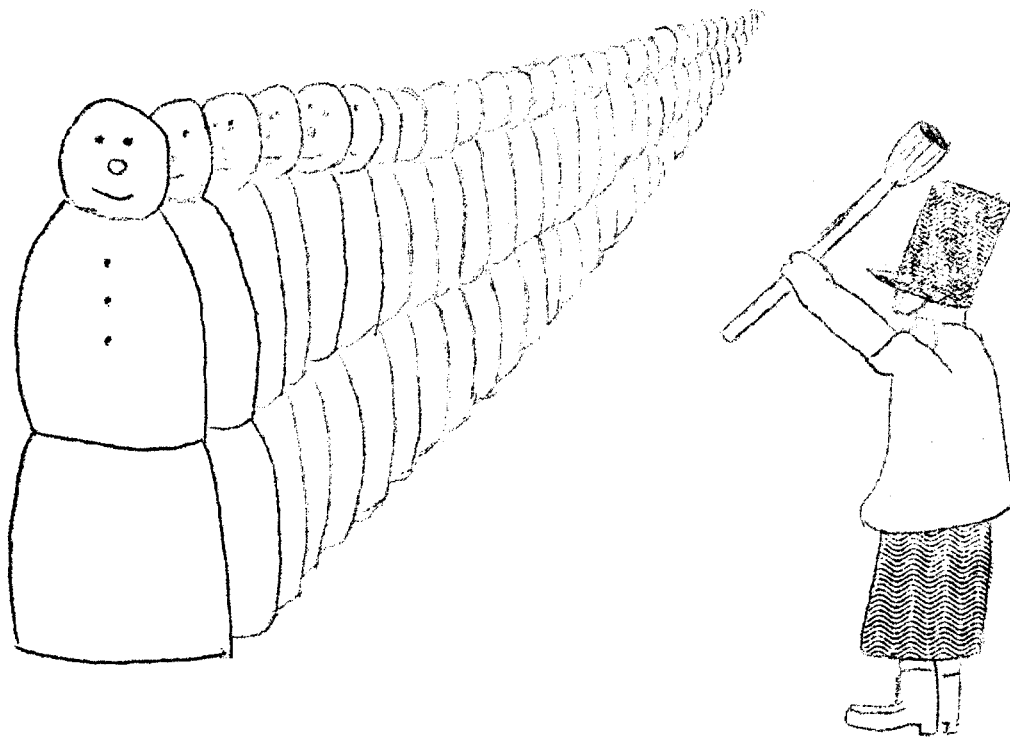


PICKLEHAUB #1



BOBERT

"On to C-28!"

PICKLEHAUB

#1

PICKLEHAUB is the official organ of the N3F War Games Division, which is a part of the N3F Games Bureau. The magazine is ordinarily published on spirit duplicator; however, my ditto machine went berserk, so this first issue is being printed by Don Miller on his mimeo. The 'zine is free to all members of the Games Bureau. All correspondence should be addressed to me, W.D. Bogert, Apt. 202, 216 South Rexford Drive, Beverly Hills, California, 90212. My phone number is 274-2283. PLEASE DO NOT CALL COLLECT.

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(All unsigned articles written by W.D. Bogert.)

EDITORIAL POLICY

The War Games Division would be glad to moderate and gamesmaster any intra-game alliance competition in any of the games. National Crown, etc., prove yourself better than SPECTRE. Support my drive to have a National Contest to settle it once and for all.

PICKLEHAUB readers are urged to use the S-T-S and join the STALINGRAD P-B-M.

All for now.

W. D. Bogert

[This issue was originally prepared in December, 1966, on ditto masters; but, as Bill said above, his ditto went kaput. He then retyped it onto mimeo stencils, and sent them to us for reproduction. However, he had never cut stencils before, and the ones he sent could not be used, so we have restenciled the 'zine for him. (the reason for the long delay in its publication). In doing so, we have made some slight editorial revisions, including the condensation (by arrangement of material) of the 'zine from 14 to 10 pages. 'Nuff said -- start reading. --DLM]

## STRATEGY FOR RISK

by

Jared Johnson

RISK, Parker Brothers Continental Game, is one of the best multi-player war games ever invented. The rules are fairly simple but the method of play is quite unique. The most persuasive and fastest talker often stands the best chance of winning. Following are some hints for strategy:

1. Build a strong image. This is done by being stubborn and constantly fighting for control of continents such as Australia and South America even when your major opponent seems to have the upper hand. If you give in too easily just once, and let one of your opponents take over a certain continent without much of a fight, you will have an even harder time trying to win in a similar situation later. Your opponent will figure that if you retreated once, you will do the same thing again, and thus he will keep fighting. However, if you become known for being stubborn and never giving up a fight over a continent, the other players will soon come to think twice about quarreling with you over anything. In the case of two equally stubborn, willful players, it is unfortunate that while they are fighting each other and tearing each other down, the other players are taking the stronger positions.

2. Suicide charges. Whenever you are in a position where you see you can't possibly win, go on a suicide charge. On your next turn gather all the armies you can get together, and take over as many countries as possible belonging to the player who bothered you the most in that particular game. When the other players realize that this is a habit of yours, it will become another reason for annoying you.

3. Two armies on each "minor" country. As soon as possible place a second army on each of the countries that are far removed from your main stronghold. This will force players who are looking for a country to attack, "just to get a card", to attack someone else.

4. Probabilities. It is helpful to be able to determine the chances of certain combinations of attacks succeeding or failing. Following are the probabilities for some of the more common situations:

\*a. Probability of conquering one country with one army on it, with two armies on an adjacent country -- .4167 (42%).

\*b. Probability of conquering one country with one army on it, with three armies on an adjacent country -- .7543 (75%).

\*c. Probability of conquering one country with one army on it, with four armies on an adjacent country -- .9164 (92%).

\*d. Probability of conquering one country with two armies on it, with three armies on an adjacent country -- .3167 (32%).

\*e. Probability of conquering one country with two armies on it, with four armies on an adjacent country -- .6559 (66%).

f. Chance of conquering two countries (one army each), with three armies on an adjacent country -- .2411 (24%).

g. Chance of conquering three countries (one army each), with four armies on an adjacent country -- .1591 (16%).

h. Chance of conquering one country (two armies) and then one more country (one army), starting with four armies on one country -- .2961 (30%).

i. Chance of conquering one country (two armies) and then two more countries (one army each), starting with four armies on an adjacent country -- .0896 (9%).

j. Chance of conquering one country with three armies on it, with four armies on an adjacent country -- .5845 (58%).

k. Chance of conquering one country (two armies) and then one country (one army), starting with three armies on one country -- .0948 (9%).

\*Most basic and most important probabilities from which the others are derived.

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5. Avoid isolation. This is extremely important. Make sure that you keep possession of a few countries at some distance from your main stronghold. (This can be done by placing two armies on each "minor" country.) A person with no stronghold but who has armies here and there all over the board stands less chance of being eliminated than a "stronger" player who has all of his power situated in one area, with no countries elsewhere on the board.

6. Don't keep armies trapped. As an example of the incorrect way to place armies, consider the situation wherein a player has taken over all of Australia, Siam, China, and India, but still keeps a large group of armies on Indonesia to guard his continent. He may practically forget about these armies until he needs them; then it will take several turns ("free moves") to move them out to a position where they can be used.

7. Two armies on one country and two armies on another country is usually a better defense than three armies on the first country and one army on the second. The former results in higher average losses for the attacker.

8. You have a 78% chance of being able to cash in before you draw your fifth card (without a joker).

9. Analysis of advantages and disadvantages of each continent. The best continent to conquer is Australia. It is also the easiest to expand from without infringing on someone else's territory. When you take over South America (second best) you may run into trouble by expanding into North Africa or Central America. There is more likely to be someone in one of these two areas who is trying to build his own stronghold and who will be irritated by any invasion, than there would be in the area around China and India. Africa is the third best continent to conquer. North America is the safest of the three largest ones to expand in, even if you aren't planning to take it over completely. The player in South America usually minds his own business for a while, and there seems to be a "psychological block" against attacking Alaska from Kamchatka, due to the fact that on the board they appear to be greatly separated (though in reality they are very close to each other). The player who takes over Europe or Asia has probably already won. The players who develop strongholds in these areas are usually the players who got kicked out of South America and Australia at the beginning of the game. They are not so interested in expanding as they are in attacking just one country per turn in order to get a card, and in waiting for the right opportunity to take someone over.

10. Adjust your strategy to the personalities of your opponents. Learn who is gullible, who listens to whom, whom you can trust, who goes on suicide charges, who is stubborn, who carries grudges over from one game to the next, etc.

11. Quit while you're ahead. Never suggest a second game of RISK after you have just won the first. In such a game, your opponent's most convincing arguments against anything you say will be, "Don't listen to him. Remember what happened last time!"

I'll be glad to discuss and debate any of the strategies mentioned in this article. Address all comments to: Jared Johnson, 1548 Rochelle Drive, Chamblee, Ga., 30005.

((The Computer of Chamblee will have another of his statistical articles in the next issue. Subject: A battleship in MIDWAY needs an average of three point seventy-five hits to sink. --Ed.))

We've played many games of RISK, and find that, after a few games, we dislike the game intensely. Perhaps this is largely because RISK seems to us to be nothing more than a "pocr man's DIPLOMACY". Still, an interesting article, Jared. --DLM/

## GENERAL RULES OF MINIATURE WAR

by W. D. Bogert

This begins a series of articles which will form a comprehensive set of rules for miniwarfare. The rules are a hybrid of real-life and simplicity. (Inadequate research facilities and impracticalities have, however, barred or diminished several good features.)

The game is played in alternating turns. In one turn, one side can operate all, some, or none of its pieces. In the next, the other side may do the same. An operation is construed as: moving, firing, or working (miscellaneous). Sometimes operations can be combined (e.g., a tank can fire its machine gun as it moves), but this is the exception rather than the rule.

Before play begins the territory should be clearly marked. Slight hills and open fields are average terrain (Class B). Mountains, woods, and swamps are rough terrain (Class C). Roads are good terrain (Class A). Water is Class D terrain. All rules and terrain features, along with piece identifications, should be made before play begins.

With more than 50 pieces per side, there should be an impartial arbiter (a referee), who should decide on all matters concerning the rules, and should validate all die throws. All his interpretations and decisions are final.

Team play is permitted and encouraged when there are large numbers of pieces on each side.

## TANK-VERSUS-TANK COMBAT

by W.D. Bogert

This is a brief article dealing with miniature warfare in 1/87th scale.

A tank can perform one of three operations. It can perform only one operation per turn. It can move, fire, or resupply. There is no limit to the number of tanks that can be operated per turn.

Speedwise, a tank can travel as Light, Medium, or Heavy. It travels 2/3rd's of full speed over open country; at 1/3 of full speed over mountainous terrain, bogs, swamps, shallow water, and woods; and at full speeds over roads. Tanks can not be in aquatic terrain without bouyancy bags or similar adapters (See "Optional Rules", in next issue). Tanks have their speed reduced by eight inches in sub-zero weather, by ten inches because of mud, and by six inches because of excessive dust and grime.

Tank ranges are:-- light tanks, tank destroyers: 22 inches; medium tanks, assault guns: 18 inches; heavy tanks, anti-tank guns: 14 inches.

Classification of tanks should make the play more realistic, and should be done before play begins.

A tank also has firepower. Tank cannons have various distances and powers. Each tank also has a defensive factor for its various parts. A tank's vertical armor defense factor is equal to its rear defense factor.

<u>Cannon size</u>	<u>Attack power</u>	<u>Distance</u>	<u>Front</u>	<u>Turret</u>	<u>Flank</u>	<u>Rear</u>
37 mm	2	34"	2	1	1	0
50 mm	3	39"	3	2	2	1
75 mm	4	47"	4	3	3	1
90 mm	6	52"	5	4	3	1
105 mm, 75 super	6	59"	5	4	4	1
122 mm, 88 super	8	67"	6	5	4	2
128 mm, super	10	75"	6	5	4	2
Tank destroyer	Higher	Higher	1	1	1	0

Note: Preceding figures are for a range of 24 inches. For ranges between zero and 13 inches, the attack figure has two units added to it. For ranges between 13 and 18 inches the attack figure has one unit added to it. For ranges between 24 and 36 inches one unit is subtracted from the attack factor. One unit is deducted for every 12 inches of length thereafter.

When a shot is fired, the following chart is used. The attacking player throws the die to determine the result at the end of the playing period. D stands for destroy; I stands for gun inoperative; C stands for immobilized. The /1, /2, etc., figures indicate that the attack is superior to the defense by so many factors. 0 is a miss. Plus following number means "on up".

	Die Roll					
	1	2	3	4	5	6
Turret /1	0	0	I	IC	IC	I
Body /1	0	I	C	D	D	D
Rear /1,2,3	0	speed cut by 3/4		C	D	D
Turret /2	0	D	IC	I	D	IC
Body /2	0	D	C	D	D	D
Rear /4/	0	D	C	D	D	D
Turret /3/	0	D	D	D	D	IC
Body /3/	0	D	D	D	D	D

A Tank's turret machine gun is knocked out by direct hit and penetration of the turret. A tank's bow machine gun is knocked out by direct penetration of the front of the tank. Two men are killed on a gun knock-out. Three men are killed on a body knock-out. All men are killed in a D, except for die rolls of 5, when two survive. When a tank runs out of people it can no longer function.

More than one shot can be fired at any tank target; if so the shots are resolved in separate combats.

The next article will deal with tanks and machine guns, bazookas, and infantry.

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MORE SPIEL SPOOFS  
by W. D. Bogert

PRL. PRL. PRL. So, this is the famed, great, magnificent, good PELOPONNESIAN WAR.

So far, Avalon Hill has not sallied forth to recreate the spirit of the battles that were fought before the coming of our savior, Eliza Muhammed. But I have, with my trusty and nascent PELOPONNESIAN WAR game (now being made in my little den of punning iniquity). In it, naval, land, and partisan units are utilized. The battlefield is Greece. There is no order of appearance, although there is an order of disappearance. Every Fall, all the Spartans go back to their homeland to till the soil. Every three months there is a sacred Athenian fertility rite, and no Athenians can battle. Best of all, there is an Act-of-God Table included, to be rolled every turn by any player who wants to live dangerously:

Die roll	Effect
1	Athenian department of sanitation breaks down. The city sewers give vent. Only naval units are allowed in Athens.
2 1/2	Peace is called. All players mark six months gone by. Call your opponent a war criminal.
3 7/8	Helots revolt in Sparta. All Spartan soldiers must retreat.
4 5/75	The Athenian commander is ostracized. Sparta's morale falls.
5 48/100	Alcibiades puts itching powder in the Spartan tunics.
6	Persians win everything.

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## UNTERNEHMEN LOKI

by W.D. Bogert

In the game of STALINGRAD, the German is faced with the tasks of clipping Russian river lines, and thrusting into the interior. This can best be done by the panzer units, and the best tank country is the south. Unfortunately, southern panzers are isolated from the main force of the Wehrmacht by Hungary and the mountains. They are also isolated from Warsaw replacements, so attack is risky. Because of this, many a good German attack has bled to death.

Realism discounts Finland operations, so place your weak Rumanian units there in a stalling position. In the areas north of Warsaw use weak 3's and 4's. The rivers do not serve the Russians alone; take a defensive stance behind the rivers, and double yourself.

South of Warsaw and north of Hungary is Army Group Center; south of Hungary is Army Group South.

AGC: 8-8-6, 6-6-6, 4-4-4; 4-4-6, 4-4-6, 4-4-6; 5-5-4, 5-5-4, 5-5-4; 5-5-4, 5-5-4, 5-5-4; 5-5-4, 5-5-4, 5-5-5; 4-4-4, 4-4-4, 4-4-4.

AGS: 8-8-6, 7-7-6, 6-6-6; 8-8-6, 7-7-6, 6-6-6; 8-8-6, 6-6-6, 4-4-6; 5-5-4, 5-5-4, 5-5-4; 4-4-4, 4-4-4, 4-4-4; 4-4-4, 4-4-4, 4-4-4.

AGN: All remaining units, save for a weak Warsaw garrison.

Note: Russian defense is assumed to be Tournament Manual's.

The general plan is to have a double rupture of the Russian line. One wedge of the attack is from the south of Hungary; the other is from south of Warsaw, and north of Hungary. When the wedges unite, the Russian forces in the south will be threatened with a pocket, or will be so overdrawn that they can easily be eliminated. From there, one can pursue his own foibles.

On the first turn, the southwesternmost Russian unit and the weak 2-3-6 in AGC's zone are attacked at 7-1 odds. On the second turn, an AGC stack climbs a mountain. On the third turn, the nearest mountain Russian in AGC's sector is attacked at 3-1. This causes a southern-eastern tear in the Russian line, which will make the Russians regroup at the southern Bug. Here some of his protection will be gone; Germans of AGC and AGS can peck away from both sides. This will cause the Russian to lose double defense, and will force him to the Dneestr, where he will again be united.

On the previous attacks, always attack the Russian so his flank is exposed. This can easily be done, and will make him retreat to where you want him. At the Dneestr, the Russians are overdrawn. Attack him here with the united German mass; you can easily punch a throughway or two. Defeat in detail can follow (but have your fastest units fling themselves into the interior, menacing rail-lines, and heading towards the cities). Send an attack by the Pripyet Marshes; this will cause him to fear for his reinforcements, and send them overland. After a good blow has ruptured his Dneestr and Dnepr lines, have at him from both sides. Using this method, followed by a concerted attack, you should be able to spill into the interior. Russian reinforcements will be slowed down by Winter, just as you will be. Within a couple of months, you should be able to block off the main southwestern transport routes, forcing Russian reinforcements to take a circuitous route. Once the Dneestr is breached, victory should come in a year.

On the northern front, at the beginning of the game, some small attacks should be made. These should never endanger your defensive line -- they are just feints. They should be continued, so as to soak up Russian troops by keeping them busy. However, they should never penetrate more than five squares into Russian soil. When the Russians do retreat to the Dneestr because of southern advances, the northern forces will come in useful. But never divert southern troops to the north except to forestall certain rupture. The northern front is secondary.

At the beginning of the game, a corridor for reinforcements was created. Use it. Guard it. Send 2/3rd's or more of your reinforcements to the mean theatres of war.

To conclude this wordy statement, let me state that this plan is not perfect. A sixth sense is needed to judge how much should be allotted to attacks -- how much the north should be weakened. At all costs, avoid a Russian attack on the weak north.

This is the first of several STALINGRAD strategies, designed to encourage play of the game.

/Our experience with STALINGRAD is that the Germans always win handily. --DLM/

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COLLECTION OF ASSORTED PROPAGANDA AND SUNDRY DECLARATIONS OF WAR

ACHTUNG!  
ACHTUNG!

The War Games Division announces its first play-by-mail tournament. The game is STALINGRAD. STALINGRAD was chosen because of its challenge and appeal to hard-core P-B-M'ers, who are usually the owners of P-B-M sets (naturally). So send your raving entries to me, so I can make the first pairings. The sooner I get the bulk in, the sooner things get moving. Send your bombs to: W. D. Bogert, 216 South Rexford Drive, Beverly Hills, Calif., 90212.

AHOOGA!  
AHOOGA!

Thwarted in your Napoleonic attempts to conquer the world in WATERLOO? Thwarted because the weather turned against you at the last moment? Do you have a plan to conquer the world on a hex-grid board? Send it to me. (I'll appreciate it if it's typed, but this is not essential...) I'll then place it in a bin with other A-H strategies, from which players desiring strategies can obtain them by writing to me and asking for them. In return for this, the players play a game using the strategies thus obtained, and write a brief critique about them. Spread the fame of your military genius. Send your strategy to the Strategy Testing Service, % W. D. Bogert, Beverly Hills, Calif., 90212.

STUMPED FOR STRATEGIES?

If so, then apply to the War Games Division's Strategy Testing Service. If we have a strategy, we'll send it to you. In return for our magnanimous offering, please return the strategy and a brief critique of it according to the game(s) you played using it. Send to: W.D. Bogert, 216 S. Rexford Drive, Beverly Hills, Cal., 90212.

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BOOK REVIEW

THE BULGE, by Thomas Parrish (World Publishing Co., 1966, \$2.00).

Unfortunately, this is one of those kiddie histories, and the only reason I review it is because of the interesting pictures. The text is idiotic, with most of it written in 2nd-person. The pictures are of uniformly high quality, utilizing dioramas of minitanks and miniscenes. They have one picture of Tiger II's and Panthers going through some sludge that I would like to have framed. Interior shots of Bastogne make use of an excellent diorama. The Imrie Risley soldiers are of fairly good quality, too. I recommend the pictures in this book to any diorama fan, but the text is abominable; with the pictures, it is almost worth \$2. --Bill Bogert



## TWELVE WAYS TO ANNOY YOUR OPPONENT

by Jared Johnson

1. If your opponent has been too lucky with one particular die, take it away from him, and replace it with another die. Tell him that his lucky streak is over, and that the new die is hexed.
2. Right before your opponent rolls the die, toss it a few times yourself. Point out when you have rolled several good numbers in a row. Then tell him the good numbers are all used up and that he is bound to throw a bad one (which he probably will).
3. Ask your opponent which side he prefers, then demand the same side yourself. Refuse to settle the matter by any sensible means, such as rolling the die, etc.
4. When you are helping your opponent set up his pieces, remove a few. Tell him to use blank counters instead. It really bothers most players to use blank counters. He will probably forget which pieces are which, and this will mess up his strategy. If he asks for a pencil to mark them with, tell him you don't want your blank counters messed up.
5. When you have learned of a new rule clarification, don't tell your opponent before the game. Wait for the right moment to spring it on him. There is nothing more infuriating than losing a game because of a rule you didn't know about. If he says that you can't use the rule because you didn't tell him about it ahead of time, look at him incredulously and say, "You mean to tell me you've never heard of that rule? (Pause) Oh, come now!" This will make him feel like a man making excuses.
6. If your opponent accidentally moves a unit too many squares or bumps one of your men with his elbow, be quick to jump on him and yell, "Cheat! Cheat!" This will make him feel very small while he's apologizing (or punching you in the nose).
7. When it's your opponent's move, put a record on the hi-fi that you know he hates, or turn on the television. When it's your turn, turn it off. If he asks to hear a certain record, give him an emphatic, "No, it's too distracting!"
8. Chuckle to yourself every time your opponent moves a piece. This will tend to make him nervous, and to think he has made a mistake. When your opponent has finished a move, be quick to say, "Are you finished?" Your eagerness will upset him. He will probably say, "Now, wait a minute. You're too anxious; you must see something that I don't!"
9. When your opponent finally says that he has finished moving, look over the board, shaking your head and mumbling, "Tch, Tch." Rub your hands in glee, as if you are planning a mass slaughter of his army.
10. When you are deciding an important battle, always roll the die off the table onto the floor (where it doesn't count) a few times. This builds up the suspense and makes your opponent nervous (and angry).
11. If you win, remind your opponent that it is an all-skill game. If you lose, point out all the plays where luck plays a part.
12. As you are showing your ex-friend to the door after you have given him a thorough thrashing, ask him to come back again when he's a little bit better.

Any comments (no criticisms, please) on this article may be addressed to Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia, 30005.

## CASE HISTORY: AFRIKA KORPS

A Game played between J. Reiner and J. Smith late in May of 1966  
 (Account has been purged for official secrets)  
 by John A. Reiner (extensively revised)

GERMANS: Reiner

ENGLISH: Smith

The Englishman's strategy was to use stalling tactics against the Afrika Korps. The Englishman expected the Axis to waste supply units in a series of wasting actions. To accomplish this, the Allies had placed the bulk of their forces in one area where several battles would have to be fought.

Smith would generally control the road in the area of Tmimi, and thus have a small area in which Axis units would have to fight many battles. Instead, I outflanked him. My 21st Panzer sped through the gap in the south and moved northward where Smith had no units. He spaced each one of his units some distance from the others, and in such small factors that 7-1 was almost mandatory. Breakthrough was easy with the rule of neglecting a unit if automatically eliminated. Italian units went in through a newly-opened door and seized Tobruk without quarrel. An enemy supply unit was captured, also taking care of some supply troubles. Three enemy divisions were by-passed (or, I should say, were by-passed after their almost total annihilation).

Moving westward, I encountered three enemy brigades and dispatched them, and now sped towards the defense complex of his home supply base. Here he had two or more divisions all scattered about. I attacked, finding the wall very dense, and almost impenetrable, so I decided, with supply dwindling, to attack with all my might in the north. Here I encountered very many factors of enemy armor and armored infantry. These were wiped out at a cost of two pieces -- one Italian armored division and one panzer grenadier regiment -- the only German-Italian losses in the game. Then, by passing over automatically-eliminated units, I captured his supply center and supply units.

Following this victory, I transported all the units I could spare of 15 and 21 Panzer, and some Italian units, to Tobruk and my home base. Of course, I also controlled Benghazi, but that was out of danger's range. I took no chances; even though the enemy could bring to bear only two attack factors before the game was over with my second week of control over the To Alexandria square, I filled Tobruk with 24 defense factors (doubled), Benghazi with four (doubled), and my home base with six. In the month of September, Jeffrey Smith resigned.

