

Panzerschreck

Issue 9

Winter 2002-03

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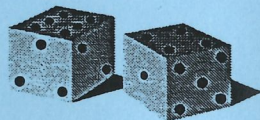
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Panzerschreck #9, Winter 2002-03. *Panzerschreck* magazine publishes strategy games and variants for popular wargames, especially those of the "classic" variety, with an emphasis on simplicity and playability. *Panzerschreck* is published irregularly, usually twice per year. Only single-copies (including back issues) are available; no subscriptions are accepted. See page 67 for current prices.

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Opening Rounds

By the Editor



Most everybody knows the impact that the internet has had upon gaming. Instant access through email and discussion boards has helped create a culture of "instant news" within the hobby. In the past, news and reviews were largely the domain of print media; veteran wargamers of a certain age will no doubt remember the anticipation that each new gaming magazine was greeted with. It was through ink and paper that we all learned of the latest game releases, industry rumors, and reviews of hot new titles. The internet has diminished the magazines' role of distributing opinion and news. Why wait months for newsprint when the information you want is only a mouse click away? The ease and accessibility of the web could raise the question, are hardcopy paper magazines outdated?

Several years ago, a similar question was asked about movie theatres after the home VCR became widely available. Videos would, some people argued, make going out to the movies a thing of the past. As we all know, it did not work out that way. Both are now thriving industries.

I think there is an analogy for print and electronic wargames here. Even with the advances in electronic media, I still feel there is a place for the old fashioned magazine that you actually hold in your hand. This is, of course, where I view *Panzerschreck* fitting in to the gaming equation. I do not see paper/electronic media as an either/or as much as a both/and. If you are like me, you still like getting things in the mail. You still can appreciate the feel of the paper in your hands, the joy of actually turning pages, the satisfaction of having a run of favorite back issues on the shelf, ready at a moment's notice

to be taken and reread one more time.

As editor, I have tried to make this magazine at once a "throwback" to the good old days and at the same time current in outlook. But there is not so much a yearning for the golden age of wargaming in these pages as a realization that the past is still with us here in the present.

There's always room for a magazine that can help gamers access the fun that is so close to the heart of our great hobby. Through its games, articles, and reader contributions, I hope that each issue of *Panzerschreck* provides such an enjoyable experience for you.

VOTE FOR FAVORITES

We are now asking for reader feedback ratings for past issues of *Panzerschreck*, as well as past issue games. Please take a moment and email us your list of top four favorite *Panzerschreck* issues, as well as your list of top four favorite issue games (including Mini-Sims). Upon getting a sizable enough response, we'll publish the results in future issues, as well as on the Minden website. In addition, please rate each of the nine issues that you have read, on a scale of 9 (best) to 5 (average) to 1 (worst). Use any criteria you wish when rating issues or choosing your favorites. (But only one vote per person per issue, please.) Email your votes to minden2@hotmail.com, with "Panzerschreck Voting" appearing in the subject box.

This current issue, with a total of four games and 68 pages, is our biggest ever. Thanks are extended to all contributors. We hope you enjoy this edition of *Panzerschreck*.

Gary Graber
Toronto

MIX & MATCH

DOWN IN FLAMES



James E. Meldrum



Gamers owning GMT's *Rise of the Luftwaffe* and *Eighth Air Force* card games on World War Two solitaire aerial combat are not limited just to the scenarios and campaigns included with the regular games. Players owning copies of both of these games have the option of combining them to simulate other unusual air combat scenarios. These variants are played exactly like the regular game using existing game equipment and mechanics.

Eighth Air Force makes this possible by introducing some of the major combat aircraft used by Russia in late World War Two. Some of these aircraft are indigenous to the Soviet Union while others were supplied to the Soviets through lend-lease. Many of these same aircraft could have easily met US and/or British aircraft flown by Russian pilots during some of the post-World War Two confrontations with the Soviets. The most notable of these was the 1948 Berlin Crisis where a coalition of the US and Western Allies (later to be NATO) stood a very real chance of fighting a war with the Soviet Union. Equally possible is the opportunity of conflict with the Soviets taking place directly after the end of World War Two over the partitioning of Germany and Eastern Europe. In this case, the Soviets will occupy the role of the US in the regular game and the Western Allies will function as though they were Germans in the game. Scenarios from *Eighth Air Force* can be modified

to simulate some of these hypothetical air combat situations.

In most cases the victory conditions will remain the same for each scenario but the aircraft used on one side or the other will change. In some cases the German side will become the Soviet side and the Soviets may be governed by the same rules governing the Germans or new rules for that particular scenario may be introduced. The same sort of role reversal will also apply to the British and US where they may be governed by the rules normally governing the Germans. Because most of these scenarios have no basis in history, both players, but especially the Russian player, may feel free to deploy his air units as desired or may seek to approximate the actual historical deployments as he sees fit in most scenarios unless given specific deployment directions in the variant rules.

The following aircraft are available for use in any dogfight, bomber interception, or campaign scenario taking place in the 1945-8 time frame:

Soviet Union:

Yak-3, Yak-9, IL-2,
P-39D*, P-47D*, B-25C*

Me-163A**, Me-262A**, Ar-234B**

* Indicates aircraft supplied under lend lease which could have been used by the Soviets against US or British aircraft between 1945-8.

** Indicates German aircraft which the Soviets either copied and/or intended to

produce in the Soviet Union (as in the case of the Su-9 and -11 which were copies of the Me-262) or develop further and produce (some of the early, projected Soviet bombers were developments of the Ar-234B). Use of these aircraft is strictly optional.

British:

Spitfire XIV, Mosquito MkVI, Lancaster Mk.I, Halifax Mk.II, Sunderland Mk.I

US:

B-17G, B-26G, B-24J, P-51D, P-47D

Historically, both P-38L and P-51D fighters had already been involved in combat with Soviet Yak-9 and Yak-3 fighters in various incidents over eastern Europe and the Balkans. P-51Ds were later involved in combat with Soviet Yak-9 fighters and Il-2 ground attack aircraft over Korea. In addition, Russian aircraft were supposedly sighted over Alaska during the immediate post-war period. These incidents provide material for straight dogfight scenarios based on historical events.

Players may modify the following selected campaign cards to simulate aerial campaigns fought between the Western Allies (US and Britain) against the Soviet Union in campaigns taking place between 1945-8.

Daylight 1944

In this campaign game, US and/or British aircraft fly missions in Soviet occupied Germany after Soviet forces push relatively weak US and British occupation forces out in the aftermath of the Berlin Crisis.

The Soviets change roles and become the German player and may use Me-163, Me-262, and Ar 234 aircraft but the jet fighters are restricted to use against aircraft attacking targets 10, 11, and 13. Use all late '44 targets except nos. 2-5, and 7. The Russian player

will substitute Yak-3s for Me-109s and Yak-9s for Fw-190s. The Russian player may substitute P-39Ds for Me-109Gs. The US player use all available aircraft except P-47Ds. P-51s are substituted for P-47 and P-38 fighters. All US fighters use drop tanks. The over target flak gun for both sides is not available. V-1 rules may not be used. If British aircraft are being used, use the Spitfire XIV, Mosquito MkVI, Lancaster, and Halifax.

Army Group North

This campaign simulates the Soviet paranoia over an invasion by the Western Allies soon after the end of the war with Germany. Here, the Soviet fantasy nightmare comes true when US and British forces begin an air campaign in conjunction with a ground campaign during a Western Allied invasion of Russia.

This variant scenario is played just like the regular game scenario except the US/British player uses all of the available aircraft mentioned earlier in this article except the Sunderland. The Soviet player uses all of the available aircraft mentioned earlier in this article including all lend-lease types designated for this time period. As an option use only Soviet aircraft.

Assault on Crete

In the aftermath of the (hypothetical) Soviet invasion of western Europe, US and British forces have been evacuated to Crete and the Soviets attempt to land paratroopers as the Germans did almost ten years before. Here, the Soviets attempt to soften up US and British forces defending Crete and attempt to sink the US and British naval units supporting forces on Crete prior to the airborne landings.

In this variant, each side reverses roles with the Soviets become the German player and the western Allies be-

come the British. Use all Yak-9 and Yak-3 aircraft (the Yak-3s are considered to be Yak-9s for this scenario and should use all appropriate values) plus all Il-2 light bombers for the Soviets. All targets on and around Crete remain the same. The western Allied player may use *either* four P-51D or four Spitfire XIV fighters.

Invasion of England

This is a Western Allied nightmare scenario where US and British ground forces have been ejected from Western Europe soon after the start of a hypothetical conflict with the Soviet Union. Here, the Soviets try to soften up England before they land paratroopers prior to an invasion. The Soviets will assume the role of the Germans and combined US and British forces will assume the role of the British in the regular scenario.

To begin, the US/British player uses all P-51D, Spitfire XIV, and Mosquito fighter aircraft. The Soviet player uses all available types of aircraft including lend-lease types *and* jets except the Me-163. As an option, try letting the Soviet player use four B-17F air units. These units will represent Soviet Pe-8 long range bombers whose nearest equivalent was the B-17F. When the B-17F/Pe-8 aircraft have been shot down they may not be replaced.

Soviet Options are:

- 1- Flak guns
- 2,3- Deceptive Course, Yak-9 fighter sweep
- 4- Secondary Target, Deceptive Course
- 5- Flak guns, Yak-9
- 6- Yak-9 fighter sweep
- 7- Me-262

US/British Options are:

- 1,2,3- Radar, Flak guns
- 4- New Tactics
- 5- Home bound ambush

6- Radar. Mosquito

Only Il-2 light bombers or B-25C medium bombers may attack shipping targets in the English Channel.

Invasion of the West

This is the standard Western Allied confrontation scenario where US and British ground forces in Western Europe are attacked by Soviet land forces after the US and British have been forced out of Germany proper. This variant is played like the preceding variant except that the Soviets may not use any B-17F/Pe-8 bombers (although this may be used as an option).

Soviet Options are:

- 1,2- Blitzkrieg, Flak guns
- 3- Me 262
- 4,5- Yak-9 Fighter sweep
- 6- Yak-3 Fighter Sweep

Allied Options are:

- 1- Small arms
- 2- Radar, Flak guns
- 3- P-51D Fighter Sweep
- 4- Spitfire XIV Fighter Sweep

Schwienfurt Raids

If Soviet forces forced Western Alliance forces out of Germany, the Soviets could be expected to loot industrial facilities and move them to the Soviet Union. Here, US bombers attempt to hit one such facility and destroy it before the Soviets can relocate it.

This variant scenario is played like the regular scenario except the US player automatically receives three B-17s. The US player substitutes P-51Ds for the P-47s and Spitfire XIVs for the Spitfire IXs in the regular game. The Russian player substitutes Yak-3s for Me-109s and Yak-9s for Fw-190s.

Stalingrad Airlift

This scenario is a representation of

the situation that could have happened if the Soviets elected to intervene during the 1948 Berlin Crisis. Missions in this campaign represent attempts by the Western Allies to keep air corridors to Berlin open to besieged NATO units there.

In this variant, the US (or British) player is governed by all rules affecting the German player in the regular game. The US player uses all P-47D, P-51D, B-26G and B-24. If this is being played as a British scenario, use all Spitfire XIV, Lancaster, and Sunderland aircraft. As an alternative, this scenario may be played as a combined British and US operation by using all P-51D, B-26G and B-24 aircraft for the US and all Spitfire XIV and Lancaster aircraft for the British. All British and US bombers are being used as transport aircraft so they may not

conduct bombing missions. The B-24 and Lancaster may each carry 6 points of cargo. The Soviet player may use all Russian aircraft except the P-40C listed in this scenario. As an option, the Soviet player may also use four Me-262 aircraft.

When playing these scenarios the participants must use a little common sense in order to make these scenarios work. Remember that the sides are being reversed and the US/British are playing in roles normally reserved for the Germans and the Soviets are now playing as though they were the US and British in the regular scenarios. *P*



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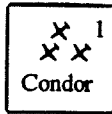
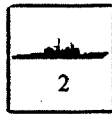
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Game Replay

Battle of the Atlantic



By Walter Daniel



The solitaire game *Battle of the Atlantic* appeared back in *Panzer-schreck* #4. In this game the player takes the role of Admiral Doenitz in waging the U-Boat war against Allied shipping between August 1942 and May 1943 (Black May). This title has been one of my favorites in recent years as evidenced by the Player's Notes article that appeared in #6. What follows is a replay of a game after I read some recent histories on the topic.

There are three requirements for German victory:

1. *Preserve the U-Bootwaffe.* In game terms if half (or more) of the current U-Boat units (each representing 4-6 operational U-Boats) are sunk during a single turn, the German loses.

2. *Disrupt the lifeline to Britain.* If four Convoy markers are in place at the end of a turn the player immediately loses. In fact part of my strategy was to consistently go after Convoy markers whenever they appeared no matter the risk to my units.

3. *Sinking Allied ships.* Average more than 400,000 tons per turn (if no Convoy Markers are present at the end of the game) plus meet a surge requirement of 600,000 tons for three consecutive turns. In the *Tonnageschlacht* (Tonnage Battle) the German Navy believed that 400,000 tons per month would outpace the replacements built in American shipyards. The surge requirement was intended to break the morale of the British and American political leaders, sailors, and merchant

seamen.

The German player makes two major decisions each turn. The first is whether to place Doenitz in Berlin (focus on U-Boat production) or in the Sub Pens (focus on tactics). In game terms, placing him in the Pens can help keep the Allied Technological Advantage (ATA) Index from increasing and allows the use of special tactics cards that sometimes come into play. The second decision is in placing the U-Boats. I chose a mixed strategy of concentration and dispersion. I concentrated primarily in the North Atlantic area to keep picking off Convoy counters and to capitalize on the increased shipping in that area. I usually hit the maximum tonnage sunk for a concentration area and that's not enough to reach the turn average needed for victory. That's why I also used a dispersion strategy of placing a single unit in the Aggressive square of a lightly-defended area. If that unit is an Ace it receives a +3 DRM during attacks—that means an average of about 70,000 tons sunk for that unit at low ASW risk.

I chose to play with the first three optional rules to increase my chances of winning. *Ultra Defense* never came into play. *Rudeltaktik* (Wolfpack tactics) grants the player one attack re-roll in a area where all three boxes (Aggressive, Normal, and Shadow) have U-Boats; this optional rule fits right in with my concentration strategy. *German Mines* add several thousand tons to the total for each turn that I

hoped would put me over the top.

With this in mind, here we go:

Turn 1 (August 1942). I start with just six U-Boat counters so I place Doenitz in HQ to (hopefully) improve production. The event card is a strange one: "*Admiral Raeder to HQ OR Add One U-Boat.*" Hmmm...I'll take that U-Boat, since the Raeder event is mostly a bad one. ATA is low so escorts and air patrols are placed before U-Boats. The North Atlantic and Newfoundland areas (both with higher attack results) have moderate escorts/patrols so I'll do a "mini-concentration" in each; that's one unit in Aggressive and one in Shadow (in case of Scatter) which means no *Rudeltaktik*. The remaining units disperse to the Aggressive squares for Mid Atlantic, Bay of Biscay, and Africa where there is no ASW risk.

The Newfoundland attacks go badly (bad rolls and no Scatter) but North Atlantic hits the tonnage limit for the turn (100,000 plus 80,000 for the 8 escorts/patrols). Good rolls for the three dispersed units add to the total. The Condors (aircraft) do no damage in the Iceland and Biscay areas but a good mine roll adds 10,000 for the turn. Total sinkings were 420,000 tons, a decent start and above the turn average I need.

ASW isn't too bad since only the Newfoundland Aggressive unit is sunk. I pull an *ASW+* result so the ATA moves from 0 to 1; had Doenitz been in the Pens the ATA would have remained at 0. Fortunately I get a good production result, 2 U-Boats plus 1 for Doenitz in HQ. I get one Ace but also a Convoy marker in the North Atlantic--I'll have to concentrate there next turn.

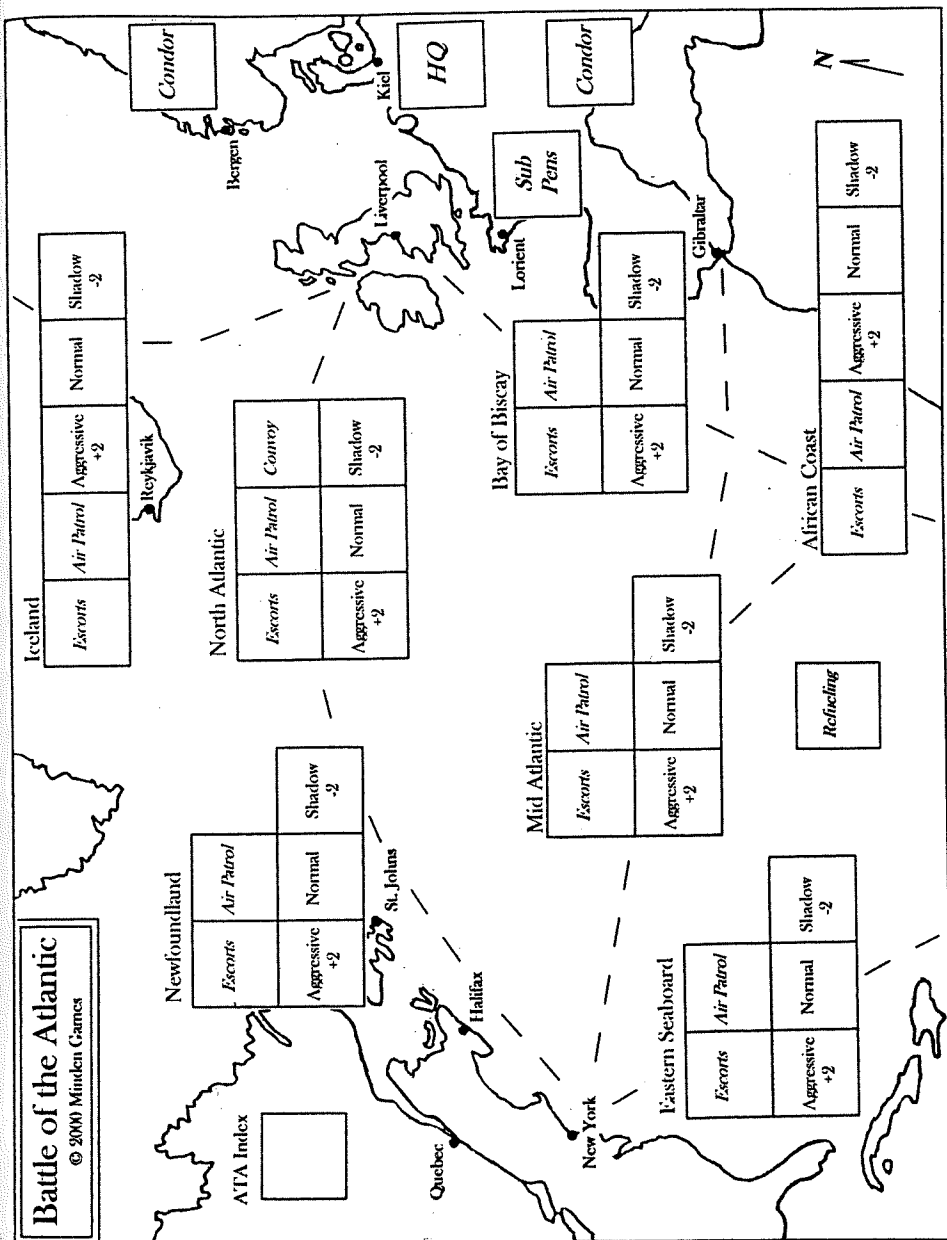
Turn 2 (September 1942). I've got a decent number of U-Boats so I'll put Doenitz in the Pens to keep the ATA from rising (and Order A). The event card is *Convoy if 1943*, so it has no ef-

fect since it is still 1942. Escorts and air patrols are surprising light in Newfoundland so I place one U-Boat in the Aggressive and Normal squares. There's a Convoy marker in the North Atlantic so place one boat in each of the three squares to increase my odds of a 7C result and to get the *Rudeltaktik* benefit. I disperse one unit each to the Aggressive squares of Eastern Seaboard, African Coast, and Bay of Biscay where each faces a small escort/air patrol risk. My lone Ace goes to the Aggressive square of Mid Atlantic where there is no risk at all (ain't Order A great?).

The first Newfoundland roll is the maximum ($6+2=8$) for 150,000 tons; there are only 4 escorts/air patrols so the area maximum for this turn is 140,000. North Atlantic attacks go well with a Scatter result on the first roll and a 7C for the third (thanks to the *Rudeltaktik* re-roll). That's a total of 230,000 tons (100,000 area max plus 80,000 for escorts/air patrol plus 50,000 for the Convoy marker). The dispersed attacks range from great to mediocre, the Condors sink nothing, and mines add 9000. Total for the turn is 574,000 tons, a good result but not yet to the surge level.

Newfoundland ASW is quite effective by sinking one boat and sending the other to the Pens. North Atlantic ASW gets one hit and sinks the Aggressive unit. None of the dispersed units suffers a hit. The ATA check is a *Radar+* so it was good that Doenitz was in the Pens this turn! (Remember, ATA results with a + are ignored if he is in the Pens.) U-Boat production is just one unit since Doenitz isn't in HQ. I generate another Ace but also get another Convoy so I'll have to focus on the North Atlantic again next turn.

Turn 3 (October 1942). I've got to make up the units sunk last turn so



Doenitz goes back to HQ. The event is *B-Dienst* (allowing an attack re-roll) so I'll save it for a later turn. Escorts/patrols are heavy in the North Atlantic but I have to go after the Convoy marker; I place one boat in Aggressive, two in Normal, and one in Shadow to get *Rudeltaktik*. Newfoundland isn't heavily defended so I place one unit each in the Aggressive and Normal squares. The remaining units head for dispersed positions in Africa and Bay of Biscay.

The two attacks in Newfoundland go OK for a total of 150,000 tons. The Aggressive boat in North Atlantic gets a Scatter result (thanks to a *Rudeltaktik* re-roll) and a following attack gets that 7C result to remove the Convoy; total for the area is the limit of 240,000 tons including the Convoy bonus. The Africa and Biscay attacks go OK and the Condors (Biscay and Iceland) actually contribute this turn! Throw in 7,000 tons for mines and total for the turn is 532,000. I'm still not reaching the surge level for victory.

ASW is quite painful—one unit sunk in Newfoundland and two in North Atlantic but the dispersed units are unscathed. The ATA pull is *Ultra* so the index rises to 2 which means Order B next turn. U-Boat production is just one plus one for Doenitz in HQ so I've actually lost ground this turn. At least I get another Ace and no Convoy marker is placed so perhaps I can use next turn to regroup.

Turn 4 (November 1942). Doenitz stays in Berlin to push production. The event is *North Atlantic Convoy*—there goes my regrouping turn! I'm now stuck with Order B so escorts are placed first, then U-Boats, then air patrols. Newfoundland and Iceland have heavy escorts so I'll skip those areas this turn. I'll place boats in all three counters of North Atlantic for *Rudel-*

taktik and to go after that Convoy. Biscay and Africa have no escorts so I'll place two boats in each, one counter in Aggressive and one in Normal. Air patrols turn out to be heavy in North Atlantic (ouch!) but fortunately don't touch Biscay or Africa.

The escorts in North Atlantic miss their ASW rolls so *Rudeltaktik* is preserved. I sink the Convoy on the first attack but the other two rolls are disappointing. Total for the area is 200,000 tons. Air patrols get one ASW hit but fortunately it's just a back to the sub pens result.

The open Biscay and Africa attacks go well at 82,500 and 100,000 tons respectively. The Iceland Condor aircraft for once contribute the maximum of 60,000 tons sunk. Throw in another 10,000 for mines and the total is a respectable 452,500 for the turn. I'm definitely averaging over 400,000 tons sunk per turn but I haven't reached the surge level a single time. I'll have to go all out for the next three or four turns and run the risk of having too many boats sunk.

Nothing happens on the ATA front so that index is still 2. Production is 2 so Doenitz in HQ makes it 3! I roll for and create another Ace. The sent to pens result in the North Atlantic hurts because I'm unable to make the Possible Convoy roll with just two boats remaining in the area. I'll have to go after that marker (and its 50,000 ton bonus) next turn as part of my all-out effort.

Turn 5 (December 1942). Doenitz stays in HQ again in order to help make up for the expected losses of the next few turns. The event is *Happy Hunting (North Atlantic)* for a +2 to one attack roll, a good thing. Escort placement is light in Newfoundland nonexistent in Mid Atlantic, Bay of Biscay, and African Coast. I'll place one Aggressive,

two Normal, and one Shadow in North Atlantic and one/one/one in Newfoundland. I disperse my three remaining Aces to the Aggressive squares of the escort-free areas. The air patrols card has 10 (yow!) in North Atlantic but is mercifully light in Newfoundland; single patrols appear in Mid Atlantic and Biscay.

The North Atlantic battle starts with escort ASW. A hit sends the Shadow boat back to the pens so there goes *Rudeltaktik*. The attacks go poorly (despite *Happy Hunting*) and the Convoy marker survives with just 112,500 tons sunk. The heavy air patrols sink two U-boats leaving just one for the Possible Convoy roll later.

Newfoundland escort ASW sinks the Normal U-boat to again frustrate *Rudeltaktik*. The aggressive attack results in a Scatter which allows the shadow unit to do well. Total sinkings are the area limit of 140,000 tons for this turn. Air patrol ASW sinks another U-boat so a total of four were sunk this turn. Ten boats started the turn so I came within one ASW result of immediately losing the game.

The dispersed aces do reasonably well in their areas for a total of 165,000 tons with no additional U-boats sunk. Iceland Condors and mines add several thousand each for a turn total of 431,000 tons. That's lower than last turn's total even though I made an all-out effort that nearly lost the game! I'm getting desperate here.

ATA doesn't advance and production is good (2 boats plus 1 for Doenitz in HQ). I roll another Ace to replace the one that was sunk (remember there are a maximum of four at any time). The Possible Convoy roll goes my way for once but I've still got one marker in the North Atlantic to pursue.

Turn 6 (January 1943). I keep Doenitz in HQ to bolster production which

hurts when the event card is *Wolfpack Ambush* that can only be used when he is in the Pens. Three escorts are placed in North Atlantic and Newfoundland each. I go with concentrations in both areas (1/2/2 and 1/2/1 respectively) to get *Rudeltaktik*. Air patrols are heavy in both areas (6 each) and the thought occurs to me that this turn will be Gotterdamerrung.

All four North Atlantic escorts (3 placement plus 1 for the Convoy marker) miss their ASW rolls. The first attack is a good one. The next attack produces a Scatter maker then the third is a 7C to remove the Convoy. These results are far more than the limit this turn of 190,000 tons plus 50,000 for the Convoy. Air ASW hits the Aggressive unit; this unit misses its Ace saving roll and is therefore sunk.

All three Newfoundland escorts miss on ASW. The first attack is a Scatter and the next attack more than reaches the area limit of 190,000 tons. Air ASW gets a hit on an Ace but this unit makes its saving roll and is driven to the Pens. The Condors and mines add another 30,000 tons for a turn total of 460,000. I STILL haven't hit the surge level but at least U-Boat losses were minimal.

A *Radar* result pushes the ATA to 3 (still Order B). The production result is 2 so Doenitz in HQ makes it 3 new units. The Ace roll fails so I'm down to three on the board. It's now 1943 so there's a +2 for the "Bonus Convoy" roll. Once again I get another Convoy on the board shortly after removing one during my attacks.

Turn 7 (February 1943). I move Doenitz to the Pens in order to use the *Wolfpack Ambush* card from last turn. The event is *Raeder to HQ* which is most definitely NOT what I wanted. Escorts are heavy in Newfoundland and light in North Atlantic. I decide to go

with my usual concentration in North Atlantic (get the Convoy), a minimal concentration in Newfoundland plus the *Wolfpack Ambush* card, and disperse the Aces to the Aggressive squares with no escorts (Eastern Seaboard, Mid Atlantic, and Bay of Biscay). Air patrols are heavy in North Atlantic (10—ouch!), moderate in Newfoundland, and one each in my dispersed areas. The surface raider does not break out this turn.

The light North Atlantic escorts miss both ASW attempts. The first roll is a 7C to get the Convoy and the next is a Scatter. With three attacks to go in the area I easily reach the maximum for the turn (210,000 plus 50,000). Air ASW sinks the unit in the Aggressive square which is actually a pretty light result.

The Newfoundland escorts sink the Aggressive unit so there goes *Rudeltaktik*. I've still got the *Wolfpack Ambush* card, though. The first attack is low in tonnage but does induce Scatter. The second roll is high with the modifiers resulting in my just reaching the area limit of 170,000 for the turn. Air ASW sinks the Normal unit.

The three dispersed Aces each have good results: 90,000, 75,000, and 60,000 tons. The single air patrols in two of these areas miss ASW rolls. The Condors plus mines add 45,000 tons. Total for the turn is 700,000 tons, my all-time single-turn record! More importantly I've reached the surge level that I need for victory. All I have to do now is maintain this level for two more turns...

An *Ultra* card pushes the ATA up to 4. Production is just one unit so this has been a net loss turn. I roll another Ace so that puts me back up to the maximum of four. I get a *Possible Convoy* result but with four boats still in the North Atlantic I don't have a Convoy on the board for the first time

in a while. Not having to mass in North Atlantic next turn will allow me to cover more areas in my effort to maintain surge level sinkings.

Turn 8 (March 1943). Doenitz stays in the Pens since Raeder is still in HQ. That's a fortunate turn of events since I draw a *Feder-Apparate Torpedoes* event card (re-roll one attack). Escorts are heavy in North Atlantic and Newfoundland but light everywhere else. I go with a semi-concentration (1/2/0) in the two heavy areas and disperse to three areas with no surface escorts. Air patrols are heavy in the North Atlantic again this turn but light in Newfoundland. The surface raider finally breaks out to Iceland.

The North Atlantic surface escorts get one ASW hit. The affected unit is an Ace and makes its saving roll and heads to the Pens. This hit is still painful because the unit won't be able to make an attack nor will it contribute during the Bonus Convoy roll. The first attack includes a Scatter and the *Feder-Apparate* re-roll makes the second somewhat better for a total of 175,000 tons. This amount is well under the turn limit but not bad for just two units attacking. Air ASW gets hits on the two remaining units but both miraculously make rolls that get them sent to the Pens instead of being sunk! The game could well turn on this hap-penstance.

All three Newfoundland escorts miss during ASW. The three attacks are decent and reach the turn limit of 160,000 tons. Air ASW is as ineffective as that for its surface counterparts.

Once again the three dispersed Aces have good results and total 225,000 tons. The surface raider does well (30,000 tons) and survives its attacks. The Condors do a bit of damage and mines contribute for another 45,000 tons. Overall total for the turn

is 605,000 tons, just barely over the surge amount! Everything now hinges upon my making this amount next turn as well.

An ASW result pushes the ATA to 5 so I'll still have Order B for the critical next turn. Production is one U-Boat; with no sinkings (although a bunch of Pens results) I actually increase the number of units at sea this turn. There are four Aces on the board so I don't get to roll for another. As expected I miss the *Bonus Convoy* roll and get one marker placed in the North Atlantic. This result isn't such a bad thing since I probably need the 50,000 ton bonus for a 7C result next turn.

Turn 9 (April 1943). This is it. If I exceed 600,000 tons I should win the game although I have to be careful that I don't get half of my ten units sunk for an immediate loss. I leave Doenitz in the Pens with Raeder still in HQ. The event is *B-Dienst* (re-roll one attack or one ASW) that I can certainly use. Escorts are heavy in North Atlantic and moderate in Newfoundland, Biscay, and Mid Atlantic. I lay out a North Atlantic concentration (1/2/1), a Newfoundland semi-concentration (1/2/0), and disperse to Iceland, Africa, and Eastern Seaboard. The surface raider is out so I place it in the North Atlantic Normal square. Air patrols are heavy in North Atlantic and moderate in Newfoundland and Iceland.

Surface escort ASW in the North Atlantic is ineffective so I'll get to make all my attacks. I need to hit the area limit and remove the Convoy marker for its bonus. The surface raider starts the attacks and does OK. The Aggressive unit does better. The first Normal unit has a low roll but does produce a Scatter marker. The second Normal unit (an Ace) gets a high roll but not the 7C I need. The Shadow unit (with the +3 for Scatter) rolls a 6—I

use the *B-Dienst* card, re-roll, and get the all-important 7C. That's a total of 260,000 tons including the Convoy bonus. Air ASW does sink one unit (an Ace) but I can accept that loss.

The Newfoundland escorts are more successful and sink one unit in the Normal square. The first attack is high and a Scatter; the second attack isn't as good but the Scatter bonus helps. I reach the area limit of 170,000 tons for the turn. Air patrols sink the Aggressive unit so I've already lost three of my 10 units—two more this turn and I lose the game.

I make my first real foray into Iceland due to the lack of surface escorts this turn. The Ace in the Aggressive square has a good roll and the Condor actually contributes as well. Total for the area is 90,000 tons. Unfortunately, heavy air patrols more than make up for the lack of surface escorts and sink the Ace.

The two other dispersed units have great rolls and sink 90,000 tons each. One air patrol factor does get a shot at a unit but misses so I stay one sinking away from losing the game. The surface raider is sunk and that results in Raeder being removed from HQ, not such a big event this late in the game. Overall turn total comes to 700,000 tons so I've met the surge limit with room to spare.

The ATA result is a blank so I keep Order B for the last turn. Production is two units so I make up only half of my losses. I miss the Ace creation roll so there is no replacement for the unit lost in Iceland. As expected I lose the *Bonus Convoy* roll yet again and a marker goes back onto the board.

Turn 10 (Black May, May 1943). I have two goals this final turn: eliminate the Convoy marker for victory conditions and avoid getting half my U-Boats sunk. I keep Doenitz in the Pens

just in case I get an asterisk card. Unfortunately, the event is "Add *Condor* OR *Tanker*"; I take a Tanker although its effect this final turn will be slight at best. Escorts seem to be everywhere but the African Coast. I place a 1/2/3 in North Atlantic to get that Convoy and 1/1/0 in Africa to avoid escorts. Air patrols are heavy North Atlantic (9!) but not present in Africa (whew!) so those two units are safe.

The three North Atlantic escort ASW rolls miss so all attacks can take place. The first attack (Aggressive) is a Scatter and the second removes the Convoy marker. I easily reach the area limit of 210,000 tons plus 50,000 for the Convoy. Air patrol ASW is vicious resulting in three Aces sunk. I began the turn with just eight units so I once again come within one sinking of immediately losing the game!

The two units in Africa are pitiful but at least the units are at no risk for ASW sinking. The Condors do nothing and mines add little. Turn total is just 305,000 tons which is hardly surprising considering that my objective was at least in part to play it safe.

A *Radar* result pushes the ATA to 6. I've been quite lucky this game in avoiding Order C until the end. Production is three units even with Doenitz in the Pens so I get replacements for all losses this turn. The creation roll fails so I end the game with no Aces. This situation is similar to history in that most of the experienced, aggressive U-Boat commanders had been killed, captured, or promoted and the new skippers weren't as good. The *Bonus Convoy* roll is a Possible Convoy. I began the turn with six units in North Atlantic but only three remain. I need to roll a three or less to avoid a new Convoy marker so I, of course, roll a four. The game ends with the one Convoy marker so I must average at least 450,000 tons per turn for victory:

Here is the turn-by-turn tonnage sunk:

1 (August 1942)	420,000
2 (September 1942)	574,000
3 (October 1942)	532,000
4 (November 1942)	452,500
5 (December 1942)	431,000
6 (January 1943)	460,000
7 (February 1943)	700,000
8 (March 1943)	605,000
9 (April 1943)	700,000
10 (May 1943)	305,000

The average is approximately 518,000 tons. I met the surge level turns 7-9, and the average was in excess of 450,000 tons. In terms of this game I won. It was an exciting and close run contest.

In reality, Doenitz and the U-Bootwaffe lost the battle decisively. American shipyards increased productivity so quickly that historians estimate that sinkings needed to exceed 1,000,000 tons per month for the Germans to achieve their goals. The Germans never came close to that figure.

In game terms my 518,000 tons average per month corresponded to over 80 ships each month. Many ships went down with all hands. Rescue from torpedoed ships that sunk more slowly was far from certain due to weather and darkness. Potential rescue ship captains often did not stop to pick up survivors due to the fear that they would be torpedoed themselves. Let us give thanks for the bravery and sacrifices of the thousands of merchant mariners from the US, UK, Canada, and other countries.

The U-Boat crews paid a terrible price in the Battle of the Atlantic. By the end of the war roughly three-fourths of all U-Boat sailors that put to sea were killed. Yet put to sea they did in order to tie down substantial Allied air, naval, and intelligence assets.

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WORLD WAR II TACTICAL WARGAMES



by Norman Smith

If ever a game title was synonymous with its subject matter, surely ASL is that game. Its dominating presence in the hobby and has provided continuity in tactical gaming for almost two decades, earning it a large and loyal fan base.

Of course stand back and the wider perspective is that over the same period, a surprising number of other systems have made it into print, with various degrees of success. Certainly there has been enough diversity to tweak the curiosity of this tankie.

Going back 25 years, to the days when I first started browsing tightly packed shelves of bookcase games, there were three titles, all by Avalon Hill, that probably kicked off the massive interest in this genre: *PanzerBlitz*, its sister game *Panzer Leader* and the more tactical *Squad Leader*. I'm not sure how true it is, but I remember reading that the first title had a print run of 100,000 units. Whatever the real figure is, these three games are no doubt held with a great sense of nostalgic affection by wargamers of a certain age.

That initial passion that I had for basic *Squad Leader* (4th edition) has recently returned and my tactical gaming has done something of a full circle. I love the purity of the basic module, it captures John Hill's (designer of *Squad Leader*) true intentions of how he wanted this game to play. *Squad Leader* has clearly influenced other

tactical systems and indeed, it is difficult to imagine how some of these might have been arrived at, had *Squad Leader* not existed as a point of reference.

Although *Squad Leader* has a comprehensive ruleset, it drip feeds the newbie by introducing players to a new chunk of rules each time a new scenario is played. By the time the player reaches the final scenario (#12) he has the full set. This helpful approach is referred to as programmed learning. The idea appears to have been revived by MMP; they are working on an introductory ASL module that will walk new players through the nuts and bolts of their very large ASL ruleset.

As *Squad Leader* morphed into *Advanced Squad Leader*, I had in equal measures a sense of wonderment and dismay at the sheer size and depth of the system. By comparison, other tactical systems appeared more accessible and they started to enter my collection. Of particular note were two companies, West End Games and Games Designer Workshop (both are sadly no longer producing board wargames), their systems were innovative and highlighted playability.

West End Games (WEG) had the *Tank Leader* system, the first module covered the Eastern Front. The system highlighted the Command and Control abilities of various combat formations at the battalion level and the point in the turn at which a formation could

activate, depended upon its C3, obviously the better formations could act first. Subsequent modules for the Western and Desert theatres followed and being card driven, these would certainly be at home with the today's fashion for all things card based. WEG also did a squad level game call *Fire Team* by Jon Southard, this was excellent and felt like the natural evolution of the *Squad Leader* series. The map scale was slightly higher at 80 metres to the hex and although this was set in the post WWII era, had the company continued producing games, there is little doubt that this system could have provided a good solid alternative to *ASL*.

Frank Chadwick of Games Designer Workshop (GDW) was probably the most prolific of the tactical systems designers. His *First Battles* series covered a huge range of topics, for WWII and beyond, while his 'assault' series looked at post NATO based actions at the regimental/brigade level. Again, like WEG, one can only speculate that had the company continued to publish, both of these series could have developed into a very substantial WWII series.

Oddly, few games appear to have really gone for hard data systems. The ones that spring to mind are the *Armour/Panzer* games from Yaquinto in which penetration and armour values were detailed in rather exact measurements and vehicle cards buzzed with information. This must have been very satisfying for some gamers but was totally lost on me – all I need to know is that a Panther is generally better than a Sherman but is fearful of a J.S.III.

There is still a lot of life in some of these older games and for the most part, they are still obtainable, even as new copies. For currently supported systems, the choice appears to have settled down to four main contenders.

Firstly, there is the big boy, *ASL*.

Widely played and well supported, this system requires regular play if the gamer is to stand any chance of retaining a good knowledge of the rules. A scale of 40 metres to the hex produces maps that allows fighting over hedges and walls, up stairwells and into factories. This, combined with the squads being the basic unit of manoeuvre, provides a game that gives a strong tactical feel. The rules are very rich in detail (read 'big rulebook'); hopefully the *IntroASL* module be published shortly by MMP will make life easier for new players to pick up the game.

A current problem for MMP is that their *ASL* ruleset and German Module *Beyond Valor* have gone out of print. Since new players need this to get into the game, this issue needs resolving, yet the cost of a new print run will mean that new projects may have to go on hold. Some good historical modules have been produced, *Red Barricades*, the first of these, remains my favourite and is included in MMP's version of *Beyond Valor*. Since MMP have become 'locked into' maintaining the overall look of the series, the counters are starting to look a little tired when compared to what some other companies are doing, though the boards are still looking good. Described as a lifestyle rather than a game, *ASL* is not for the occasional gamer but for those looking for the ultimate in comprehensive cover, then this game can't be beaten.

Combat! from Critical Hit operates at a similar scale to *ASL* with 50m per hex and individual squads and vehicles. I suppose, it attempts to claim the ground that would capture those who want some *ASL* flavour but at a much less intense level of rules. Ultimately, *Combat!* will no doubt achieve this, though first, I feel that it needs to consolidate its rules system, as over its short life, it has had four rule versions

and a 5th and major revision is due out shortly with the *Arnhem* module.

V4 is the edition that I have most experience with. Its main advantage (and thing that most differentiated it from *ASL*) was the fact that the game was played in impulses and that during an impulse a unit(s) could virtually do any action including movement or fire or combinations of the two. The downside was that the LOS rules had become an obstacle to playability. It sounds like Ray Tapio has really worked hard to make V5 the final version and that he has taken the system to new levels of playability. Once *Arnhem* is out, players will be able to make an informed judgement of exactly where this system sits. The good news is that CH will support their previous games by making upgrade kits available so that older modules can use V5.

The *Combat!* modules are self contained, so that the Order of Battle needed to play the game is always supplied with that game. Once players have learned the system, they will just be able to buy their titles of choice in the knowledge that they can be played straight out of the box. CH has done a lot of third party stuff for *ASL* and as a consequence, they have enough map artwork and scenarios from those modules, to launch a similar range of *Combat!* based modules in quick succession, so once the V5 rules are out, *Combat!* may have its own comprehensive range in double time. So far, I think the *Stalingrad* module has given me the best game but anyone new to the system is probably best waiting to see what *Arnhem* delivers (or look at the *Tobruk* rules which are V5 based). *Combat!* is probably a good choice for those that want a very tactical game (hedge hopping) but find the *ASL* system too rich in detail, though to provide a true alternative V5 will need to be a stable platform.

The Gamers *Tactical Combat System* (TCS) now owned by MMP is also a series of self contained games. It is at a higher scale than *ASL/Combat!* and interestingly, the unit scales are mixed with infantry platoons and individual vehicles forming the Order of Battle. The map scale is 125 metres per hex, making small towns, villages and ridges an ideal size as an objective to be fought over.

The rules have settled into a solid and stable system since it is over 10 years since the first game *Bloody 110* was launched. Importantly, the maps are accurate and use proper contour lines; this combined with a proper orders system gives a real sense of realism to the simulation aspect, making it very different from the other tactical systems. Of the four contenders here, these take the longest to play and may require space for two or more maps. The contour lines mean that realistic Line of Sight gives a significant appreciation of how folds and rises in the terrain impact on how deployments and movement should be handled. At times, I found it difficult to properly interpret Line of Sight by just eyeballing the map and had to revert to a maths formula provided in the rules. I think interpretation of the ground is something that players get used to with handling of the games

Orders are important in the game, essentially plans are drawn up and take time to put into place. This means that players cannot suddenly react to the enemy but must go through a process of implementing a new plan and this includes waiting, sometimes for many turns, for that order to reach the troops. Overall, TCS is for those looking for simulation value and who have the time to invest in games that play over several sessions.

Finally and higher up the scale again is *Panzer Grenadier* from Ava-

lanche Press. This is set at 200 metres per hex and all units are platoons. It fills the void left by the long out of print *Panzer Leader* and *PanzerBlitz* games. The modules are largely self contained and so far, have been published at a fair old pace, with each supplying a very generous number of scenarios. The Bulge is the next scheduled release and will introduce the later weaponry of the war. Graphically, this is probably the best of the four contending systems, all counters are large (as is their print) and all hexes are over large, a blessing for older eyes. A 2nd edition of the rules quickly followed the first, clearing up ambiguities and so the system has quickly settled into a stable format.

My favourite part of the system is the anti tank combat, it's a dream, very slick and very simple. The part that I am not keen on is that units (especially infantry) YoYo back and forth between various states of morale with considerable regularity. Overall, the scenarios give a slice of action that reflects a 6 hour battle or firefight and the result feels right. The maps only show main features such as hills, towns and rivers and so the player is in the seat of the battalion/regimental commander who is only really interested in these main geographical objectives and is not distracted by such things as hedges/walls etc. The game does take advantage of the trend towards impulses in which units activate and then choose an action, this not only gives a good interactive game but also helps solitaire play as well.

The game will most appeal to those looking for a single session game that will give a reasonably accurate result with rules that are easier to commit to memory and that has user friendly components.

As to the future, things don't look set to change much. The only new

product on the horizon is *PanzerBlitz II*, this is in development with MMP but may not be ready for some time. MMP also own the ASL and TCS lines, so their future is secure, though the timetable for releases may be slower than some people care for.

The *Panzer Grenadier* modules look like they could average out at two releases per year, while *Combat!* from Critical Hit promise a regular supply of big name titles once V5 (i.e. *Arnhem*) hits the press. Playability is becoming increasingly important to wargamers in general, so perhaps more of the excellent *Retro* type products (from Minden Games) will start to appear and this may even be encouraged by the publishing houses themselves.

Considering the size of the hobby there is a lot to choose from for the tactical gamer. The choice becomes even larger when looking outside the 1939 - 1945 era, with an increasing interest evident in Korean, Vietnam and the Spanish Civil War actions - it just gets better. P

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Over the weeks that I played the game and wrote the replay I also read **Black May** by Michael Gannon. This history of the events in the critical month of May 1943 gives an excellent explanation of the technological struggles (as modeled with the ATA) and the inner workings of the U-Bootwaffe (as modeled by the player's decisions). I'd recommend reading this book the next time that you play *BoTA* to gain a deeper understanding of this crucial episode of the Second World War. P

SACRIFICE IN THE EAST Variant



By Pieter de Wilde



This variant to the *Sacrifice in the East* game found in issue #7 provides some historical corrections and modifications to the original orders of battle and map.

General comments: Obviously, changing the orders of battle will change a game to a certain degree, however care has been taken to stay as close to the original as possible while introducing more historical accuracy. In the original OB the total Soviet to German initial attack strength ratio is 1.42 to 1, in the variant nearly 1.40 to 1. The German unit strengths correspond to the number and type of divisions subordinated to each individual corps at that time, the Soviet unit strengths are extrapolated from the game OB. The game OB includes 57 one-step and 8 two-step units, the variant OB includes 61 one-step and 7 two-step units (not including optional variant play-balance units).

German order of battle

Unit	Factors	Original set-up	Variant set-up
28.	3-2-6	7 or turn 4	8 or turn 4
40.Pz.	5-3-6	19	20
9.	3-2-4	20	21
26.	4-5-4	20	21
39.Pz.	4-3-5	33	34
6.	3-4-5	44	45
K.	4-3-7	44	58
GD.Pz.	7-5-7	56	57
HG.Fj.Pz.	7-4-7	56	57
27.	3-4-4	57	69
55.	2-2-4	57	69

41.Pz.	5-4-5	68	81
23.	3-4-4	81	93
20.	3-4-4	81	93
46.Pz.	4-3-5	Warsaw	Warsaw
4.SS.Pz.	7-5-7	91	104
8.	3-2-4	104	117
56.Pz.	4-3-5	116	130
42.	3-4-4	129	141
24.Pz.	5-3-6	128	140
48.Pz.	4-3-5	140	153
59.	2-3-4	153	165
11.SS.	3-5-4	165	178
11.	2-3-4	177	190
49.Gb.	4-5-5	189	190
'M'	1-2-0	Konigsberg	Konigsberg
'M'	1-2-0	Danzig	Danzig
'M'	1-2-0	Warsaw	Warsaw
'M'	1-2-0	Breslau	Breslau
'M'	1-2-0	Berlin	Berlin
'V'	1-1-2	Berlin	Berlin
10.SS.	2-1-4	turn 2	turn 2
18.Gb.	2-3-5	turn 4	turn 4
101.	3-3-3	turn 4	turn 4
32.	2-4-3	turn 6	turn 6
1.SS.Pz.	6-5-7	Bulge	Bulge
2.SS.Pz.	6-5-7	Bulge	Bulge
47.Pz.	5-6-5	Bulge	Bulge
58.Pz.	6-5-6	Bulge	Bulge
66.	4-6-4	Bulge	Bulge
3.SS.Pz.	5-5-5	Courland/4	Courland/4
43.	1-2-4	Courland/8	Courland/8

Fj.= paratroop, Gb.= mountain, GD = 'Gross Deutschland', HG = 'Hermann Goering', K = cavalry M = miscellaneous, Pz. = Panzer, V = Volkssturm. All German units are corps.

The number of German units and the 'distribution' of unit values have remained the same, except the 'M'

units have an MA of 0 (see rule X). For the five Bulge units see rule XV.A. For the two Courland units see rule XV.B., or allow them to enter (historically) on turns 4 and 8 respectively. The 40.Pz. corps is given relatively high values because it was put in command of the two reserve Pz. divisions of 9th army, south of Warsaw.

Reinforcements: allow the 3.SS.Pz., 18.Gb., 28. and 43. corps to appear in either Königsberg, Danzig or Stettin; the 10SS., 32. and 101. corps may appear in any German controlled city hex.

Soviet order of battle

Unit	Factors	Original set-up	Variant set-up
1.Blt.	8-15-3/3-6-3	9	10
11.G.	7-7-4	22	23
3.Br.	8-15-3/3-6-3	34	35
2.G.	7-7-4	45	46
2.Br.	8-15-3/3-6-3	69	70
5.G.Tk.	6-4-5	70	71
2.Sh.	7-7-4	82	82
3.Sh.	7-7-4	83	95
1.G.Tk.	6-4-5	83	95
1.Br.	8-15-3/3-6-3	93	106
2.G.Tk.	6-4-5	94	107
1.Pol.	3-3-4	105	118
5.Sh.	7-7-4	105	118
8.G.	7-7-4	117	131
1.Uk.	8-15-3/3-6-3	141	154
3.G.	7-7-4	142	155
5.G.	7-7-4	154	166
3.G.Tk.	6-4-5	155	167
4.Tk.	6-4-5	155	167
4.Uk.	8-15-3/3-6-3	178	179
1.G.	7-7-4	190	191
16.Air.		see rule XI	
2.Pol.	3-3-4	turn 7	turn 7
6.G.Tk.	6-4-5	turn 7	turn 7
2.Uk.	8-15-3/3-6-3	turn 8	turn 8
18.Air.		See rule XVI.6	

Blt = Baltic, Br. = Belorussian, G. = Guard, Pol. = Polish, Sh. = Shock, Tk. = Tank, Uk. = Ukrainian.

All Soviet (including Air) and Polish units are armies, except for the

seven '8-15-3' fronts. Unit-type factors remain the same, except the Guard (and Shock) armies are given a movement factor of '4', as they were more mobile than fronts. Placing the 1.Uk. front west of the Vistula is not an oversight, the Soviets had deployed the better part of nine armies in the Sandomierz bridge-head.

Reinforcements: allow the 2.Pol. army to appear adjacent to any liberated Polish city hex (Danzig, Poznan, Warsaw, Lodz, Krakow). The 6.G.Tk. army and the 2.Uk. front may appear on any non-enemy occupied hex on the south edge of the map. Note that the Soviet airborne corps has not been included. Players may opt to include it, but might want to reduce the defence factor as airborne units had fewer heavy weapons.

Play-balance

Players can decide to use one or more of the following play-balance options:

Pro-Soviet:

- remove the 4.SS.Pz. corps (ordered to Hungary on 25 December 1944);
- add one or more Soviet Air armies, 1., 2., 4. and 8. to the initial Soviet forces.

Pro-German:

- add two Flak corps (0-3-2): 1. and 2. [free set-up with any friendly unit(s), except 28. corps];
- add 5. corps (2-3-3) and the 5.SS. Gb. corps (3-4-4) [any German controlled city hex] both of which appear turn 3; add 17. corps (5-3-5) and 57.Pz. corps (4-3-5) [any non-enemy occupied hex, west of hex 187 on the south edge of the map] both of which appear turn 4;
- add Wenck's 12th army: two Panzer corps (4-2-4) and two infantry corps (2-3-3) which arrive turn 8 on the Western map-edge (actually

41. and 48.Pz., 20. and 39. corps; since three of these units are part of the original OB treat these units as 'hybrid' potential reinforcements).

Map

The following changes can be made to the map, using a transparent overlay for instance. The hex numbers are the same as on the original map, only include the terrain features as listed below.

Cities: Konigsberg hex 32, Danzig hex 41, Stettin hex 60 (unchanged), Berlin hex 97, Poznan hex 100, Warsaw hex 105, Lodz hex 127, Lublin hex 143, Breslau hex 148, Prague hex 169, Silesian industrial region hex 174, Krakow hex 176.

Coastline: (in hexsides, north is top) west and south-west of hex 8; west of hex 20; north-west and west of hex 32; north-west and west of hex 43; north-west hex 55; north-east hex 54; east and north hex 41; north hex 40; north and west hex 39; north-west hex 51; north-east, north-west and west hex 50; north-west of hex 61; north-east hex 60.

Rivers: **Niemen:** along hex-sides between hexes 32/20, 33/20&21,

34/21&22, 35/22&23; **Nogat:** 54/55&66&65; **Vistula:** 41/54, 53/54&65, 64/65, 77/65&78, 89/78, 90/78&79&91, 103/91, 104/91&92, 105/92&93&106, 117/106&118, 1 3 0 / 1 1 8 & 1 3 1 & 1 4 2 , 141/142, 154/142&155&166&165, 5 3 / 1 6 5 , 1 6 4 / 1 6 5 & 1 7 7 , 176/177&188&87; **Bug:** 106/93&94, 107/94&95; **Oder:** 60/61&73, (72)/73, 84/73&85, 97/85&98, 109/98&110, 122/110&123, 134/123, 135/123&124&136, 48/136&149, 160/149&161, 173/161&174; **Warthe:** 98/85&86, 99/86&87, 100/87&88&101; **Neisse:** 109/122, 121/122, 133/122&134; **Elbe:** 1 5 6 / 1 4 5 & 1 5 7 , 6 9 / (1 6 8) & 156&157&170, 170/181&182.

Rough: hex 58 [Masurian lakes], hex 64, hex 109, hexes 156-158, hexes 170-173, hexes 182-190.

Note: the Silesian industrial region functions as a city hex in game terms, i.e. as an objective and terrain modifier (Lublin had already been liberated). **P**

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BATTLE FOR BATAAN



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Designer: James E. Meldrum



Introduction

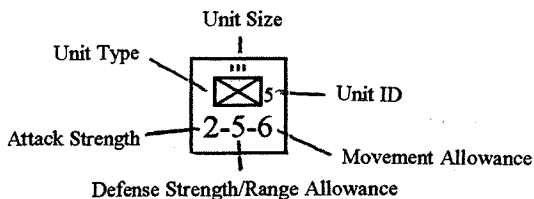
BATTLE FOR BATAAN is a two-player simulation of the battle for the Bataan Peninsula and Corregidor in the Philippines at the start of World War Two in the Pacific. The United States Army Forces in the Far East knew that they could never hope to hold all of the Philippine Islands if the Japanese landed in strength. In the event of war with Japan, the US Army and Philippine Army forces intended to withdraw to the Bataan Peninsula and dig in. Their commander, General Douglas MacArthur, hoped that they could hold out for up to six months until the battleships of the US Navy's Pacific Fleet could come to their rescue. Meanwhile, the guns of Corregidor would block Manila Harbor, the most valuable port in the Philippines. Unfortunately, the Japanese attack at Pearl Harbor reduced this plan to a shambles and the US Army in the Philippines had no other choice other than to hold out against incredible odds, without any hope of rescue. A Japanese victory in this game is inevitable; victory is gauged on how well players can subdue the Americans or how well the long the Americans can hold out, thus tying down Japanese forces needed elsewhere.

After reading the rules and assembling the counters, players should decide on which scenario will be played (rule XIII), bid for sides (rule X), and then set up their pieces as per the scenario's instructions. The game is then ready to begin.

I. GAME COMPONENTS

BATTLE FOR BATAAN includes rules, a map, and approximately 100 counters. The counters will have to be mounted and cut out before play. You will also need a six-sided die.

The counters represent the actual US, Filipino, and Japanese units that took part in this battle. US units are green, Filipino units are blue, and Japanese units are red. The diagram below describes the information on the counters.



Unit Type: Color coded to show what kind of unit the counter represents. Infantry are yellow, Artillery are white, Tanks are blue, Cavalry is Green. Orange represents several different kinds of unit: Anti-Aircraft ("A"), Engineer (sideways "E") units, and PT Boats ("PT"), and Miscellaneous formations (blank). Air units are so marked.

Attack Strength: Measure's the unit's ability to attack in battle; higher numbers are stronger.

Defense Strength: Measure's the unit's ability to defend in battle; higher numbers

are stronger.

Movement Allowance: Determines how far a unit may move.

Range Allowance: An underlined Defense Strength indicates how far (in hexes) an artillery unit may project its attack strength.

Unit Size: III indicates a regiment; II indicates a battalion. Unmarked units are specialized units or ad hoc formations.

Unit ID Number: This is for counter identification only.

II. MAP

The map is divided into hexagons (called hexes) which define the unit's positions like squares on a chess board. The map also shows important terrain like Jungle (e.g. hex 93), Mountains (hex 58), Rough (216), Towns (181), Clear (17), and Roads (139). The predominant terrain type applies; each hex will be a single terrain type. Note, however, that Roads and Towns "coexist" with other terrain types (e.g. Mauban—hex 119—is a Town and Road hex in Clear terrain). When moving, units travel at the least expensive rate available. *Example: A unit moving from Mauban (hex 119) through hexes 120, 121, 122, 123, 124, and ending in hex 125, will pay: one-half movement point for hex 120 (which is the Road rate), one-half point for hex 121 (Road), two points for hex 122 (Jungle), two points for hex 123 (Jungle rate, since entered from a non-Road hexside), one-half for hex 124 (Road), and one-half for hex 125 (Road), for a total of six movement points.* The terrain effects chart more fully explains terrain effects.

III. SEQUENCE OF PLAY

There are a variable number of turns in *BATTLE FOR BATAAN*, each of which represents approximately two weeks of actual time. The game begins on the Jan. I, 1942 turn, and progresses through game turns Jan. II, Feb. I, Feb. II, Mar. I, Mar. II, and so on. Each turn is divided into a Japanese player turn and a US player turn. You may move the *Game Turn* marker through hexes 1-13 to keep track of the game turn. The US player controls both the US and Filipino units. The Japanese player controls the Japanese units.

Japanese Player Turn

1. *Japanese Reinforcement Phase:* The Japanese player brings units designated to appear this turn on any hex or hexes in the top hexrow at the top of the map.
2. *Japanese Amphibious Movement Phase:* The Japanese player moves any units conducting an amphibious landing per the amphibious movement rules.
3. *Movement Phase:* All Japanese units may move.
4. *Japanese Combat Phase:* The Japanese player allocates air strikes then conducts combat.

US Player Turn

US player repeats phases 3 & 4 (only) of the Japanese player turn. The US player does not have air units in the historical scenario.

IV. ZONE OF CONTROL

Each unit has a zone of control (ZOC) which consists of the six hexes surrounding it, including hexes occupied by enemy units (*exception: units in Jungle and Mountain hexes do not exert a ZOC*). Enemy zones of control have important effects on combat and movement.

Movement: A unit entering an enemy ZOC must end its movement phase immediately.

Combat: Units are never required to attack adjacent enemy units. Units cannot retreat into an enemy ZOC; if forced to do so they are eliminated immediately.

V. MOVEMENT

Units are moved in each player's movement phase. Each player may move all, some, or none of his units during his movement phase. Each unit has a movement allowance composed of movement points. Units spend movement points for each hex they move through. When a unit moves it spends one or more movement points from its movement allowance for depending on the type of terrain in hexes the unit is moving through. Movement is always voluntary. Units move one at a time, from hex to hex, in any direction.

A unit may never enter a hex containing an enemy unit. Units may enter hexes containing friendly units, but may not end the movement phase in violation of the stacking limit. Units entering an enemy ZOC must end their movement for the phase. If a unit does not have enough movement points remaining in its movement allowance to enter the next hex, it may move no further in the current movement phase.

VI. STACKING

US/Filipino: Up to two US/Filipino units may occupy a hex at the end of the movement phase (*exceptions: Engineer and Anti-Aircraft units do not count against stacking limits; up to four US units may occupy each Corregidor hex*). US and Filipino units may stack together as desired. *Example: A US 8-6-8, a US engineer, a Filipino 2-5-6 unit, and two Anti-Aircraft units stack together in a hex.*

Japanese: Three Japanese units may stack together (*exception: Japanese tanks do not count against stacking limits*). *Example: Three Japanese 9-9-8 and five 2-2-8 tanks stack together in a hex.*

Units which are stacked together may move together using the movement allowance of the slowest unit. Stacked units must attack (or be attacked) as a single unit, with the stacked units combining their attack (or defense) strengths into a single attack (or defense) strength.

VII. COMBAT

In each combat phase units may attack adjacent enemy units. Combat is always voluntary.

Procedure: First, the attacking player always announces all of his battles; which enemy units he will attack, and which units he will attack with. A battle is an attack on one enemy unit (or stack) by any or all of the attacking player's units which are adjacent to that unit. A single unit may attack (or be attacked) only once per combat phase. Once battles have been designated they may not be changed.

Battles are resolved one at a time in any order that the attacking player desires using the following procedure:

1. Total the attack strengths of all attacking units and add participating artillery strengths for those participating artillery units which are within range.

2. Total the defense strengths of all defending units. Modify the defense strengths of the defending units according to the terrain in the hex that they are currently occupying. See the terrain effects chart.

3. Divide the total combat strength of the attacking units by the total modified defense strengths of the defending units, dropping all fractions, to get one of the odds levels given on the combat results table. For example, a strength of 16 at-

tacking a strength of 4 is 4-1, while a strength of 15 attacking a strength of 4 is only 3-1.

4. The attacking player declares if any of his Air units are being used as Air Support in the attack. Each Air unit used for Air Support causes the attack to be made at the next highest odds.

5. Roll one die and consult the combat results table; cross-index the number rolled with the odds to determine a result, and apply the result immediately.

6. If the defending unit is no longer in the hex (eliminated or forced to retreat), the attacking units may advance into the vacated hex.

7. Proceed to the next battle.

When all battles are resolved, the combat phase is over.

Attacks of less than 1-2 odds may not occur; attacks at more than 6-1 odds are treated as 6-1.

Terrain Effects: The kind of terrain existing in the hex that the defending units are currently located may effect combat. Likewise, units do not exert a ZOC into an adjacent hex if they occupy a Jungle or Mountain hex. Refer to the terrain effects chart for the exact effects that terrain has on combat.

Combat Effects: Several different combat effects are possible on the combat results table. These include:

AE = Attacker Eliminated; all attacking units are eliminated.

AR = Attacker Retreat; all attacking units are retreated one hex (*exception: units in a Fort hex are not retreated*).

NE = No Effect

EX = Exchange; All defending units are eliminated, then a number of attacking units whose attack strengths are equal to or greater than the defense strengths of the eliminated units are eliminated. Attacking Artillery units not adjacent to the defending units are not affected, and cannot be chosen to satisfy Exchange requirements.

DR = Defender Retreat; all defending units are retreated one hex (*exception: units in a Fort hex are not retreated*).

DE = Defender Eliminated; all defending units are eliminated.

R = Rout; all defending units retreated two hexes (*exception: units in a Fort hex are eliminated*).

Artillery Attacking: Artillery units may project their strength over a number of intervening hexes not to exceed their range factor. Artillery units add their attack strength to that of friendly units which are attacking adjacent enemy units. Artillery units may attack either independently or in support of other friendly units.

Artillery Defending: An Artillery unit (or units) in a hex under attack adds its defense strength to the defense of the stack. *Example: A Japanese 6-6-8 unit and two 4-2-4 Artillery units that are stacked together are being attacked by 18 allied factors; the odds are 18 to 10, or 1-1.*

Retreats: For AR, DR, and R results, the winner decides where the losing units are retreated. Stacked units must be retreated together to the same hex.

Units may not be retreated into enemy ZOC, into the sea, into a hex that exceed maximum stacking limits, or into a Mountain hex (unless that unit is allowed to enter Mountain hexes). Units forced to do so are eliminated instead.

VIII. SUPPLY

This game uses different supply rules than those used in other games in order to simulate the supply situation faced by the US Army on Bataan.

Throughout the game the attack and defense strengths of the US and Filipino Army units remain the same while the attack strengths of all Japanese units change as the game progresses.

On turns 1-5 (Jan I through Mar I), the Japanese player uses the printed unit attack strengths.

On turns 6-8 (Mar II through Apr II), printed attack strengths are doubled for all Japanese units.

On turns 9 and after (May I onward), printed attack strengths are tripled for all Japanese units.

Allied End of Game Supply: At the end of the game, any US or Filipino unit that is north of the road stretching from hex 148 to hex 116 is eliminated if it cannot trace a line of hexes free of enemy units/enemy ZOC/Mountain hexes to Mariveles, which must be under allied control. So, if Mariveles is under Japanese control, all units north of the said Road are automatically eliminated at the end of the game.

Other than this, there are no penalties for "isolated" or "surrounded" units during play.

IX. REINFORCEMENTS

Only the Japanese player receives reinforcements, and these always appear in any hex or hexes along the north map edge (e.g. hexes 1-13). Specific reinforcement schedules are given in the instructions for each scenario.

X. BIDDING FOR SIDES

Before the game, players must secretly bid on how many turns the game will last. Low bid plays the Japanese. The low bid determines the number of turns there will be in the game. If bids are tied, flip a coin to decide who will play the Japanese at the stated bid.

XI. VICTORY CONDITIONS

These victory conditions are not designed to represent a military victory because of the one-sided nature of the campaign; rather they are intended to measure how well a player has used his forces during the game. The game ends when all allied (US/Filipino) units have been eliminated, or the bidded number of game turns have been played, whichever occurs first.

Japanese: The Japanese win if all allied units have been eliminated at the end of the game.

US: The US player wins if one or more allied unit remains on Bataan at the end of the game.

Draw: The game is drawn if there are no allied units on Bataan at the end of the game, but there are one or more allied units on Corregidor at the end of the game.

Notes: The historical result was that the Japanese won in nine turns. In game terms, all allied units were eliminated from Bataan and Corregidor by the end of turn 9 (May I). In game terms, eliminated units include formations destroyed and/or surrendered. When determining victory, remember the *Allied End of Game Supply* rule (see rule VIII).

XII. SPECIAL RULES

Artillery Units: Besides being able to attack adjacent hexes like other units,

both sides have artillery units which may be used to attack non-adjacent enemy units. These units may project their attack strength over a distance in hexes equal to or less than the artillery unit's range factor. Artillery units may attack in support of friendly units, or they may attack independently. Range is always counted from the hex adjacent to the firing unit. Artillery may fire into, but not "over", a Mountain hex. Artillery may fire "over" friendly or enemy units. Japanese Artillery units have their attack rating double or tripled just like any other Japanese unit, due to Supply (see rule VIII).

When attacking in support of friendly units, the attacking player adds the attack strengths of the participating artillery units in range to the attack strengths of the attacking adjacent units.

When attacking independently, artillery units conduct combat against a single enemy unit in range using the normal method.

When attacking non-adjacent enemy units, artillery units ignore AR and EX results (though the EX result still applies to the defender),

If there is an enemy unit adjacent to an artillery unit, the artillery unit must always attack the adjacent enemy unit if it attacks anything at all that turn..

Air Support: The Japanese player (and sometimes the US player, depending on the scenario) has Air units to which attack non-adjacent units. Air units may only be used in conjunction with friendly ground units. Each Air unit may be used once per turn, and may "fly" any distance to participate in any attack desired. Participation of air units in an attack causes the attack to be resolved at the next highest odds level. Thus an attack normally resolved at 1-1 odds would be resolved at 2-1 odds when an Air unit participates. Any number of Air units may be used against a defending hex. *Example: Four Air units are used to support an attack, so the odds are shifted up by four. Had two US AA units been involved (see below), the odds would have been shifted up by two.*

US Anti-Aircraft Units: Each US anti-aircraft (AA) unit nullifies the effect of one Japanese air support in the hex it occupies, together with all adjacent hexes. *Example: A Japanese 3-1 attack made on a US unit in hex 141 uses an Air unit to raise the odds to 4-1, but since there is an AA unit in hex 153, the odds are reduced back to 3-1.* Any number of AA may be used in a particular attack. Each AA unit may nullify the effect of one Japanese air support in more than one battle, if its placement so allows it. *Example: The Japanese attack hex 138 at 2-1 odds, and send in two Air units for support, raising the odds to 4-1. Hex 138 has one AA unit in it, and one in hex 137, so two AA units available (one in the hex and one adjacent), so both Air units are nullified, and the final odds are dropped back to 2-1. Furthermore, the Japanese attack hex 136 during the same turn, using two Air units to raise odds from 3-1 to 5-1. The AA unit in 137 is also used to help out in this attack since it is adjacent to the battle hex, so one Air unit is nullified, bringing the odds down to 4-1 for this battle.* US AA units function just like regular ground units when involved in regular ground combat, though they have attack and defense strengths of zero.

Eliminating Air Units: In any Japanese attack involving a Japanese Air unit (or units), there is a possibility that one of the Air units will be destroyed. *Procedure:* If no US AA unit was in the attacked hex, there is no effect. If there was one or more US AA in the attacked hex, roll one die after combat has been resolved. A 1-5 means no effect; a 6 means one Japanese Air unit is eliminated.

Fort: The US player has a Fort located on the island of Corregidor. All units

occupying the Fort hex have their defense strengths doubled, and all attacks made on forts have the odds that they are resolved at reduced by one; thus, a 3-1 attack made on a Fort would be reduced to 2-1. Units occupying a fort ignore all DR results, but results of R against a Fort mean all the defenders surrender (i.e. are eliminated).

Combined Arms: During the campaign both sides had limited numbers of tanks available. Whenever an attack is made where both tanks and infantry are used, the odds that the attack are resolved at are raised by one. In this way a 1-1 attack becomes a 2-1 attack when tanks are participating.

Japanese Amphibious Landing: During the campaign the Japanese made amphibious landings in order to outflank the US defenders. To make the landing, the Japanese player may place any two infantry units in any unoccupied coastal hex on the west side of the Bataan Peninsula during the Japanese Amphibious Movement Phase. The Japanese player first announces his intention to land and then specifies the location. The US player rolls a die for PT boat interception of the landing. If the interception fails (see *PT Boats*, below), the Japanese player places his units in the designated coastal hexes. If the interception succeeds, the unit is eliminated. The landing units may move up to one-half their normal movement value the turn that they land. Up to four landings may be attempted during the game, but only one attempt per turn. (See also *Invading Corregidor* below.)

PT Boats: The US player has one 3-1-U PT boat unit that may be used to attack any Japanese units adjacent to a sea hex. PT boats are used like an artillery unit for this purpose. PT boats may also intercept Japanese amphibious landings regardless of their location. PT boat interceptions are successful on a roll of 5-6; roll once for each Japanese unit attempting to land. If an interception is successful, the Japanese unit is eliminated. The "U" on the PT boat counter indicates an unlimited movement allowance except that movement is confined to all sea hexes. Place the PT boat counter on any sea hex adjacent to any US held coast hex. PT boats may not be attacked by the Japanese. PT boats may, if desired, be used to satisfy EX combat results. *Example: The Japanese are attempting to land a 9-9-8 and a 6-6-8 unit behind US lines. Each unit must undergo an interception roll. The 9-9-8 rolls a 5 and is eliminated, while the 6-6-8 unit rolls a 4, and successfully lands (with four movement points left to use).*

US Naval Transport: The US player may move two units per turn between any hex of Corregidor and Mariveles during the movement phase.

US Miscellaneous Units: Miscellaneous units represent provisional units composed of crews of sunken ships, air crews whose planes were destroyed on the ground, and survivors of units destroyed before the withdrawal into Bataan. They are treated like any other US land unit.

Mountain Movement: Japanese infantry units (only) may move through Mountain hexes. No US or Filipino unit may ever move into a Mountain hex; if forced to retreat into a Mountain hex they are eliminated. As a variation, consider three US infantry regiments (of your choice) to be trained for mountain warfare and allow these units (only) to enter Mountain hexes.

Invading Corregidor: The Japanese may invade Corregidor, but only if they control Mariveles. If they do, they may invade Corregidor with up to two infantry units per turn. Any infantry unit that starts the turn in any coastal hex may be selected to take part in the invasion. There are no interception rolls (e.g. the *PT Boat* rule does not apply). **Procedure:** If invading a non-occupied Corregidor hex,

place the units in the invasion hex automatically. If invading an occupied hex, keep the attackers "offshore" and allow them to attack the invasion hex. In the ensuing battle, invading units forced to retreat are eliminated. Invading units that can't "go ashore" because of a NE result (or a DR result versus a Fort) are placed in the adjacent, non-occupied Corregidor hex (if available). If this hex is occupied by allied units, the invaders are eliminated. Japanese units "ashore" from a previous turn may combined their strength with future invasion attacks. See also *Fort* rules, above. *Example: It is turn nine, and the Japanese invade the Fort hex on Corregidor with two 9-9-8 units, with five Air units giving support. The US has an 8-6-5, two 2-5-6 units, two AA units, and a 4-6-0 unit inside the Fort. The hex next to the Fort is empty. The two 9-9-8 units are tripled on attack since it is turn 9; the defenders are doubled because of the Fort; and so the initial odds of the battle are 54 to 44, which rounds to 1-1. The Air units shift the odds up five, the AA units shift it down two, and the Fort bonus shifts it down one, for final odds of 3-1. On the subsequent combat roll, on a roll of 1-4, both attackers are placed in the land hex next to the Fort, from which they can participate in an attack next turn; on a roll of 5-6, the defenders are eliminated. Note that if the allies are still alive after combat is resolved, make a die roll to see if a Japanese Air unit is eliminated due to the presence of US AA. Also note that, on a combat DR result versus the Fort, the 4-6-0 artillery unit is eliminated in the above example (see below).*

US Coastal Artillery Unit: The US 4-6-0 coastal artillery unit represents very heavy artillery units deployed in fixed fortifications originally intended for use against Japanese naval units. This unit may not move and is eliminated if a DR result occurs against them. Deploy the US coastal artillery unit in westernmost hex of Corregidor in all scenarios

XIII. SCENARIOS

After determining the scenario to be played, and after bidding for sides has been completed, set up occurs. In all scenarios, US/Filipino units set up first, and the Japanese units set up second.

Scenario 1 - The Historical Campaign

This scenario simulated the historical campaign fought by Japanese forces against US and Filipino Army units on the Bataan Peninsula.

US Initial Forces: (1) Anywhere in the US *I Corps* area: 10 x 2-5-6 infantry, 3 x 4-2-3 artillery, 1 x AA unit. (2) Anywhere in the US *II Corps* area: 12 x 2-5-6 infantry, 3 x 4-2-3 artillery, 1 x AA unit, 1 x 8-6-8 infantry. (3) Anywhere in the US *Reserve* area: 2 x 3-3-8 tank, 2 x 8-6-8 infantry, 1 x 3-4-8 infantry, 1 x 2-4-7 cavalry, 1 x 4-3-4 artillery, 1 x AA unit, 9 x miscellaneous units, 1 x engineer unit. (4) *Corregidor*: 1 x 4-6-0 coastal artillery unit, 1 x AA units, 1 x PT Boat unit

Japanese Initial Forces: Deployed anywhere north of the US *I* and *II Corps* northern boundary lines, not adjacent to any US unit: 3 x 9-9-8 infantry, 5 x 2-2-8 tanks, 2 x 4-2-4 artillery, 1 x 4-3-4 artillery, 3 x air units.

Reinforcement Schedule: The US player does not receive reinforcements. The Japanese player receives all reinforcements on the north map edge.

Turn 2 (Jan II): 1 x 9-9-8 infantry

Turn 5 (Mar I): 3 x 9-9-8 infantry, 1 x 4-3-3 artillery, 3 x 4-2-4 artillery, 1 x 2-2-8 tank, 1 x air

Turn 6 (Mar II): Same as turn 5 (Mar I)

Turn 7 (Apr I): 2 x 9-9-8 infantry, 3 x 4-3-3 artillery, 2 x air units, 3 x 6-6-8

infantry

Special Rule: During US/Filipino set up, all northern-most boundary hexes of the I and II Corps areas must be occupied by, or adjacent to, a US/Filipino unit. "Northern-most boundary hexes" are defined as hexes 120, 108-112, 99-100, 88, 74-77.

Scenario 2 - US Air Power

This scenario assumes that significant US air units in the Philippines survived to fight against the Japanese. Use the US Air unit included in the game, which is governed by all air rules normally governing Japanese air units. This scenario is the same as scenario one in all other respects.

Scenario 3 - Better US Preparation

Historically the US made serious mistakes preparing for this campaign and could have selected a better strategy for dealing with the Japanese invasion. Here, MacArthur decided to withdraw into Bataan immediately upon invasion rather than trying to stop the Japanese on the beaches. This scenario is identical to the historical scenario except the Japanese double their attack strengths on turn 6 (as usual), but never triple them.

Scenario 4 - More Effective US Artillery

When Japanese forces advanced within range of the coastal artillery batteries deployed on Corregidor, the US Army tried to use the coastal artillery in support of land units on Bataan. Unfortunately, the armor piercing ammunition for these guns was intended for use against warships and would not always detonate on contact with the softer earth. This variant supposes that the US coastal artillery had an adequate supply of high explosive ammunition.

In this variant, increase the range of the coastal artillery on Corregidor by to 8 and increase its attack strength to 6. The coastal artillery may now attack any enemy land unit in range as long as there is a US unit within two hexes of the target hex.

Scenario 5 - The Best Possible Case

In this scenario the US does the very best it can with what it has. Combine scenarios 1, 2, 3, and 4; let the US use an air unit, and allow the Japanese to only double their attack strengths because of supply, and use the historical set up from scenario one. All Japanese attacks are resolved at the next lowest odds on turns 1 and 2.

Scenario 6 - US Forward Defense

In this scenario the US prepares for a Japanese onslaught and tries to hold positions as far forward as possible. US forces are deployed on or within two hexes south of a line of hexes running from hex 14 to hex 25. Each of these hexes should be occupied by (or adjacent to) a US/Filipino unit. All Japanese attacks are resolved at the next lowest odds on turns 1 and 2. Deploy all US I and II Corps units on their respective sides of the peninsula so as to preserve the original corps deployments as closely as possible.

Scenario 7 - US Nightmare

In this scenario the US suffers a catastrophic defeat just before the retreat into Bataan. US Army Air Corps units have been destroyed on the ground and US Asiatic Fleet units have been sunk in air attacks in Manila Bay. When Filipino Army

units resisted the initial Japanese landings in Lingayen Gulf they suffered disastrous losses.

In this scenario, all US and Filipino units begin the game deployed inside the reserve area and the Japanese forces begin the game deployed anywhere on the northern boundary of the reserve area. Allow the Japanese to double their attack strengths turns 2 and 3, and triple them on turns 4+. Whenever a Japanese unit attacks a solely US occupied hex (i.e no Filipino units present), it must use the next lowest odds. This is because all US land units could have been reinforced with the survivors of ship's crews. In addition, remove the US cavalry unit, and any four Filipino 2-5-6 regiments from the initial set up.

Battle for Bataan Game Tables

COMBAT RESULTS TABLE

<i>die</i>	<i>Odds</i>						
	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
1	AE	AE	AR	NE	NE	DR	R
2	AE	AR	NE	NE	DR	R	DE
3	AR	NE	EX	DR	R	DE	DE
4	NE	EX	DR	DR	DE	DE	DE
5	EX	DR	DR	DE	DE	DE	DE
6	DR	DR	DE	DE	DE	DE	DE

TERRAIN EFFECTS CHART

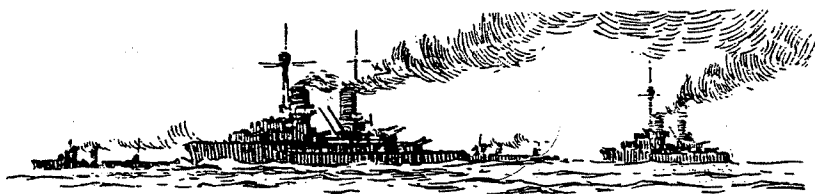
<i>Terrain</i>	<i>Movement Points to Enter</i>	<i>Effect on Combat</i>
Clear	1	None
Road	1/2	As other terrain in hex
Jungle	2	Reduce odds one level
Sea	Prohibited	Prohibited
Rough	2	Defender doubled
Town	1	Defender doubled
Mountain	3	Defender doubled; No tank or US units may enter
Fort	1	Defender doubled; reduce odds one level; see also <i>Fort</i> rules

Designer: James E. Meldrum
Final Development and Graphics: Gary Graber

Escape of the Goeben

Naval Combat in the Mediterranean, 1914-1918

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Rules of Play

Escape of the Goeben is an introductory, two-player game of naval tactics during World War I. The players—representing the fleets of the allied and Central Powers—face off in battle against each other in the Mediterranean. Players maneuver and fire their fleets in an attempt to sink the enemy. With this game, players will be able to recreate most Mediterranean (and Black Sea) engagements that occurred (or could reasonably have occurred) during the Great War. The game is named after one of the most famous encounters of the war, when the *Goeben* and ships of the British Royal Navy almost squared off against one another in 1914.

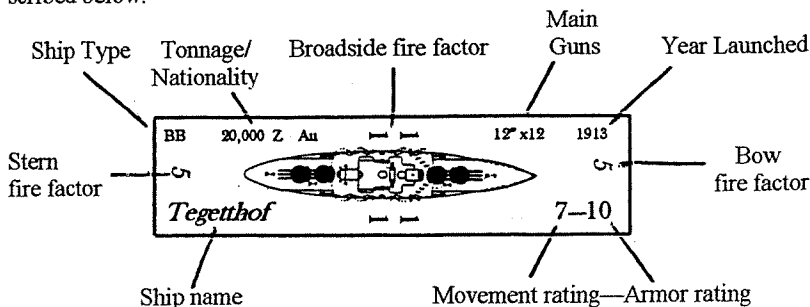
Escape of the Goeben is the second in the series of Great War naval campaign games published in *Panzerschreck*. It is compatible with *Jellicoe vs Scheer*. You do not, however, need *Jellicoe vs Scheer* to play *Escape of the Goeben*. When combined with *Jellicoe vs Scheer* (which covers the North Sea theatre), players will be able to recreate most actual or hypothetical World War I naval actions between all major combatants in the Mediterranean and North Sea. Ship ratings are constant with those of *Jellicoe vs Scheer*, and so ships from either game may be used to create scenarios of your own choosing.

Rule modifications from *Jellicoe vs Scheer* are indicated by *** in these rules.

I. COMPONENTS

A total of three sheets of ship counters (Allied ships on gray, Central Powers/neutral ships on green) are provided. In addition, a sheet of markers and these rules are included.

Each ship counter contains various ratings for movement and combat, as described below.



KEY

Ship Type: BB= dreadnought battleship; BC= battlecruiser; B= pre-dreadnought battleship; CA= Armored Cruiser

Tonnage: The displacement of the ship, in tons. Certain ships have an "A" after this number (representing ships with especially sturdy gun platforms, or better than average gun performance), or a "Z" (representing ships with a less than average rate of fire or gun performance). Ships with neither an "A" nor a "Z" are considered average.

Nationality*:** A two-letter code indicates the nationality of ships: Fr= French; It= Italian; Ru= Russian; Au= Austro-Hungarian; Tu= Turkish; Sp= Spanish. Unmarked ships are British (gray) or German (green).

Fire Factor: The combat effectiveness of each ship, via stern, broadside, and bow guns. A ship's fire factor may be modified due to range.

Main Guns: The ship's main armaments, e.g. 12"x 8 means the ship has eight twelve inch guns.

Year Launched: Year the ship was completed and launched.

Movement Rating: The maximum distance, in inches, the ship can move in a turn. Each factor of the rating equals about three knots (e.g. a ship with a movement rating of 8 has a speed of approximately 24 knots).

Armor Rating: The basic "defense" rating of the ship.

Scale: Seven game turns equal about one hour of actual time. One inch equals 1000 yards. Each movement point is one inch and represents a speed of about three knots. Ship counters are drawn to a common scale so that their sizes are relative one to another. The battle marker is placed anywhere near the middle of the table (or on the floor); it serves the purpose of establishing initial placement of the opposing ships. All scenarios are assumed to take place during daylight hours.

II. SETTING UP

Determine which scenario you wish to play. It is suggested that you play the *Introductory* scenario first (see page 41). *Introductory Scenario Set Up:* Place the battle marker near the middle of the table (or floor). The line pointing to "1" indicates North. Place the Central Powers (CP) ships in a line ahead formation (*Prinz Eugen*, *Tegetthoff*, *Veribus Unitis*, and *Szent Istvan*), their lead ship being 18 inches (18,000 yards) to the South of the battle marker (e.g. the "5" position), and the rest following in a straight line behind it, in any order. Next, place the allied ships in a line ahead formation (*Duilio*, *Andrea Doria*, *C. Di Cavour*, and *G. Cesare*), their lead ship being 18 inches (18,000 yards) to the Northwest of the battle marker (e.g. the "8" position), and the rest following in a straight line behind it, in any order. CP ships begin the game sailing due North at their maximum allowable speed, in single file, and allied ships begin the game sailing Southeast at their maximum allowable speed, in single file.

In the *Introductory* scenario, each fleet must remain in their original formation until they are within Visibility range of each other.

All game rules apply to all scenarios, unless a modification is specifically listed in a given scenario.

In all scenarios, fleets begin the game moving a maximum speed in the direction indicated in the scenario during the first turn.

III. SEQUENCE OF PLAY

Each turn of the game (no matter what scenario is being played) follows this

sequence of play.

- A. Fleet Command Control rolls
- B. Central Powers (CP) movement
- C. Allied movement
- D. CP fire combat
- E. Allied fire combat
- F. Visibility roll

The game continues until one side is completely eliminated, or when the closest enemy ships exceed current visibility range by 6,000 or more yards.

IV. FLEET COMMAND CONTROL

During this phase of each turn, each player rolls the die once for each separate squadron of ships he has in play, in any order desired. If a squadron rolls a 1-5, there is no effect. If a 6 is rolled, all the ships in that squadron must move straight ahead at their current speed; no turns or changes of formation are allowed. Firing may be done as usual, however.

Fleet Flagship Bonus: A scenario may designate a particular ship as being the Fleet Flagship. The squadron containing the fleet's flagship has a -1 applied to its die roll each turn, e.g. it "passes" on a roll of 1-6. There are no Fleet Flagships used in the *Introductory* scenario. If a Fleet Flagship is sunk during play, the player may choose any other ship in the same squadron to assume the role of Fleet Flagship, which retains the Bonus.

V. MOVEMENT

When it is your turn to move, you may move all of your ships up to their movement rating.

Use a standard ruler when moving ships. Each inch costs one movement point. There is no cost to turn. *Example: A ship with a movement rating of 7 may move up to 7 inches during movement.* Inches and yards are used interchangeably in these rules, e.g. 12 inches, 12,000 yards.

Turning: A ship may make a turn of up to 45 degrees for each movement point. *Example: A ship has moved all but its last two movement points. For its second to last movement point, it turns 45 degrees starboard, and then moves one inch ahead after turning. For its last movement point, it turns an additional 45 degrees starboard, and then moves its last inch ahead.*

Changing speed: The speed of a ship on any given turn is somewhat dependent upon the speed it had during the previous turn. Specifically, a ship may not increase or decrease its speed by more than four from turn to turn. *Example: A ship (movement rating of 8) moved 6 movement points last turn. This turn, the ship may move at any speed from 2 to 8.*

A ship may not turn without moving ahead. Reverse movement is not allowed. Ship counters may "move over" other ship counters during movement as long as no ship counters are stacked on one another at the close of a movement phase. A ship may move less than one inch (if so desired) while expending its last movement point of a turn.

VI. FLEET MOVEMENT

Ships do not operate separately, but in formation. A group of ships in formation is called a squadron. Each squadron is designated to be either in line or in column formation. When in line (or column) formation, the squadron may be in a single line (or column) or multiple lines (or columns) parallel to each other. A

squadron must consist of at least three ships; if combat reduces the number of ships to less than three, it ceases to be a squadron (hence, no Fleet Command Control rolls are necessary), but the remaining ships must join another squadron as soon as possible. Squadrons may be split up into more than one squadron, or combined into one squadron during play.

Squadrons of ships begin the game in formation, and must move in formation during play. When playing the game, observe these rules for fleet movement.

Line Ahead: Single file line of ships, with the first ship of the line called the line's flagship. Any number of ships may be in the line. When in line, the maximum speed of any ship in the line is that of the slowest ship in the line. If, due to combat, a line becomes broken, remaining ships must re-form the line as soon as they can. If combat results reduce a ship's movement rating to less than one-half its original rating, that ship may (if desired) drop out of the line and be moved independently. If a ship is dead in the water, other ships in line may pass over it.

Line Ahead Turn: The first ship in a line is the line's flagship. When turning, the flagship turns as desired, and all following ships do the same at the spot where the flagship turned. *Example:* Three ships are in a line, with one-half inch spacing between each ship. The flagship moves four movement points (4 inches) and for its fifth movement point turns 45 degrees port and moves ahead another inch. Its remaining movement points are spent moving ahead on this new heading. The second ship in the line follows the flagship. It does not execute the turn immediately, but follows in the wake of the flagship, e.g. moves straight until it reaches the spot where the flagship turned, at which time it also turns. The third ship follows suit. Players may simply, if they wish, move the flagship, and then move trailing ships behind the flagship, being careful that the original spacing is replicated.

All Ahead Turn: This is different from a Line Ahead Turn in that all ships in the line simultaneously turn up to 90 degrees, and continue moving abreast.

Abreast Ahead: The column of ships move ahead, keeping abreast formation.

Abreast to Line Turn: Lines that have executed an All Ahead Turn may, in a later turn, revert back to Line Ahead by making an Abreast to Line Turn. The only requirement is that the flagship must be at the front of the line after the maneuver is completed.

Turn Away Turn: German ships in a line may execute an All Ahead Turn, turning 180 degrees. The German flagship will now be the last ship in line after this turn. British ships may not use this maneuver.

VII. FIRE COMBAT

If opposing ships are within firing range of each other, and the current Visibility is great enough, fire combat may occur.

Ships may not fire over friendly ships. Ships may fire over enemy ships against an enemy target ship.

Firing is considered simultaneous, so that any damage done by German fire during a turn does not take effect until after British fire is resolved. More than one attacking ship may "gang up" on a defending ship. A firing ship must shoot at a single target; it cannot "split up" its fire between more than one target. All firing for the turn must, however, be announced before rolling any of the attacks. Remove any ships sunk after both sides have resolved combat.

Firing Range: All BB, BC, and B in the game have a maximum firing range of 20,000 yards. All CA in the game have a maximum range of 16,000 yards. At

night, all ships have a maximum range of 8,000 yards.

Fire Combat Resolution: Calculate the fire factor of the attack, and compare it to the Armor rating of the defender. Reduce to lowest terms by dividing the attacker's fire factor by the defender's Armor factor, and round off in favor of the defender. Odds greater than 4-1 are treated as 4-1; odds less than 1-2 have no effect. Roll one die on the *Fire Combat Table*, and implement results.

Modifying Fire Factors: Depending upon the range to the target, a ship's fire factor may be modified as follows (rounded up; firing at night is not affected):

Below 8,000 yards: double fire factor

8,000 to 16,000 yards: normal fire factor

16,000 to 20,000 yards: one-half fire factor

Plunging Fire*:** If a majority of fire factors in an attack are firing at over one-half maximum range, plunging fire may occur. *Example: For BB, BC, and B, this means firing at over 10,000 yards up to their maximum 20,000 yard range. For CA, their maximum range is 16,000 yards, so it would kick in at over 8,000 yards for them.* If plunging fire may occur (e.g. the stipulation for it is met), an additional roll will be made on all "p" results occurring on the *Fire Combat Table*. If the stipulation for plunging fire is not met, then "p" results are ignored.

Facing: Use a ship's broadside fire factor unless the target is not within the broadside area of the firer. Use bow or stern fire factor as appropriate if outside the broadside area of the firer. A "broadside template" is provided. Most of the time, though, facing will be obvious.

FIRE COMBAT TABLE					
Roll/Odds	1-2	1-1	2-1	3-1	4-1+
1	—	—	—	—	—
2	—*	—*	—*	—*	—*
3	—p	—p	—p	—p	CH
4	—	—	CH	1-4 CH	Sunk
				5-6 Sunk	
5	—	CH	Sunk	Sunk	Sunk
6	CH	Sunk	Sunk	Sunk	Sunk
7	1-4 CH	CH	CH	CH	CH
	5-6 Sunk				

If firing at same target with exactly the same attacker(s) as last turn: +1 to roll

— = no effect

—* = no effect; each firing ship must immediately make a *Gun Performance* roll

—p = no effect; roll on the *Plunging Fire Table* if the possibility of plunging fire exists.

CH = Critical Hit; roll on *Critical Hit Table*

Sunk = Sunk

1-4 CH/5-6 Sunk = roll again; 1-4 = CH result, 5-6 = Sunk result

Critical Hit Table

1 = no effect

5 = FM

2 = F

6 = Sunk

3 = M

7 = FM

4 = F

Critical Hit Table Modifiers:

If at least half the attacking fire factors are at range 8,000 to 16,000 yards = -2

If fire odds were 1-2 or 1-1 = -1

If fire odds were 4-1+ = +1

Critical Hit Table Key:

F = Fire control damage. Defender may not fire next turn. ***In addition, it loses 25% of its firepower rating (round to nearest whole number, rounding .5 up; applicable to broadside, bow, and stern fire ratings) for rest of the game.

M= Movement damage. Defender loses 3 off its current movement rating for rest of the game.

FM = Fire control and Movement damage taken (apply both F and M results)

Sunk = defender sunk

Gun Performance Table

1-5 = no effect 6+ = Firing ship may not fire next turn

Modifiers:

Ships with Special Rating A = -1 to roll

Ships with Special Rating Z= +1 to roll

*Plunging Fire Table****

If a "—p" result is rolled, and the stipulation for plunging fire is met, roll one die.

1-5 = no effect 6+ = CH (roll on *Critical Hit Table*, ignoring any further modifiers)

Modifiers:

2-1 odds = +1 to plunging fire roll

3-1 odds = +2 to plunging fire roll

Fire Combat Example: Say the Goeben is firing a broadside against the Black Prince, at a range of 13,000 yards. The odds are 12 to 4, or 3-1. Since a majority of the fire factors (in this case, all of them) are at over one-half maximum range, plunging fire is possible. If a 2 is rolled when resolving combat, the result would be "no effect", and the Goeben would have to make a Gun Performance roll. A roll of 5-6 would sink the Black Prince. Let's say a 3 was rolled. The result is "no effect", but a plunging fire roll must be made. Since the odds are 3-1, +2 is made to this roll, meaning that a roll of 4 or higher will result in a Critical Hit. Let's say a 5 was rolled for plunging fire. A Critical Hit roll is now made. Reading the Critical Hit Table, we see that the -2 modifier (at least half of the attacking fire factors are at range 8,000 to 16,000 yards) which normally applies is ignored since this is a plunging fire critical hit. Let's say a 4 is rolled. Fire control damage is done to the Black Prince, which means it may not fire next turn, and its "2" broadside rating is lowered by 25% to 1.5, which rounds back up to "2".

VIII. VISIBILITY

The maximum range that ships can see each other is 36,000 yards. At the start of the game, assume that visibility is 30,000 yards. Each turn, during the Visibility phase, roll one die to see if Visibility changes. Players should keep track of what the current visibility is.

Visibility Table

1 = increase visibility by 4,000 yards

- 2 = increase visibility by 2,000 yards
- 3 = no change to present visibility
- 4 = no change to present visibility
- 5 = decrease visibility by 2,000 yards
- 6 = decrease visibility by 4,000 yards

Visibility may not exceed 36,000, nor drop to lower than 2,000 yards. Excess change (in case limits are reached) is ignored.

IX. VICTORY CONDITIONS

The game continues until one side has all its ships sunk, or the closest enemy ships are 6,000 or more yards beyond the current visibility range.

There are two ways to determine victory. Players should decide before play which way they will be using.

(1) The side that sinks the most enemy tonnage wins the game. However, if tonnage sunk by each side is within 30% of each other, the game is Drawn.

(2) The side with the most victory points wins the game. If each side ends up with the same number of victory points, the game is Drawn. For victory condition calculations, each BB and BC sunk is considered "one victory point", and each B and CA sunk is considered "one-half victory point". *Example: The CP sink three BB, one BC, and three AC, so have 5 1/2 victory points.*

If no ships are sunk, and fire combat between ships has *not* taken place during the game, the allies win. If no ships are sunk, but fire combat *has* taken place during the game, the CP win.

Victory conditions and game length may be modified in specific scenarios, as listed in that scenario.

X. OPTIONAL RULES

Players may use any of these optional rules as they wish.

NIGHT ENGAGEMENTS: If an engagement occurs at night, the maximum visibility and firing range is 8,000 yards. Non-German ships firing at night calculate fire combat odds as usual, and then shift one column to the left, e.g. a 3-1 attack is rolled as 2-1. In addition, fire factors are not modified due to range when firing at night.

TORPEDOES*:** All may fire torpedoes. They may be launched, once per ship per game, if its target is 5,000 yards or closer. Ships may use fire combat and launch torpedoes in same turn; torpedoes are launched after fire combat of both sides have been resolved. *Resolution:* Roll one die. If die roll times 1,000 is equal or greater than the range torpedoes were launched, a Torpedo Hit occurs. Otherwise there is no effect. If a Torpedo Hit occurs, roll again: 1-2 = no effect; 3-5 = M damage; 6 = sunk.

DEAD IN THE WATER: If a ship's movement rating is reduced to zero via M Critical Hit/Torpedo results, it is considered to be dead in the water, and unable to move the rest of the game. Ships dead in the water count as being sunk for victory purposes.

BIDDING FOR SIDES: Players may bid to see who plays the allied side. Players secretly write down the number of victory points (or tonnage) they will grant to the CP side if they play the allied side. High bid plays the allies (if bids are tied, dice to see who plays the allies at the stated bid). Negative bids are possible. *Examples: Player A bids zero, and Player B bids one victory point. Player B will play the allies, and Player A starts the game with one victory point. Or,*

Player C bids negative ten thousand tons, and Player D bids negative twenty thousand tons, so Player C plays the allies and the allies start the game with ten thousand tons to their credit.

VARIABLE VISIBILITY: Players may roll to determine initial visibility. A 1= initial visibility of 14,000 yards, 2= 18,000, 3= 22,000, 4= 26,000, 5= 30,000, and 6= 34,000 yards. Visibility may change each turn in the usual manner.

DESIGN YOUR OWN SCENARIOS: The ships in this game represent the main Mediterranean and Black Sea battleship fleets for France, Italy, Great Britain, Russia (allies), Austria-Hungary, Germany, Turkey (CP), and Spain (neutral). Players may design scenarios to recreate specific battles, or hypothetical clashes.

XI. INTRODUCTORY SCENARIO

See page 35 for rules governing set up. Regular Victory Conditions apply (see rule IX, page 40). No fleet flagship rule is used in this scenario.

XII. ESCAPE OF THE GOEBEN SCENARIO

Set Up: *Goeben* (CP) enters 18,000 yards northwest of the battle marker, heading southeast. *Defense*, *Black Prince*, *Duke of Edinburgh*, and *Warrior* (allies) enter in single file, 18,000 yards north of the battle marker, heading south. Visibility is 24,000 yards. Fleet Command Control rule is not used.

Victory Conditions: Game continues until one side is completely sunk, or all opposing ships are 6,000 yards or more beyond current visibility. Allies win if (1) the *Goeben* is sunk, or (2) the game ends because the *Goeben* escapes off the North, South, or West edge (outside of British visibility), or (3) if the *Goeben* receives two or more M damage results. If (1) or (2) occurs, the allies automatically win. If (3) occurs, the allies win *unless* all four British ships are sunk, in which case the CP wins. Otherwise, the CP wins.

XIII. GOEBEN VS BATTLECRUISERS SCENARIO

Set Up: *Goeben* (CP) enters 18,000 yards west of the battle marker, heading east. *Indomitable* and *Indefatigable* (allies) enter 18,000 yards east of battle marker, in single file, heading west. Fleet Command Control rule is not used. Initial visibility is 30,000 yards.

Victory Conditions: Game continues until one side is completely sunk, or all opposing ships are 6,000 yards or more beyond current visibility. If *Goeben* is sunk, allies, win. If both British ships sunk, CP wins. Any other result (including no battle occurring), means a draw.

XIV. BLACK SEA ACTION SCENARIO

Set Up: *Goeben* (flagship), *Barbarossa*, *Turgut Reis*, and *Messudiyeh* (CP) enter 18,000 yards west of the battle marker, heading east. *Imp. Aleksandr* (flagship), *Evstafi*, *Zlatoust*, and *Svobodu* (allies) enter 18,000 yards northeast of the battle marker, heading southwest. Both sides may enter in whatever formation desired

Victory Conditions: Regular Victory Conditions apply.

XV. FREE FORM SCENARIO

In this scenario, all regular rules apply unless otherwise stated. You can use one nationality per side, or all allied and all CP ships, as desired.

Ships Used: Invert all CP and allied ships. The allied player randomly selects an agreed number of ships. Any number may be selected, as long as it is a multiple of three. The CP player then randomly selects 2/3rds the number of ships the

allied player has selected. Keep the identity of your ships hidden from your opponent. *Example: The allies selected 21 ships, so the CP selects 14.*

Fleet Flagships: No Fleet Flagships are used in this scenario.

Set Up: Each player randomly selects one chit. This will indicate what direction his ships are placed from the battle marker. The leading ship is placed 18,000 yards away from the battle marker, heading in the opposite direction, e.g. if entering from the North, ships must be heading South. All ships are placed inverted. Players may look at their own ships during placement, and place their own ships in formation as they desire.

<i>Chit:</i>	1	2	3	4	5	6
<i>Entering allied direction:</i>	NE	N	N	NW	W	SW
<i>Entering CP direction:</i>	S	S	S	SE	SE	E

Play: Players move their ships, only turning them right side up when in visibility range of an opposing ship. Once revealed, a ship remains right side up the rest of the game.

Game Length and Victory Conditions: Regular rules are used.

XVI. MULTI-NATIONAL SCENARIO

This scenario is the same as the Free Form scenario, except that players select two nationalities to fight each other, and choose the same number (any agreed number) of ships from among all that nationality's available ships. *Example: Four Italian dreadnoughts go against four from Austria-Hungary.* If players cannot agree on fleet compositions, have one player select the composition for both fleets, and the other player select which side he will play.

Designer's Notes

Escape of the Goeben is compatible with *Jellicoe vs Scheer*. The main rule change (*Plunging Fire*) may be incorporated in that game with little effort. Owners of both of these games will be able to recreate most any major naval engagement that occurred in the North Sea, the Mediterranean, and the Black Sea during World War I. Though there were no large general actions between dreadnought fleets in this theatre during World War I, this game will provide players the chance to explore hypothetical situations.

The game's title comes from one of the most famous naval incidents from all of the Great War. The German battlecruiser *Goeben* (alone with a light cruiser as escort) made its way across the Mediterranean in late 1914 to enter Turkish waters, where it was incorporated into the Turkish fleet, helping to solidify the German-Turkish alliance. The fact that it was able to elude the British navy was a cause of humiliation for the British. In the most celebrated "battle", four British CA of the *1st Cruiser Squadron* had an opportunity to attack the *Goeben*, but declined to do so, as Rear Admiral Troubridge was under orders to avoid fighting a "superior force". Based on the ship ratings contained in this game, contact was, perhaps, not an unwise thing to avoid. Perhaps the best the British could have hoped for was to slow down the *Goeben* via Movement damage, so that the combined allied fleet could have caught up to and dispatched her. This is reflected in the *Escape of the Goeben* scenario victory conditions.

The second scenario involving the *Goeben* occurred a bit earlier, when she directly steamed past two British battlecruisers without fire being exchanged. The reason? Coming twelve hours before Britain's ultimatum to Germany expired, the two nations were technically not at war. This scenario assumes a state of war ex-

continued on page 63

Siege of Leningrad

Logistics Module I

A Panzerschreck World War II Mini-Sim Game

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Introduction

Siege of Leningrad is a solitaire module game. The game simulates the extended German siege of the city during World War II. The gamer, playing the Russians, is in charge of trying to save the city from collapse. Can YOU survive the siege? Play *Siege of Leningrad* and find out!

As with all *Panzerschreck* Mini-Sim games, the components of *Siege of Leningrad* must be photocopied, mounted, and separated prior to play.

Siege of Leningrad is described as a "module game", focusing on the logistics of managing the siege. The game may be played in two ways. First, it can be played as a stand alone game, as given. Optionally, it may be considered a module and added to an existing game system. In this case, the siege would be simulated in the game by the module instead of the supply/isolation rules of the host game.

This game was originally developed as *Logistics Module I*. It assumes a siege of the city by German forces, without assuming an assault on Leningrad unless its various indexes reach a critical level. When and if these levels are reached, the city may surrender. The play of the game is, essentially, rolling dice on various tables, and implementing the results. Strategy in the game resides in the play of *Activity markers*, instead of battle strategy, as such. Deciding when and how to play your AM is the extent to your interaction with the situation. The game is "dice and table" heavy; it should, therefore, appeal most to those gamers interested in (abstract) logistical detail of the siege.

Each turn of the game represents three days of real time; ten turns represent one month. The game begins in September, 1941. If the Leningrad has not fallen by the end of 300 game turns (30 months), the Russians win the game.

I. COMPONENTS

Besides these rules, the game uses an *Index Display* (which includes the various indexes of the game), a city *Status Track*, and several game counters. You will need to keep track of the number of turns played with a pencil and paper. Two regular six-sided dice are also needed for play.

II. DEFINITIONS

How to Read Index Display Box Numbers: The numbers along the bottom of the *Index Display* indicate the box numbers of those boxes of the four indexes above. Examples: *The Food Index* has "x" in box 3, "xx" in box 6; *the Morale Index* has "xx" in box 5; all *Indexes* have "xx" in box 15, etc. An *Index* is said to

"have the value" of the box it currently occupies (e.g. if the *Morale Index* is in box 9, the *Morale Index* value is 9). When a marker is moved to the right, it *shifts*, or *drops* (i.e. become worse). Markers may not move beyond box 15.

X Boxes: Certain boxes on the *Index Display* contain "x" or "xx". Whenever one of these boxes is entered during the game, you must *immediately* shift the *Status Track* marker down that many boxes. *Example: Box 6 is entered on the Food Index; shift the Status Track marker down two (e.g. from C to E).* If more than one "x" or "xx" is entered during a turn, move the *Status Track* marker down that many x's. *Example: During a turn, you get a result that sees the Morale Index shift one (from 8 to 9), and the Defense Index shift one (from 10 to 11), so the Status Track marker is moved three boxes down.*

How to Read Status Track Boxes: Each box has its own ID. Certain boxes (e.g. box H) have a "*", meaning that upon entering this box, your Category automatically drops one level (e.g. A becomes B, B becomes C, etc.) Underneath the ID is the box's *Surrender Number*. This is the number that, if rolled during a Surrender check, means that Leningrad surrenders, and you lose the game (e.g. if *Status Track* G is occupied and a Surrender roll occurs, you lose if you roll a "3" with two dice (2,4-12 means no effect)).

Result Table Categories: Only one Category is in play at any one time. You start the game with Category A in play. This means that you roll on the "A" column of the *Main Table* and the *Roll Again Table*. Category A stays in play until sometime happens to drop you to Category B, which then remains in play until something happens to drop you to Category C, and so on. Category A is best, and E is worst. If Category E is already in play and you are told to drop a category, keep Category E in play.

III. PREPARE FOR PLAY

Place a marker in the following boxes of the indexes and tracks: *Food Index:* 0; *Defense Index:* 0; *Morale Index:* box 0; *Status Track:* box A; *Weather Track:* Mild box. *Note:* "Box 0" is considered immediately next to box 1, off map. Markers in box 0 are kept off map until they move from box 0 to box 1, at which time they are placed in box 1. The game starts with Category A in play.

The player also takes six *Activity Markers* (AM) at the start of the game. The player starts the game with zero *Social Fabric Markers* (SFM), *Logistics Markers* (LM), and *Crisis Management Markers* (CM). Play is now ready to begin.

IV. SEQUENCE OF PLAY

Each turn of *Siege of Leningrad* consists of three simple phases: (1) Activity phase, (2) Results phase, and (3) Turn Record phase. Each phase will be explained below.

V. ACTIVITY PHASE

During this phase, the player may, if he wishes, play one or more of his Activity Markers (AM). AM may be played in any of the four ways noted below. A played AM is discarded. Additional AM may be generated during the game, as per table results. Once you have done everything you wish to do in this phase, you move to the Results phase.

SOCIAL SERVICES: Play one AM, and immediately discard all *Social Fabric Markers* (SFM) you currently hold.

CRISIS MANAGEMENT: Play one AM, and take three *Crisis Management* (CM) markers. CM may be turned in to help satisfy results coming from the *Crisis Table*.

APPEAL TO MOSCOW: Play one AM, and roll a die on the following table.

- 1-3 no effect
- 4 shift the *Result Category* one to the left (if Category A in play, no effect)
- 5 shift two indexes one box to the left each
- 6 roll one die, and shift that many index boxes to the left (your choice of which indexes to shift)

LOGISTICS SUPPORT: Play one AM, and take three *Logistics Markers* (LM). During the Results phase, you may turn in a LM after any roll on the *Main* or *Roll Again* tables; this entitles you to claim a "—" result for that turn. *Example: You have two LM. During a Main Table roll (Category C in play), you roll a 6, then roll a 5 is on the Roll Again Table, giving a "2" result. You decide to play one of your LM, and so the result is changed from a 2 to a "—". Or, say you roll a 2, already have two SFM and want to avoid a third, so play a LM to change the result to "—" (and no SFM).*

VI. RESULT PHASE

In the Result phase, the *Main Result Table* is rolled on. This table is the heart of the game. The table consists of five Categories: A, B, C, D, and E. Only one Category is in play at any one time. A Category remains in play until you are instructed to change it. At the start of the game, Category A is in play. During the game, the category in play will deteriorate, from A, to B, to C, and so on.

Each turn, you roll once on the *Main Result Table*, on the category currently in play. On certain results (*Event, RA, War, and Special*), you will immediately need to roll on the appropriate table.

RESULT TABLE						
Category:		A	B	C	D	E
MAIN TABLE	Roll: 1	Event	Event	Event	Event	Event
	2	SF	SF	SF	SF	1
	3	SF	SF	SF	SF	—
	4	—	—	1	1	1
	5	—	—	—	1	1
	6	RA	RA	RA	RA	RA
ROLL AGAIN TABLE	1	War	War	War	War	War
	2	2W	2W	2W	2W	2W
	3w	—	2	—	—	3
	4w	1	1	—	2	—
	5	1	1	2	—	2
	6	Special	Special	Special	Special	Special

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-20%

-35%

Box #

7

2

3

4

6

7

6

10

11

12

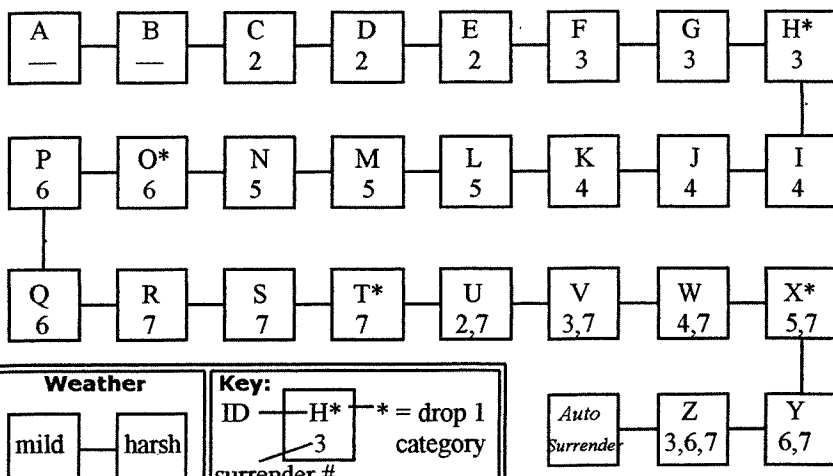
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14

51

Siege of Leningrad

Status Track



Key: **Event** = roll on *Event Table* **SF** = take one Social Fabric Marker (no further effect otherwise); on *ALL* non-SF results, immediately discard all SFM you currently have — = no effect 1,2,3 = adjust one index marker (your choice) that many boxes to the right **RA** = roll again on *Roll Again Table* **War** = roll on *War Table* **2W** = shift worst index marker two boxes to the right
Special = roll on *Special Table* **3w/4w** = in addition to regular result, roll on *Weather Table*

EVENT TABLE

- 1 roll on *Supplies Delivered Table*
- 2 roll on *Supplies Delivered Table*
- 3 roll on *Supplies Delivered Table*
- 4 get one additional AM
- 5 roll on *Crisis Table*
- 6 discard one AM
- 7 discard one AM
- 8+ roll on *Surrender Table*

Event Table Modifiers (cumulative)

- Category B in play: +1
- Category C in play: +2
- Category D or E in play: +3
- If *Morale Index* 14+: +2

SUPPLIES DELIVERED TABLE

- 1-2 *Food Delivery*. Roll 1 die:
 - 1-3= move *Food Index* one to the left
 - 4-5= move *Food Index* two to the left
 - 6 = move *Food Index* three to the left
- 3 *Health Supplies*. Roll 1 die:
 - 1-4= move *Health Index* one to the left
 - 5-6= move *Health Index* two to the left
- 4-5 *Defense Bolstered*. Roll 1 die:
 - 1-3= move *Defense Index* one to the left
 - 4-5= move *Defense Index* two to the left
 - 6 = move *Defense Index* three to the left
- 6 *Command Control*. Roll 1 die:
 - 1-4= gain one additional AM
 - 5-6= gain two additional AM

CRISIS TABLE

A. Roll one die:

- 1= Food Index affected
 2-3= Defense Index affected
 4-5= Morale Index affected
 6= Health Index affected

B. Roll one die for the affected index.

If this roll is lower than that index's current "X" rating, immediately shift the index five boxes to the right. If you have any Crisis Markers, you may turn one in, thereby reducing the shift from five to four (or from five to three if two CM are turned in, etc.). If the roll is higher than the X rating, there is no effect.

X Rating: Note the number of "x's" that the affected index has to its left. That is, count how many "x's" the marker has passed. This is the index's current X rating. *Example: A 5 was rolled on the Event Table, necessitating a roll on the Crisis Table. Roll A is a 1, so the Food index is affected. The Food Index marker currently occupies the 7 box. You will note that three "x's" are to the left of box 7 (e.g. boxes 3 (x) and 6 (xx)). On roll B, therefore, a 1-2 will mean that the Food index marker will be shifted five boxes to the right (e.g. moved from box 7 to box 12), while a 3-6 roll will mean no effect.*

SURRENDER TABLE

A Surrender roll comes about on certain *Event Table* rolls. Note what square the *Status Track* marker occupies. Note the number(s) in that square. Roll two dice and total. If the roll is one of these numbers, the game is over, and Leningrad is considered to have fallen. If a number is rolled that is not contained in the current square, then no effect. *Example: Marker is in square E means Leningrad surrenders on a roll of 2, no effect on a roll of 3-12. Marker is in Square W, so game is over on a roll of 4 or 7, with no effect on 2-3, 5-6, 8-12.* Note, however, that no Surrender rolls are taken unless the current *Morale Index* is 6 or higher (as noted on the *Index Display*). If the current *Morale Index* value is 0-5 and a Surrender roll occurs, simply ignore it.

Siege of Leningrad

Counters

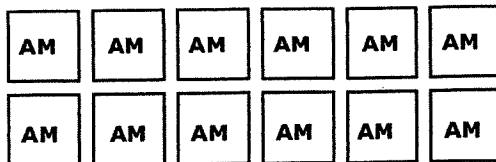
Logistics Markers/ Crisis Markers



Social Fabric Markers



Activity Markers



Index and Track Markers



WAR TABLE

When *War* result is rolled on the *Roll Again Table*, two things occur.

- (1) Immediately shift one index marker (your choice) one box to the right.
- (2) Roll two dice, and add them together. If this total is lower than the current *Defense* index, shift the *Defense Index* and the *Morale Index* two boxes (each) to the right. If a 11-12 is rolled, a Soviet military victory has occurred; you may shift six boxes to the left (e.g. one Index all six, or split up among Indexes as you wish). If a "x" or "xx" box is entered or passed, shift back the *Status Track*, as appropriate. *Example: You rolled a 6 on the Result Table, meaning you must roll again. You roll a one on the Roll Again Table, so have a War result. First, immediately shift one index marker of your choice one to the right. Next, roll two dice. Let's say the Defense Index marker is currently in box 7. If this roll is 7 or more, there is no effect. If the roll is 6 or less, then you must immediately shift the Defense Index two to the right (e.g. from box 7 to box 9), and shift the Morale Index marker two to the right as well. This is in addition to the one box shift resulting from the (1) part of the War result. If this means you enter (or pass) a "x" or "xx" box, this will entail the normal shift of the Status Track marker. Let's say a 12 is rolled on the Defense check roll; a Soviet military victory has occurred, and you choose to shift the Food Index three to the left, the Morale Index one to the left, and the Health Index two to the left. The Food Index passed a "xx" box, so the Status Track marker is moved two to the left.*

SPECIAL TABLE

When *Special* is rolled on the *Roll Again Table*, two things occur.

- (1) Immediately shift the current best index (the index in the lowest box number) one box to the right (if more than one tied for best, your choice of them).
- (2) Roll one die, and follow the results below.
 - 1-2 *Activity Marker Check.* Roll one die. If this result is *greater* than the number of AM you currently have, then shift the Category marker one to the right (e.g. if Category D currently in play, then shift the marker to Category E, making it the category in play). If roll is less than or equal to the number of AM you have, then no effect.
 - 3-4 *Worst Index Check.* Roll two dice, total them, and compare to the value of the worst current index (index in highest box number). If dice roll is lower than this index, shift the Category marker one to the right (e.g. if Food is the worst index, and its marker is in box 9, then if you roll 2-8, the Category in play drops one (e.g. from B to C). If dice roll is greater than or equal to this index, then no effect.
 - 5-6 *Additional Roll.* Make an additional roll, and implement immediately.
 - 1= from now on, it costs *two* AM to implement a *Social Services* activity
 - 2= from now on, a 5 roll on the *Special Table* is considered to be a roll of 1-2 (e.g. an *Activity Marker Check* occurs)
 - 3= from now on, it takes five SFM (instead of four) to drop a Category in Mild Weather, and four SFM in Harsh Weather
 - 4= if the situation in (3) above is in effect, it is nullified (e.g. it is back to four SFM to drop a Category in Mild Weather, and three in Harsh), otherwise no effect
 - 5= from now on, if you fail a *War* check, *Defense* and *Morale Indexes* are dropped *four* each (instead of two)
 - 6= all the above variables revert back to their original, default effects

WEATHER TABLE

When a 3 or a 4 is rolled on the *Roll Again Table*, you must roll to see if the Weather changes. This is in addition to any other result. Roll one die, and consult the table below. Adjust the Weather marker as needed. (*Note:* Same = same as last turn.)

1 = mild 2 = mild 3 = mild 4 = same 5 = same 6+ = harsh

Modifier: +2 to roll if turn is in November through February

VII. WEATHER

In game terms, weather is considered to be Mild or Harsh. Weather only has one effect in the game: the number of SFM needed to trigger a drop in Category. If the Weather is Mild, you drop one Category immediately upon receiving your *fourth* SFM. If Harsh, you do so upon receiving your *third* SFM.

VIII. SOCIAL FABRIC MARKERS

Normally, you will receive a SFM whenever you roll a 2 or 3 (e.g. a "SF" result) on the *Main Table*. Whenever you roll *any* non-SF result on the *Main Table* roll (i.e. a 1, 4, 5, or 6), you immediately *DISCARD* all SFM you currently have.

This is a very important rule to note. It basically means that two-thirds of the time you will end a turn with zero SFM, even if you started the turn with one or more. *Example: Category C is in play, and you roll a 3 (SF, no other effect, but you get a SFM). Next turn you roll a 2 (SF, no other effect, but you get another SFM). Next turn you roll a 6 ("Roll Again"), and roll on the Roll Again Table. No matter what the result, you will discard all of your SFM since you did not roll a 2 or 3 (a SF result) on the Main Table.*

IX. DETERIORIZATION

There are several ways that the situation in Leningrad can deteriorate: boxes on the *Index Display* may drop, the marker on the *Status Track* may drop, or the Category in play may drop. Note that "drop" means "shift to a worse position".

Index Drops: Index boxes usually drop on account of *Main Table* (or subsequent) rolls. Note that when it says "your choice", you may choose which Index is affected. If it says "worst Index", the worst Index is affected (if two or more tied for lowest, your choice from among them).

Status Track Drop: This occurs when a "x" or "xx" box is entered or passed on one of the four indexes (*Food, Defense, Morale, Health*).

Category Drop: The Category in play can be dropped in three main ways. (1) *Status Track Category Drop:* When certain boxes on the *Status Track* are entered, the Category is dropped by one (e.g. when box T is entered). (2) *SFM Category Drop:* Whenever you have a certain number of SFM in your hand, the Category will drop one level. If the Weather is Mild, you drop one Category upon receiving your fourth SFM; if Harsh, the drop occurs upon receiving your third SFM. When you drop a Category due to reaching your limit of SFM, you also discard all the SFM you currently have. (3) Certain *Special Table* results may also drop it.

X. RESTORATION

Certain times you may move markers to the left instead of the right (e.g. from the *Supplies Delivered Table*). If a "x" or "xx" box is entered or passed due to this movement, then you will shift "up" the *Status Track* marker as appropriate.

XI. SPECIAL RESULTS

The *Index Display* contains a few special results. They are implemented as

soon as the box associated with it is entered. Special results are noted below.

Surrender Rolls: No Surrender rolls (from the *Event Table*) are done until box 6 of the *Morale Index* is reached.

Reduction of Defense Factors: If you are using this module with another wargame, when box 7 of the *Defense Index* is reached, reduce the defense factors of all units in the Leningrad pocket (if surrounded) by 10% (rounded up). When box 12 is reached, reduce defense factors by 20% (rounded up). When box 15 is reached, reduce by 35% (rounded up). These percentages are listed under the *Defense Index*.

XII. TURN RECORD PHASE

When you have finished rolling and implementing the results of a turn, mark off one turn, and start a new turn. Repeat until the game is over.

XIII. OPTIONAL RULES

Integration With Other Wargames: Gamers may, if they wish, incorporate this module with existing East Front wargames, instead of (or in addition to) its own supply and isolation rules. Roughly, when Leningrad is surrounded in the wargame, you can start playing the module. The number of module rolls per turn depends on the time scale of the wargame being used (e.g. if the wargame uses a two week per turn time scale, you would need to play five turns per one wargame turn). Weather rules may be suspended, with the wargame's rules used instead. Gamers may, if they wish, modify the module's rules to make it more compatible with the wargame they are using. For instance, if Leningrad is completely surrounded by German zones of control, you may wish to say "three SFM equals a Category drop", or four SFM are needed if the city is surrounded by ZOC except for a single "lifeline" free of enemy ZOC. Or even two SFM if the city is surrounded by actual German units (not merely ZOC). If Leningrad ever surrenders, all defending units are removed from the board. Gamers are free to experiment and modify the normal module rules as they see fit.

Variants: Start the game with more (or fewer) AM, or with LM and/or CM in hand. Or, set a game length goal, and see if you can hold out that long.

Designer's Notes

Siege of Leningrad is an abstract logistical module. It is not a glamorous game, in that the player is put in the role of managing the siege from inside the city, not as some army general trying to relieve it. That means that you have no control over military matters. You must make do with what you have, the best you can. See if you can survive the famous "900 Days".

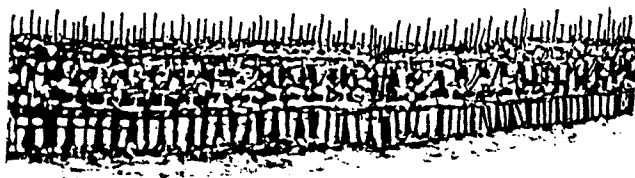
A bit of imagination will help when playing this game. When, for instance, the *Food Index* shifts into a "xx" box, you may take this as further evidence of starvation among the general population, or the exhaustion of particular food reserves. Or, SFM can be seen as a breakdown in civility, law and order, rioting, and so on. The same may be done for each of the other indexes.

If you are to have a chance winning this game, you will need to manage your Activity Markers well. Keep those SFM from accumulating (saving an AM for when you are within one of dropping the Category in play). If the Category in play deteriorates greatly, you will be hard pressed to survive.

Some gamers may wish to integrate this module with existing wargames. It is beyond this module's scope to provide detailed rules to accomplish this, but gamers may nevertheless enjoy contemplating and incorporating this kind of merger.

Designer: Gary Graber

La Bataille de York, 1813



A Panzerschreck Mini-Sim Solitaire Game

La Bataille de York, 1813 is a simple, solitaire game of maneuver covering the Battle of York (later, Toronto) that was fought on April 27, 1813 during the War of 1812. The gamer plays the defending British forces, while the game system handles the invading American forces. The Americans, with approximately 1,700 fighting men (along with over a dozen naval vessels and 85 canons) far outnumbered the approximately 700 defenders (elements of British regular regiments, Ojibway/Mississauga Indians, and local militiamen).

In the actual battle, the British fought hard near the invasion site, gradually falling back first to Fort York, then to York itself. The advancing Americans were able to take York, but at a price. A tremendous explosion set off by retreating units at Fort York caused heavy American casualties, including General Zebulon Pike (of Pike's Peak fame). Though the town was lost, the professional British troops were able to retreat to Kingston to the northeast. Overall losses in the six-hour engagement were 150 British, and 325 American. Taking the role of British commander General Sir Roger Scheaffe, could you do as well or better?

La Bataille de York, 1813 is a *Panzerschreck* Mini-Sim, meaning the map and counters must be photocopied and cut out before play.

I. COMPONENTS

La Bataille de York, 1813 consists of small map, a couple dozen counters, and these rules. You will need two six-sided dice for play.

Map: The map represents the area where the battle occurred. Terrain types are listed on the map.

Counters: British units have black squares on them. American units have white squares. Units are rated "A" (best quality units), "B" (lesser quality units), and "L" (individual leaders). Ships have no ratings.

Combat Rating (CR): All British "A" and "B" fighting units have a CR of one each. All American "A" and "B" fighting units have a CR of two each. All Leaders have a CR of zero. All units have a Movement Rating of three.

Stacking: Any number of British units may occupy a hex. A maximum of four American units may stack in the same hex (unlimited in a ship). Leader and Explosion counters do not count against stacking limits.

II. SET UP

British: All nine British units are set up first. One unit (of your choice) must be placed in Fort York. The others may be placed anywhere.

American: All American units start the game off map, onboard ship.

III. VICTORY CONDITIONS

The game lasts six turns. After six turns, victory is determined by totaling *Victory Points* (VP). The side with the most VP wins the game. If the game ends with both sides having an equal number of VP, the Americans win.

Victory Points: Each of the five York town hexes are worth one VP each. Fort York is worth two VP (unless the *Explosion* counter occupies it, in which case it is worth one VP). These are called VP hexes. In addition, each of the four "A" British units are worth one VP each.

Hex VP: The side which occupies a VP hex at the end of the game gets that hex's VP. If a hex is unoccupied at the end of the game, neither side gets the VP.

Unit VP: Which side gets the VP for the four British "A" units depends on those unit's location at the end of the game: (1) If a British "A" unit occupies a York hex or Fort York hex at the end of the game, the British gets that unit's VP; (2) If a British "A" unit does not occupy a York hex or Fort York hex, the British get that unit's VP *unless* an American "A" or "B" unit is adjacent to it *or* there is an American "A" or "B" unit occupying a hex nearer the northeast (top) edge of the map than the British unit in question. *Example: The "E" hex on the map is in the most northeastern row; Fort York occupies the seventh row; hex "C" occupies the ninth row, etc.* (3) British "A" units may exit off the top of the map; the British gets the VP for such units. (4) If a British "A" unit has been eliminated, the American gets that unit's VP.

The Americans won the actual battle by a final score of six to four. *Example of scoring: American units occupy the three most southern York hexes and Fort York (which also contains an Explosion counter). The British controls one of the two other York hexes, and one York hex is unoccupied. Two of the British "A" units have exited off the top (northeast) of the map, one has been eliminated, and the other British "A" unit occupies the hex containing the word "York". There is an American unit in the "E" hexrow. The final score would therefore be Americans six, British three.*

IV. SEQUENCE OF PLAY

Each game turn is composed of these phases, completed in this order.

1. American Invasion is conducted.
2. American units are moved.
3. American combat is resolved.
4. British units are moved.
5. British combat is resolved.

After these five phases have been completed, one game turn is over, and the next turn is started. The game lasts six game turns.

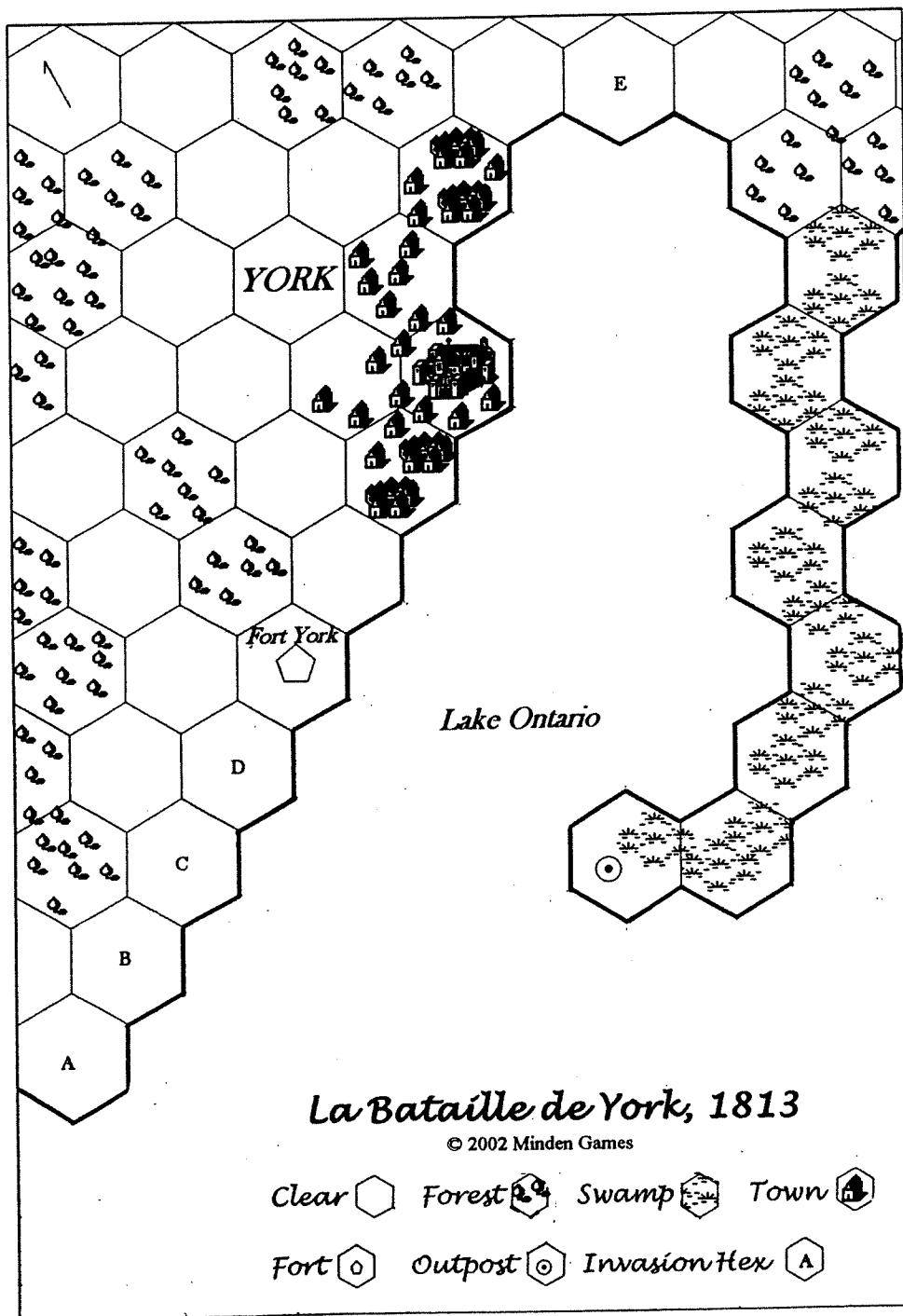
V. AMERICAN INVASION

All American units start the game off map, on board the American ship counter. The American fighting units will invade on turn one. The hex they will invade depends on the following dice roll. Roll two dice, and the table below will indicate what the invasion hex will be.

2-3= E 4-5= D 6-7= C 8-9= B 10= A 11-12= any York hex*

* any York hex not occupied by a British "A" or "B" unit, nor adjacent to a hex occupied by a British "A" or "B" unit. (If more than one, determine randomly.) If all York hexes are occupied or adjacent to British "A" or "B" units, no invasion occurs on turn one, and turn one is over. On turn two, roll again, rerolling if a 2-3, 11-12 is rolled. The invasion hex in this case will therefore be hex A, B, C, or D.

Invasion Procedure: If the invasion hex is occupied by a British "A" or "B" unit, roll one die for each such unit, simulating invasion bombardment. On a roll of 1-4 (for "A" units) or 1-5 (for "B" units), the guns from the American ships have forced the British unit to retreat one hex (your choice). A 5-6 (for "A" units)



or 6 (for "B" units) means the British unit stays put. If the invasion hex (after rolls) is unoccupied, the American fighting units "go ashore" (see below). If one or more British units remains in the invasion hex, the Americans invasion will shift one hex to the southwest (e.g. from hex C to hex B). *Exceptions: If hex E is the hex in question, the invasion shifts one hex to the southeast (e.g. to the hex immediately to the right of hex E); if hex A is the original, no invasion occurs on turn one (and turn one is over), and on turn two another invasion roll is conducted as usual.* If the invasion is shifted, the original procedure is followed (e.g. roll bombardment for each British "A" or "B" unit present), and shift if necessary. If and when an invasion hex is unoccupied, the American fighting units "go ashore".

Going Ashore: An invasion against an unoccupied (after invasion bombardment) means the American fighting units go ashore. **Procedure:** Two American "A", one "B", and one "L" are placed in the invasion hex. The remaining two American "A", one "B", and one "L" (determine randomly) are placed in the first unoccupied hex available to the southwest of the invasion hex (e.g. if hex C is invaded, and hex B is British occupied, they are placed in hex A). If hex A, hex E, or a York hex is the invasion hex, only that hex is invaded; the other two "A", one "B", and one "L" remain on the ship counter. These units will go ashore at the original invasion (or adjacent invasion) hex, as soon as one of these are unoccupied. After going ashore, the American units will move the remained of their movement (e.g. up to two hexes). On turns after invasion they will move normally.

VI. MOVEMENT

Moving into an adjacent hex costs one movement point, no matter what the terrain of the hex. All units have a movement rating of three.

American: American units will move their full movement rating toward York. They must stop upon entering a hex containing a British unit. Opposing units may occupy the same hex; combat will make one side or the other retreat. Move Americans toward York as much as possible, going around British units when they can. However, if Fort York is occupied by the British, the American must move into this hex (if they can reach it *and* have a higher CR, otherwise they will bypass it, too). If American units occupy Fort York or any York hex, the next turn a "B" unit (if none available, an "A" unit) remains in the hex to "hold" it for the Americans, and the rest of the units keep moving toward York. If York is reached, movement to the other York hexes is done during American movement. The idea is for the Americans to try and take Fort York and York. The gamer should play the Americans as best he can (using these movement rules as a guide) for the most satisfying gaming experience. **Split American Units:** American units start the game stacked together. Through attacker retreat rolls or from "holding" VP hexes, they may become split up. Otherwise, they may not voluntarily split up (*exception: see Last Turn, below*). Once they are split up, they are not allowed to recombine, but move independently. **Last Turn:** As much as possible, American units must try and occupy VP hexes on the last turn. They may voluntarily split up to do so. **Note:** All American movement eventualities have not been covered; use the above rules and some gaming sense to determine American movement.











British: British units move where they wish, as their movement rating allows. They must stop upon entering a hex containing an American unit. British units may move off the map if they wish, but cannot reenter.

VII. COMBAT









Combat occurs if enemy units are in the same hex after a side's movement phase and the attacker (side moving) has more *Combat Rating* (CR) factors than

La Bataille de York, 1813

COUNTERS

 A 8th Regiment Grenadiers	 A 8th Regiment Battalion	 A Royal Newfild Pencibles	 A Glengarry Lt. Infantry	 B Ojibway/ Mississauga Indians	 B York Militia 1
 B York Militia 2	 B York Militia 3	 L Maj. General R.H. Sheaffe	 Explosion		

British

 A 6th Infantry Regiment	 A 15th Infantry Regiment	 A 16th Infantry Regiment	 A 2nd Artillery Regiment	 B Forsyth's Riflemen	 B NY & Balt. Volunteers
 L General H. Dearborn	 L Brig. General Zeb. Pike	US Ships			

Americans

the defenders. If the defender has the same or higher CR, no combat occurs, and the attackers must retreat one hex. American "A" and "B" units have a CR of two each; British "A" and "B" units have a CR of one each. "L" units have a CR of zero. If combat occurs, each attacking "A" and "B" unit rolls once on the table below. Units may roll in any order desired. Defending units do not roll.

1-3= no effect; 4-5 = one defender retreats 2 hexes; 6+ = one defender eliminated

If "A" attacker = +1

If "B" defender(s) alone in hex (no "A" present) = +1

If Defender in Fort York hex or York hex = -1

Attacker Retreats: In addition, if a "natural" one is the combat roll, the attacker who rolled it must retreat one hex. A "natural" one is when a one is rolled on the combat roll, even if modified otherwise to another number. A "modified" one result (e.g. 2-1=1) is *not* a "natural" one.

Ending Combat: After one round of combat rolls (one per attacking unit), combat is over for the phase. After combat rolls, if any defending "A" or "B" unit remains in the hex, all remaining attackers must retreat one hex (to the same hex).

Retreats: British units may retreat as desired, though not into an American occupied hex or into the lake (they are eliminated if forced to do so). American units must retreat toward its invasion area as much as possible (though not into a British or American occupied hex, or the lake; they are eliminated if forced to do so). These guidelines apply to Attacker Retreat results as well as defender retreats results. Note especially that Americans cannot retreat into *any* occupied hex.

Eliminations: If a 6+ is rolled, one defender is eliminated and removed from the game. Elimination means the unit has ceased being an effective fighting unit. "B" units must be selected for elimination before "A" units if both are present.

Combat Examples: (1) Two American "A" units and one "B" unit (plus a Leader) move into Fort York, which is occupied by one British "A" unit and one British "B" unit. Since the American has the CR advantage (6 to 2), combat occurs, and the attacking Americans roll three combat rolls. One American "A" rolls first, and rolls a 1 (modified +1 for the "A" unit attacking, and -1 for attack-

ing Fort York), so the roll has no effect, but since it is a natural one, that attacking unit must retreat one hex. The American "B" rolls a 5, modified to 4, so one British unit must retreat two hexes. The British selects the "A" to do so. This leaves the last American "A" attacking the British "B". The roll is another 5, modified to 6 (+1 "A" attacking, -1 vs Fort York, +1 vs "B" defender without "A" in hex), so the British "B" is eliminated. (2) Three British "A" units (total CR of 3) move into a hex occupied by two American "B" units (total CR of 4). There is no combat, since the British CR is not more than four, and the British units are retreated one hex.

VIII. SPECIAL RULES

Explosion: If there is a British "A" or "B" unit in Fort York, it may ignite the powder in Fort York after American movement, but before American combat is resolved. **Procedure:** If you decide to ignite the powder, retreat all British units in Fort York two hexes. Next, count up the number of American "A" and "B" units currently in Fort York, and roll that many dice, adding them together. If the total is six or higher, the explosion has caused significant confusion and destruction among American troops, and the *Explosion* counter is placed in Fort York. In addition, if the dice total is nine or more, one American unit (randomly determined) is eliminated. If the explosion roll is five or less, the explosion is not effective, and the *Explosion* counter is not placed. Only one explosion roll is allowed per game. If an American Leader is present in the hex, and the Explosion roll is nine or more, roll one die to see if that Leader is eliminated (1-5= no effect, 6= eliminated).

Ships: Ships are used to conduct the American invasion. Otherwise, they play no part in the game.

Leaders: Leaders must set up with and remain stacked with "A" or "B" units; they cannot move on their own. They may retreat with friendly retreating units. They are included for historical purposes only. Losing them does not generate VP.

IX. OPTIONAL RULES

British Guns: Consider the outpost hex on the peninsula to have British guns. During the American Invasion phase of turn one (only), roll one die. On a roll of six, the guns disrupt the American invasion; turn one is over, and the American invasion is forced to start on turn two. On a roll of 1-5, there is no effect.

Two-Player Game: You may play the game with two players, in which case the American may disregard the game's movement instructions. He must still roll to see where he invades, however.

Variants: Players may agree before play to include options, introduce variations in play, or try variable victory conditions, as they wish.

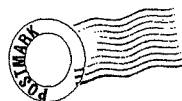
Designer's Notes

If you visit historic Fort York in Toronto, you will see a bilingual provincial sign at the entrance reading "La Bataille de York", which gives this little game its name. The Battle of York (renamed Toronto in 1834) proved to be a British loss, but it would have been a bigger defeat had the British troops not successfully withdrawn to Kingston. The victorious Americans accepted the surrender of the town by the York militia and occupied it for six days, destroying the Parliament buildings and laying waste to much of the town. As in the actual event, the heavily outnumbered British must rely on maneuver and withdraw the best they can.

The area's geography has changed much over the following two centuries. The coast of Lake Ontario is now several hundred yards to the south, and the swampy peninsula is now the Toronto Islands.

Designer: Gary Graber

LETTERS from the FRONT



Hello,

I have been playing the Reichstag game and have a question. On page 12 of issue #1 the rules for barrage say that the range of results is from 0 - 2, and on p.13 the reinforcement number is given the range of 0-3. I noticed on one of the cards, a barrage number of 3 on the artillery mode side of the card. This looks like an error. The card's numbers and other information are

3-1 red star 1-2

reinforcements...

3 10

Please let me know what the correct number should be for this card.

Thanks,
Todd Hively

The card in question should read "2-1".

Hi Gary,

I've played with your first games of Panzerschreck and I've some suggestions about "The Barbarossa Campaign":

(1) The Fortifications are quite useless: they can cause one loss to attacker (with combat chit blue) but the Panzers never will attack major cities because they haven't any bonus; better, I think, to require either two attacker squares for one chit or one chit for Fortification and one chit for defender unit.

(2) (clarification) The "Encirclement" step occurs after counterattack and Russian Initiative Combat steps too.

Antonio Rossi

Thanks for the input. Readers can access official errata for all past Panzerschreck titles by visiting the Minden website.

Gary,

Thank you so much for your follow-up— I did indeed receive my issue yesterday. I appreciate the prompt turn around.

Let me say that this is the first issue I have read, and I am struck dumb in awe and

amazement. I had to re-check the date to ensure this wasn't an old GENERAL or S&T issue from the 1980's -- but indeed it's current. Absolutely first rate from start to finish. I can't wait to try out the games.

I am also very pleased with your attention to the solitaire games. It seems like the older I get, the harder it is to find the time and/or friends to play any game with, let alone a war game. Having a few solitaire games around keeps me playing. And very portable to boot.

PLEASE keep up the good work. I'm sure I'll be ordering some of the back issues soon.

Steve Oliver

Thanks for the kind words. How about the rest of you? Do you have questions or comments about Panzerschreck? Direct them (with a "Letters from the Front" subject line) to the editor at: minden2@hotmail.com.

LINE OF DEPARTURE

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Short Takes

Edited by Gary Graber



Richthofen's War

Originally the US Armies going to France in World War One went without heavy equipment and weapons in order to speed their arrival. Among the heavy equipment left behind was aircraft. Consequently, the US Army air service entered the war flying British and French aircraft. As the war progressed, the US Army air service, like the rest of the US Army, was directed to operate independently of the other European armies and was to have its own aircraft. US forces in Europe finally did get their American designed and built aircraft but not before the end of World War One.

Historically, no US designed or manufactured aircraft ever went into action in World War One because the conflict ended before US aircraft could enter service. For US aircraft to have participated in the war, the conflict would have had to have lasted into 1919 or US aircraft manufacturers would have had to have made aircraft available before the first part of 1918.

Richthofen's War is Avalon-Hill's classic game of tactical air to air combat in 1916 - 1918. American aircraft that might have never seen combat may now do so, even if simulated only in a game format.

The first US aircraft that could have participated in World War One was the Loening PW-2. This aircraft was designed to fill generally the same role as the British F2B Bristol Fighter. Among other things, the PW-2 was notable because it was a monoplane which was an unconventional configuration for an aircraft at the time. The PW-2's wingspan was 32'9", length 24', ceiling

22,000 feet, max. speed was 130 mph., and was powered by a Wright H-3 engine. Armament was composed of either one or two Lewis guns on a ring mount for rear defense and another Lewis gun firing forward. Furthermore, a light bomb load could be carried.

Another US aircraft arriving too late to see operational service was the Thomas - Morse MB-3A pursuit plane intended to replace the French SPAD pursuit planes used by many of the US Aero Squadrons in France. The MB-3A was armed with a fairly standard armament of two .30 caliber machine guns, powered by a Wright H-3 engine, and had a max. speed of 141 mph. Wingspan was 26' and length was 20'.

The PW-2 may be substituted in any scenario where the Bristol F2B might otherwise be used. Likewise, the MB-3A may be substituted in scenarios where SPAD fighters are normally used. Alternatively, try using one PW-2 and two MB-3A fighters in scenario six. Substituting US combat aircraft into these scenarios should give players a chance to examine how these US combat aircraft might have performed against German aircraft and how they would have compared to equivalent British and French aircraft.

Loening PW-2: Uses - F,B, R, T, A

Service: '18 - '19

(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
10	3	12	6	10	6500	250	450	7
(10)	(11)	(12)						
8	C	C						

Thomas-Morse MB-3A: Uses F, R, T

Service: '18 - '19

(1) (2) (3) (4) (5) (6) (7) (8) (9)
 10 4 12 10 — 6000 200 450 8
 (10) (11) (12)
 9 B C

James E. Meldrum

Togoland, 1914

If you've played *Togoland, 1914* by Khyber Pass, chances are you'll recognize the urge to play the "game" rather than the historical situation. This is not necessarily a flaw in the design, but if you find yourself wanting to inject more uncertainty into the game, use these suggestions.

1. *Variable Game Length.* Roll one die at the end of turn 8. A 1-2 means the game is immediately over (3-6 means continue on to next turn). At the end of turn 9, roll again; the game ends on a roll of 1-3. Do the same for turn 10 and beyond (with a roll of 1-3 ending the game).

2. *Reroll Chit.* Designate a Reroll Chit and give it to the German player. After any roll in the game (except "game over rolls" above), he may demand a reroll to be taken by giving the chit to his opponent. The Reroll Chit may be passed back and forth any number of times in the game.

3. *Destroying the Radio Transmitter.* Instead of allowing the transmitter to be destroyed automatically, require the German unit present to roll a die, with a 1-4 destroying it (5-6 means nothing happens). If there is more than one German unit in the hex, allow each German unit to roll to destroy it.

Game rules remain otherwise unchanged.

Martin Haig

Down in Flames

GMT's *Down in Flames* series of air combat games are simple, exciting, and fun enough to try and introduce to "non-wargamers" among family and friends. Though pretty simple for

wargame veterans to handle, the game does have a bit of a learning curve for people who don't usually play games more complex than *Stratego* or *Risk*.

I use an easy variant of the game to introduce newcomers to *Down in Flames*. The variant is simply to eliminate Altitude (and its associated rules) from play. Think of it as meaning that all planes start the game at Medium altitude, and cannot change altitude during play.

This isn't as radical as it might seem. After all, it is possible for a full, normal game to be played with no altitude changes occurring. Once the game's mechanics are grasped, Altitude may easily be introduced. Even if some of the newbies never get to the point of handling the full version of the game, it is still fun to play in this "basic" mode.

The potential payoff is that you may win yourself some new wargaming friends while having fun with this excellent series of games.

Gary Graber

Torpedo

While SimCan's *Torpedo* game offers a selection of scenarios giving an excellent cross section of World War Two submarine ASW warfare, there are many more actions that can be played using this game. Among those that may be simulated are hypothetical NATO-Soviet confrontations at sea taking place in the post-war era from 1946 - 50 because when *Torpedo* was published, it was one of the few ASW games on the market including World War Two Russian submarines. Try modifying *Torpedo* scenarios as indicated to simulate combat between NATO submarines, Russian submarines, and the ASW forces from both sides from the post-WW2 and early Cold War period. All *Torpedo* rules are in effect unless otherwise men-

tioned.

Another thing to keep in mind is that some of the post-war Soviet submarines were based on captured German type XXI submarines and were, for all practical purposes, copies of these highly advanced boats. Try substituting German type XXI submarines into various scenarios, especially the late war scenarios to simulate use of the top of the line post-war Russian submarines based on the German type XXI submarine design.

17.1.1 - Substitute one Russian submarine of any type.

17.1.3 - Same as above

17.1.4 - Same as above

17.2.1 - Same as above

17.2.2 - Substitute the appropriate Soviet surface vessels.

17.2.3 - Substitute any type of Russian submarine. Also try using US destroyers or destroyer escorts. Also try using US or British subs and Soviet destroyers.

17.2.5 - Use Soviet submarines in place of the Germans.

17.2.7 - Same as above but also try switching sides and using either US or British subs.

17.2.8 - Use a Soviet sub in place of a German sub.

17.3.1 - Use a Soviet sub and/or US and British DDs. Also try switching sides in this scenario and using US or British subs against Soviet destroyers.

17.3.2 - Substitute a Soviet sub for the Japanese sub.

17.3.3 - Use British escorts and a Soviet sub. Also try this scenario with Soviet escorts and a British submarine.

For additional hypothetical World War Two scenarios, try using either the German Type XXI or Japanese high performance submarines in any of the *Torpedo* scenarios where only one submarine is used. Such a scenario would

represent a sort of duel situation. In fact, duels can be fought easily where one submarine enters play on one map edge and the escort enters play from the other. Victory can be based on which side sinks the other, or by exiting the submarine from the opposite map edge. All other scenario rules and victory conditions remain the same.

Another alternative is to use between one and three high performance Axis submarines against Allied convoys or task forces mostly in late war scenarios simulating fighting against Allied hunter killer groups built around escort aircraft carriers to get a taste of what might have happened if the Axis was allowed to field some of their advanced submarines on a really large scale. Duels can be fought by modifying the duel situation mentioned above and by using an equal number of escorts from approximately the same time period in the war.

James E. Meldrum

Great War at Sea

Here's a quick "Design Your Own" Campaign Game for *Avalanche Press' Great War at Sea* series. The emphasis here is on "shoot 'em up" gaming situations, not necessarily historical situations.

First, select two navies (or groups of navies) which are to compete. If you only want capital ships (or specific capital ships, such as dreadnoughts) to be used, select only that kind of ship for both sides. It is suggested that only dreadnoughts, battleships and battlecruisers normally be used. Any combination, however, is okay as long as players agree before play.

Second, place each side's ships in a mug, from which they will be drawn.

Third, each side rolls one die (or two dice, if desired), and draw that many ships. *Example: Side A rolls a 5 and so draws 5 ships; Side B rolls a 2*

and so draws 2 ships. Place the ships face up in front of both players.

Fourth, the side with fewer ships decides if he wishes to engage in this scenario. (However, if both sides have the same number of ships, or one side has only one more than the other side, then a scenario is automatically to be played.) If he decides "yes", place the ships on the tactical map, in the usual manner, and play the scenario. If he decides "no", no scenario is played, all ships are returned to their proper mug, and the side that had the larger number of ships receiving victory points equal to the number of victory points generated by the smaller side's least valuable (in terms of victory points) ship. *Example: Side A has 3 ships, Side B has 5. After looking at the ships, Side A decides not to play the scenario. Let's say that Side A's 3 ships had point values of 35, 38, and 32. This means that Side B receives 32 victory points from this "non-played" scenario.*

If a scenario is actually played, victory points are gained (by both sides)

by sinking enemy ships. After the scenario is over, all ships used in that scenario are placed to one side, and not used any more. (Alternatively, place surviving ships back in their respective mugs.)

Count up total victory points after each played and non-played scenario. Play continues until one side reaches 300 victory points (or another mutually agreed total). If both sides pass 300, the side with the highest total wins.

You can play nationalities against nationalities (e.g. British vs Germans, Austrians vs French, etc.), or Allies vs Central Powers. For play balance, players may bid victory points for the privilege of being the superior side. The winner of the bid gets that side, while the other player gets that many victory points at the start of the campaign game.

Gary Graber

London's Burning

During the Battle of Britain Mussolini sent a contingent of the Italian Air

continued from page 42

isted.

The other scenarios listed are hypothetical. Gamers are free to devise other scenarios of their own design.

As with *Jellicoe vs Scheer*, *Escape of the Goeben* is a simple, introductory game or World War I battleship combat. We hope you have fun with it.

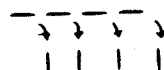
Designer: Gary Graber

Fleet Movement Examples

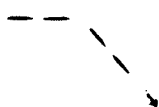
Line Ahead



All Ahead Turn



Line Ahead Turn



Abreast Ahead



Abreast to Line Turn



Force, the *Corpo Aero Italiano* (CAI - Italian Air Corps) to aid the German Luftwaffe and to gain political representation for sharing in the spoils if and when the British surrendered. The CAI was composed of two medium bomber groups flying Br.20Ms, one group each of Cr.42 and G.50 fighters, and a single squadron of Z.1007 medium bombers used mainly for long range reconnaissance. These air units flew from airfields in Belgium and functioned as part of the Luftwaffe air fleet in north-western France.

One other Italian aircraft, the SM79 medium bomber, has been included just for the sake of variety. This tri-motor medium bomber was probably one of the most famous Italian aircraft of World War Two. These aircraft were in service during the battle and could have been used over Britain, but for whatever reason were not attached to the *Corpo Aero Italiano*.

Historically, Italian aircraft never flew over London during World War Two. They did, however, fly a number of bombing missions and fighter sweeps over the regions north and east of London as well as a raid on docking facilities along the Thames. The Italian bombing missions were largely ineffectual and during the fighter sweeps flown by Italian fighters, the British had a definite edge although the Italians fought gamely. Later in the Battle of Britain Italian fighters escorted Ju87 dive bombers making anti-shipping attacks and raids along the channel coast. During the Battle of Britain the Italian pilots were handicapped because their aircraft lacked sophisticated navigational equipment demanded because of weather conditions, and because their fighter aircraft were seriously underarmed. Italian fighters used only two machine guns while British fighters used eight! Likewise, the Me-109E used four machine guns and a 20mm

cannon.

This variant is intended to add a little variety to Avalon-Hill's *London's Burning* game simulating the activities of RAF fighter pilots in the London sector of the Battle of Britain by adding Italian aircraft to the game. To play this variant, gamers will be required to make a set of variant aircraft counters for the Italian aircraft used in the game. These counters are intended to be substituted for the German aircraft counters used in the regular game scenarios to allow the British player a chance to deal with several types of Italian aircraft encountered, or that could have been encountered, over Britain in the late summer and early fall of 1940.

Variant Italian Aircraft

	Br.20	G.50	Cr.42	Z.1007	Sm.79
Front Gun	1	2	2	1	1
Bomb Load	2	-	-	1	1
Rear Gun	1	-	-	1	2
Perf. Value	1	6	5	2	2
Speed	3	4	3	3	3

As mentioned earlier in this article, one reason why Italian fighter aircraft did not do as well as anticipated during the Battle of Britain is because they were seriously underarmed. Players may try increasing the front gun strength in Italian fighter aircraft to 4 to see what might have happened if Italian fighter had been increased to four machine guns.

Realistically, there is no reason why Italian aircraft cannot be used against any target on the map but if players wish, they may - as an option - impose some targeting limitations on the use of Italian aircraft to make the scenario a little more realistic. To simulate operational limitations, restrict the use of Italian aircraft to targets in the G hexrow and to all targets in hexrows south of there.

James E. Meldrum

Synopsis of Games Published in *Panzerschreck*

Visit the Minden Games website for more information and reviews.

<i>Game</i>	<i>Issue</i>	<i>Period</i>	<i>Scale</i>	<i># Players</i>
Reichstag: The Fall of Berlin	1	WW2	tactical	solitaire
<i>The player (Russians) fights building to building in downtown Berlin and must "fly the flag" over the Reichstag as quickly as possible.</i>				
Nuremberg: Trial of the Century	2	post-WW2	abstract	solitaire
<i>The player (prosecuting Allied powers) must convict notorious Nazi war figures, keeping a balance between conducting a fair trial, and keeping the Soviets happy with the number of convictions.</i>				
Barbarossa Campaign	3	WW2	strategic	solitaire
<i>The player (Axis) launches Operation Barbarossa in this strategic level game (quarterly turns, army sized units) that emphasizes economics.</i>				
Cold Harbor	3	ACW	tactical	solitaire
<i>Mini-Sim. The player (Union) makes a frontal assault against the Confederate positions in the hope of achieving a breakthrough.</i>				
Battle of the Atlantic	4	WW2	operational	solitaire
<i>The player (German) must try and sink enough tonnage each month (monthly turns, August 1942 to May 1943) to bring Britain to her knees.</i>				
Berchtesgaden:	4	WW2	operational	2-player
<i>Hypothetical battle in 1945 pitting Axis and Allied units in combat around the rumored "National Redoubt" in the Alps.</i>				
First Day of the Somme	5	WW1	operational	solitaire
<i>The player (British) must plan and execute the Big Push of 1916. After the whistle blows, he must watch to see how his plans fare.</i>				
Dogger Bank	5	WW1	tactical	2-player
<i>Naval combat during the Great War between individual British and German battlecruisers in the North Sea.</i>				
Commando Raid on Rommel	5	WW2	tactical	solitaire
<i>Mini-Sim. The player (British) executes a commando raid on the coast of North Africa in an attempt to eliminate the Desert Fox.</i>				
Fall of Constantinople	6	medieval	operational	solitaire
<i>The player (Ottoman) makes a final desperate attempt to capture Constantinople from its heroic Christian defenders, A.D. 1453.</i>				
Jellicoe vs. Scheer	6	WW1	tactical	2-player
<i>Expansion of the Dogger Bank game system to include all British vs. German naval engagements in the North Sea during World War I.</i>				
Nam Diary	6	modern	tactical	2-player
<i>Mini-Sim. Jungle firefight between individual US and NVA soldiers.</i>				

- Sacrifice in the East** 7 WW2 operational 2-player
Germany tries to stave off defeat by the Soviets in the east, 1945, in this two-player game.
- Andersonville** 7 ACW card game multiplayer
Euro-style card game of survival and endurance, based on life in infamous Andersonville prison camp during the American Civil War.
- 1914: Opening Moves** 7 WW1 strategic solitaire
Mini-Sim. The player (Germans) plans and executes the war in the West, with off-board East Front strategy often the key to victory.
- St. George's Valour** 8 WW1 tactical solitaire
Battle of Zeebrugge, April 1918. Simulates the daring British (the player) raid made on German U-Boat pens.
- The Fall of Röhm** 8 WW2 abstract solitaire
The player (the National Socialist Party) attempts to manipulate various factions and purge the SA to insure Hitler's succession of Hindenburg.
- Göring's War** 8 WW2 tactical 2-player
Mini-Sim. Simple air-to air combat game pitting lone British and German fighters against each other in the Battle of Britain.
- Battle for Bataan** 9 WW2 operational 2-player
The 1942 Japanese assault on the American forces in the Philippines is depicted in this two-player game.
- Escape of the Goeben** 9 WW1 tactical 2-player
Expands the Jellicoe vs Scheer system to include the Mediterranean fleets of major allied and Central Powers nations during the Great War.
- Siege of Leningrad** 9 WW2 abstract solitaire
Mini-Sim. (Logistical Module I) Playable alone or as a plug-in to existing east front wargames. See if you can keep Leningrad from falling.
- La Bataille de York, 1813** 9 1812 tactical solitaire
Mini-Sim. The player (British) tries to turn back the American invasion near York (afterwards, Toronto) during the War of 1812.

COUNTER

BOARDGAMES REVIEWED & DISCUSSED

Counter is a quarterly gaming magazine devoted to board and card games, particularly European designs. Write for details:

Alan How, 3 Lynsted Close, Bromley, Kent BR1 3UE, England

Email: Alan.How@which.net

Minden Games Price List

www.homestead.com/minden_games

Panzerschreck #9 (68 pages, plus inserts) two issue games: *Battle of Bataan*, and *Escape of the Goeben*, plus two Mini Sims: *Siege of Leningrad* and *La Bataille de York 1813*. \$15.00

Panzerschreck #8 (60 pages, plus inserts) two issue games: *St. George's Valour*, and *The Fall of Röhm*, plus *Göring's War* Mini-Sim. \$14.00

Panzerschreck #7 (60 pages, plus inserts) two issue games: *Sacrifice in the East*, and *Andersonville*, plus *1914: Opening Moves* Mini-Sim. \$14.00

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Panzerschreck #1 (28 pages, plus inserts) issue game: *Reichstag: The Fall of Berlin*. \$12.00

Retro, 2nd ed. (48 pages, plus inserts) Simplified WWII tactical wargame variant for *Advanced Squad Leader* and other tactical systems, with full rules, DYO tables, and several scenarios. \$10.00

Commando Raid on Rommel Zip Edition. Reprint of Mini-Sim from *Pzsk* #5, with cardstock map, 45 color counters, additional rules. \$4.95

'Nam Diary Zip Edition. Reprint of Mini-Sim from *Pzsk* #6, with two cardstock maps, 63 color counters, additional rules and scenarios. \$4.95

1914: Opening Moves Zip Edition. Reprint of Mini-Sim from *Pzsk* #7, with cardstock map, 49 color counters, additional rules. \$5.95

PayPal orders accepted at: minden2@hotmail.com

All products are currently available. Prices are in US\$ and include postage (overseas Airmail add 35%), and are subject to change without notice.

Minden Games
9573 W. Vogel Avenue
Peoria, AZ 85345 USA

Good News, Comrades...



Panzerschreck #9 is here!

Gaming Articles

Battle of the Atlantic Replay (W.Daniel), World War Two Tactical Wargames (N.Smith), Opening Rounds, Letters from the Front, plus...

Gaming Variants

Down in Flames (GMT), Sacrifice in the East (Minden), Richthofen's War (Avalon Hill), Togoland 1914 (Khyber), Torpedo (Simulations Canada), Great War at Sea (Avalanche), London's Burning (Avalon Hill), and more...

Two Complete Issue Games

Battle for Bataan

(two-player operational wargame set in 1942)

Escape of the Goeben

(two-player tactical WWI naval wargame)

...and two complete Mini-Sim games:

Siege of Leningrad (abstract solitaire game)

La Bataille de York, 1813 (solitaire wargame)

Minden Games

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Escape of the Goeben

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BB 23,000 Fr 13.4" x10 1915 5 5 <i>Bretagne</i> 3 1 7-10	BB 23,000 Fr 12" x12 1913 8 8 <i>Corbet</i> 3 1 7-11
BB 23,000 Fr 13.4" x10 1916 5 5 <i>Lorraine</i> 3 1 7-10	BB 23,000 Fr 12" x12 1913 8 8 <i>Jean Bart</i> 3 1 7-11
BB 23,000 Fr 12" x12 1914 8 8 <i>Paris</i> 3 1 7-11	BB 23,000 Fr 13.4" x10 1915 5 5 <i>Provence</i> 3 1 7-10
B 18,000 Fr 12" x4 1911 3 3 <i>Danton</i> 5 5 6-8	BB 23,000 Fr 12" x12 1914 8 8 <i>France</i> 3 1 7-11
B 18,000 Fr 12" x4 1911 3 3 <i>Mirabeau</i> 5 5 6-8	B 18,000 Fr 12" x4 1911 3 3 <i>Diderot</i> 5 5 6-8

B 18,000 Fr 12" x4 1911 3 3 <i>Condorcet</i> 5 5 6-8	B 18,000 Fr 12" x4 1911 3 3 <i>Vergniaud</i> 5 5 6-8
B 18,000 Fr 12" x4 1911 3 3 <i>Voltaire</i> 5 5 6-8	B 15,000 Fr 12" x4 1907 2 2 <i>Democratie</i> 4 4 6-9
B 15,000 Fr 12" x4 1907 2 2 <i>Justice</i> 4 4 6-9	B 18,000 Fr 12" x4 1908 2 2 <i>Verite</i> 4 4 6-9
BB 23,000 Ru 12" x12 1917 6 6 <i>Imp. Aleksandr</i> 2 1 7-10	BB 23,000 Ru 12" x12 1917 6 6 <i>Imp. Ekaterina</i> 2 1 7-10
BB 23,000 Ru 12" x12 1917 6 6 <i>Imp. Maria</i> 2 1 7-10	B 13,000 Ru 12" x4 1910 2 2 <i>Evstafi</i> 4 4 6-7
B 13,000 Ru 12" x4 1910 2 2 <i>Zlatoust</i> 4 4 6-7	B 13,000 Ru 12" x4 1903 2 2 <i>Svobodu</i> 4 4 6-6

Escape of the Goeben

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BB 24,000 It 12" x13 1915 5 <i>Duilio</i> 5 2 1 7-8	BB 22,000 It 12" x13 1915 5 <i>C. Di Cavour</i> 5 2 1 7-8
BB 24,000 It 12" x13 1915 5 <i>Andrea Doria</i> 5 2 1 7-8	BB 22,000 It 12" x13 1914 5 <i>G. Cesare</i> 5 2 1 7-8
BB 22,000 It 12" x13 1914 5 <i>L. Da Vinci</i> 5 2 1 7-8	B 13,000 It 12" x2 1907 2 <i>V. Emanuele</i> 2 5 7-8
BB 22,000 It 12" x12 1912 5 <i>D. Alighieri</i> 5 1 1 7-8	B 13,000 It 12" x2 1907 2 <i>Regina Elena</i> 2 5 7-8
B 13,000 It 12" x2 1908 2 <i>Napoli</i> 2 5 7-8	B 13,000 It 12" x4 1904 2 <i>B. Brin</i> 2 4 6-4

B 13,000 It 12" x2 1908 2 <i>Roma</i> 2 5 7-8	B 13,000 It 12" x4 1901 2 <i>R. Margherita</i> 2 4 6-4
BC 19,000 13.5" x8 1911 6 <i>Indefatigable</i> 6 8 9-5	BC 19,000 13.5" x8 1912 6 <i>New Zealand</i> 6 9 9-5
BC 17,000 12" x8 1908 6 <i>Inflexible</i> 6 6 9-5	BC 17,000 12" x8 1908 6 <i>Indomitable</i> 6 6 9-5
B 17,000 12" x4 1908 2 <i>Lord Nelson</i> 2 4 6-9	CA 15,000 9" x4 1908 1 <i>Defence</i> 1 2 7-4
B 17,000 12" x4 1907 2 <i>Agamemnon</i> 2 4 6-9	CA 14,000 9" x6 1905 1 <i>Duke of Edinb'gh</i> 1 2 7-4
CA 14,000 9" x6 1906 1 <i>Black Prince</i> 1 2 7-4	CA 14,000 9" x6 1907 1 <i>Warrior</i> 1 2 7-4

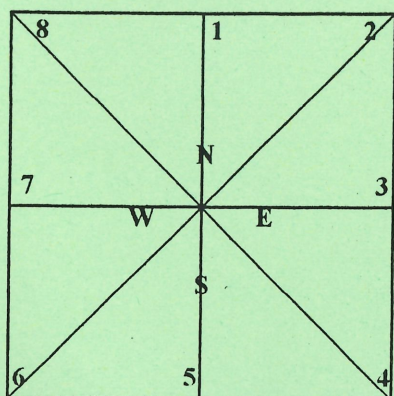
Escape of the Goeben

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BB 20,000 Z Au 12" x12 1914 5 <i>Prinz Eugen</i> 5 7-10	BB 20,000 Z Au 12" x12 1913 5 <i>Tegetthof</i> 5 7-10
BB 20,000 Z Au 12" x12 1913 5 <i>Veribus Unitis</i> 5 7-10	B 15,000 Au 12" x4 1910 5 <i>F. Ferdinand</i> 5 7-8
BB 20,000 Z Au 12" x12 1914 5 <i>Szent Istvan</i> 5 7-10	B 15,000 Au 12" x4 1911 5 <i>Zrinyi</i> 5 7-8
B 15,000 Au 12" x4 1911 5 <i>Radetzky</i> 5 7-8	B 11,000 Au 9.5" x4 1905 5 <i>Erzherzog Karl</i> 5 6-5
B 11,000 Au 9.5" x4 1906 5 <i>Erzherzog Friedrich</i> 5 6-5	B 11,000 Au 9.5" x4 1905 5 <i>Erzherzog Ferdinand Max</i> 5 6-5

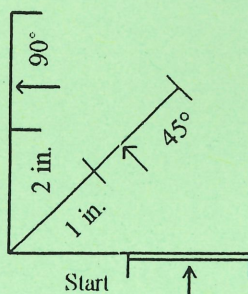
BC 23,000 11" x10 1909 6 <i>Goeben</i> 6 9-11	BC 23,000 11" x10 1909 6 <i>Moltke</i> 6 9-11
B 15,000 Tu 11" x4 1903 1 <i>Barbarossa</i> 1 5-9	B 15,000 Tu 11" x4 1903 1 <i>Turgut Reis</i> 1 5-9
B 15,000 Tu 9" x4 1902 0 <i>Messudiyeh</i> 0 5-9	BB 15,000 Sp 12" x8 1914 9 <i>Espana</i> 9 6-7
BB 15,000 Sp 12" x8 1915 9 <i>Alfonso</i> 9 6-7	B 10,000 Sp 12.5" x2 1897 1 <i>Pelayo</i> 1 5-7

Nationalities: Fr = France, Ru = Russia, It = Italy, Au = Austria-Hungary, Tu = Turkey, Sp = Spain; unmarked Gray = Britain, unmarked Green = Germany

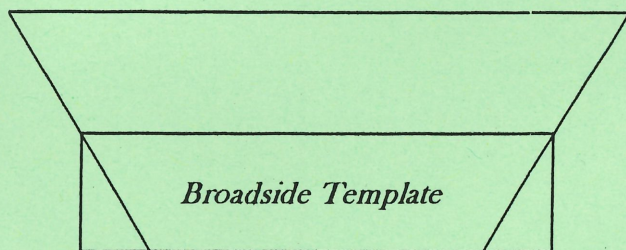


Battle Marker

Turning Guide



(Cut out markers and templates before play)







































Markers/Chits











<i>F</i>	<i>F</i>	<i>F</i>	<i>F</i>	<i>F</i>	<i>F</i>	<i>F</i>	<i>F</i>
<i>F</i>	<i>F</i>	<i>F</i>	<i>F</i>	<i>F</i>	<i>F</i>	<i>M</i>	<i>M</i>
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

















Battle for Bataan



















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





 1 9-9-8	 2 9-9-8	 3 9-9-8	 4 9-9-8	 5 9-9-8	 6 9-9-8	 7 9-9-8	 8 9-9-8	 9 9-9-8
 0 9-9-8	 11 9-9-8	 12 9-9-8	 1 6-6-8	 2 6-6-8	 3 6-6-8	 1 2-2-8	 2 2-2-8	 3 2-2-8

 4 2-2-8	 5 2-2-8	 6 2-2-8	 7 2-2-8	 1 4-2-4	 2 4-2-4	 3 4-2-4	 4 4-2-4	 5 4-2-4
 6 4-2-4	 7 4-2-4	 8 4-2-4	 1 4-3-3	 2 4-3-3	 3 4-3-3	 4 4-3-3	 5 4-3-3	 6 4-3-3

AIR	AIR	AIR	AIR	AIR	AIR	AIR	AIR	 4 1-1-3
 1 8-6-8	 2 8-6-8	 3 8-6-8	 1 3-3-8	 2 3-3-8	 1 4-3-4	 1 4-6-0	 1 3-1-U	 1 3-4-8

 1 2-3-5	 1 2-2-3	 1 2-4-7	 1 0-0-4	 2 0-0-4	 3 0-0-4	 1 1-1-3	 2 1-1-3	 3 1-1-3
 1 2-1-3	 1 2-3-4	 1 1-2-3	 2 1-2-3	 4 0-0-4	 1 2-5-6	 2 2-5-6	 3 2-5-6	 4 2-5-6

 5 2-5-6	 6 2-5-6	 7 2-5-6	 8 2-5-6	 9 2-5-6	 10 2-5-6	 11 2-5-6	 12 2-5-6	 13 2-5-6
 14 2-5-6	 15 2-5-6	 16 2-5-6	 17 2-5-6	 18 2-5-6	 19 2-5-6	 20 2-5-6	 21 2-5-6	 22 2-5-6

 1 4-2-3	 2 4-2-3	 3 4-2-3	 4 4-2-3	 5 4-2-3	 6 4-2-3			Game Turn
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KEY

- Clear
- Jungle
- Rough
- Mountain
- Town
- Road
- Fort
- Boundary Line

BATTLE FOR BATAAN

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Corregidor

