



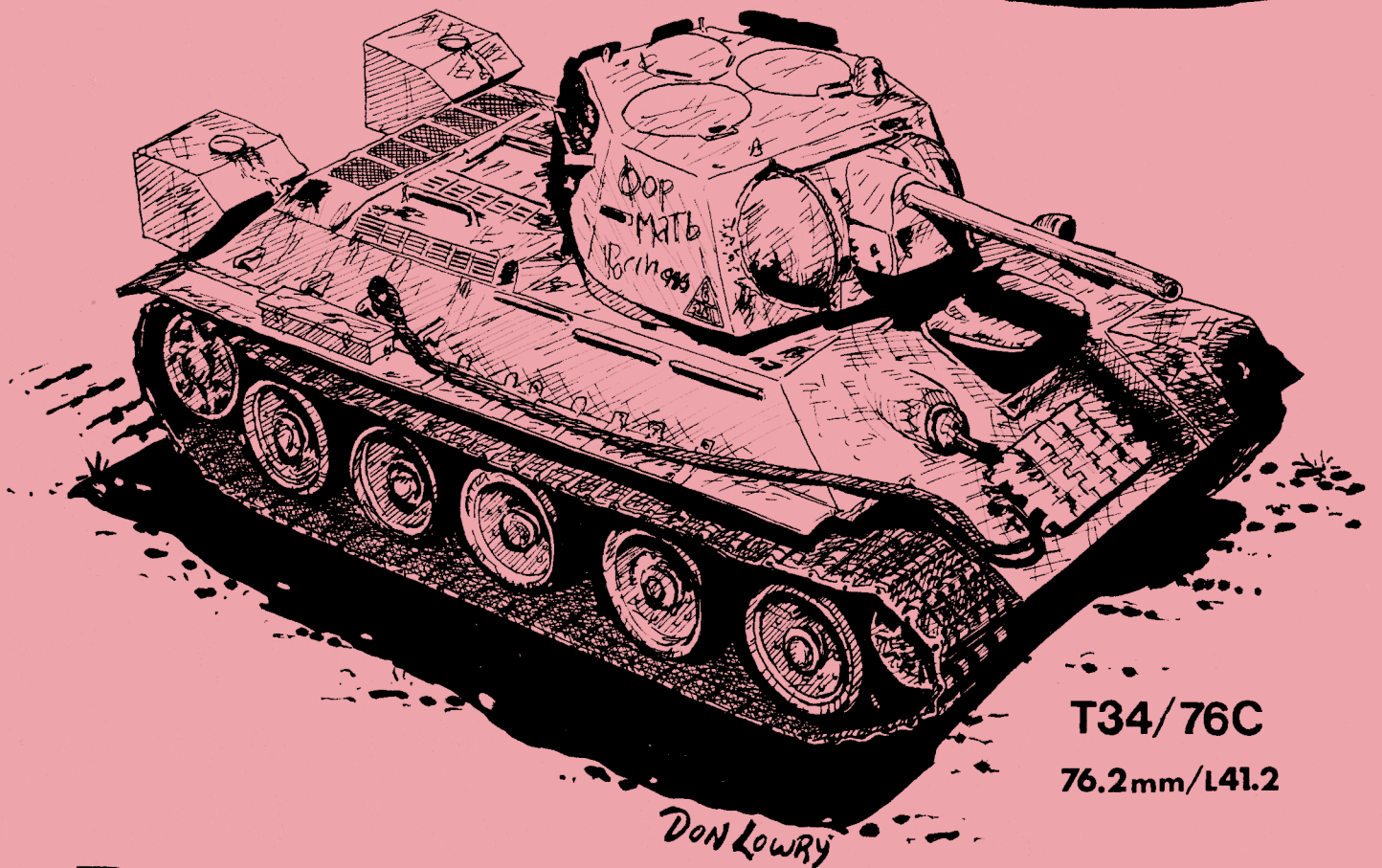
INTERNATIONAL WARGAMER

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T34/76C

76.2mm/L41.2

PanzerBlitz

additions & corrections

Arnold J. Hendrick

International Wargamer

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PANZERBLITZ:

Additions & Corrections

Arnold J. Hendrick

There are very few people who will argue that **PanzerBlitz** is a fine game. It ranks beside **Anzio** and **1914** as perhaps the finest game yet in its class, and certainly it outshines the rest of the Poultron Press TAC series.

However, having been involved in design work on a level quite similar, and having played both my results and Dunnigan's, I am convinced things could be better. The majority of the rules and concepts below are not going to change **PanzerBlitz**, but instead are aimed at providing even more variety. All of them fit into the historical rationale of **PanzerBlitz** reasonably well (indeed, they may even improve the simulation a bit).

Visibility

Those who have done a good deal of reading into small unit actions of WWII know that **PanzerBlitz** visibility rules are rather weak. Because my data is significantly at odds with the whole development of **PanzerBlitz** in this area, the below rules are designed more to fit the game than be simulations.

Maximum visibility is 20 squares, all units beyond that are considered automatically 'concealed.' Units within 20 squares of the enemy but not within a line-of-sight are considered concealed. Units in woods or towns (unless spotted - see rules) are considered concealed.

Concealed units are inverted, and the opposition may not look at their values.

After each move (or more impulse) visibility is 'checked' to determine which units become concealed and which revealed.

With a paper punch produce small round markers from a sheet of posterboard. These are 'dispersed' markers. These are necessary because the old system of turning units over is obviously not going to work. Naturally, dispersed units are unable to spot enemy concealed units while they are dispersed.

When a unit attacks the enemy with direct fire, it must momentarily reveal itself (i.e.: the firing player must flip the firing unit over and demonstrate the legality of the fire). Thus concealed firing units, although giving away their location, remain technically concealed (and may not be fired upon until spotted).

You may never fire on concealed units.

Note that players must be reasonably honest about the movement of their troops, for there are few ways the opposition can extensively check up.

The Impulse Game

The use of the impulse rules is very important in that it makes a number of the situations considerably more balanced. The impulse rules are not particularly clear, and the adjacent chart showing the complete order of play, and the length of time over which "dispersed" results last should clear up a number of problems.

Slope Lines

The dark brown hexside "slope lines" are considered to block all fire except in the cases given in "Special Notes to be used with the TET." (Mainly notes A-D) Always use the "Real Space Line-of-Sight Determination" technique, it clears up many problems.

Indirect Fire

All M and H units with a speed of 1 or 0, and all SPA units may use indirect fire.

Only the CPs may be used to spot this fire. Russian CPs may not operate from vehicles while German CPs may. Historically the Russians had about one CP per regiment, the Germans two or three (maybe even more). The number of CPs should be stated in the game conditions.

Wrecks

When a square is completely filled with wrecked vehicles it is considered the same as a square with a "blockade" in it. Wrecks on top of blockade counters have no effect. (There is no historical rationale for this, but astute players will realize that this rule discourages some very unrealistic tactics and results).

Minefield Location & Effects

The location of each minefield should be written on a separate file card at the start of the game. As soon as you observe the enemy going over a minefield, simply pull out the proper file card and show him.

Directly after the impulse the unit(s) ran into the minefield the 2-1 'attack' should be rolled. The effects of this attack last until the firing round of the player's next turn (player who controls the unit in the mines). Then roll again.

Blocking Barrage Fire

You may fire into an unoccupied square with any H or M type units totalling 20 factors or more. This produces a "barrage block" marker which lasts until your next firing opportunity. Moving into a barrage block is the same as moving onto a minefield. Putting more than 20 factors into the square does not increase the effect of the blocking barrage.

Point Games

Players often have the desire to choose their own equipment for a given mission. The included data charts give a point evaluation for each unit. The high value of mobile units is because **PanzerBlitz** is a game about mobile, not static, battles.

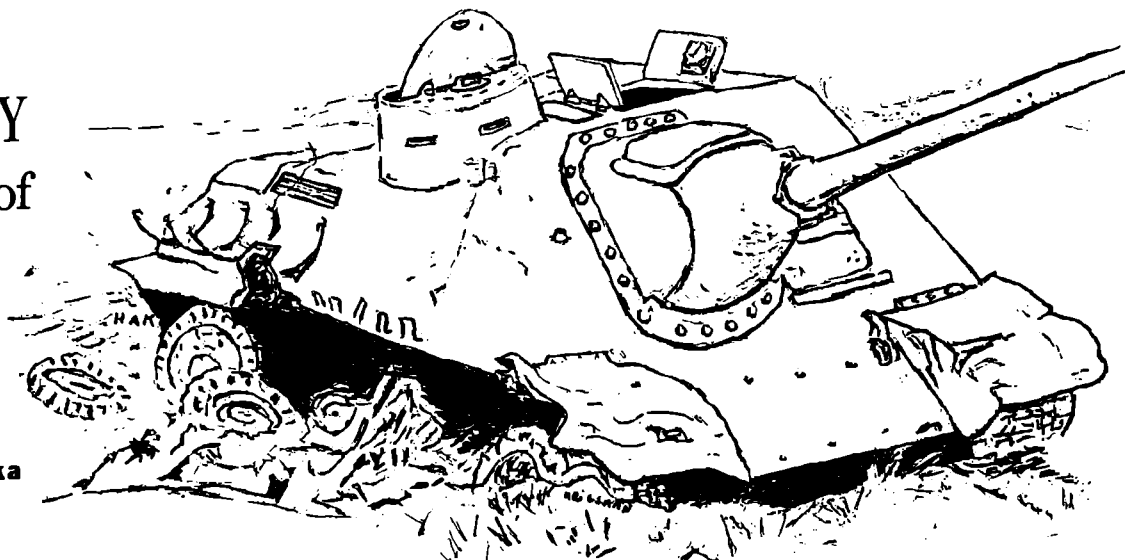
The traditional "miniatures" use for such evaluations is simply to give a player his point total and mission, and let him pick his own troops within those limits. However, to keep things reasonable, you should (after the first few games) give a player the names of higher echelon unit(s) his troops are from. He may not choose units unless they are present in that type of higher echelon unit, nor may he choose more than those which were historically available in the unit's TO&E. The TO&E for the typical corps and divisions I have included on the chart for handy reference. For the rest see the battle manual and issues 23 and 25 of **Strategy & Tactics**.

On the chart the 'Amt' gives the number of units in a single set of **PanzerBlitz** counters, and 'Eqp' gives the number of guns, men, or tanks in the unit historically.

the STRATEGY & TACTICS of

Armor Miniatures part 5

by Lenard Lakofka



The Creation of Strategic Armor Games and More on Tactics.

Thus far we have outlined the design of an armor battle and some random tactical suggestions on attack and defense utilizing WWII armor and infantry. Now we shall discuss the creation of strategic situations. For the purpose of this article these are of two major types. First, the use of multiple boards will be incorporated, second, confrontation will occur via contact on a large map board (e.g. Panzerblitz) and be resolved via miniatures. Both of these types of strategic situation are quite different in their design aspects, even though their similarities will also be evident.

On a multiple mapboard game, a number of tables are terrained and set up. The composition of both total forces are given to each player. He will plan his defense or attack from these statistics. Some conceptualization of the relationship of five boards must be given, as well as a picture of the total battle, of which this is just a series of confrontations.

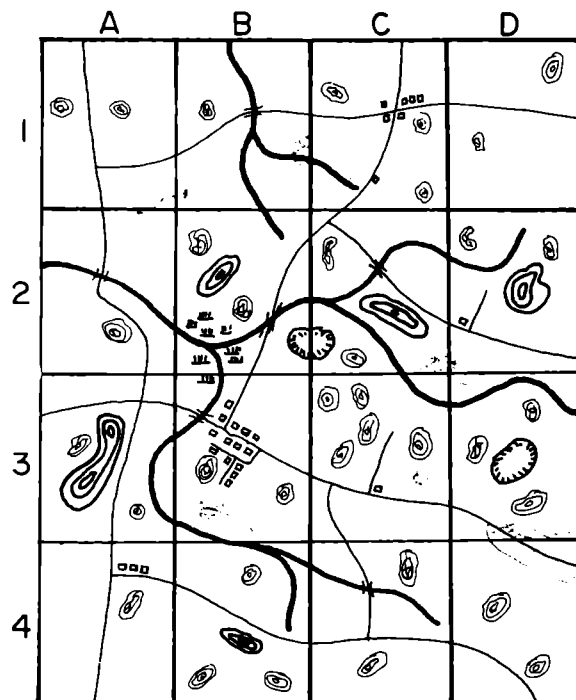
Let me illustrate (MAP BELOW)

Here is the overall map, boards B2, C2, D4, A1, and D1 have been selected for play and will be terrained one board at a time (or all five if you have the space and twenty players) Maps will be given each side so that each can decide how all the forces are committed prior to any conflicts.

The overall objectives and dispositions of all forces are given prior to the players commitment.

For example, the center four boards are held by Russian troops. All boards numbered one are held by the Germans. German troops may enter from all boards adjacent to 'D' and the remainder are in the boards numbered one.

In board B3 a ten gun 105mm artillery battery has just been dug in. It is the German objective to destroy, and the Russian objective to defend this battery. Headquarters has ordered you to destroy the objective with a major offensive in B1, C2, D4, A1, and B4. NOTE the relationship of the boards, so that pieces moving from A1 to B1 could appear on B2 soon after. Units leaving B2 could appear in C2 at once, etc...



Russian Units are:

300 men	12 T34/76
160 rifle	6 T34/85
80 SMG	3 JS III
30 PAK crews (10 guns)	6 76mm Howitzers
30 HMG crews (10 guns)	4 105mm Mortars
10 Trucks (carry 10 men each)	

Set these up so that you can defend B3 and C2 and, further, so that you can enter A1 from A2, D1 from D2, besides making sure you can hold the west half of D4.

German Units are:

300 men	3 AC 234	75/L48
182 rifle	6 AC 244	50/L24
40 LMG (30 guns)	4 M IV	75/L24
36 HMG (12 guns)	8 M IV	75/L48
36 Mortars (12 mortars)	6 M V	
36 PAK (12 guns)	4 SG III	75/L43
10 $\frac{1}{2}$ Tr cks (10 men)	1 M VI	6
10 Trucks (10 men)	6 105mm Howitzers	
	with tractors	

In the game your strategy is defined by troop placement and use of reserves. Reserves must be shown on the sixteen board complex and can arrive on a playing board only through proper movement.

The second type of strategic situation uses a large map and players move on the map unseen by each other. When they make contact, the board is defined and terrained (e.g. the playing boards are not predefined). Only overall forces and overall objectives are given. Thus, the actual play on the battle board is a tactical maneuver game.

Let us cease discussion of strategy and look at the play of a real situation. The board is: Map.

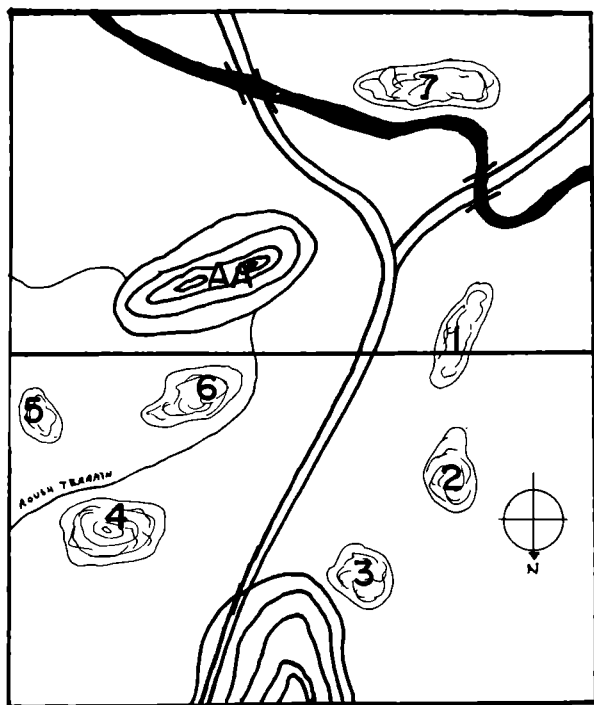
Russian Forces

- 2 76mm PAK guns with two crews of 3 men each
- 1 HMG with a crew of three
- 2 76mm Mortars with two crews of 3 men each
- 12 SMG and 1 T34/85
- 1 76mm Howitzer with Tractor

OBJECTIVES: Delay the German advance and preserve the howitzer and/or the T34/85 if at all possible.

German Forces:

- 3 Trucks with 1 LMG, 2 SMG's and 7 riflemen each
- 2 Halftracks with 5 riflemen each
- 2 Mark IV F2H
- 1 Mark IV
- 1 Mark IV Towing a 155mm Howitzer
- 1 AC 234 20mm



OBJECTIVES: Reach Hill AA and set up the 155mm Howitzer within fourteen turns (15 seconds each).

OVERALL SITUATION: South of this board a large tank battle is occurring. A German Offensive has been pushed back twice due to a battery of five Russian 105mm Howitzers. These howitzers cannot range to the board, they are three miles away.

The Russians may set up on the ENTIRE board. The German enters from the North road and the board edge east of the North road.

The 155's will have a range long enough to hit the 105 battery, this is its objective. There is a time limit because the German offensive in the South is coordinated and timed to begin as soon as the 155's fire is brought to bear on the 105 battery. A German delay will either result in a Russian neutralization of the 155 or the 105's again breaking the attack.

The attack, from the Russian point of view, is a wing offensive. When the 155 appears he realizes that his orders change, the T34/85 and 76mm become expendable as long as the 155 is neutralized.

The German player must avoid bringing the 155 on the board until all key areas are cleared, especially forests 3 and 4.

Now let us set up a defense and analyze the German attack. To get the most out of this article, stop reading for the moment and set up a Russian defense.

You have five infantry pieces, one tank and one field piece, place them wisely. The orders are to preserve the tank and field piece, thus they should be placed on the southern board half. A natural position for the artillery piece is either behind forest 7 of Hill A, both command the road and have easy access to a road for retreats. Which is the best? The mound behind Hill A is because of rough terrain, the hill itself, and forest 6 all of which protect the artillery piece very well. Forest 7, on the other hand, can be attacked from several directions and affords less protection. On the contrary though forest 7 provides very adequate protection for the T34/85 when placed behind it. If attacked it has mobility and armored defense, further it has guns which can be brought to bear on the entire road complex. The 140" range of the tank covers the board well, if it were placed behind forest 6 or Hill A the defense position would be good but mobility would be reduced due to rough terrain.

Now a summary of the five infantry pieces and their best positioning. The two PAK guns are anti-tank, the mortars are anti-personnel with poor anti-tank function, due to the glacier armor on the Mk IV or Mk V and since both these targets are highly mobile the chance of picking and hitting your target are small. The HMG is anti-personnel and also effective against the personnel carrier. With these weapons in mind let us deploy them.

Forest number 3 is a likely spot for a piece, how about the HMG, NO. Why? The column will not be lead by an infantry unit, further you would have to place the weapon on the leading edge of the forest and a tank could wipe out the HMG gun and crew without allowing them to fire a shot. A PAK gun? Better, but still not the best, a HMG could pick it off immediately, further the infantry could attack the forest and neutralize the piece before it could do real damage. Finally a mortar, it can place shells on any piece coming in convoy and can be placed, concealed in the forest, or behind it and be safe from HMG fire. SMG's placed with it would neutralize the effect of an infantry assault.

S&T continued to page/7

Napoleonic Grand Tactics

Chapter 2

by *Rat Kapernik*

On August 16, 1769 a poor peasant woman in Ajaccio, Corsica bore a child. He was subsequently named Napoleon Bonaparte, a name the world would not soon forget.

At the age of 9 he attended Brienne Military School, in Paris, and in 1783 was given the choice of a number of fine military schools, because of the excellent capabilities he had demonstrated.

During the period of Napoleon's schooling France was experiencing great internal political convulsions, which terminated with the middle classes regaining power. As a result of this upheaval, Louis XVI was guillotined in 1793. An auspicious moment, as France was attacked by the first coalition of: Austria, England, Prussia, Holland, Spain and Sardinia.

In the course of the conflict, the vital shipping port of Toulon, in South France, was captured by the English. Napoleon was given command of the besieging artillery. Using his tactics, Toulon was recaptured within four months.

In early October 1795, an open revolt occurred in Paris. The 'Hero of Toulon' was given the command defending the Tuilleries Palace. On October 4 the palace was attacked and Napoleon swept away the 32,000 National Guards that challenged him, restoring order by nightfall.

For these services to France, Napoleon was given command of the army of Italy.

+ THE ITALIAN CAMPAIGN +

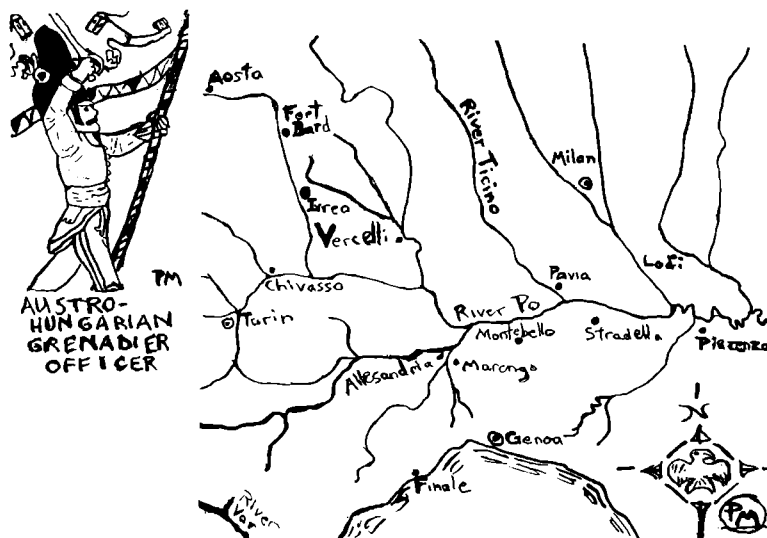
In March 1796 Napoleon arrived and took command of the Army of Italy; a force not even having the bare necessities, some men were without uniforms, shoes and even weapons! They were positioned as follows at the base of the Italian Alps:

Massena's advance guard	2 brigades
	2 divisions
	(18,000 men)
Main Body--Serurier, Augereau, Russa,	
Garnier--9 Demi Brigades	
	(20,000 men)
Stengal--(Cavalry)	3,500 men
3 divisions guarding lines of communication	10,000 men

After reorganization, Bonaparte was able to bring his effective striking force up to 37,600 men.

In Early April Napoleon endeavored to conquer the Piedmont, marching south, close to the coast. As soon as the maneuver began the Austrian army advanced to protect its position in Italy.

The Sardinians (20,000 men), under general Colli, composed the right, near Ceva, and the Austrians (32,000 strong) under Beaulieu formed



ed the left, from Alessandria to Genoa.

Although only 26 years old at the time, General Bonaparte's entire theory of battle was already formulated. To accomplish the concentration of such a small army as his on any one point of a larger, more disciplined one, he could allow nothing to interfere with mobility. Traditional long lines of supply wagons, the essence of the slow enemy armies, were simply left behind. (For the Austrian organization & tactics see NGT chapter 1, Vol. 4 #6.)

The campaign opened as the French occupied a central position between the two hostile armies, and then turned to defeat the Austrians at Montenotte (April 12) and Dego (April 16), while a small force covered Colli. After losing 6,000 men, Beaulieu retreated to Alessandria, and Napoleon turned on Colli. Colli routed at Ceva (April 20) and Mondovi (23rd). Sardinia capitulated and signed the treaty of Cherasco on April 25, surrendering all of Lombardy.

Beaulieu had retreated above the Po, with only some 24,000 troops remaining. Napoleon's 40,000 opened the attack on May 7 and, using the now famous strategy of envelopment, had crossed the Po at Piacenza by the 10th. Beaulieu, realizing his peril, had already withdrawn across the River Adda, leaving a 10,000 man rearguard at Lodi. The latter point of the Adda was spanned by a 500 foot bridge. This the French veterans took in the face of over 12 cannon, and inflicted over 2,000 casualties.

With but 28,000 men remaining of his once glorious army, Beaulieu planted himself behind the River Mincio. Here, the ancient fortress of Mantua was situated on the south tip of the afore-mentioned river, accessible only by four causeways, with swamps totally enveloping the entire area.

Napoleon crossed the River Minco on the 30th, forcing Beaulieu to retire into the Tyrol, after leaving no less than 12,000 men garrisoning Mantua.

The incompetent Beaulieu was finally replaced by General Wurmser, presently at the head of 50,000 troops. However, he unwisely divided his army into three columns, one to

proceed down each side of Lake Garda, a third to move against Mantua. these forces were led by Quasdonowich, Melas and Wurmser, respectively.

Bonaparte had 10,000 men tied up in the siege trenches around Mantua, leaving but 30,000 to repulse Wurmser. Despite these disadvantages, Bonaparte's military genius did not fail him. Over the night of July 31, the French abandoned the siege and marched northwards. Wurmser, delaying for days at Mantua, granted Napoleon the time to battle and to defeat Quasdonowich (Lonato, August 4th) and thus dispersing one threat.

Wurmser advanced across the Mincio, and assembled 25,000 troops to engage Napoleon at Castiglione the next day. Bonaparte's force was steadily reinforced to 32,000 men. First he routed Wurmer's left and then his entire wing. The aged general himself narrowly escaping capture. The remains of the Austrian army retreated up to Trent, leaving behind nearly 18,000 casualties, as Bonaparte put Mantua to siege once again.

During these exciting days when military strategy was being reborn, (and when it was noted that Napoleon never took more than two hours of sleep at one time) Napoleon conceived the idea of his 'Guides' (later the Imperial Guards). The Guides were to be an elite bodyguard and/or reserve, that would grow to monumental proportions, in subsequent years; of horse, foot and artillery.

Meanwhile, at Trent, in September, Wurmser received 25,000 fresh troops. Stationing as many at Roverdo (under Davidowich) he headed the other 20,000 in an attempt to raise the siege of Mantua.

With his accustomed speed and vigor Napoleon flew to the encounter against Quasdonowich who he routed on September 4, then counter-marched in time to defeat Murmser on the 8th at Bassone. To avoid total disaster, the Austrians had to retreat INTO Mantua.



French Fusilier, 1792

Austria, now thoroughly appalled over the results on its Italian front appointed Field Marshall Alvintzi to succeed Murmser. In full command, he was allocated 28,000 fresh recruits, plus 18,000 remaining in the lower Tyrol, for an advance down the Adige that began in early November--once move in two columns.

Thinned out by a defeat inflicted on part of Napoleon's force on November 12 at Verona, only a bare 41,000 men remained in the entire army of Italy. But Bonaparte struck upon a brilliant counter-stroke.

Still feigning a retreat toward Mantua, on the night of the 13-14 some 18,000 of Napoleon's troops made a quick, 'round about march and planted themselves in Alvintzi's rear, at Arcola. Arcola was specifically chosen for its topographical location, amidst swamps and marshes. Hence superior Austrian strength was not capable of being deployed against it.

The French battled throughout the next 2 days, with little results because they had not achieved the complete element of surprise they had hoped for. But on the 16th Arcola was completely outflanked to the south, compelling Alvintzi to retreat, after losing $\frac{1}{2}$ of his 24,000 men. French casualties only amounted to a few thousand.

During January of 1797 Alvintzi was once more in the field, with 45,000 men, leading the 5th army sent to dislodge the French grip on Italy. He personally lead one column down the Adige (28,000 men), Provera led the second (17,000 men) against Mantua.

Napoleon advanced to block Alvintzi's march with nearly 20,000 troops on the plateau of Rivoli (January 14th), where he crushed five Austrian assaults. (see map) Leaving Joubert to complete the victory, Napoleon hurried southwards to Mantua.

By January 16th Provera was on the outskirts of the trenches ringing the citadel. At the town of La Favorta Bonaparte suddenly descended upon his column. Before nightfall, Provera's entire force was killed, wounded or captured!

On the epic morning of February 2nd, 1797 the half starved garrison of Mantua (30,000) surrendered.

It was during that month that Napoleon received a considerable amount of reinforcements. (25,000 fresh troops) With almost as many guarding the Tyrol passes, Bonaparte lead 40,000 men on to Austria!

Archduke Charles, himself, commanded the last army available to repel the French invader (50,000 men) but was defeated on March 16 at the River Tagliamento. Three weeks subsequent Bonaparte was but 75 miles distant from Vienna when the mighty empire of Austria called for an armistice, which ended on April 18 with the signing of the treaty of Leoben. Through the treaty, all of Italy was formally granted to the French.

Napoleon Bonaparte returned to Paris on November 20, as all the city resounded, hailing him as the 'conquerer of Italy'.

(The source for my maps was the excellent CAMPAIGNS OF NAPOLEON, by David Chandler.)



DIPLOMACY FORUM

BY
LENARD W. LAKOFKA



PLACES TO BE -- An analysis of the non-supply centers of the map

When we discuss tactics in DIPLOMACY (C Games Research Corp.), too much emphasis is placed upon the direct capture of supply centers, and the proper use of key provinces is often wholly ignored. I would like to give you a brief summary of these non-supply centers relative to the seven major powers, as defined at the start of the game, with enough explanation so that you may apply the same principles to the attack of any supply center complex. (By a 'supply center complex' I mean the group of centers amassed by one power, regardless of the game year.) Let us examine the key provinces adjacent to each country's home centers (and its normal 'sphere of influence') -- especially those involved in the Belgian and Balkan 'sectors' -- see SIM Dec., Jan., & Feb. 1971 and IW Vol. 3 # 7. After that, the neutrals in the Iberian, Tyrolean, Ionian & Scandinavian 'sectors' shall be discussed.

A) Belgian Sector non-supply provinces 1) France

The key to France's collapse is not the capture of any single supply center, instead it is the severing of the two units of French Power. I.e. Brest-Paris and Marseilles-Spain-Portugal. If you can gain the Mid Atlantic O., Pic, Wes, or Lyon you do hurt France and cause her some problems. A piece in any of these positions challenges at least one center to as many as three. Yet, unless co-ordinated with other attacking units in other non-center provinces, France is not too hard pressed to defend--the piece in the MAC being the most vexing, of course. But notice the province in the heart of France--Gascony. Loss of Gascony to an invading army shall give the French player untold fits of pain! That ONE province attacks FOUR centers that are normally French.

Remembering the weakness of France, as an attacker you can afford to retreat to GAS (unless the piece is needed elsewhere) even if the piece might be annihilated! Why? It takes at least four pieces to annihilate a piece in the province of Gascony. Tying up four pieces, at the cost of one unit is usually more than worth it. Gascony is one of those wonderful places just made for the Fall capture because of a 'spring raid'!! When you take one of the adjacent centers in the Spring, be ready to drive the blade home. E.g. In the Winter of 1902 the positions are:

France: F SPA SC, A FORT, A PIC, A MAR, A PAR
Germany: A BURG, A Kiel, A Mun, A Hol, F Den
England: F Nwy, F Lon, F eng, F Liv, A Bel
(see maps in opposite column)
Let's say France chooses to play:

A PAR - BRE
A PIC - BRE
F SPA SC - MAC
A MAR - BURG
A PORT - SPA

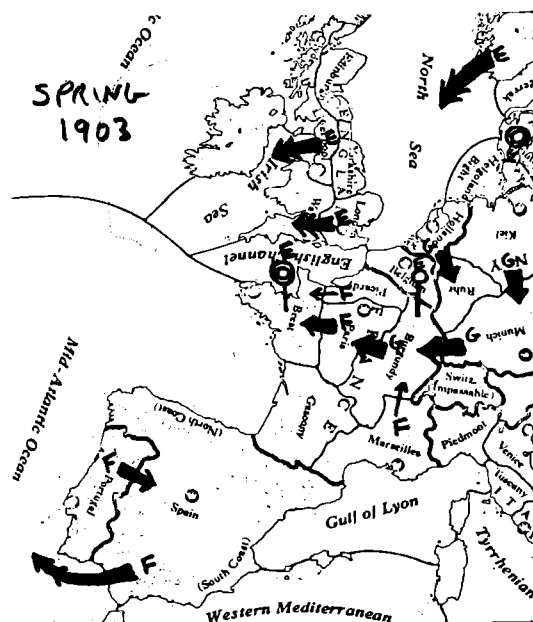
But England and Germany anticipate this and play:

Base map: C. S. Hammond & Co. N.Y.

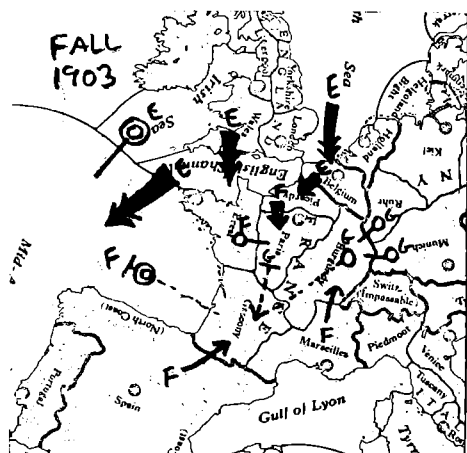
successful fleet move: ➡➡
successful army move: ➡➡
successful support given: ○ --- ○ or ○ ---
support cut: ○ --- ○
fleet in place: ○
army in place: ○
nationality: F, E, G, T, A, R, I
dislogment: —
unsuccessful army move: ➡ FLEET ➡➡

F ENG - (S) FRE A PAR-BRE (unwanted sup.)
A BEL (S) GER A MUN-BRUG
F LIV-IRI
F NWY-NTH
F LON-WAL

A HOL-RUHR
A MUN-BURG
A BURG-PAR
F DEN (H)
A KIEL-MUN



Now we have the position:



France: F MAC, A ERE, A PIC, A MAR, A SPA
 England: A BEL, F ENC, F NTH, F WAL, F NTH
 Germany: A PAR, A EURG, A RUHR, F DEN, A MUN

France can not hold all his current centers and recapture Paris, because his supports can be cut, but look what happens if Germany plays TO GAS (S) by BURG while BEL hits PIC and ENG. & IRI team up on MAC. The french position will be highly compromised, even if A Paris is annihilated. (I suggest you work out the French moves yourself to see that this is a true statement.) If A PAR is destroyed BEL goes to PIC, GAS is open and MAO is English also!!! If A PAR goes to GAS, the fall of France will be even more dramatic the next year because of the fantastically large 'mix' England & Germany can produce in 1903.

I have gone into great detail in the discussion of Gascony in hopes you shall apply the principles to the other powers and to other 'supply center complexes'. I am not saying that the moves of any power above are "best" or that anticipation by any power could change the entire picture, I am just giving an example to illustrate my point.

2) England

The Seas around England are all important--North Sea being most important--as all touch one English Center, at least. England possesses land non-supply centers, that are real problems if they fall to enemy armies. England is doomed if YORK becomes compromised. From that province all three centers of English origin are brought under attack, & England needs four pieces for a sure annihilation of the army in YORK.

Therefore, attacks on England are often strongest if they are 'developmental'. By that I mean that if you capture NGW, NTH, or ENG; (or IRI or NAO while also having MAO) you can convoy England to death! By sending an army to clyde from NGW, YORK from NTH, or Wales (or Clyde) from the other seas, you cause England to assume full defensive posture. When in Wales the further developmental

move to YORK (just like BURG - GAS) can be very strong and cause total collapse in two game years!

3) Germany

This is the first of the three 'compact countries' -- Austria & Turkey being the others) in which all centers are adjacent and various neutrals and supply centers are in direct contact. Germany's key Neutral is, of course, Ruhr. Fall of that province compromises two home centers and impinges on both Holland and Belgium. The loss of RUHR is second only to the loss of KIEL in importance to Germany.

As for the rest of the German non-supply provinces; Silesia, Baltic Sea, and Helgoland attack two or more normally German supply centers, and present developmental problems to Germany. Bohemia, Prussia and Tyrolia attack only one German center each and are of less positional advantage. Since TYR does not attack a 'Double Neutral' (i.e. a non-supply center attacking two supply centers of the same power--as opposed to a "neutral" in the sense of a supply center not a part of any great power initially.) little advantage from TYR-BOH is gained. A BOH-SIL is a good move, going from a 'Single' to a 'Double Neutral'. Prussia would be an important Single Neutral IF a piece there could go to TWO Double Neutrals, PLUS a GERMAN center. This is prevented because BAL is a sea province & SIL is a land province. Thus the term 'Single & Double neutral' reflects the province relative to what type of unit can occupy it and can move to adjacent supply centers. This difference makes GAS, e.g., a Quadruple Neutral of France if an army is there, but only a Double Neutral if occupied by a fleet.

B. Baltic 'sector'

4. Austria

Switching to Austria we find Bohemia to be an important Single Neutral! From there a move to two Double Neutrals (TYO & GAL) is possible. Any move that increases your 'mix' versus opponent's supply centers is usually a strong move. The key Austrian Neutral is Albania--key because SER & GRE are usually Austrian. From there the possible strike to the jewel of the Balkans, Serbia is possible. (In case you hadn't noticed SERBIA attacks FIVE supply centers simultaneously and is the single strongest land province to have in your possession. /The other SUPER provinces are: AEG, BUL, RUM, BUD, TRI, BAL and, of course, the two strongest bodies of water NTH and BLA/)

5. Turkey

Finally, of the three compact countries, and being compact, most defendable, is Turkey. Turkey is the single best defensive country to hold. There are but six attack sites surrounding Turkey's home centers while Austria has eight and Germany eleven! (The other non-centralized, non-compact countries have; England 8, France 8, Italy 8 and Russia 12.)

Turkey's weakest points are BLA, AEG, and ARM; but all are fairly hard to get to by dir-

D.F. continued to page 16

TSG BARBAROSSA

Tyrone Bomba

TITLE: Barbarossa
PRICE: \$5.00
SOURCE: Poultron Press, Box 396, New York, New York 10009
SUBJECT: The 1941-45 Russo-German conflict on a grand strategic scale.
PHYSICAL QUALITY: The usual fare for Poultron Press. You get a standard size black and white unmounted board, xeroxed rules, and cut and mounted units, all sent to you in one of those delightful brown envelopes.
RULES: These are slightly superior to the usual Poultron Press quality. They are easy to read and comprehend despite the many botches and misspellings. You can open the game, read the rules and be playing in about one hour.
COMPLEXITY: A very uncomplicated game; its about on the level with regular Stalingrad.
PLAYABILITY: This is no doubt one of the smoothest playing games out today. Everything has been done to eliminate snags. It plays, and plays well.

COMMENTS: (I put the comment section in here so that remarks on figures and names in the succeeding sections make more sense.) In the beginning there was Stalingrad, it was a very good game. But soon after it was released many became dissatisfied with the game's historical accuracy. Therefore, to satisfy themselves almost everyone designed their own variants, or in many cases a complete new game. Generally, these new games utilized counters representing smaller and smaller units, and often larger and larger boards. This trend continued to the point where one version had a board measuring 8 X 5 feet, and several hundred counters.

Then Jim Dunnigan came to the fore and brought order out of chaos. He took a board approximately the same size as Stalingrad's, and put larger size hexes on it. Then he organized the units on both sides into armies, and viola! A whole new concept! While everyone else had been taking the conflict toward the tactical level Dunnigan expanded it to the grand strategic level.



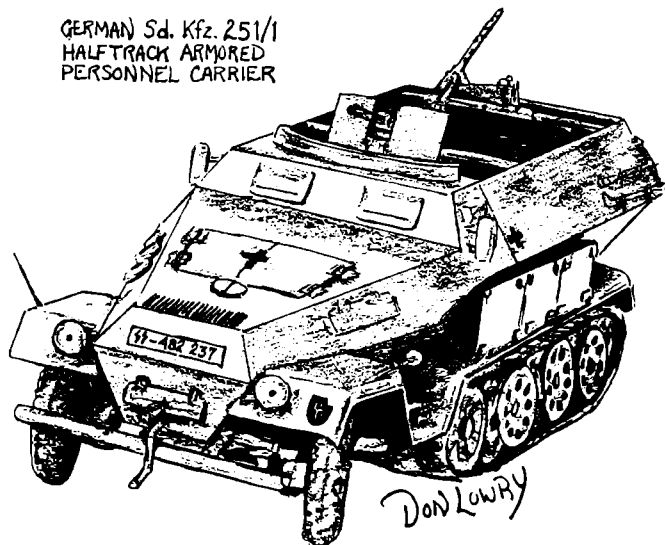
GERMAN PANZERGRNADIER

Thus it worked beautifully. Now the commanders on both sides are faced with relatively the same decisions and problems that plagued OKH and STAVKA in the actual campaign. The Germans are able to slice through the Russian lines but they also have the problem of their swift panzer armies out-running their own supplies and the slower infantry. Thus, when the Russian goes over to the offensive he is hampered by an inept supply system and hordes of units that are not well suited for the offensive.


I have played Stalingrad, Stalingrad III, Battle of Moscow, and hosts of Stalingrad variants; and I would give the award for historical accuracy to this game.

When you buy Barbarossa you actually get five games in one. There is the Campaign Game in which you play out the entire struggle from '41 to '45, and five mini-games within the framework of the campaign game. They are: Barbarossa, the '41 German offensive, Stalingrad, the '42 German offensive, Zitadelle, the '43 Russian-German offensives, and Berlin, the '44 Russian summer offensive, why they named

GERMAN Sd. Kfz. 251/1
 HALFTRACK ARMORED
 PERSONNEL CARRIER



TSG B. continued to page 17



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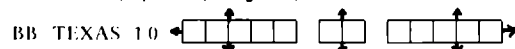
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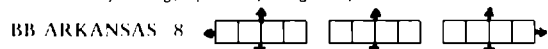
BY BOB MIJANOVICH

Now, we will look at the United States fleet, a close third in strength behind the Germans. U.S. ships could easily have taken part in an engagement in the North Sea.

New York and Texas, speed 8, range 20,000:



Arkansas and Wyoming, speed 8, range 20,000:



Utah and Florida, speed 8, range 20,000:

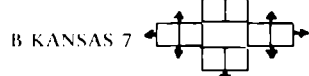


Delaware and North Dakota: the same as *Utah*.

South Carolina and Michigan, speed 7, range 20,000:

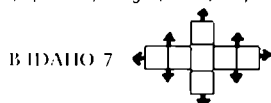


Kansas, Vermont, Minnesota, and New Hampshire (7 & 20,000): secondary range is 16,000.



If all secondary boxes are intact, an extra factor may be fired fore and aft.

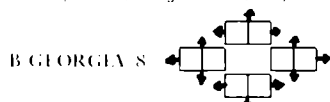
Idaho and Mississippi, speed 6, range (main) 20,000, (sec. 16,000):



Ohio, Maine and Missouri same as *Idaho* except speed is 7 and secondaries may never fire fore or aft.

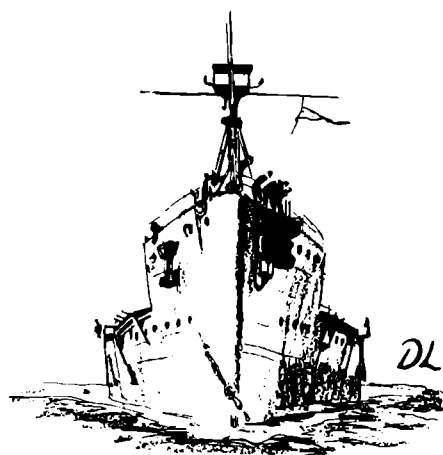
Alabama, Illinois and Wisconsin same as *Idaho* except secondaries may never fire fore or aft and maximum range for both main and secondary battery is 16,000 yards.

Louisiana, Connecticut, Virginia, New Jersey, Georgia, Nebraska, and Rhode Island, speed 7, range (main) 20,000 and 16,000:

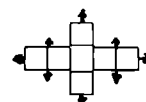


Exception *Louisiana and Connecticut* may not fire secondary battery unless it is all intact, and then only 1 factor.

Kearsarge and Kentucky, speed 6, range 16,000 yards:



B IOWA 5



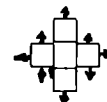
speed 6, range 16,000

An extra factor may be fired fore or aft if both secondary boxes are intact.

Indiana, Massachusetts, and Oregon: as *Iowa*, but protection factor is a 7.

North Carolina, Montana, Washington, and Tennessee:

CA MONTANA 4



speed 9, range 16,000

West Virginia, Colorado, Pennsylvania, Maryland, California, South Dakota:

CA COLORADO 4



speed 9, range 16,000

Charleston, Milwaukee, and St. Louis:

CA ST. LOUIS 1



speed 9, range 16,000

CA BROOKLYN 1



speed 8, range 16,000

CA SARATOGA 1



speed 8, range 16,000

Next time we will cover the Japanese fleet, who might, conceivably have come to the aid of the British or double crossed them and helped the Germans. You might even hex off the Pacific and have them fight the good old USA!

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THE CONQUEST

of the

ACOMA

by STUART GILBERT

It was a bitterly cold night in January, 1599 when Col. Vincente de Zaldivar, accompanied by 70 soldiers, galloped out of San Gabriel, in the new colony of "New Mexico". He was on the way to avenge the murder of his brother Juan, and he was ordered to persuade the Acoma Indians, who had slain Juan, to give obedience to the Spanish crown.

The Acomas lived in a sky city on a mesa with sheer sandstone walls of more than 350 feet, isolating it from the desert below; with only a narrow, winding trail rising from the desert floor to guide a traveler to the top.

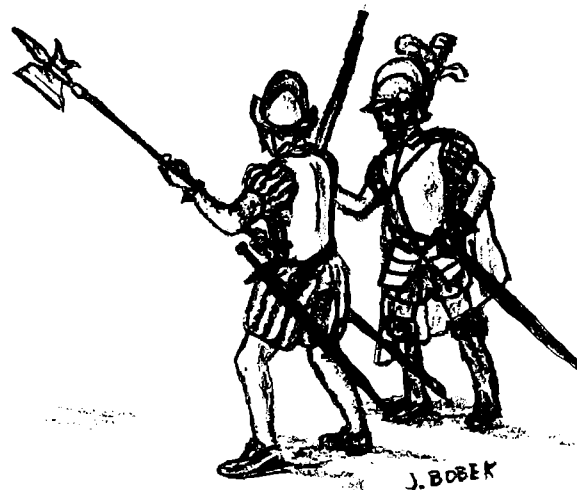
Almost as soon as the Spanish forces moved out from the protection of the settlement, hundreds of Acoma Indians, alerted by spies began preparing for the would-be attackers. Nine days later lookouts atop the 430 foot Kalzemo (enchanted nest), three miles from Acoma, sent up a signal—they had seen the flash of the sun from the flint tipped lances of Zaldivar's soldiers and from the breastplates of the horses.

Swift runners relayed the vital statistics to Chief Zutucapan on Acoma Rock. The invaders were only as few as seven times the fingers of both hands.

The small army of Zaldivar halted. Men and mounts were exhausted. Their 160 mile march had been burdened by heavy coats of mail; steel breastplates, iron helmets, harquebuses, German maces, Toledo swords, halberds, and a brace of bronze artillery pieces.

A courier was dispatched from the Spanish camp to deliver the ultimatum: "Surrender or be destroyed by blood and fire". The Colonel Zaldivar fulfilled his Uncle's (Captain-General Juan de Ontol's) orders to seek peaceful submission of the Acomas before turning to battle.

As the Colonel waited at the campfire, he could not prevent his thoughts from recalling the treachery perpetrated against his brother in that sky-scraping citadel only seven weeks ago. On that day, after a weary expedition, Capt. Juan de Zaldivar and eighteen conquistadors had appealed for food and water at the Acomas. The Indians had bid them welcome. Weighed down by arms and armor, the Spaniards inched up the sheer 356 foot sandstone walls. As each conquistador reached the summit, he was escorted to a different home by an Acomese host. Thus they were divided not for dining but for destruction. The two hours of fighting that came after betrayal seemed like two days for the outnumbered Spaniards. They fought as long as they could. Captain fought, for the sight of his horrible death panicked the remaining conquistadores. Seven of them leaped to their deaths off the parched lip of the mesa where they had been forced by



their attackers. Only four survived and they rode their horses' lives away in reaching San Gabriel.

When Captain-General Onata returned from his westerly explorations, he declared war on the treacherous Acomas. As he prepared to lead the attack Col. V. Zaldivar interferred; since it was his brother who was killed, he would lead the force that was to punish the guilty.

All those thoughts tangled through Vincente's mind as he stood by the campfire on that January 21, 1599.

The courier reigned up and shouted Chief Zutucapan's answer: Vincente had been granted his wish; the Acomas would fight!

As the dawn of the following day spread through the heavens, an Indian sentinel, high upon Acoma Rock, watched the Spaniards break camp and advance. The war whoop he loosened reached in a thousand throats.

No attempt was made from above to halt the attackers as they began scaling up the flanks of the Acoma Citadel.

Halfway up the sheer trail, the Spanish heard a piercing cry from above. Upon this signal, Indian men, women, and children rushed to the great rock's edge, dumping arrows, stones, and boiling water down upon the Spaniards who clung like ants to the rocky sides.

Then came the Acoma's turn to be surprised when from behind them exploded the thunder and lightning of Spanish firearms. Col. Zaldivar and a platoon of harquebusers had gained a foothold on the top of the mesa by climbing the mesa's rear palisades while the Indians were absorbed in their efforts to pry the main Spanish forces from the Citadel's cliffs.

All that day Castilian lances and Indian arrows crisscrossed in the dust-dark air. Spiked iron maces and stone axes traded crushing blows. The invaders' clumsy armor, cursed by them during their ascent, was now blessed for shedding rocks and arrows.

Night froze the air, and the war, into silence.

ACOMA continued to page 20

Henry A. Krigsman jr.

Not to be confused with the Poultron Press game, BARBAROSSA is a multiple-commander, divisional level game of the Russian front designed by a group of wargamers at MIT. With more than 1600 counters and an approximately 9'x5' mapboard, it is indeed a gargantuan game for a gargantuan campaign. However, its size is not BARBAROSSA's only unique aspect.

While most of the movement and combat procedures follow the traditional Avalon Hill pattern, there are some variations. The rather well-designed movement rules accurately depict the situation on the Russian front, including such provisions as sea movement and restrictions due to weather. While a BLITZKRIEG Attrition Table was originally intended to be used with this game, a new CRT was invented. This CRT is rather unique in that it takes into account the attack and defense factors of both the attacking and defending units together with the mode of attack and defense.

In addition to the above mentioned innovations, there are several combat related rules. However, they are far too numerous to give but brief mention. The supply rules are comprehensive, regulating the amount of supply points used by the type of action to which a unit is committed. There are provisions for the initial German attack, replacements, and various echeloned zones. A rules well suited for this campaign is the partisan rules which allow for the development of partisans from Russian losses and their use in harassing the Germans.

The mapboard and order of battle, besides being used for constructing the BARBAROSSA components, can serve as a form of game design kit. The mapboard provided with the game is



nothing more than a topographical map of the Soviet Union that has had a hexagonal grid superimposed upon it and has been divided into $8\frac{1}{2} \times 11$ segments. For anyone wishing to develop a game on any particular aspect of the Campaign, this map would be an excellent source. The order of battle, most of which is derived from the early issues of "S&T", also is a source of data on the Russian Front.

While possible to play Barbarossa FTF with extreme difficulty, it is designed primarily for PBM play. The game requires two supreme commanders to assign fronts, replacements, supplies, and strategic orders plus various army commanders for tactical commands. A gamemaster coordinates the moves and issues a bulletin with game related material. A game currently in progress averages six weeks per turn, of which two and a half weeks are spent in the hands of the game coordinator.

BARBAROSSA's assests of accuracy and comprehensiveness are its disadbantages. Its monstrous board and massive number of counters makes it very difficult to play and almost impossible to complete. As a result of the large number of players needed, it is very difficult to get a game started and dropouts can be expected. This game is definitely not for the beginner and can only be recommended to the hard-core Russian front fanatic and the game designer. It is available from George Phillies, 510 A-305 Memorial Dr., Cambridge Mass. 02139

SURFACE WARSHIP

SURFACE WARSHIP is a naval simulation game in which each player commands one ship in battle. Although at first glance it simply appears to be a total redesign of the Fletcher Pratt naval wargame of the 1940's, in actuality it was researched and designed from scratch. About the only things similar to Pratt are the enjoyable firing procedure and the ship value equation. Being a simulation game, SURFACE WARSHIP includes many more rules and concepts than most naval wargames, and deals with naval action on a level heretofore unobtainable because players insisted upon commanding whole fleets. However, 'SW' is playable too. Three years were spent in playtesting to make sure of it! Furthermore, the year it has now been in print has revealed it to be fun and playable to those wargamers who have tried it.

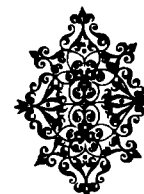
SURFACE WARSHIP is complete. You get the 24-page rule booklet, which has basic, advnaced, and optional game rules. Completely new air/ship rules are also included. In addition, two historical scenarios are provided: The River Plate (the Graf Spee vs. british cruisers) and The Denmark Strait (Bismarck, Hood, et.al.). Included are sheets of deck plans, movement gauges, fire arrows, torpedo markers, DCT arc markers, and more on paste-up — cut-out sheets. Complete data sheets including the famed "ship cards" are also provided.

SURFACE WARSHIP was designed with the naval wargamer in mind too. It uses 1:1200 scale deck plans, which can be gradually replaced by the more expensive metal ship models (which are in the same scale).

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Realm of the Incas

by John Lundstrom

PART V

The vast bulk of the military manpower utilized by the Inca state was provided by the conquered provinces through the tribute system. All able-bodied male taxpayers between the ages of 25 and 50 (theoretically 60) were subject to mobilization as needed. However, it seems likely that, the Inca High Command selected certain of the more martial peoples upon which to draw the most effective troops. (Brundage, 1963: 108-9, Rowe, 1946: 273, Bram, 1941: 45-6).

To provide a continuous flow of adequately trained recruits, the Inca state maintained in the various settlements of the empire a cadre of military instructors, probably Orejones, to train the young men and determine the best candidates for the military discharging the rest into civilian life. (Bram, 1941: 46). These select recruits were grouped into militia units under their own native "curacas" (headmen) counseled by Orejone advisors. The military organization was based on the local tribe and clan system, with each regiment being allowed its own standard and unit device. The warriors were allowed to retain their tribe's peculiar headgear and costume and also their favorite weapons. (Cieza de Leon, 1959: 71).

The men already in the militia units received the most rigorous training at the hands of their Inca instructors. Apparently the same decimal system as in civil life prevailed, with each curaca ranked according to the number of men in his individual command, these numbers being rounded off, of course. Those militiamen not required for active service, probably remained at home, meeting regularly to train, much as the modern-day reserves. During peacetime the Inca advisors were required to report monthly to Cuzco on the state of their militia charges. (Bram, 1941: 36, 45-6, Rowe, 1946: 276-8, Brundage, 1963: 108-9; 1967: 229).

The administration of the tribute levy of military manpower was intricately involved within the Inca provincial government structure. The provincial governor, nearly always a Capac Inca closely related to the emperor, controlled the military apparatus, besides being the top civil administrator. Subordinate to him served a 'Captain-General' also, more

than likely, a Capac Inca, who controlled the garrison forces of the province. Further, under the governor was the network of Orejone training officers, and therefore their militia units. (Cieza de Leon, 1959: 68).

The tribal contingents, when mobilized, served a number of functions. Some joined the field army and went on active campaigning. Others were employed in various capacities as garrisons or frontier guards, mostly through the unique vehicle of the mitmac. Certain peoples were designated by the Inca state as 'mitmac ayllus' and resettled in a different portion of the empire. The transport of entire clans was made for several reasons, not the least of which was to plant troublemakers in a region which was neither friendly nor known to them and where they would have to co-operate with the Inca state to flourish. The mitmac system also had several significant military advantages. Mitmac colonists were brought into recently conquered provinces as a pacifying agent upon the local peoples. They helped to develop the region economically and their readily mobilized militia units provided additional troops to aid the garrisons in the event of an uprising. (Cieza de Leon, 1959: 56-60, Brundage, 1967: 13).

Other mitmacs were utilized as colonist-frontier guards on the borders of the empire. The colonists built and helped man the frontier pucaras essential to halt raids by marauding primitive tribesmen. Under their Orejone officers, they provided a buffer zone which protected the empire proper from damaging incursions from the outside, and a means of eventually extending the empire's territory. These militia units probably saw considerable small-scale combat, and to keep up their morale, the provincial governors dispensed generous rewards for bravery. (Cieza de Leon, 1959: 61-2).

Mitmacs were not necessarily sent to the most precarious places in the empire, several, notably the Canar and Chachapoya, were located near Cuzco and may have provided troops from their militia units for the Imperial Bodyguard. (Brundage, 1967: 244).

The complex garrison system was greatly dependent upon the tribute system, as was the entire military, for its supplies and communi-

INCAS continued to page 20



PANZERFAUST

PANZERFAUST is published monthly (except for December) 11 times per year. It is known throughout the wargaming world for its regularity of delivery. To date, all 50 issues have been mailed on time. PANZERFAUST is considered by many as one of the finest gaming magazines of the market as it deals with all facets of adult wargaming. This 30 - 32 page magazine is one of the pioneers in the field. PANZERFAUST often includes entire games, such as Chuck Lane's AFRICA KORPS II--professionally done and available separately for only \$2.00, and for just 50¢ more get the bonus mini-game too.

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Tracklink Tidbits

By *Mike Reese*

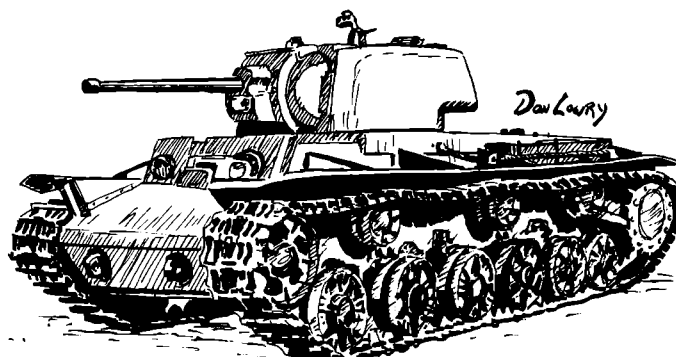
Some clarifications are needed in order to clear up some misunderstandings Mr. Tucker has on some of the weapons he has presented in his last two articles. In regard to the several vehicles mentioned in the articles on the 105 mm guns I have some additional information.

First, the American 105mm (105/L40) equipped Sherman did not have an armor piercing shell, but did carry a shaped-charge shell which would penetrate four inches of armor. However, these shells would be carried in very small amounts; possibly one or two per tank and not more than five in all. They were intended to be used against concrete emplacements and not tanks, but could be used as an armor defeating projectile--although they were not efficient as such. *1*

The Soviet SU-100 was introduced in late 1944, 500 having been built by the end of the year.*2* It replaced the SU-85 as the main self-propelled antitank gun as the Su-85 had been outmoded by the T34/85 tank which was now in service in large numbers. The Su-85 began to fill the tank battalions of the infantry units as a support vehicle in the assault gun role. The weapon in the Su-100 was a 100mm L55 modified antiaircraft gun which would be a 105/L60 class weapon. In performance it is comparable to the 75/L70 in the Panther although its shot is twice the weight of the Panther's.*3* It would be the best antitank gun the Russians would develop and be used as the main armament of their T54 and T55 tanks.

Please note in the article on 105 guns that on page 5 there is a misprint at the top of the right column. The "75/L50 mounted on the Sherman tank..." should read "75/L40 mounted on the Sherman tank...".

Finally, a last word on the KV tank. There seems some confusion as to its armament and weapons. The KV-1 was produced in 1939 and carried the 75/L30 gun. In 1940 the KV-1A and KV-1B were produced carrying the 75/L40 class gun. In 1942-43 the KV-85 was introduced for a short time until replaced because of the mass introduction of the T34/85. It carried a 90/L50 class gun. There were two assault weapons produced on the KV chassis. The first was the KV-2 produced in 1940 which carried a 150/L40 class weapon in a rotating turret. It was a failure. It was replaced in 1943 by the SU-152 assault gun carrying the same weapon. KV tanks, along with T34's were used as an infantry support weapon in the first two years of the war in Russia. In 1942 the Russians started to create the independent armored brigade composed of T34 and the independent heavy tank brigade composed of KV. It was the SU-76 and T34 that was used for infantry support and later the SU-85. KV and later JS tanks remained in independent heavy tank battalions and brigades. *4*



KV-1, 76.2mm/L41.2

The 120mm classification includes many weapons used in WWII, mainly Russian. The first two changes that should be made is in the labeling of the classifications themselves. The 120/L50 classification should be changed to read 120/L40 and the 120/L70 classification to 120/L60.

The weapon carried by the JS tank, the development of the KV tank, was two. The JS-1 carried the 90/L50 gun. The JS-2 quickly replaced the JS-1 and it, as was the JS-3 introduced in the last few weeks of the war, carried the 120/L40 gun. The Jagdtiger on the other hand was armed with a 128/L55 gun that would be classified as a 120/L60 weapon.*5* The German 128/L55 and the Russian 122/L43 used separate charges. The Russian one was bagged, the German wrapped in brass and later iron bands. Both the JS and Jagtiger had a very slow rate of fire due to the separated ammunition and weight of shell and powder.

The last two 120 class vehicles carrying this class of weapon was the Russian SU and JSU 122 assault guns. These vehicles carried the 120/L40 gun and were intended to give accurate direct fire support with HE. However, they also carried solid shot armor piercing ammunition and were deadly tank destroyers.

+ IW +

footnotes &
sources

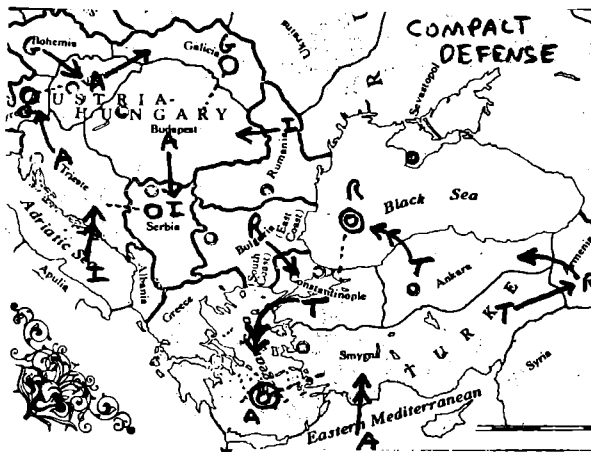
1. THE CLASSIC SHERMAN, book data unavailable at the moment.
2. Colonel E.F. Offord, DSO, MRE, the SU-85 and SU 100 TANK DESTROYERS, Armour in Profile, #21, page 4.
3. Ibid., page 8.
4. Martin J. Miller, RED ARMOR IN COMBAT, Grenadier Books, California, 1969, pp 43-47.
5. HANDBOOK ON GERMAN MILITARY FORCES, 15 March 1945, TM-E30-451, War Department Technical Manual, page VII-73
also: Russian Tanks 1900-1970, John Milsom Stackpole Books; Harrisburg, Penn. 1971.

D.F. from page 9

ect assault and Turkey can defend them before it is necessary to fall back to her primary defense. Note that BUL has only a single attack on Turkey and its double coasted nature prevents any developmental moves at all! As an aside, before leaving the centralized and compact countries I should note Germany's plight is not as dire as it might seem. The count of eleven attack sites on German home centers is correct IF Germany is attacked from all sides at once. Versus a two player alliance, however, only six or seven provinces touch German home centers.

Note these compact defenses:
RUSSIA: A BUL, A ARM, F BLA
AUSTRIA: F AEG, F EMD
TURKEY: F CON, F ANK, A SMY

If the attack is:
F AEG (S) F EMD - SMY
F BLA (S) A BUL - CON
A ARM - ANK
then the defense:
F CON - AEG
F ANK - BLA
A SMY - ARM
saves all three centers!



Also:
GERMANY: A TYO, A BOH, A GAL
ITALY: F ADR, A SER, A RUM
AUSTRIA: A VIE, A BUD, A TRI

If the attack is:
A TYO (S) A BOH - VIE
A GAL (S) A RUM - BUD
A SER (S) F ADR - TRI
an austrian move cf;
A BUD - SER,
A TRI - TYO,
A VIE - GAL
saves all three centers!

Thus three compact centers can hold off the attack of six pieces!

(A better attack is:
F ADR (S) A TYO - TRI
A BOH (S) A GAL - VIE
A SER (S) A RUM - BUD

thus utilizing the uncuttable supports of ADR & BOH, in this situation.

Finally we have the Semi-compact nations of Italy and Russia. Here all centers are connected, but not each to each.

6) Italy

Italy has some very key Neutrals surrounding her. The four Neutrals of Apulia, Ionian, Tyrolean, & Tuscany is a real headache for Italy. Each of these provinces attacks two normally Italian centers (including Tunis) and can attack as many as three. The other Neutrals of Piedmont, Tyrolean and Adriatic are SINGLE Neutrals, with fair to poor developmental chances. Loss of TYR to an enemy fleet or APU to an enemy army are most damning and are strongest from an attack-development point of view. Again attacks like A MAR-PIE, then APIE-TUS! or F AEG-ION, then F ION (C) A GRE - APU! or A TYR - VEN then A VEN-APU!, are very playable and very strong. Use of the "spring raid" to force an opponent to remove you is a powerful move IF you can RETREAT to a Double or a Triple Neutral!!

7) Russia

Lastly we have Russia. Her key Neutrals are Livonia and Ukraine--both attacking the powerful center of Moscow. Loss of Moscow blows Russia wide open. Here we have some interesting chances to develop. Silesia can develop to Prussia or Galicia; Galicia to Warsaw, Rumania or Ukraine--Prussia to Warsaw or Livonia. That interconnected series offers quite a bit of play and also allows for the 'developing retreat'. Thus if you are in any of the five mentioned centers a 2:1 attack against you still allows a retreat to another Single, Double, or Triple Neutral; or to a supply center, if it is open. A very vexing problem for Russia!

The other Neutrals of Finland, Barents, Armenia & Bla are Single Neutrals (some are double if Sweden and Rumania are considered) with fair to poor developmental possibilities versus Russia. (Any time two or more adjacent Single-Double-Triple Neutrals are sea and coastal in nature their value, in development, is diminished over adjacent S-D-T Neutrals that are ALL land or ALL Sea in nature. Thus the couplet Fin-Both or Bla-Arm are not as strong as the couplet Sil-Gal or Tyr-Ion, e.g.)

----- D.F. cont. to page 20

The Courier

AMERICA'S NEWEST MINIATURE WARGAMING MAGAZINE

Now in its third year of publication, The Courier presents articles by Scruby, Featherstone, Viemeyer, Haskell, Sweet and many other wargaming "names". The articles cover all periods with special interest in Napoleonic, Modern, American Revolution, British Colonial and Ancient. The Articles cover uniforms, organization, battle reports, "how to" articles, wargame problems, rules for different periods of wargaming, extensive photo coverage, and many other items of interest. The Courier is published every 6 weeks (8 times a yr.) A must for every serious miniature wargamer at \$3.00/yr. Sample copy \$.45. Make a check today to: The Courier, 45 Willow St. Brockton, Mass. 02401

S&T from page 5

Forest number 4 is another problem, it will accommodate a mortar for the same reasons as forest three. Again, it is not suitable for a HMG because tanks can neutralize it after only one turn of fire, as its fire exposes its position. The best choice is a PAK. This weapon can fire on the road and upon the edge of the board where the Germans are to appear, further it can be placed on the west, north, or east edge of the forest and be of value.

Forest 5 is too far away and out of position as the Germans could avoid it. Forests one, two, and six are the next line of defense, and we have one PAK, one HMG, and one mortar and nine SMG's left. Either forest two or six is best for the HMG, both have good scope although forest six is a little stronger and therefore can really plaster an infantry unit that is at all careless. The PAK is best positioned in forest one as it has a 70" range and a mortar only 48". The PAK can fire up to mound A, while a mortar could only be effective up to the two buildings.

The final decision is an easy and natural one the mortar behind the mound with the nine SMG's. If the armor tries to go up the hill, or cross the rough terrain, the mortar will stand a good chance of crippling or destroying it by hitting the engine or tracks. The mortar in forests one or two would be firing at vehicles using the road at full speed and thus the chance at hitting them goes way down.

German Strategy

The first German move can be outlined but after this point luck takes a large hand in future plans. It must be obvious that forests three and four must be cleared before the German can ever think of moving the 155 into play. I would suggest using the SG III and moving it to the top of Hill B in turn one and firing on forest three with HE by direct fire and with the MG. A M IV and a truck should also enter with the M IV firing on forest three while the truck unloads troops behind the tank (relative to the forest) who prepare to charge the forest as soon as the two tanks machinegun the leading edges of the forest. Meanwhile another M IV enters with some infantry on the boards edge and opens fire on the leading edge of forest four.

The rest of the infantry and the AC234 appear on turns two and three while the Panther awaits the clearing of forest three and four. The SG III moves toward forest two firing as it approaches, and the Mk IV's apply covering fire to troops entering forest four. Beyond this point plans are fruitless because the T34/85 might appear (a very unwise move this early) and the howitzers might already be picking off something.

The foregoing summation is capped by one primary thought THINK ABOUT CAPABILITY OF WEAPONS BEFORE DEPLOYING THEM.

TSG B. from page 10

it Berlin is beyond me.

All of the mini-games come with their own historic set-ups and victory conditions. Barbarossa and Berlin are the best, but Stalingrad has its fine points too.

The Campaign Game is also very good, and for a game of such length it holds your attention, remarkably well, throughout. There are simply no dull moments in any of these games.

If you are an Eastern Front fanatic you have to add this game to your collection of risk being called a hypocrite, and if you are just a 'gamer' looking for an excellent game you should, likewise, look into it.

PLAY BALANCE: The mini-game Barbarossa favors the Germans (you get a better balanced game if you ignore the German marginal victory), Stalingrad favors the Russians, Zitadelle favors the Russians, and Berlin is close. As to the Campaign Game, if the German doesn't screw himself up in the first two years and lose a lot of units, he can usually force a draw.

SET UP TIME: Between five and ten minutes for all versions.

PLAYING TIME: Barbarossa lasts about an hour, the other mini-games last between one and two hours, and the Campaign Game lasts a good six or seven hours.

COMPLAINTS: My only real gripe is with the victory conditions for Zitadelle and Berlin. In Berlin the rules are worded so confusedly that you have to reread them several times, at the end of the game, just to see who won. In Zitadelle the Russians just have to sit there to win. But you can fix these things yourself and they present no real problem to playing the games.

MECHANICS: Because this game utilizes principles, particularly in the areas of movement and combat, which many of you probably aren't familiar with, I thought it advisable to include a short section on them.

First off, in the movement department, there are two important new features: zones of control are fluid, and the impulse system of movement is used. That is, you may sit next to enemy units without attacking, and you may move through enemy zones of control at a slower rate than over clear terrain.

Movement is done this way: German moves, resolves any combat, moves again, Russian moves, resolves any combat, moves again.

These two changes produce an almost complete simulation of mobile armored warfare as it occurred in the east at that time. For instance, in a usual game the German takes or bypasses Riga on the first turn, takes Minsk and surrounds or takes Smolensk on the second. I tell you, it takes your breath away. Well, don't just sit there, go order the game. Tyrone Bomba, Box 1002 Northumberland, BSC Bloomsburg, Pennsylvania 17815



WARGAMER'S NEWSLETTER

A MONTHLY MAGAZINE FOR THOSE WHO FIGHT BATTLES WITH MODEL SOLDIERS

edited and published from:

69 Hill Lane, Southampton, Hampshire, England, SO1 5AD

by Donald Featherstone

WARGAMER'S NEWSLETTER is THE wargaming magazine for the MINIATURE's enthusiast! This 26 page photo offset magazine is published by England's most renowned wargamer--Donald Featherstone. A One year subscription--12 issues--is \$5.00. Regular publication-- April #109



PANZERBLITZ from page 3

Unit	Factors	Pts	Amt	Eqp	TANK CORPS	MECHANIZED CORPS	INFANTRY DIVISION	GUARDS DIVISION
82mm m-mtr	2-M-12/3-1	30	3	6	3	9	-	-
82mm mtr	3-M-12/3-1	33	6	9	1	8	9	9
120mm mtr	24-M-20/2-0	104	3	7-8	6	8	3	3
76mm how	3-H-10/2-0	25	2	4	-	-	3	3
122mm how	40-H-20/1-0	150	2	6	-	-	2	2
45mm AT	7-A-3/3-0	29	4	6	9	13	9	6
57mm AT	9-A-4/3-0	36	2	6	-	-	-	-
76mm AT	12-A-5/2-0	45	6	4	12	16	9	10
12mm AAmg	6-I-6/2-0	19	2	9	4	4	-	-
37mm AA	8-H-12/1-0	42	0	8	2	2	2	2
Rifle	5-I-4/16-1	46	9	156	9	27	27	-
SMG	8-I-1/12-1	45	6	100	2	8	3	6
Guard	6-I-5/18-1	54	10	170	-	-	-	27
Recon	3-I-1/4-1	18	5	37	18	23	5	5
Engineer	3-I-2/8-1	25	2	100	4	3	2	2
Cavalry	10-I-3/8-3	51	4	171	-	-	-	-
CP	0-0/1-0	0	2	6	-	-	-	-
Wagon	0-C-0/1-3	8	8	4-6	-	-	20	22
Truck	0-C-0/1-12	18	17	8	70	111	5	6
Halftrack	2-C(I)-1/2-10	30	6	8	2	2	-	-
T-34/c	12-A-6/9-11	100	12	10	18	18	-	-
T-34/85	15-A-8/10-11	118	6	10	-	-	-	-
KV 85	15-A-8/13-10	122	2	10	-	-	-	-
JS II	18-A-8/12-8	128	2	10	-	-	-	-
JS III	18-A-12/14-8	140	2	10	-	-	-	-
SU-76	12-A-5/9-9	94	2	10	-	-	-	-
SU-85	14-A-8/12-11	118	2	10	2	2	-	-
SU-100	16-A-8/15-8	126	2	10	-	-	-	-
JSU-122	17-A-10/15-7	132	2	10	-	-	-	-
SU-152	40-H-10/16-7	226	2	10	2	2	-	-
M-13	40-H-24/2-12	236	0	8	1	1	-	-

German Fortress	100
Russian Fortress	125
Bockade	85
Minefield	125



Unit	Factors	Pts	Amt	Eqp	SS PANZER	PANZER	PANZER GRENADIER	1944 INFANTRY	VOLKSGRENADIER
81mm mtr	3-M-12/3-1	33	4	6	8	6	8	7	7
120mm mtr	15-M-20/2-0	76	4	4	6	4	6	7	6
75mm how	2-H-12/2-0	27	4	2	-	-	-	9	18
150mm how	20-H-12/2-0	79	2	2	-	-	-	3	-
50mm AT	8-A-5/3-0	35	2	4	-	-	-	-	-
75mm AT	13-A-6/2-0	50	3	4	3	3	4	6	2
88mm AT	20-A-20/1-0	90	2	4	3	2	2	-	-
20mm AA	4-H-10/1-0	27	2	6	16	7	8	2	-
q20mm AA	14-H-10/1-0	57	2	3	5	6	4	-	-
Rifle	3-I-6/8-1	32	18	59	57	39	57	63	19
SMG	6-I-3/6-1	33	6	52	-	-	-	-	38
Engineer	3-I-4/10-1	32	3	63	13	11	11	8	6
Security	2-I-4/5-1	21	3	46	-	-	-	-	-
CP	0-0/1-0	0	3	6	-	-	-	-	-
Wagon	0-C-0/1-3	8	4	4	-	-	-	32	39
Truck	0-C-0/1-12	18	16	5	81	72	107	16	4
Halftrack	2-C(I)-4/4-10	40	11	5	39	24	12	-	-
PzKpfw IV	14-A-8/8-8	104	12	5	12	10	10	-	-
Panther	16-A-12/12-10	132	12	5	12	10	-	-	-
Tiger I	15-A-12/12-8	124	2	5	-	-	-	-	-
Tiger II	20-A-12/16-6	148	2	5	-	-	-	-	-
Marder 3	12-A-8/7-8	94	2	6	8	6	4	-	-
StuG III	12-A-8/12-8	104	4	6	5	2	2	2	-
Hetzer	12-A-8/12-6	100	2	6	-	-	-	-	2
Jagd Pz IV	16-A-12/9-8	122	1	6	1	1	1	-	-
Jagd Pz V	20-A-12/15-9	152	2	6	-	-	-	-	-
Jagd Pz VI	22-A-12/18-5	158	1	6	-	-	-	-	-
Nashorn	20-A-20/6-8	148	1	6	-	-	-	-	-
Lynx	2-A-4/6-10	48	1	5	1	1	1	-	-
234/1 (ac)	2-H-4/3-16	54	3	7	3	3	3	-	-
Puma (ac)	6-A-5/3-14	68	1	7	1	1	1	-	-
234/4 (ac)	13-A-8/3-14	102	1	7	1	1	1	-	-
Gw 38(m)	10-H-12/5-6	86	1	2	6	6	6	-	-
StuH 42	14-H-12/12-8	120	1	6	-	-	-	-	-
Wirblewind	14-H-10/6-8	104	2	3	1	1	-	-	-
Wespe	40-H-32/5-8	250	3	6	2	2	2	-	-
Hummel	60-H-24/6-8	316	2	6	1	1	1	-	-
Maultier	50-H-12/4-10	252	1	6	-	-	-	-	-
75mm FA	20-H-28/2-0	104	0	6	-	-	-	-	3
105mm FA	40-H-32/2-0	169	0	6	2	2	2	6	4
150mm FA	60-H-36/2-0	235	0	6	2	2	2	2	2
170mm FA	50-H-80/2-0	271	0	6	2	-	-	-	-
Nebelwerfer	60-H-16/1-0	194	0	6	3	-	-	-	-

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MERCATOR 1:200 TANK MODELS

Model	Country	Year	Price
1000 A7V	Germany	1918	\$1.00
1002 MG-IV, Captured Vehicle	Germany	1918	1.25
*1101 Pz. I (B)	Germany	1936	1.00
*1104 Pz. I (PzKfz)	Germany	1936	1.00
*1105 Pz. I (Inf. Gun)	Germany	1939	1.00
*1106 Pz. II (A.B.)	Germany	1936	1.00
*1108 Pz. II (C)	Germany	1937	1.00
*1109 Pz. II (Inf. Gun)	Germany	1937	1.00
1110 Pz. III (D)	Germany	1939	1.25
1111 Pz. III (F-8)	Germany	1940	1.25
1112 Pz. III (G-1)	Germany	1940	1.25
1113 Pz. III (H)	Germany	1942	1.25
1114 Sturm Geschütz III	Germany	1940	1.25
1115 Sturm Geschütz III (diff. Gun)	Germany	1940	1.25
1116 Sturm Geschütz III (")	Germany	1943	1.25
1117 Pz. IV (D)	Germany	1940	1.25
1118 Pz. IV (F-1)	Germany	1941	1.25
1119 Pz. IV (F-2)	Germany	1940	1.25
1120 Pz. IV (B)	Germany	1943	1.25
1121 Pz. IV (Anti Aircraft)	Germany	1943	1.25
1122 Pz. IV (Anti Aircraft)	Germany	1943	1.25
1123 Pz. IV (Wibelwind)	Germany	1944	1.25
1124 Pz. IV (Gerdard)	Germany	1944	1.25
1125 Pz. IV (Hetzer)	Germany	1944	1.00
1126 Pz. V Panther (D)	Germany	1943	1.50
*1127 Pz. V Jagdpanther	Germany	1943	1.50
*1128 Pz. V (Anti Aircraft)	Germany	1944	1.00
*1129 Pz. V (Recovery Tank)	Germany	1944	1.50
*1130 Pz. VI Tiger (B)	Germany	1942	1.50
*1131 Pz. VI Sturm Tiger	Germany	1944	1.50
*1132 Pz. VI Tiger II	Germany	1944	1.50
*1133 Pz. VI Tiger II (B)	Germany	1944	1.50

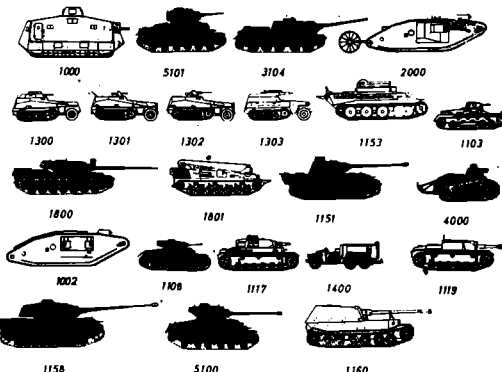
Model	Country	Year	Price
*1139 Jagd-Tiger	Germany	1944	\$1.50
1160 Tiger (P)	Germany	1943	1.50
*1200 Panzer Spähwagen 221/22	Germany	1936	.85
*1201 Panzer Spähwagen 232	Germany	1939	1.00
*1202 Panzer Spähwagen 231	Germany	1939	1.00
*1204 Panzer Spähwagen 234/1	Germany	1943	1.00
*1205 Panzer Spähwagen 234/3	Germany	1943	1.00
*1206 Panzer Spähwagen 234 Puma	Germany	1943	1.00
1304 84 Kfr. 251/1 (Halftrack)	Germany	1942	1.00
1305 84 Kfr. 251/2 (Halftrack)	Germany	1942	1.00
1306 84 Kfr. 251/3 (Halftrack)	Germany	1942	1.00
1307 84 Kfr. 251/10 (Halftrack)	Germany	1942	1.00
1308 84 Kfr. 251/1 (Halftrack)	Germany	1942	1.00
1309 84 Kfr. 251/22 (Halftrack)	Germany	1942	1.00
*1300 84 Kfr. 250/5 (Halftrack)	Germany	1943	1.00
*1301 84 Kfr. 250/1 (Halftrack)	Germany	1943	1.00
*1302 84 Kfr. 250/10 (Halftrack)	Germany	1943	1.00
*1800 Leopard 1963	Germany	1963	1.50
*1801 Recovery Tank, Standard	Germany	1963	1.20
*1350 Heavy Halftrack St. Bde 11	Germany	1937	1.25
1400 Kfr. 81, Krupp 12843	Germany	1943	.60
1401 Kfr. 69, Krupp 12843	Germany	1943	.60
*1402 Kfr. 72, Krupp 13863	Germany	1943	.75
1403 Kfr. 72, Henschel, 3501	Germany	1943	.75
1404 Kfr. MAR 3,5 Tons (2)	Germany	1943	.75
1405 Kfr. Opel Blitz, 1.5 Ton	Germany	1943	.60
1600 3,7 cm Anti Aircraft, v. Trailer	Germany	1936	.60
1601 2 cm Anti Aircraft Gun	Germany	1938	.60
1602 3,7 cm Anti Aircraft Gun	Germany	1943	.60
1603 7,5 cm Anti Aircraft Gun	Germany	1943	.60
1604 3,7 cm Anti Tank Gun (Pak)	Germany	1943	.60
1605 7,5 cm Anti Tank Gun (Pak)	Germany	1943	.60



*Asterisk denotes models in preparation to be available in the course of the year. They will be announced in our bulletins.

Complete Catalog of MERCATOR Tanks, with sketches .50 - .50

The above new line of tank-models in the 1:200 scale are just the right thing for the collector of military vehicles, or the vintage enthusiast. They are detailed to perfection, as only MERCATOR can do it (see his ship-models) painted often in camouflage and are cast in the same metal, that the ships are cast in, which means once they are put down, they stay in place, different than plastic.



The above illustrations show just some of the MERCATOR tanks. The size is of course reduced. Actual size of Model # 1151 for instance, is 2" long. If desired, further custom painting can be done with HUMBROL paints, applied thin in order not to cover up the very fine detail of these models.

DISPERSAL EFFECTS CHART

German Turn		Russian Turn		German Turn	
move		move		move	
r fire	AFFECTS GERMANS	g fire	AFFECTS RUSSIANS	r fire	
g fire	AFFECTS RUSSIANS	r fire	AFFECTS GERMANS	g fire	
move		move		move	
overrun	AFFECTS RUSSIANS	overrun	AFFECTS GERMANS	overrun	
CAT	AFFECTS RUSSIANS	CAT	AFFECTS GERMANS	CAT	

Orders Games

With the advent of the visibility rule above, a certain amount of secret deployment is possible, the amount increasing as the game size increases. Historically the "fog of war" managed to cover many a deficiency and nullify many an advantage. Now something of the same can happen in **Panzerblitz**.

The concept of the "orders" game is also common in miniatures: mainly, each player draws his "mission" from a deck of cards. The mission card then leads him to a second draw of one of a selection of tocher decks to produce his troops. All draws are kept secret from the opposition until the game is over.

You may arrange the decks of cards in very daring ways, but then the risk of coming up with a totally unbalanced situation is greater. Challenging as a fight against the odds is, **Panzerblitz** was not set up to handle such realistically. The reason is that Dunnigan made each player into a "God" who knows where all troops are, and can predict with statistical precision the results of a battle (especially given the magic 4-1). The 20-square visibility rule mitigates the problem somewhat, but a total redesign of the game oriented to putting the player into the Colonel's seat instead of God's is necessary for the player who enjoys the military problem challenge. I respectfully suggest that this is precisely what I have already done (before **Panzerblitz** came out) with 1944. But that's another story.

Large Games

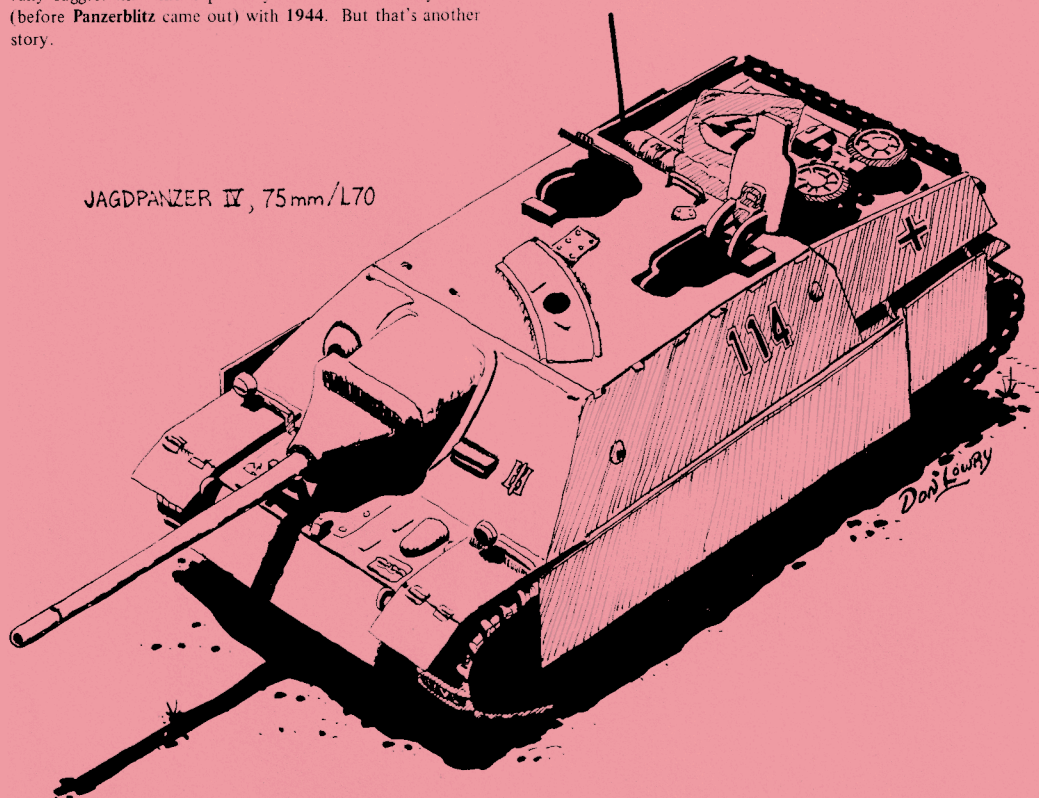
I have been assured by Dave Williams that **Panzerblitz** is indeed an interesting game on the multi-regiment and even divisional level, and for players who understand the tactics of the "basic" game, the large game is definitely a must. Included with this article is a basic counter sheet. With a little touch up work you can give this to a professional printer and have a number of copies made up — some on slate gray and some on "curry" (dark yellow), and some on white. You then use the sections you need from each color sheet. In the printing business many copies of one master is cheaper than a few from many different masters.

If you are too cheap to buy gameboards from Avalon Hill take some tracing paper and go over board 3, tracing just the hexagons. Photostat or offset printed copies are just a step beyond this; I strongly suggest making your own boards in this manner because the AH boards are very poor for large battles (because of their dramatic terrain variations from board to board).

The author remains open for all comments if mail is directed to Arnold J. Hendrick, 10 Cole Road, Wayland, Mass. 01778.

+ IW +

JAGDPANZER IV, 75mm/L70



NEBULA 19:

a
simulation
of interstellar
warfare

Finally, a **PLAYABLE** game for wargamers and the science-fiction enthusiast which incorporates

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- II. Individual skill, no luck factors;
- III. Individually-designed fleets;
- IV. 2 game levels plus several scenarios for 2-6 players;
- V. A basic game capable of being played within 1/2 hour;
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ACOMA from page 12

ence. Battle plans were whispered under the stars and inside clay houses. When the day began, so did the fighting. Hours later, Colonel Zaldivar hailed the Acomas and implored them to surrender. Their Zutucapan, refused, interpreting the Colonel's request as a sign of weakness, and massed 500 warriors for a grand assault to sweep the invaders off the island in the sky.

Again and again, the colonel appealed to the Acomas. Zutucapan's monstrous charge was ready to be unleashed, but like a gecko teases a spider before gulping it down, the chief toyed with the Spanish commander.

Unknown to the teasing chief, Zaldivar was also playing a game, he was stalling for time, because his soldiers were pulling their two artillery pieces up to the mesa battlefield.

Finally Chief Zutucapan unleashed his human battering ram against his foe, but he was too late, for the guns were ready, and the first salvo from them paralyzed the charge. The Indians were stunned, confused, and awed. Never before had they seen or heard such mighty weapons as those those gleaming, deaf dealing artillery pieces.

Chief Zutucapan's fiery voice thawed their awe and confusion. It drove them forward again and again into the burst and flare of the murderous artillery. Before the Indian warriors broke and retreated, over 500 lay dead on the field of battle.

On the third day of battle, Colonel Zaldivar ordered torches set to the city. By the middle of that afternoon there was no fight left in the Acomas; no voice to rally them into battle, their chief was dead, and with him, their spirit.

A meek and humble surrender was offered, and accepted by the Spaniards. Vengeance and beer extracted, and the guilty punished.

Colonel Zaldivar counted his losses—two killed.

INCAS from page 14

cations. Each of the provincial governors controlled the tribute apparatus, funneling the portion intended for the military into specially constructed storehouses. The tribute included all of the implements for war and life itself. Each of the subject peoples produced what items they could manufacture best and delivered them up to the Inca officials. From the storehouses, constructed fairly close together along the main routes of communication, the peacetime garrisons drew what supplies they needed, turning the excess over to the poor. During wartime the militia units probably assembled at the nearest storehouse, took what supplies and weapons they needed and then moved off to rendezvous with the main body of the army. (Cieza de Leon, 1959: 164-5, Garcilaso de la Vega, 1966: I:251 256 (quoting Augustin Zarate).

+ IW +

D.F. cont. from page 16

Now that all the countries have been discussed, let us look at Neutrals from the overall point of view, i.e. which are most important to gain for one alliance attacking a single country (or another alliance)?

The following are the most volatile Neutrals in any campaign involving the countries surrounding them. TYR, FIN, ION, and the tri-ange BOH-SII-GAL. Other key provinces-- but having supply centers--are BEL & Rum.

These provinces almost MUST be held by the attackers to gain superiority, or by the defender(s) to stay alive. Loss of them is the first step to decay of the area.

It is only one minor step to realize that this tactical presentation can be applied to ANY 'supply center complex' at any time in the game. The definition of the Single, Double, Triple, etc Neutral is dependant on what centers are held by a single power and form the unique 'supply center complex' for that point in time. As centers are taken (or added to) that complex the value of a Neutral changes with respect to both attacker and defender. e. g. TYO is a SINGLE with respect to Germany and Italy initially, and a Double with respect to Austria. But if Austria wipes out Italy and takes Ven then Tyo has become a Triple with respect to Austria. Now if Austria captures MUN, then TYO has no value as it is totally behind Austrian lines!

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