INTERNATIONAL WARGAMER

20 pages
60 cents

FEATURING
WAR IN 1:32
SCALE

the Clear Creek
Battlefield

International Wargamer

Cover Credits: Photographer Mr. Bob Kelso
upper left: The Norman town was the central
objective of the Allied push. upper   right:
Small hydroelectric dam controled flow of water
Center: PzKw. IV, Lower Left: A German Defense
installation with lake in background.   Lower
Right: Reinforcements move into battle area.

WAR IN 1-32
by: Daniel K. Ralston

Over the weekend of the Fourth of July 1971, the first known 1/32 miniaturist convention was held in Redding, California. This event, heralded as the beginning of 1/32 - 1/35 scale conventions, is hoped to be an incentive for armor enthusiasts to begin developing armies of this scale for a fantastic new dimension in miniature war games.

CLEAR CREEK WOODS -- 1/32 scale battle field
(general description)

The battlefield represents a small segment of an area of land in Normandy, somewhere near Caen. Within this area there is a major east-west river, and near the center of the field, a river fork, which divides the field into three major areas. Located at the fork of the river is an ancient Norman village, originally build and inhabited by the Romans during their conquest of Normandy. The village is of stone construction and many ruins of old arched Roman buildings are in the area. In addition to the village, a small airfield is located on the southern edge of the village, of sufficient size to accomodate WW II fighter planes, but not bomber forces.

The Clear Creek Woods Battlefield is approximately 1½ scale miles long and about 1¼ scale miles wide. A certain portion of this topography is undeveloped high grass (forest) area. At present, a highly developed road system converges on the village and more and better road systems are continually developing. To the north of the village, and on the north side of the main river, is a lake with two hydro-electric dams, and power plants, which are intended to be producing modern day power for the village and surrounding countryside. The lake is, at times, dry, as the water flow to it is determined by irrigation needs on the battlefiled, irrevelant to the wargames.

The time in question is Europe during the Second World War. More specifically, after the fall of France, and after Germany has retreated from North Africa. The time can be most likely pin pointed to be post 1944 -- " D-Day", since the home army is the remnants of Rommel's once legendary Afrika Korps, the 21st Panzer Division. The 21st, Deutsches Afrika Korps, is a proud unit, rearming and refitting in France at a time when all other crack German units were being sent to Russia. "21st Panser Division is the cfficial home army of the Clear Creek Woods Battlefield." In addition, a reconaissance unit of the 2nd SS Panser Division Das Reich is a part of the home defending force, historically thrown into the battle for Normandy in July of 1944. Token forces belong-
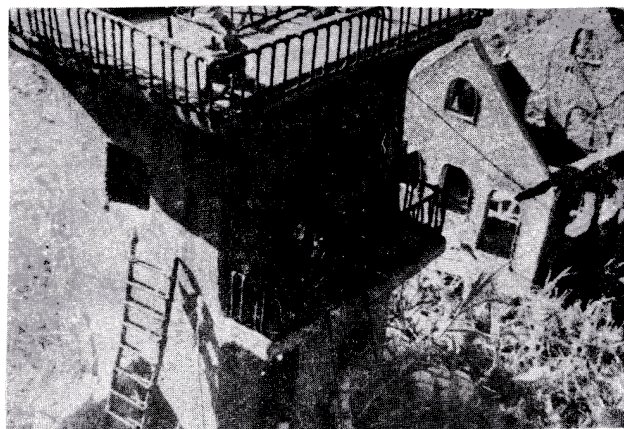
The Germans prepared to defend the town block by block if necessary.

ing to the SS Totenkoph and SS Prince Eugen are also used on the battlefield from time to time.

The July 4th Battle

The Allies began the game by landing their force on a portion of the battlefield known as D. Sector, and from there, they began their drive toward the village, roughly 3/4 of a mile away. (in scale) In between the Allies and the village were the scattered forces of the Das Reich SS Recon. Unit, trying to cover nearly a quarter of the acre field. All other German forces were spread out in defense positions all over the field, as the Allied landing zone was not known ahead of time. The Allies punched a hole in the thim Das Reich perimeter and advanced rapidly throughout the morning of the 1st day's battle. Peppers' 19th Panzer Division armor arrived from A. Sector to back up the German troops and their defense began to stiffen, taking their toll of the advancing Allied armor. At the close of the first day of battle, the Allies had expanded only a little over 1/4 of a mile from their landing zone, but had dug in, in extensive trench works and bunker fortifications.
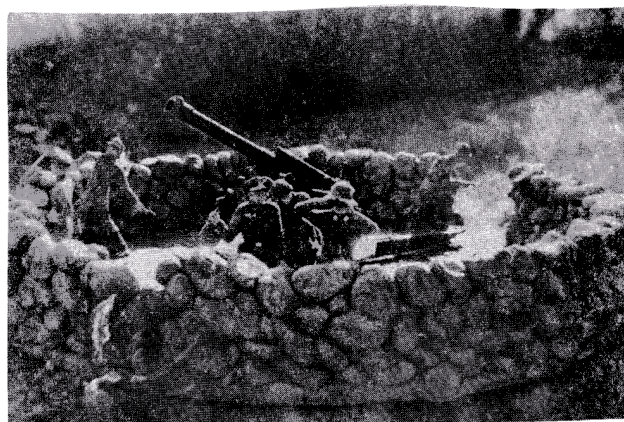
Observation posts were vital for calling indirect fire.

Luftwaffe... some second thoughts   Tyrone Bomba
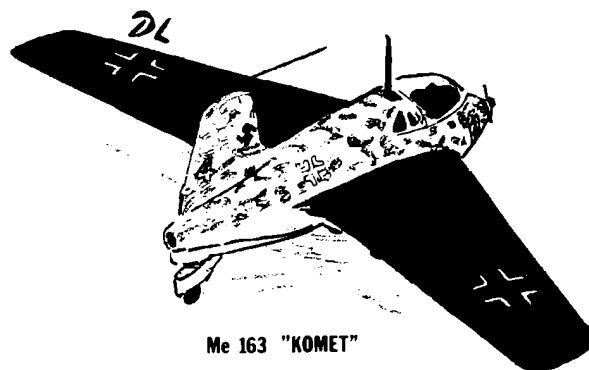
Me 163 "KOMET"

Let me begin this article with an apology. In my initial review of AH's Luftwaffe, I severely criticized S&T for their shoddy review of the game, and then I commited some of the same errors myself. So to you, IW readers, I apologise. My initial review was written (I see now) before I had sufficient experience with all parts of the game. (I was prompted to write it somewhat prematurely by S&T's very badly done review.) Therefore mark this article "errata" and read on. My previous review stands except where here-in ammended.

PLAYING TIME: For playing time in the "Advanced" and "Tournement" versions I have listed 24 hours. When you play your first few games it will no doubt take you a day to play, but as you become more familiar with handling the game, and organise the different game components into seperate containers, etc., this figure can be drasticly cut. After you are completely familiar with the game it should not take you longer than 6 to 7 hours to complete a tournement or advanced game.

PLAY BALANCE: I said before that the tourney game was fairly even and tha advanced game favored the Germans. Well, if you play the tourney game without options the German will win every time, but if you utilise the strategic oil varient in which as the American bombs out the Axis oil reverves, the German must ground more and more of his aircraft, the American will then have a fighting chance.

As far as the advanced game goes forget it. I simply do not see how the German can lose. Those jets! (One thing you can do to help the advanced game's play balance is to use it with the strategic oil varient and only give the German his historicly accurate reinforcements. The advanced game assumes that Hitler ordered production of the jet fighters to begin as soon as possible.)

The one factor in both these versions that huts play balance is that the American does not have enough bomber replacements to raid every quarter of the game. Mr. Zocchi, the game's designer tells me you can compensate for this by skipping a few quarters and saving up your people for a few maxium effort raids. But the trouble with that is that as you're building up yourself so is the Geramn, so when you do go barrelling in there you're facing the strongest opposition yet, and the German will have accumulated himself a nice reverve of replacement factors.

Something which would no doubt go a long way toward remedying the play balance problems in these two versions would be the acknowledgment of the advances of the allied armies. As I pointed out in my first review, since these advances are to a great extent ignored, the American is forced to bomb targets which are actually behfend friendly lines in the latter stages of the game. Mr. Zocchi tells me that he left this factor out because he couldn't figure out how to work it in without greatly increasing the complexity of the game. It seems to me that all that would have had to have been done would be to put about two more sets of colored lines on the board showing the limit of the allied advance at different times. The rules would simply state, "Beginning in such and such a turn all targets and airfields outside of this perimeter are considered destroyed and may no longer be used by the German in any way." Is that so complicated?

"Operation Custer" also favors the Germans greatly. Granted, the American can usually get in and reach his targets, but to win he has to keep his losses at less than double the German's. And that is not a very easy thing to do! Getting your bombers into the heartland of the board, where most of the targets for this version are located is hard enough, but getting them out makes entry look simple! (Getting your planes out is somewhat on the order of, "Now for my next magical trick.")

This version usually ends in a German victory or a draw. Acknowledgement of the advancement of the allied armies would also help this one.

As far as "the solo game" goes, what can you say? Like all games in which you play with yourself it's nothing but self-abuse

ODDS AND ENDS: TSG Luftwaffe is in reality Flying Fortress I.

S&T published such a lousy review of Luftwaffe, they claim because their reviewers mistakenly reviewed the wrong game, Flying Fortress II. Though how that happened I can't concieve.

RECOMMENDATION: Despite the changes in my review, my overall recommendation for the game stands. That is, if you don't like the idea of airwargaming don't buy Luftwaffe, it won't convert you; if you're an airwar fanatic, by all means buy it and if you're a land or naval 'gamer who has always wanted to get into the airwargaming field but haven't liked the available selection of games, again, by all means, get it.

+ I W +

BROADSIDES
G. LORD — PART I
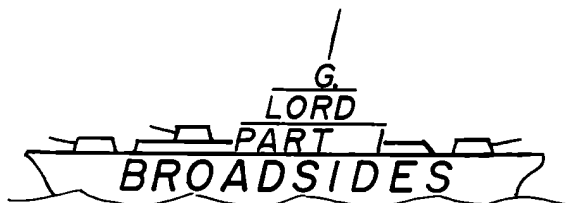
Someone recently stated in Don Featherstone's Newsletter that any fool could make up a set of rules for a wargame. He is quite right. But a good set of rules is a judicious choice of realism versus playability. Some rules are so simplified that there is not enough variety to make the game hold interest for very long nor does it bear much resemblance to reality. I would rather, however play such a game rather than one using rules in which complexity soon bogs the game down under a welter of calculations and specialized rules. In naval wargaming there has been in the last 10 years a drastic change from only Pratt's rules to probably a dozen different sets available today. Naval games, it seems, are on the side of too great a complexity. It is not my intention, in the following series of articles, to knock any particular set of rules nor to expecially push my own. Not too long ago, S&T printed my own Naval Rules but omitted the final, and in my opinion, the most important part. Actually players usually end up twisting some one's set of rules to suit their own taste. There is nothing wrong in this, except, unknowingly, they may have deffeated the author of the rules intention. I, recently did just that to Mr. Hendrick's fine set of rules --1944--but fortunately soon saw the error of my ways and now play them according to Hoyle. One advantage of Mr. Hendrick's 1944 rules as well as my own is that the player can take the basic rules first, learn them, and then add in the others gradually.

I would like to discuss in this first article the subject of maneuvring at sea. I have not read all the latest sea rules published, but I suspect that most of them follow the general pattern of Pratt's. In such rules the skill factor is mainly one of guessing the ranges correctly over large floor distances, where as in my own rules the main skill is in out-maneuvring the opponent so that you can bring more fire to bear on him than he can on you. For this purpose, we use simultaneous movement using the pattern FIRE-MOVE-FIRE-MOVE-FIRE, in a move. There are two restrictions on the firing:

1. No weapon may fire more than once per turn.
2. If a weapon fires at the end of a turn it may not do so at the start of the next turn--time needed to reload.

For simplicity we permit ships to sail in 16 possible directions that is, 22 1/2 degrees. However, a ship may face-more-face during each part of the movement portion of the turn sequence. During a turn a ship moves 1/2 of its full turn then the other half during the second move portion.

I have been in naval games in which the players are permitted to move any part of the ship's speed that they wish. DID YOU EVER SEE A SHIP MOVING FULL SPEED SUDDENLY STOP? We allow a ship to increase or decrease speed by 1/4 during each turn.

To illustrate the system let us take an example. A destroyer capable of making 40 knots can move 8" full speed on a 6' X 8' table. We assume a turn occupies 6 minutes or 1/10 of an hour. Double full speed and divide by 10 gives 8" maximum move. The data card shows quarter speeds -- 2", 4", 6", 8" for this ship.
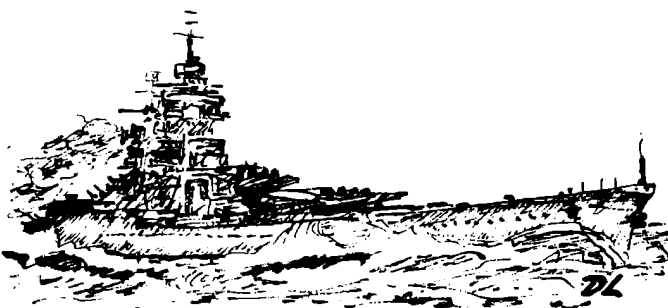
Now being permitted 16 directions - we will assume she faces NNE so the player simply marks beside ship's name direction sailed, speed, direction faced.

> Cossack--SE 3/4 SM. (We deduct .1" per point of turn, but this is one of those little annoying rules perhaps better left out, to keep the game simple and lively.

Each side now tosses face down in the table center a slip for each ship with the part move shown in the code system illustrated above. The opponents pick up the slips for the enemy ships and carry out the movement instructions. EXAMPLE -- on picking up the Cossack slip, the enemy player swings the model from NNE originally to a SE course and advances it 3" and swings it around facing SW. You will be amazed at what a shock you might get when all the new positions have been reached. Furthermore, you may face an important decision, should I fire certain weapons now or wait hoping I can get into a more favourable position after the second part of the move. If you can guess where your opponent will be, good for you, this type of game, I feel, calls for real naval command to make the important decisions.

The second article in this series -- The Factors Affecting the Firing of Guns.

Readers are welcome to write in comments or questions to : Mr. George Lord
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+ IW +

"Don't Give Up the Ship!"

DAVID ARNESON & GARY GYGAX

part

3

Victory Limitations (Optional)

5-1 to 9-1: Add one pip to die roll
9-1 to 14-1: Add two pips to die roll

Continue adding one pip for every   6-1
edge.

Original Odds	Portion of Table
5-1 to 3-1	Full Table
3-1 to 2-1	4 Spots
2-1 to 1-1	3 Spots
1-2	2 Spots
1-3	1 Spot

(For 3-1 to 3-1 a tie is the best   possible
result.)

Melee Results Table

Die Roll	.	Result
Tie; Difference of 1	.	Melee results for two turns.
Difference of 2	.	Both sides shaken, winner advance one area.
Difference of 3	.	Loser in disorder, winner advance two areas.
Difference of 4	.	Loser in disorder, winner advance four areas.
Difference of 5	.	Loser routed, winner advance five areas.

Ship Areas

The areas of the ship are: Foothold, Top deck, Second deck, Third deck.
The area of a **Brig**: Top deck.
The areas of a Frigate-Razee: Top deck, Second deck.
The areas of a 74-80: Top dedk,   Second deck, Third deck.
The areas of a 90-120: Top deck,   Second deck, Third deck, Fourth deck.
The area of the S. Trinidad: Top   deck, Second deck, Third deck, Fourth deck,   Fifth deck.
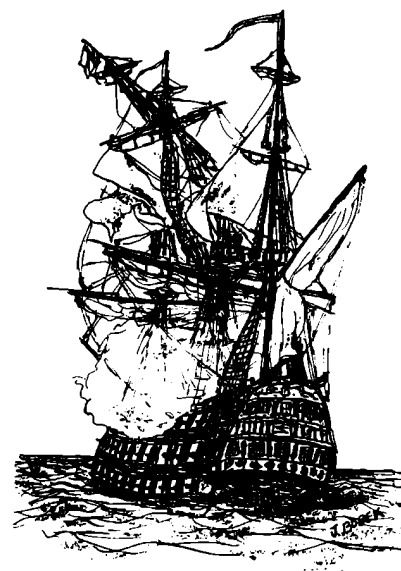Grapples may be cut only when the   enemy has been driven from your ship.
Crew losses are considered to be   negligable in melees.
When all decks are taken a ship has   surrendered.
When a party holding an upper deck is attacked from below, they have a two to one edge on the first turn. If there is a melee,   this edge is lost.

Optional Rules

Lighting Ship:
Add ½": cut away anchors; jettison all boats (add 1 pip to morale throws after   this point); dump all water (must enter port within three days).

Add 1": dump one-third of all guns overboard (should be equal to one-third of   all broadside weight).

Sighting Identification:
Until ships are at 24", only the   general type need be told (first rate (90-136),   Ship of the Line, Frigate, and Brig). At   night there is no identification, i.e., neither side nor size need be revealed. Rather than   put down a ship model, use a piece of cardboard.

Kedging:
This use of boats and anchors to move the boat requires one-fourth of the crew,   takes one turn, and adds 1½" for a Brig, 1" for   a Frigate, and ½" for a Ship.

Ship Sinking Rule:

% of Hull Damage	Die Roll
0-140%	No Change
141-150%	1
151-160%	1,2
161-170%	1,2,3
171-180%	1,2,3,4
181-190%	1,2,3,4,5
191-200%	Sinks Automatically

(This rule is not to be used with weather.)

+ I W +

the Planes of WWI part I

Bruce Miller

MORANE—SAULNIER N

THE TAUBE One of the famous planes of history designed by Etrich, an Austrian. "Taube" means literally, "dove". Rumpler built the first German TAube in 1910 and, when the war broke out, Taubes were being built by Albatros, Halberstadt, Etrich, Gotha, Jatho, Jeannin, Rumpler and Stahlberg. Engines used were the 100 hp Mercedes, the 75 Schwabe and the 100 Argus. Span was 44", length 34' speed 50-55 mph and few climbed above 3000 ft. The Taube was a wing-warper, without ailerons, difficult to land and treacherous in wind. It carried two men who could not look down unless it was tilted perilously. Tradition says Immelmann dropped the first bombs of the war on Paris from a Taube. The claim is doubtful. Fritz von Hiddeson bombed Paris in August, 1914. He could carry only two four-lb. bombs, but he dropped them every night promptly at six with the anti-aircraft guns trying for him and cafe patrons watching, fascinated. He became known in Paris as "the six o'clock Taube." Taubes were not built after 1914.
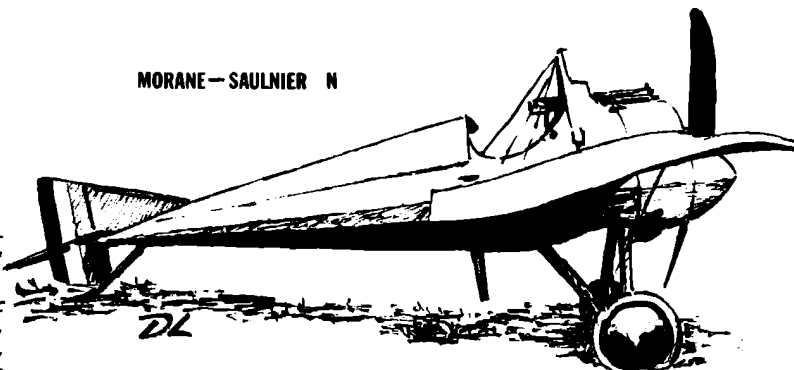
THE MORANE This was one of the standard French two-seaters in 1914, with an 80 hp Gnome rotary. Span was 30', length 20', speed 70-75 mph. The English model was slightly larger (span 30" 2", length 20' 9") and was powered with the 60 LeRhone. Only a few Moranes were used by the British in France, Principally in No. 3 Squadron. In 1915, the French created a morane with the 110 LeRhone and called it a fighter (span 36' 9", length 23' 7"). It was on this ship that Garros installed his deflection plates and became the first to fire through the prop.

TSG Barbarosa addition
TYRONE   BOMBA

Pz V, "PANTHER" — 75mm/L70 gun
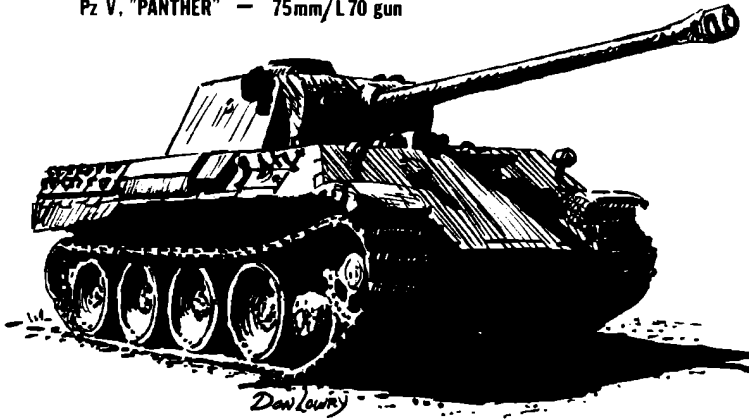
Fit the two boards together and then place them on the western edge of your TSG BARBAROSSA board such that the coastline and major rivers match up.

This supplement is meant to be added to the play of the Campaign Game, or Berlin. Except where herein added to or amended all of the regular rules of the game apply.

RULES FOR PLAYING BERLIN: Use the regular initial set-up given with the game. Extend the time limit to turn 12 (May, '45). The game ends with the Russian May, '45 move.

The Russians receive a supply unit each turn. The Germans receive a supply unit on turns 2, 4, 6, 8, and 10. German supply units are started in Warsaw until that city falls to the Russians. Once Warsaw falls they are started in Berlin. If Berlin falls the German receives no more supply units until the city is recaptured (if ever). The Germans would not accumulate supplies while the Russians are in Berlin.

The Germans receive no reinforcements in this game. The Russians receive one 2-1-5 and one 1-2-5 on turns 7 through 12 (this is in addition to the units they receive on turns 1 through 6).

When Bucharest falls the Germans must remove two 2-4-2s; and when Budapest falls they must remove one. Ignore this if these units have been killed before the cities fell.

The Russians win a decisive victory if by the end of the game they have been the last to occupy or pass through Berlin, Vienna, Budapest, Prague and Belgrade. The Russians win a strategic victory if they hold Berlin at the end of the game. There is no Russian marginal victory.

The Germans "win" if they prevent the Russians from obtaining either a decisive or strategic victory.

RULES FOR PLAYING THE CAMPAIGN GAME: Extend the time limit of the game to turn 48 (May, '45). The game ends with the Russian May, '45 move.

The Russians receive a supply unit on turn 46, 47 and 48. The Germans receive a supply unit on turn 46. German supplies are taken out as in BERLIN, above.

The Germans receive no reinforcements beginning in May, '43. The Russians receive two 2-1-5s and one 1-2-5 on turns 46, 47 and 48.

The regular CAMPAIGN GAME victory conditions remain in effect for the Germans; the Russians use the victory conditions presented herein for BERLIN. If neither side wins a victory it is considered a decisive Anglo-American victory, and the Germans receive an "E" for effort.

In September, '43 the German must remove at least two (if there is only one left remove it) non-Finish 2-4-2s from the board. He must remove other non-Finish 2-4-2s as per the rule for BERLIN, on this sheet. Once Budapest and Bucharest are in Russian hands all non-German Axis units must come off the board. If the Germans have not won the game by August, '44 the Finns surrender and are taken off the board.

+ OPTIONAL +
RULES

LUFTWAFFE WITHDRAWL (applies only to the Campaign Game): After February, '42 the Germans have only two Luftwaffe Fleets on the board; after February '43 they have only one; and after May, '44 they have none.

FREEZE: (for any version): During the winter months the two rivers just south of Leningrad, and the river that runs between the two large lakes are considered frozen, and units defending behind them are not doubled. If there is no other type of restricting terrain in the square it is considered plain-terrain for the purposes of movement. Also, the three large bodies of water north of Moscow (not the Baltic Sea) freeze. Units may NOT move across them but supply is traceable over them when they are frozen.

EASTERN BULGE (for BERLIN and the CAMPAIGN GAME): Suppose Hitler had decided to commit his last strategic reserves in the east instead of in the Ardennes. To simulate this, beginning in December, '44 the Germans have available to them two panzer and one infantry army, plus an additional supply unit. These units may be held until a later date but they must all come out on the same turn. They may be started anywhere behind unisolated German lines.

+ IW +

TRACKLINKS TIDBITS — Mike Reese

One area that is neglected by ROCO and ROSKOPF is anti-tank guns. Several types are needed by the wargamer but only the small American 37mm/L60 (Z-198/99) is made. I will attempt to describe several anti-tank guns in this article that I have made and used.

British 17 pounder (75/L70). Parts — M-41 (Z-207) Walker Bulldog gun barrel, AIRFIX Bren Carrier & 6 Lbr Gun Kit (hereinafter referred to as AIRFIX 6 lbr. kit.). Put the AIRFIX gun together as it comes except for the gun barrel. Cut the end of the barrel off (drawing) and substitute the M-41 barrel. Then finish the assembly.
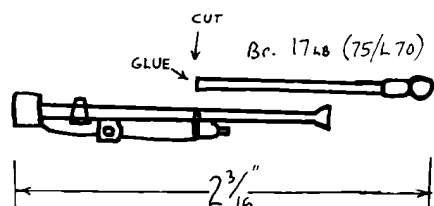
British 6 pounder (50/L60). Parts — AIRFIX 6 lbr kit, German barrel assembly from a 37mm Flak gun. Assemble the gun except for the barrel/mount assembly. Trim the pins off of the gun mount. Trim the 37's lower mount at a point mid-way from the breech to the end of the barrel carriage assembly. (drawing). Mount the 37mm gun on the mount and then put the main shield onto the gun. Some trimming of the 37mm gun may be necessary. The shield should be put on upright (0 degrees).
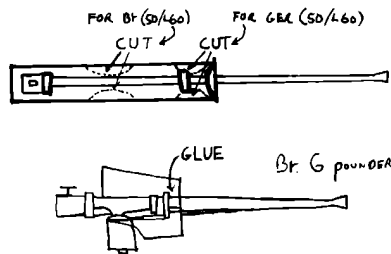
American 57mm anti-tank gun (50/L60) Make it exactly like the British 6 lbr. except leave off the carriage armor.

American 3 inch (76.2mm) antitank gun. (75/L60). Parts — AIRFIX 6 lbr kit gun barrel, ROCO 105mm American field howitzer (Z-183). Remove the barrel from the howitzer. Cut the muzzle brake off of the AIRFIX gun and then mount it onto the howitzer.

Russian 47mm anti-tank gun (50/L50). Make exactly the same as the American 57mm antitank gun except that the main shield is sloped back at a thirty degree angle.

Russian 76.2mm field/antitank gun (75/L40). Parts — AIRFIX 6 lbr kit. Put the gun together as it is from the kit except leave off the carriage armor and slope the main shield at a thirty degree angle.

Russian 76.2mm antitank gun (75/L50) As above but cut the muzzle brake off.

Russian 85mm antitank/antiaircraft gun (90/L50). Use the AIRFIX or UPC 88mm Flak gun kit.

Allied 37mm guns — Use the 37mm ROCO model (Z-198/99).

German 20mm Px B 40 (20/L60) AIRFIX or UPC German Infantry or Afrika Korps gun included with the infantry.

German 37, PAK. (37/L50) Same AIRFIX gun as 20mm but with wheels added.

German 50mm PAK 38 (50/L60). Parts — AIRFIX 6 lbr. gun kit and a ROCO 37mm Flak gun barrel, wheels from trail assembly (single wheels) of German 100/150 gun-howitzer (Z-186-88). Trim the 37mm as in the Allied 57mm weapons but as far forward away from the breach as possible. Trim the gun mount and assemble the mount, barrel, and carriage. Put the German wheels on the carriage (cut off axles). Mount the main gun shield onto the 37mm gun at a 45 degree angle. The shield should be behind the centerline between the wheels.

German 75mm Pak 40 (75/L50). Parts — AIRFIX 6 lbr. kit, ROCO M-10/36 tank destroyer (Z-206/6) gun/breech assembly, German ROCO (Z-186/88) 100/150 mm gun howitzer trail assembly wheels. First take the 6 lbr. gun mount and cut off the hinges. Next take the ROCO gun assembly and cut the barrel and breech off from the gun mantle. Assemble the 6 lbr. gun except for the shield, wheels, and barrel. Mount the German wheels onto the gun (cut off axles) carriage. Glue the gun breech onto the trimmed gun mount and let dry. Next glue the main shield onto the breech/mount assembly at a 45 degree angle. After this dries glue the ROCO barrel on. Finally, put a muzzle brake onto the gun from as SG IIIN (Z-177) or AIRFIX 6 lbr. gun after cutting a length of barrel off equal to the muzzle brake.
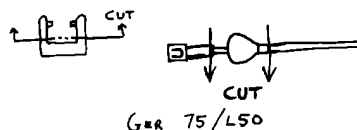
German 88mm Flak 18, 36, 37. (90/L60) AIRFIX or UPC 88mm Flak gun.

German 88mm Flak 43 (90/L70). Parts — ROCO American 120mm AA gun (Z-121), ROCO Grille 88 gun (Z-105), AIRFIX 6 lbr. gun, AIRFIX 88mm Flak gun kit. Take the 120mm gun and use only the lower gun platform (the part the wheels attach to). Off of the Grille take the gun, gun shield, and

WWII Wasn't Fought In The Ardennes
by
Jim Dapkus

The true skill of a wargamer is shown by the maneuvering of his troops on the battlefield to their optimum and most effective fighting position. So what, you may say. Isn't that obvious. Yes and no.

The skill of the commander is limited to the scope of the game he is playing. As he plays the game more and more, this skill turns into experience and reiteration of movement. Why? Because the person has gotten to know the terrain of the mapboard so well that it is almost automatic that he knows just where to defend, deploy troops, exploit gaps, etc... A person with a 29-2 record at Bulge will usually (continually) beat a person who has played the game less often; but that same person then becomes only a fair player if confronted with the same situation at Stalingrad.

The favorite counter-arguement now is that the rules beat him. I feel that the art of wargaming has progressed far enough where all rules are basically the same. Also, rules aren't that hard to learn except in games like Panzerblitz, Anzio III, and 1914.

Most Avalon Hill type boardgames become stereotyped after a few plays because of the nature in which they are designed-one campaign. It's no wonder that people stay up nights studying the mapboard to find the "perfect plan." I am as guilty as most everyone on this count.

I feel this stereotyped play is due to the fact that many wargamers just push pieces and shallowly apply the principles of war. The easiest method of resolving this problem was to borrow an idea from the miniature players. Before I tell you this method I'd like to cite two examples which prompted the formulation of my theory.

One day a friend of mine asked me to play D-Day. I said why not. I was Allies and was promptly defeated. As the Germans I was also beaten. Even using the German initial setups from numerous magazines, I got beaten. I could only account for this in one way which he verified. He sat up nights studying the board and fighting restricted campaigns. He became an expert when he developed the "perfect plan." Now I may be a lousy D-Day player, but I can't help from wondering what would have happened if the terrain were different and he hadn't studied the board.

I went with this same friend and we bought Waterloo. I came up with the exciting venture as not to look at the pieces or mapboard but to just dope out the rules and play the game. A coin toss got me the French and I went on to win in a most unusual way through a flanking maneuver which caught him flatfooted. The rules did not defeat him but the opposing commander.

Summing up all this garbage I would have to say that many of the wargamers now are mere experts with a handful of games, but the true wargamers are those who can hold their own in any conflict under any situation be it on a card table or a miniature Napoleonics battle.

The idea I borrowed from Napoleonics and miniatures is the varying of the terrain to create entirely different battles. The people who play these games exercise their own devised strategy and tactics from previous experiences and the actual commanders who fought in battles (the commander's strategies and tactics). These learned principles are applied to every game in the miniatures realm. Along with the mechanics of the battle there are decisions to be made at once with an entire campaign resting on it. All of this is a far cry from the single page strategy and tactics section at the end of a battle manual or the decision whether to put an armored or an infantry division in Bastogne.

In any battle or campaign the issue is decided on the battlefield through use of war. The general did not push his men on the actual terrain and say that is how it will be done. What would happen if the enemy held the battlefield?

In conclusion, the supreme test of any wargamer is how well he could fight with his army on terrain he has just marched onto, and not the one who won six games of Bulge.

Below is a basic wargame kit that I've been knocking around for a long time. It is easily constructed though tedious at times.

The game can be built to any size and scale; all depending on the size of the hex sheet and the units to be used. For a wargame, it's best to have a decent balance of terrain and units but I won't expound on that. All I'm doing is illustrating an idea to you.

Parts Required
1) Hex sheets, any size will do
2) Colored Celluloid
3) Pane of window glass, plastic, or plexiglass
4) X-Acto knife
5) Straightedge, masking and scotch tape and scissors.

The first thing to do is to mount your hex sheet somehow, or to just let it lay flat, whichever you prefer. Lay your sheet of celluloid on the hex sheet and trace lightly with a pencil the outline of the specific terrain you want. Brown is for mountains, yellow for desert, blue for lakes and rivers, green for

forests, and red for transportation lines.

Cutting is tricky. The best method I found is after the celluloid is placed on the hex sheet take a pin and make a little dent or hole on the outline of each hex outline corner of the entire terrain feature you are cutting. Then connect the dots by cutting carefully and the piece you remove is your terrain feature.

When you have cut all the terrain you want place them on the hex sheet in the proper order. Now very carefully place your pane on the hex sheet. It is very easy to move the terrain so plan to do it slowly.

Any type of clear sheet plastic, plexi-glass, or regular glass will work. Glass must be handled carefully. Place a masking tape border on the pane edge or there will be blood on your battlefield. It also makes the whole mess look neater.

Two hints before I leave this to your imagination. Clear acetate can be purchased cheaply. You can cut this to form four quadrants on the hes sheet. Place the terrain cel-luloid on the hex sheet and cover with the ace-tate. This makes terrain changing easier and the whole board isn't botched if the glass pane moves. Second: on a piece of plywood mount your hex sheet and outline it with $\frac{1}{2}$"x$\frac{1}{4}$" wood strips on three sides so the pane just fits. The open side should have a thumb notch so the pane could be easily lifted out.

At first the game will seem funny be-cause the hex lines seem a mile away. You'll get used to that. Also, the pieces slide easily so move them gently.

BERLIN '71
Revisited
Jay Richardson

The authors of Berlin '71, which appear-ed in the January issue of the IW, had one rather large error in their article. They seem to think modern tanks still use solid shot as AP shell! Unfortunately for them,this is not the case.

Modern AP shells take the form of shaped charge projectiles. This type of shell was developed in WWII, and was used by a number of countries. Examples of shaped charge projec-tiles in WWII would be bazookas, piats, and the special ammunition supplied to the M-4 tanks mounting 105mm guns.

Have you ever wondered why weapons suchas the bazooka were so powerful? It is because of the properties of shaped charge projectiles. Penetration is constant at any distance, it is a function of the shell and not the shell's movement. Sloped armor has no deflection eff-ect on this type of shell at all.

To update Berlin '71 then, merely resolve all tank-to-tank and AT-to tank fire as with propelled grenades, and use the gun rating to determine range and rate of fire, and the ar-mor rating to determine the turning capability of each tank.

+ IW +

One last note: roads are 1/8" strips and rivers are either 3/16" or 1/4". If you are fancy you can join them directly from a lake.

+ IW +

PANZERBLITZ addenda

Further playtesting of impulse phased PanzerBlitz indicates that the defender should be given the option to fire after either of the attacker's moves (not just after the first one), but of course not after both. Ad-justments will have to be made on the dispersal effects chart for this new option. Without this option the attacker can move and get the first shot by moving only on his second impulse each turn – an action clearly contrary to the intent and spirit of the game. Arnold J. Hendrick

part 6   by Lenard W. Lakofka

The situation is a tense one. Two of your forward M-10 tank destroyers have been immobilized. Your left flank has been chopped to pieces by a combined armor-infantry offensive. Just ahead of your headquarters three M IV F2s are advancing with an infantry screen. It is your move! Suddenly you execute a brilliant play. Your M-8 breaks cover just in front of the enemy and pumps two quick shots into the lead Panzer, while your M 10s swing their guns and fire on the two remaining panzers killing all three of them.

Unfortunately this situation, and others like it are only too common in WW II tank battles. In reality they would likely not occur! The crews of those M-10s would, very likely, break as soon as they were hit. The M-8 is committing a suicidal act and would likely cower in the bushes, and, at best, maybe have guts enough to fire at a tank's rear, if it was not discovered. In short, we shall discuss morale.

PREPARATION OF MORALE DECK

Use 50 blank cards and number them in the following manner:
two # 36s, six # 16s six # 7s, three # +3s, three # -3s, twelve # +1s, twelve # -1s and six # zeors.
(You can buy a set of these cards if you get 3M's card game called MONAD, and remove the six "bonus", and 4 of the # 36 cards. Blues and greens are positive numbers, Reds and oranges are negative numbers.)

BASIC MORALE

Every time you must check morale you will pick a number or cards dependant on your current situation and dependant on the "morale point" for your unit. You will sum the total (absolute values, i.e. /+3/ or /-3/ = 3)of all of the cards you may choose from, and see if you have sufficient morale to accomplish the set task.

There are three basic morale points for your troops -- these can be varied for added realism. All elite troops have a basic morale point of 14, regular army 16, green troops or battle weary troops 18. I.e. the point total of all the cards that you select--the number of cards you will select will be directly dependant on your condition, your morale point will always stays the same--must at least equal that total. If you do, your troops will your troops witll perform the task that you assign them. If you wish to vary morale point at the start of the action, have EACH UNIT i.e. each unit in which different types of troops are involved, select a card from the deck until he selects a 3, a one or a zero. (do not count 7s, 16s or 36s). Add or subtract the value of this card from your basic morale point for that unit. Here you use real value of the card not absolute value.Therefore an elite unit may vary from 11 to 17, regular army 13-19, and green troops 15-21. (the higher the morale point the worse off your troops are.)

When you begin the game, each unit has 10 cards to its credit. That is, you would select 10 cards, and sum them, to see if you could attain your required morale point.
E.G.: If your morale point were 16 the chances of pulling a 16 or a 36 from the deck if you have 10 choices would be:
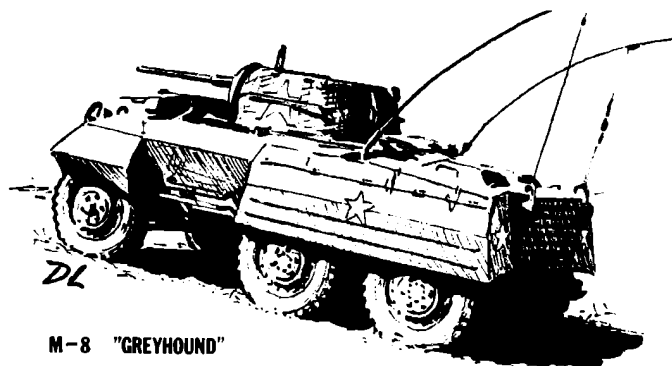
M-8 "GREYHOUND"

$$\frac{8}{50}+\frac{8}{49}+\frac{8}{48}+\frac{8}{47}+\frac{8}{46}+\frac{8}{45}+\frac{8}{44}+\frac{8}{43}+\frac{8}{42}+\frac{8}{41} = \text{about } 7.4 \text{ in favor.}$$

of course you could get a few 3s or 7s and that boosts your chance of getting a total of 16 to about 9.4 in favor.

You obtain a 50/50 probability at about 5 cards, with 4 or less cards it will be a real job to get your required point total.

HOW TO CHECK MORALE AND WHEN TO ADD AND SUBTRACT CARDS

Each unit, traveling together, say within a 18" square, or belonging to the same unit AND in CLEAR visual or audio communication, is considered as one for a morale check. Thus if a unit has no visual sighting of its fellows and no radio to contact its fellows it becomes a unit unto itself for the purpose of checking morale!

You must check unit morale because of:
1) Inadequate command liaisons.
2) Loss of commander, either direct or one rank higher above you.
3) Incapability of maneuver (immobilized or trapped).
4) Loss of fire power due to destruction of equipment.
5) Loss of fire power due to loss of men or vehicles.
6) Discovery by clearly superior forces.
7) Threat of being overwhelmed by superior forces.
8) Improper armor-infantry team
9) Your mission is one of extreme hazard-- i.e. a suicidal act.

EXACT MEANS OF DEMONSTRATING THESE EFFECTS

1) command loss
   a) If your unit commander is killed or is incapable of leading his unit due to capture or loss of radio liaisons, subtract 2 cards from card total.
   b) If a higher ranking officer is killed , captured or out of touch, subtract one card on the turn AFTER loss, another card two turns later if he is not replaced in the command structure. Subtract two cards if this event occurs in sight of lower ranking units.

2) Loss of maneuver
   a) If you are surrounded or would have to subject yourself to fire in retreat subtract two cards. (This assumes that you have been detected and that the fire you may receive is clearly sufficient to kill your unit.)
   b) If your vehicle is immobilized due to enemy fire:
      1) Subtract 4 cards if you are behind your own lines.
      2) Subtract 6 cards if you are in a zone of contention with the enemy.

3) Loss of Fire power
   a) If a gun is knocked out, or turret ring jammed, subtract seven cards regardless of position.
   b) For every 10% of men or vehicles lost subtract one card.

4) Superior forces before you:
   a) If your fire will expose you to these forces, subtract two cards.
   b) If you are detected by scans or enemy forces subtract three cards.

5) Improper armor-infantry team
   a) If your vehicles are in areas of contention, with enemy infantry before you, subtract one card as soon as the infantry exposes itself by ANY fire.
   b) If your infantry is advancing into an area of contention with no armor support. As soon as the armor exposes itself you make these subtractions.
      1) If you never had armor support, subtract 2 cards.
      2) If you lost the armor support that you had due to the enemy armor subtract 4 cards.

6) Hazardous mission
   If ordered to charge, move so as to fire an AT weapon (such as a Panzerfaust, AT mine, etc.), expose yourself to heavy weapons with no chance of neutralizing them by this move, add 6 to your morale point, and subtract 3 cards. If you do not check you not break cover unless you get a total below your normal morale point, i.e. retreat.

ADDITION TO CARD TOTAL...

1) Reinforcements to a unit -
   Add one card for every 20% your unit is increased in strength.
2) Addition of a command figure of proper rank
   If a commander attaches to a lower echelon unit or is added to a unit who has lost its commander add one card to that unit.
3) If you complete a morale check add one card to the total for that unit.
4) If you kill enemy vehicles add two cards to the unit taht actually killed the opponent, one card to all units that saw the kill. Make these additions only for enemy losses that are at least 10% of his armor strength in the area.
5) Possession of a superior weapon:
   A crew with a MG versus infantry without a MG or armor support, add one card.
   A man with a Bazooka or Panzerfaust or AT mine and no enemy infantry acting as a screen, add two cards.

WHEN IS MORALE CHECKED?

Every time a unit's card total drops by 2 you must check that unit for EACH drop by 2 cards. If a unit fails its morale check, larger and larger units may have to be checked. Always check the smallest unit first!

EFFECT OF A FAILURE TO ATTAIN MORALE POINT

IF you miss your morale check by:

1 or 2: You will not advance. You will drop to the ground and cower. If under fire you will return fire but you will not fire if not fired upon. YOU CAN RALLY
3 or 4: You will begin an orderly retreat with all of your weapons and firing if you are fired upon. CAN RALLY
5 or 6: You will begin a running retreat, you will destroy those weapons you cannot carry along. Infantry will drop to ground and not fire if fired upon. Vehicles will be permitted Bow MG or gun fire, but only if fired upon. CAN RALLY
7,8 or 9: You will retreat in a dead run. you will not destroy any weapons you cannot carry. You will not fire on the enmey at all unless he clearly is in front of you and fires on you. If you are fired on subtract two more cards and check morale again at once. If you do not get your full MP you will rout or surrender at once. If you do check you will continue to run but then and only then will you be given the right to rally NEXT turn.
10-14: You will rout to your own lines. You will run in terror with no fire. If fired on subtract 4 cards and check morale again. If surrounded on three sides you will surrender automatically. If you check you will continue to rout and not surrender, you will not rally. If you do not check you will surrender.
15 or more: You will unconditionally surrender to the enemy.

RALLY: On the next turn you may check agianat the same card total IF you are not fired upon. If you are fired on or if some other condition effects these troops, then subtract the additional cards and check as many times as you have to.

note: If you can pick no cards at all you will surrender.

Napoleonic Grand Tactics by Pat Kapernik Chapter 4

Upon Napoleon's return from Egypt, the vital Legislative body had been divided within itself; the council of Ancients, under Sieyes, and the Council of 500, under Lucien (Napoleon's own brother.)

After weighing the circumstances, and deciding against the presently corrupt government Bonaparte, in collaboration with Sieyes, resolved to affect a copu on November 9 and 10 (18+ 19 Brumaire)

By nightfall of the 10th, Bonaparte,Sieyes And Roger-Ducos had been appointed leaders of the new constitutional government after a perfectly conceived, two day bloodless revolution.

However, due to Bonaprte's powerful influence the other two were forced to relinquish their positions, leaving Napoleon unopposed, the First Council of France.

Since Bonaparte's return to France, the military situation on the Swiss and Italian fronts had steadily improved. In late September, Massena decimated General Korsakov's Russian Army in Switzerland at Zurich. General Survoror's Russo-Austrian army while moving from Italy to avenge this defeat, met the same fate in the cruel Alpine winter. Her pride stung by these recent defeats, Russia withdrew from the 2nd Coalition on October 22,1799.

Throughout the end of 1799 and the begining of 1800, both France and Austria mobilized and reorganized their forces behind a false front of peace negotiations. By April 1800, the armies of both sides were postioned in this order of battle:

+ FRANCE +
The army of Italy--Massena 40,000 men
The army of the reserve--Dijon,Switzer-
    land, General Berthier 53,000 men
The army of the Rhine-- Morrau 120,000

+ AUSTRIA +
River Danube and vicinity--Kray 100,000
North Italy--Melas 97,000
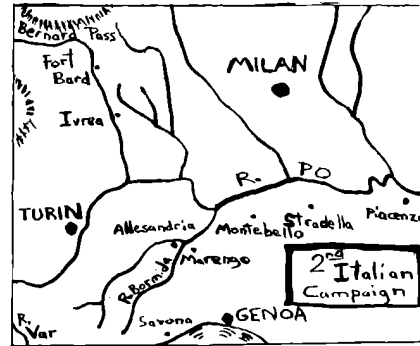
Napoleon's basic plan called for Moreauto push Kray back while Massena fought a delaying action in Italy. Assuming that Moreau would defeat Kray, he would then detach 25,000 men to the reserve which, utilizing Switzerland as a strategic central position, would turn Melas' flank and rear.

The offensive on the Rhine was scheduled to begin April 10, but a full five days before that, Melas attacked Massena's clumsily deployed force at Savona, splitting it in half. Part of his shattered army fled across the R. Var, Massena himself and the other 18,000 men into Genoa, which Melas put to seige. This lone seaport would prove to be the only obstacle between the Austrian army and France.

To add more combersome hinderances to Napoleon's plans, Mcreau found one excuse after another to delay his offensive until April 25. However, two weeks subsequentl, Kray was in full retreat toward Ulm. Still, Moreau would only allow the Reserve some 10,000 men, a make-shift force of spare units, under Moncey.

Bonaparte was forces to immediately advance the Reserve if he expected success, for he only had as much time as Messena could give him by holding out and thus holding up the major portion of Melas' army.

Therefore, on May 15, 1800, the army of the Reserve set forth, up the snowy, winding passes of the Alps, onto the fertile plains of Italy and the battle of Marengo.

Traversing the St. Bernard and St. Gotthard passes, with the artillery dis-assembled, and the barrels dragged alcng the muddy paths, by the eve of May 24 the entire Reserve was situated at Ivrea. Napolecn's perilous scheme had succeeded and the entire army was now almost, undetected, upon the Austrian rear. Only six guns presently accompanied the French, for the rest were laid up before Fort Bard.

The fort was planted amidst the only path forward, an exceptionally narrow gorge. The infantry easily bypassed it, but for the bulk of the artillery, all other roads proved impractical for safe travel. Chabran's division had also been left to besiege the place (which would fall come early June).

Melas' army had been worn dcwn to but 86,000 men, the greater part of which surrounded Genoa, the rest stationed near Turin.

Bonaparte decided to continue the advance on to Milan, pivot at piacenza and take Melas in rear at Stradella, forcing him to re-open his severed line of communication. Throughout the latter part of April, Lannes lead a feint against Turin while Bonaprte advanced eastward and occupied Milan June 2.

On June 5 Monceys' corp finally reached Milan, Fort Bard fell, and an attack, lead by Murat, commenced against Piacenza. The town fell on the 7th, a pair or pontoon bridges were erected, and the Reserve poured across on April 10.

A packet of Austrian dispatches captured with Piacenza revealed the worst possible news Bonaparte could expect: Genoa had fallen,June 2! It was therefore with the utmost speed that the first council must advance and trap or compel Melas to fight.

On the 9th, Lannes advance guard had routed 18,000 Austrians at Montebello, although outnumbered 3 to 2. Bonaparte had, by the 11th, 30,000 men concentrated at Stardella, and defeated a small rearguard at Marengo on the 13.

Napoleon was now throughly baffled,having met no major resistance on the plaines of Scrivia or Marengo, where superior Austrian strength could have been effectively employed, and concluded that his adversary was in retreat. In reality, Melas had been concentrating his forces at Allesandria over the past days, and endeavored to defeat the Reserve in one great surprise attack on the morrow. He came close to succeeding!

+ The battle of Marengo +

Sunday, June 14, 1800 dawned sunny and clear, as 31,000 Austrian troops, backed by nearly 100 cannon, slowly advanced across the R. Bormda. (see map)

Two of Victor's divisions, but 11,000 men with 5 guns, bore the brunt of the assault for three hours, yielding...not an inch!

Bonaparte was 15 miles away, convinced it was merely a feint to cover Melas' "retreat"to Genoa. Upon this assumption he sent Lapoyes and Desaix's divisions to the north and south to ford the Bormide. (A move soon to be regretted.) By 10:00 Napoleon had to re-inforce his crumbling front with Lanne's infantry and 1,000 of Murat's troopers. Within an hour, he was personally on the scene, and abruptly realized how dangerously underestimated the situation was. Aides were hurriedly dispatched to

THE BATTLE OF MARENGO
French / Austrian / KEY
Infantry / Infantry / Covalry

recall Desaix and Lapoye, and the last reserves were ordered up to stem Otts advance on Castle Ceriolo. Between noon and 1:00, a general lull developed across the field, during which the Austrians regrouped and the last French reserves reached the front.

Monneir's division, another 1,000 troops, and a square of 900 Consular Guards forced Ott's plodding columns to redeploy, halting the Austrian advance on the right. Despite these tenacious counter-attacks, Victor's men ran out of ammunition, Marengo fell at 2:00 and by 3:00 the entire French army, 23,000 men,was in full retreat at all points. If the Austrians had made one more charge, their victory would have been secured, turning the retreat into a rout. But no such attack was ordered , and the exlausted General Melas retired, leaving chief-of-staff Zach to pursue the "defeated" enemy.

In Bonapartes frantic HQ, the weary Desaix galloped up, soon to be followed by Boudet's division, and exclained, "This battle is lost, but it is only 3:00 and there is time to win another!"

Napoleon decided to draw up a 2nd line extending from Villa Nova to Cuiliano, all units in position by 5:30: Monnier and the Consular Guards on the right, Lannes, Victor,Boudet, and Kellerman on the left. The unfortunate Austrians were about to be dazzled by a Napoleonic masterpiece!

With a massed 18 gun battery in the center contesting Zachs advance, Desaix lead forward 8 demi-brigades in echelon formation.

Zachs men were still in columns of route and only partially deployed when the French assault came blasting away their front ranks. It was the right psychological moment. With the Austrians stunned and frozen in their tracks, 400 of Kellerman's forsemen crashed into the exposed Austrian left. Several thousand soldiers and Zach himslef were captured, as the entire Austrian right broke and fled. The battle turned into a slaughter, only Ott's wing withdrawing in order.

Despite 6,000 Austrian casulties, 40 guns, 15 colors and another 8,000 men captured, the victory was a hollow one, for Desaix had been shot dead, leading the charge. It was probably his victory as much as, if not more than, Napoleon's.

The Army of the Reserve was not exactly unscathed either: ¼ of the 28,00 men engaged were casulties before the day had ended.

By the eve of the next day, Ausstria had signed the Treaty of Allesandria, by which all of her possessions west of the R. Mincio were capitulated. In December, Moreau was to attack and defeat the Archduke at Hohenlinden. So ended the beginning of the 19th century which, for Bonaprte, denoted the destruction of the 2nd Coalition.

In March 1801 a British espeditionary force landed in Egypt and coupled with a Turkish army, forced the French Army of the orient to surrender.

In February 1802 the Treaty of Amiens was signed between France and England, giving all of Europe a temporary peace. For this, the grateful French citizens appointed First Council for life on August 2, 1802.

+ IW +
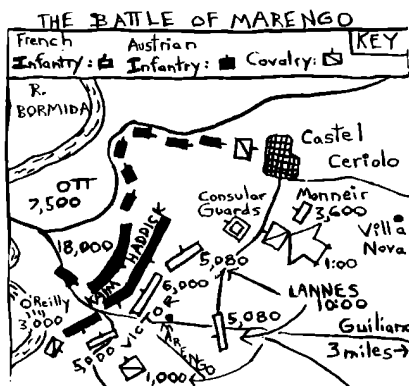
introduction to

ARES Leon Tucker

This game came into existence nearly two years ago as a modest manuscript named Chessym. As the name implies, the game was in fact a chess variant of sorts. Unlike most variants I have been acquainted with, however, the idea of Chessym was to deal with aspects of the parent game which struck me as unrepresentative of ancient warfare. Playtesting of the game soon revealed that it had potential for development and some appeal as a game in its own right. My colleagues insisted to a man, however, that the original name was repellant in the extreme; I finally abandoned it in favor of the current name of ARES.

It is worth a moment to list those aspects of chess which I found personally unsatisfactory: a) the relative combat strengths of the pieces seemed inadequately represented by the "cake" which emphasized only mobility and not armour nor discipline; b) the field of battle was too constricted both to the flanks and to the rear; c) the one-piece-at-a-time movement system emphasized the wrong kinds of manuever; and d) the victory condition, while basically correct, was too narrow in scope. The first manuscript dealt with all four of these areas, and even the extended playtesting and evolutionary period which followed did not alter any of the fundamental solutions indicated there. Moreover, apart from the four areas indicated, the final game of ARES still contains much that indicates its origin; it is not difficult to see the heritage absorbed from chess.

Perhaps the most important quality which has been preserved is that of being simultaneously tactical (almost miniatures-like) and yet abstract. Thus, while the pieces represent some of the qualities of the military formations they spring from, being stronger or faster or more maneuverable, etc. than specific opponents; they do not even attempt to duplicate in a truly historical manner the ratios involved. In short, the representations of historical relationships are order-preserving rather than ratio-preserving; thus they are abstractions. Relationships have been adjusted to create a balanced game; not a strict simulation.

+ I W +

THE USE OF *ARTILLERY*

by Jay Richardson

One of the more neglected aspects of World War Two miniature wargaming is in the use of artillery. This is an unfortunate situation. The importance of artillery in any World War Two battle cannot be stressed enough. During the war artillery accounted for 75% to 90% of all battle casualties. Even the rather inept Russian artillery managed to account for 50% of the German Army's casualties in Russia.

The purpose of this article, then, is to examine the possible ways of using artillery in miniatures play. You must not, however, let those figures I cited above go to your head. Most miniatures battles will NOT find artillery causing 75%-90% of all casualties. Even 50% is too much to expect. You might well ask why this is so. Let's see why.

The vast majority of miniature battles are contacts. that is, they are instances when the two opposing forces come into actual contact. (Remember that I am talking about World War Two miniatures battles, not about older periods where the miniature battle may represent the entire battle. World War Two miniatures tend to be small unit battles.)

During this period of contact individual weapons will cause far more casualties than will any supporting artillery, unless one side has a horde of artillery, or one gives nice, compact targets to the enemy artillery. What you fail to realize from a miniatures battle, is that it takes at least as much time to get ready to fight as it does to actually engage the enemy. All the time in which you aren't fighting artillery can be and most likely is quite active, shelling away at targets of opportunity. This is where most of the damage artillery causes is done, which explains why artillery causes such a large proportion of overall casualties.

Now let's move on to what this article is really all about: how to use artillery in your miniatures battles. The first thing I will discuss is the use of the artillery barrage.

The artillery barrage is most often used to soften up an enemy position before an attack. In situations where you are staging a reconnaissance of an enemy position you would not use an artillery barrage. Its only use should be as a prelude to an attack by a large force attempting to capture an enemy held objective or breakthrough the enemy lines.

The trouble is that if you say to the attacking player that he may use his artillery in a barrage before he attacks, that's very likely all he'll do. It's no fun to play a miniatures battle in which the whole battle is the destruction of one player by the other's artillery.

The most common solution to this problem is to either limit the game to so many turns, or to assign points to the objectives and forces and give the defending player so many points per turn. These methods, however, have their drawbacks. The major complaint is that the attacker must balance the time he can spend in pure barrage to the time he will need to accomplish his objectives. This is unrealistic.

The time alloted for the attack and the time alloted for the barrage are two separate things. Different artillery may be attacking at several different places along the front in order to confuse the enemy as to where the actual attack(s) will occur. If the situation has been relatively static preceding the day of the attack it could be that an artillery barrage is a periodic thing, so why force the attack to take place before the barrage is completed? Last but not least the players do not get the correct impression of an artillery barrage using the common methods.

To treat more realistically the instance of artillery barrages, I suggest that the players give the attacking player a certain number of turns in which to barrage the enemy before bringing on his forces for the start of the actual battle. If the rules require that targets be under observation, a forward observation team should be allowed to enter the battle area.

In most cases enough time should be allowed to throughly saturate the enemy position. In some cases the amount of time for the barrage may be equal to or even longer than the time allowed for the actual engagement!

mount and glue the mount and shield toge-
ther. Trim the pin on this assembly so
that it fits into the hole in the 120 mm
platform. To the 88 barrel add the muzzle
brake from the 6 lbr. The AIRFIX 88 gun
kit provides the wheel assembly which is
added to complete the model.
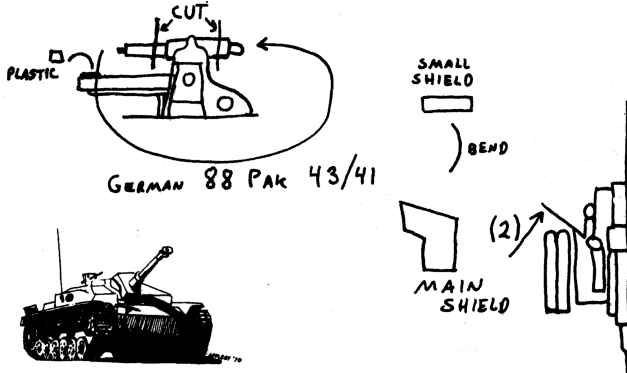
GERMAN 88 PAK 43/41

German 88mm Pak 43/41 (90/L70). Parts
-- gun barrel from a ROCO Grille, AIRFIX 6
lbr. gun muzzle brake, carriage of German
105/150 gun howitzer, plastic .020 sheet.
Take the field gun carriage and put a very
small piece of plastic sheet across the end
of the carriage. Then cut the ends off the
upper recoil cylinder (see drawings). Put
the long piece you get onto the carriage
where the small piece was. Glue the 88mm
Grille gun with the slit in the breech up
onto the gun carriage as far forward as it

GERMAN 88 mm PAK 43
(90/L70)
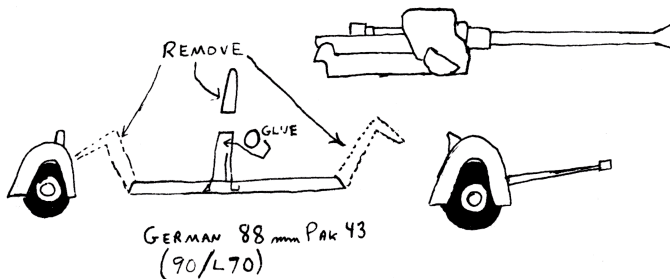
will go. Cut out the shields (template)
and mount them. The small shield is bent
as shown and glued on the front of the
upper recoil cylinder.
    I hope these modifications will help
to give your infantry the firepower that
they need. Comments to: Michael Reese, 103
McKinley, Harvard, Ill. 60033.

Hopefully these morale rules will prevent some
freak things from happening. As you will not-
ice one small loss could move through the rank-
s so an entire regiment could rout -- but that
is very rare!

+ IW +

Troops and vehicles are carefully painted for realism.

    The player that is given the right of the
barrage may still be able to continue to call
down fire on his opponent, it is up to the
players to decide.

    Perhaps the most common use of artillery
is to reinforce a defensive position. In this
case it's the attacker that catches all the
lead. Defensive artillery is relatively easy
to employ, but I would like to call your at-
tention to one highly effective tactic which
defensive artillery can employ.

    This tactic is previously zeroing in your
artillery on a critical point on the battle-
field, such as a pass through which you know
the enemy must come. (This assumes use of
rules that have artillery firing at increased
accuracy the longer they fire at a certain
target.)

    One of the most beautiful uses of this
tactic is to zero in on an important road,
then move all your forces so that you no long-
er have the road under observation. As the
enemy force pours through, ZAP!

    Perhaps you see one problem confronting
the use of this tactic. How do you prove to
your exceedingly armored opponent that you
really had the position zeroed in? Simple,
just write down at the beginning of the battle
which guns are zeroed in where.

    You must remember, however, that you are
zeroed in on a piece of terrain, not an enemy
unit. If your opponent's forces don't halt on
the zeroed in terrain, your artillery will
be unable to attack with maximum accuracy from
the first shot, as it would should the enemy
actually stop. The accuracy will, of course,
be much greater than if the artillery just
commenced firing on the moving target.

    The two methods of using artillery which
I have presented here should start you think-
ing. There are, of course, many other more
complex uses for artillery. Perhaps I will
give a thought to these in a future article.

Comments to: Jay Richardson
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                Lindsborg, Kansas 67456
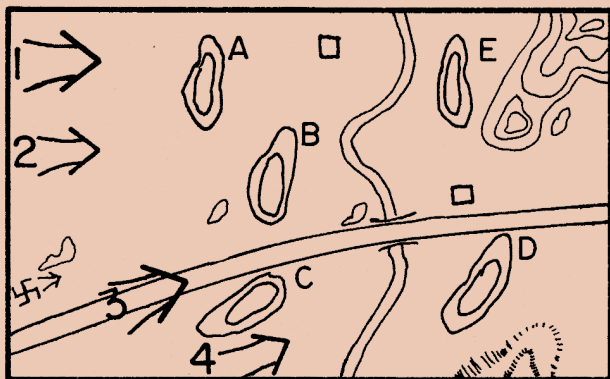
Example:

Force # 1: 5 MIV F 2
2: 40 infantry men
3: 5 MIV F 2
1 MIV H command tank
3 ½tracks with 20 men
4: 2 M III
1 SGIII SB
20 infantry men

If unit 1 advances (MP=17) and one tank   is
destroyed your card total goes from 10 to 8.
You dropped two levels (20% of unit was dest-
royed, 1 pt/10%) so pick 8 cards for a   17.
If you get 17 add one for a rally. This unit

is now worth 9 cards. Infantry not effected.
The entire unit is not checked at this time.
note: let 10 men = 1 tank for the purposes of
morale checks.
Now is unit 4 gets 8 men killed by MG fire from
forest C you check the infantry unit first. 8
out of 20 is 40% so morale goes from 10 to   6
and you pick 6 cards TWICE for 17. On   check
one you get 22 on check two only an 11.   That
is six points below your requirement and   you
start a running retreat. Note that unit   four
armor drops to 9 for no infantry support   but
does not check at this time. On the next turn
the 12 men will take a six card rally check.
Now a tank in unit three gets it and one   in
unit 4 is immobilized. The immobilized   tank
checks to see if the crew will abandon the tank.
9 minus 6 (contested territory) = 3 cards   for
a 17 are picked three times. If they do,   then
unit four armor drops to 6 (down 33 1/3%)   and
picks twice for 17. Lets say he gets a   13
and retreats. Unit three does not check   be-
cause of only one tank lost, but drops to   9.
When unit 4 retreats then a total unit morale
must be made. Had 14 vehicles, 80 men for an
equivalent of 22 vehicles. 2 destroyed, 1 im-
mobile, 2 retereat, 8 men killed for 2 + 1 + 2
+ .8 out of 22 for 5.8 out of 22 or over   20%
loss. Unit 3's morale--which is the command
unit is 9 - 2 = 7. Take 7 cards for 17.   If
you make it then overall goes up to 8.   Note:
Unit 4 armor may rally with only six cards. If
it checks it goes up to 7.

BASIC MORALE TABLE (see text)

MORALE POINTS	Elite Troops 11-14-17 General Army 13-16-19	
	Green troops, battle weary 15-18-21	
	Basic morale point is underlined	

CARD SUBTRACTIONS		
Unit being checked	Reason for Morale Check	Resultant card subtraction
Squad	Loss of Sergeant	-2
	Loss of Lieutenant	-1 , if in sight of troops -2
	Loss of Captain	-1 on turn AFTER the loss
	or higher	-1 two turns later if this higher officer is not replaced
		-2 if in sight of the troops
Platoon	Loss of Lieutenatn	-2
	Loss of Captain	as Lieut. above -1, -2
	Loss of Major or higher	as Captain above, -1, -1, -2
Company	Loss of Captain	-2
	Loss of Major or higher	as Captain in Squad -1-1,-2
Regiment	Loss of Commander	-2
Any unit	exposed, no retreat	-2
Single vehicle	Immobilized	-4 your lines, -6 compromised lines
Single vehicle	Gun destroyed	-7
Any unit	Men or vehicles destroyed	-1 for each 10% of unit loss
Any unit	Unit superior in strength	-2 if you will expose yourself
	before you	-3 if you are already detected
Any Unit	Infantry without armor	-2 if you never had armor support
		-4 if your armor was destroyed
	Armor without infantry	-1 If enemy infantry exposes itself
Any unit	Suicidal act	+6 to morale point, - 3 cards
CARD ADDITIONS		
Any unit	Reinforcements	+1/ 20% strength increase
Any unit	Addition of command fig.	+1
Any unit	For a Rally	+1
Any unit	For a kill (vehicle)	+2 for unit that killed the enemy
		+1 for all units that saw the kill
Any unit	Possession of superior force	+1

Americans relied on field bunkers during the German counter attack.

On the 4th, Allies opened the day's hostilities by blowing the main steel bridge connecting Sectors A & D on the field. This coup was one of the highlights of the convention. A true stroke of brilliant play, the entire operation--bringing a three man commando team with plastic explosives, along a ¼ mile of river front at the water's edge, finally getting them under the bridge--was the project of the entire first day. It had taken him four hours to maneuver the commandos into position, unknown to the German players! Fortunately for the Germans, all reinforcements, coming into D Sector, were being routed through the village over the bridges to the east.
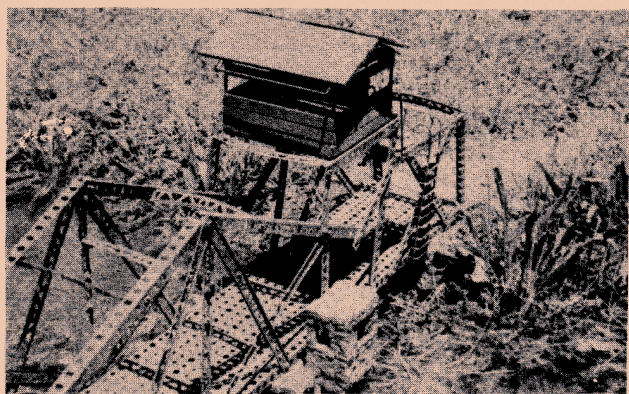
A minor coup during the battle was sabotage

of this bridge by a commando raid.

German commanders expected an all out offensive by the Allies all morning of the 4th as the German front was only minimally defended, and reinforcements were still coming from various positions on the field. Gradually, by mid-afternoon enough of the 21st Panzer Division's troops had been assembled to begin an all out counter-offensive. The Allies had dug in extremely well, in elaborate trenches, anti-tank ditches, and log bunders, with many mine fileds blocking all the roads leading into their landing zone. The German counter-attack

lasted nearly three hours and when it was over the Allies were still in their landing zone, but were sandwiched into a narrow corridor, with a virtual ring of steel surrounding them. At this point the game was terminated due to darkness and the termination of the game set for another day. See the accompanying photos for some of the action.

Contestants recon the area prior to the battle.

Persons interested in obtaining a complete battle report of the convention and other data about 1/32-1/35 scale wargaming, please contact Dan K. Ralston, 1642 Clear Creek Road, Redding, California 96001

+ IW +

PRAGUE

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