does not make the player face at least some of the key decisions faced by the historical leaders in the campaign or battle. Just because a game has "complex rules" does not make it a good role-playing wargame.

Both competitive and role-playing wargames require good development and playtesting, but the goals of development and playtesting may be substantially different for the two types of games. The two types of games may also appeal to two different types of players, although many wargamers I know (including myself) play both competitive and role-playing wargames. I personally rejoice that we have a hobby that can offer people such a variety of gaming experiences.

--M. Gutttag Gaithersburg, MD

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

## Cons and Things...

**1992-1993**

*by Dean N. Essig*

### **The Calgary Gaming Convention, 5th Edition**

16-19 October, 1992.

Calgary, Alberta, Canada

An open invitation to all boardgamers and miniaturists especially those in western Canada and the northwestern states to come and join us the Canadian Wargamers Group as we host our 5th annual gaming convention. This year's activities have been moved to the Calgary Marlborough Community Hall; giving us more room for over 35 events which include World in Flames, Civilization, ASL, Axis and Allies, Battletech, DBA, Tactics, to name a few. Also included is the Beginner's Series, Open Gaming and Demo Area, and the CGC Auction. Those interested in a true gaming convention, please write: The Calgary Gaming Convention, 207 Bernard Drive, NW Calgary, AB Canada, T2V 1Z6 or call (403) 275-9811

### **COWS'92**

31 Octal Nov, 1992. Carlisle, PA

Thiscon 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) 7746676

### **Egyptian Campaign '93**

5 Feb-7 Feb, 1993

Carbondale, IL

A game con featuring Used Game Auction, Scavenger Hunt, Art Contest, Miniature Contest, a Guest Speaker, and (of course) gaming, gaming,, gaming! Anyone interested in running a game at the con should let us know. \$15.00 at the door, \$12.00 with preregistration for the weekend. Day passes available. For more information, send a SASE to:

The Strategic Games Society c/o Office of Student Development 3rd Floor, Student Center Carbondale IL 62901 (618) 529-4630 ask for Joel Nadler.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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



## Errata and Q&A

### Civil War Brigade Series

#### **1-01 *In Their Quiet Fields*, 2nd Edition**

1. M/DM/2 should be M/DH/2 on the counter.
2. 1/3/2 and 2/3/2 are 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 I. 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.
  - Stwl/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 1xCh, not 3xCb.

8. Confederate Arrival Schedules: In order to correct a game imbalance, allow the Rebel army supply train to arrive at 4pm 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. The CSA RW Supply arrives at 9:00 a.m., the 29th, at area A.

3. Remove the 3v Supply wagon from both Scenario 2 and 6 set ups. The wagon enters at 5:00 a.m. on the 29th with McDowell which is the first turn of both scenarios and does not begin on the map.

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

5. Hatch is allowed to stack with the artillery with his division as if it were one of his brigades in the set up. He must move to one of his brigades when play begins.

### **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 G's.

2. The Ammo and Casualty tracks for both sides were set up from 1 to 10 instead of 0 to 9. Please use the 10 as the 0.

3. The use of Kershaw and McLaws is not explained. McLaws is an optional unit for use when the "rest of M/1" variant is used. Kershaw is the normal commander of M/1. When the regular reinforcements of M/1 come on the map he is their commander.

When the option is used, ignore Kershaw and bring on McLaws instead.

4. The example of forest in the terrain key was omitted. What the forest symbol looks like should be obvious. The use of the words forest and woods in the Terrain notes of the exclusive rules was unfortunate--Please read woods as open.

5. The dice rolls given as examples in the rules for 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 setup calls for "Reserve Corps all" it is too easy to forget that these two batteries are optional and should not be set up so be sure to keep them with the optionals.

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

8. When the Union Army panics, the center of the "zone of rout" is measured from Rosecrans himself, not his HQ.

### **1-05 Bloody Roads South**

1. The following rules should be added to those already marked Optional 1.2c and 3.1d. As a further option, if 3.1d is used, do not apply it to those Union leaders listed in 3.1g which are capable of issuing themselves attack orders.

2. The Off-Map mvt hex for the Rebs should be A2.01, not A 1.01

3. The Divisional Goal listed for 3/5 in Scenario 3 also applies in Scenarios 4 and 5.

4. 3.1a & 3.1b are not meant to imply that Grant cannot issue orders to division commanders. He can if he wants to, and this would be done with the same column shift on the Acceptance Table as if the receiver was a corps commander.

5. 3.1c: A sentence is incorrect as written. The sentence beginning: "Union corps no longer need to check for acceptance themselves..." should read "Union corps no longer need to check for Corps Attack Stoppage themselves..."

6. In Strategic Victory determination, Brock Crossing should be worth 2 VP's to either side, not just the Confederates, and it should be 20 Tac VP's give 1 Strategic VP, not the 5 to 1 as listed.

7. Add to 1.2f: "Wilderness hexes are negated for straggler recovery purposes if they contain or are adjacent to trails, roads, railroads, or open terrain features."

## Questions and Answers

*Why would anyone ever face a unit at the hex-corner, instead of the hexside? You get fewer flank hexsides and more front when facing toward a side.*

The hex-corner facing is available for players who are less concerned with squeezing every little advantage out of their play and are annoyed by a line of troops running down a hexgrain that looks as if it is in some sort of weird echelon formation, where each unit is prepared to fire on the flank of its neighbor should the need arise. That's all.

*In August Fury scenarios 1 & 5, Hatch (a division commander) is not stacked with a unit of his division in the initial set up! Is this an exception or an error?*

The artillery is attached to 1/3v at start and functions as part of his division, which allows him to stack with it. When 1/3v rejoins the corps, the situation reverts to normal and he must stack with one of his brigades, and not the arty.

*In August Fury scenario 5, some of the Confederate Corps artillery are out of the 8 MP command radius at start. Since they have no divisional goals, must they use movement points to get back within range of the HQ?*

Crops The artillery at B2.17 has a divisional goal to defend the Bull Run crossing North of Little Creek.

*Does cavalry artillery have the movement allowance of cavalry or artillery?*

Cav batteries are treated the same as any other for purposes of movement, they have the movement allowance of artillery.

*There are no "spare" Repl leaders in later CWB games, so I assume an original leader who becomes a casualty must be flipped over and placed on its Repl side and not placed in the Lost Leader boxes. Is this correct?*

Yes. Due to the current method of replacing dead and wounded leaders, with only one set of counters, leaders will make trips to the dead or wounded boxes rarely. I would suggest either having a friend bring his counters so as to keep the butcher's bill current, or write the lost leader's name on scraps of paper and place them in the Lost boxes. Either method will avoid any potential arguments about who shot R.E. Lee, and who didn't, when the game is over!

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

## Errata and Q&A

### Tactical Combat Series

#### 2-01 Bloody 110th

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

#### 2-02 Objective: Schmidt

1. Teaching Scenario #4, Forward Observer, ignore the portion of the U.S. Victory Condition that calls for occupation of all of Vossenack.
2. Scenario 3: Ignore the German 150mm Artfflery ammo supply. It is not needed.
3. Scenario 5: Under German Artillery Batteries Available, 1/843 should instead be the 1/4/89.
4. The German Fus/275th should have morale boxes for each company, 1 through 4, instead of just one box for the battalion.

#### 2-03 Omaha

##### Counters:

1. The Panzer Lehr Mk V's should have a defense of 4 and movement of 18.

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

#### Rules:

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



9. AT Rolls against Pill Boxes at ranges one or less are allowed. Range two is not.
10. Leaders land with any of their own units: CO 1/16 lands with any unit of 1/16, CO 16 RCT would land with any unit of the 16 RCT, etc. Note the restrictions on which leaders are allowed to make up the pool on page 7. In the one map scenarios, divide the number of leaders to be selected by 2, round up.
11. Change the headings of the Pill Boxes Remaining Modifier when playing one map landing scenarios, use the following:

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

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

### 3-01 Force Eagle's War

1. Two of 2/E's ITV's were printed with the same info on the front and back. The backs of these units should read P B 15, like the others.
2. Modern Expansion rule 3.3c is in error. The T-80 may fire an AT-8 or its main gun during a single fire-neverboth-and this dual system does not free it from the standard "one shot per unit rule." Thanks to D. Demko for bringing this to our attention.

### Q&A

*May a unit move from one road hex to another and pay the cost of the other terrain in the hex to avoid the modifiers for being fired upon while moving on the road?*

Sure. This represents the units being careful to limit exposure and in taking their time to cross an area to avoid carelessness. It is a viable and proper tactic.

*When air-dropping the Rangers in FEW do I use scatter rotation if they drift 3 hexes or more?*

Yes, they need to drift just like artillery rounds at that point. Otherwise, the usual star pattern will develop and some hexes can be chosen as DZ's to avoid all risk of dropping on enemy hexes.

*Does a FEW mech company calculate its size modifier in the same manner as a regular infantry company or do I have to count all the tracks and divide by 4, etc.?*

The mech company is handled just like the regular infantry company. The idea here is that the company is considered to be one unit (vehicles or no) and that additional weapons and vehicles (from other units) will slow down planning because they might not have worked together before.

*Are there any restrictions on task organizations in the starting op sheets in any given game?*

No. Unless the designer specifically mentions some constraint, the player is free to organize as he likes with the forces in play. Generally, reinforcements come on without op sheets and theirs must be started after entry-but not always!

*Can a unit be assigned multiple Op Sheets specifying the same mission so as to speed up the implementation process?*

In the current version, yes. That is a loophole. In the 3rd Edition, I will add another minor modifier to the Size Modifier which will state (something to the effect) that you should add one to the size modifier (not the size itself) for each Op Sheet containing units on this op sheet beyond the first. What this could mean is that if a given tank platoon on an op sheet is on seven op sheets all told, each of them would get a +6 to their size modifier. What this represents is the amount of effort you are putting the staff through in preparing multiple plans. In other words, your staff is not being used efficiently which is the reason staffs cannot draw up plans for every possible contingency.

*Which level is a unit considered to be if more than one contour line crosses its hex?*

The elevation of the imaginary center dot of the hex is the hex's elevation. If this falls on a line, that line's elevation is also the hex's. If it is between the lines, the elevation would be the proportion between the two line elevations as the dot is a dot two thirds of the way between the 150 and 200 lines would be roughly 183. Usually that degree of accuracy is unneeded.

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

# Errata and Q&A

## Standard Combat Series

### SCS Series Errata

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

### **5-01 *Stalingrad Pocket***

1. The German supply rules infer that one can trace an unlimited distance to a supply source and then proceeds to define the map edge and supply units as supply sources. In the latter case, the distance is limited by the supply range of the supply unit.
2. The bottom Stalingrad Holding Box refers to hex 41.30, not 41.29 as printed.
3. The Supply Summary on the map incorrectly limits the Soviet Supply source to the East map edge. Rule 1.3d is more correct, the Soviets ran trace off the East or North map edges.
4. The two German airfields may never be involved in an attack and may never be used to absorb step losses for the attacking side.
5. Yes, that's a Rumanian Panzer Division. The German 1st Panzer is up in AGC's sector.
6. Units may use any HQ for supply purposes. The color coding and historical army designations are for player interest only. There is no requirement, say, that Soviet units draw from their own HQ, any Soviet HQ will do.
7. The German 20th Infantry Division should be Rumanian.
8. In scenario 2, the German supply unit which is to set up in hex 36.27, should be in hex 38.27. Also, 524/297/4 should be in hex 40.27, not 40.26.
9. In scenario 2, German units pocketed before the game begins are Out of Supply at start

---

[Back to Table of Contents -- Operations #6](#)

[Back to Operations List of Issues](#)

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

© Copyright 1992 by The Gamers.

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

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

## Operations #6:

### Large Cover (slow: 98K)

On the Cover...Advance in the East from **Guderian's Blitzkrieg** box.



---

[Back to Table of Contents -- Operations #6](#)

[To Operations List of Issues](#)

[To MagWeb Master Magazine List](#)

© Copyright 1992 by The Gamers, Inc.

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

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

# Operations: The Wargaming Journal List of Issues



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

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

---

[Back to MagWeb Magazine List](#)

---

### **About Operations: The Wargaming Journal**

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

**Subscription rates:** One-year (Four issues)

US: \$16

Rest of world: \$24 in US funds

Orders for subscriptions:



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

## Magazine Staff

**Editor:** Dave Demko

---

[Back to MagWeb Master Magazine List](#)

© Copyright 1991-2007 by Multiman Publishing, LLC.

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

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

# MagWeb Master Magazine List

Updated through: January 25, 2008

## New Postings



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



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

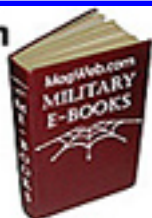


[Search Engine](#)

MagWeb.com

ME-Books  
( Military  
E-Books )

Free Library



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

[ACW Chronicles](#) ACW History.

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

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

[Adventures in Deepest Darkest](#)

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

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

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

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

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

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

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

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

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

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

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

[Antiquity Museum](#) Ancient History.

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

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

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

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

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

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

[Historical Miniature](#)

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

[HPS Simulations:](#)

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

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

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

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

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

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

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

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

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

[KTB Magazine](#)...

Sharkhunters U-Boat and Submarine journal.

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

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

---

[Membership  
Status Check  
and Renewal](#)

---



[Mall at MagWeb](#)

---

[How To Use  
MagWeb](#)

---

[E-Mail MagWeb](#)

---

periods supporting CoA.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

campaigns.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

[Command Post Quarterly](#)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

[Prisoner of War](#)

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

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

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

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

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

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

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

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

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

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

[Seven Years War](#)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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















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

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

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

## Bonus Articles



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

[Back to MagWeb home page](#)

© Copyright 1996-2006 by Coalition Web, Inc.

161 Lambertville-HQ Rd.

Stockton, NJ 08559

609-397-4265

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

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

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