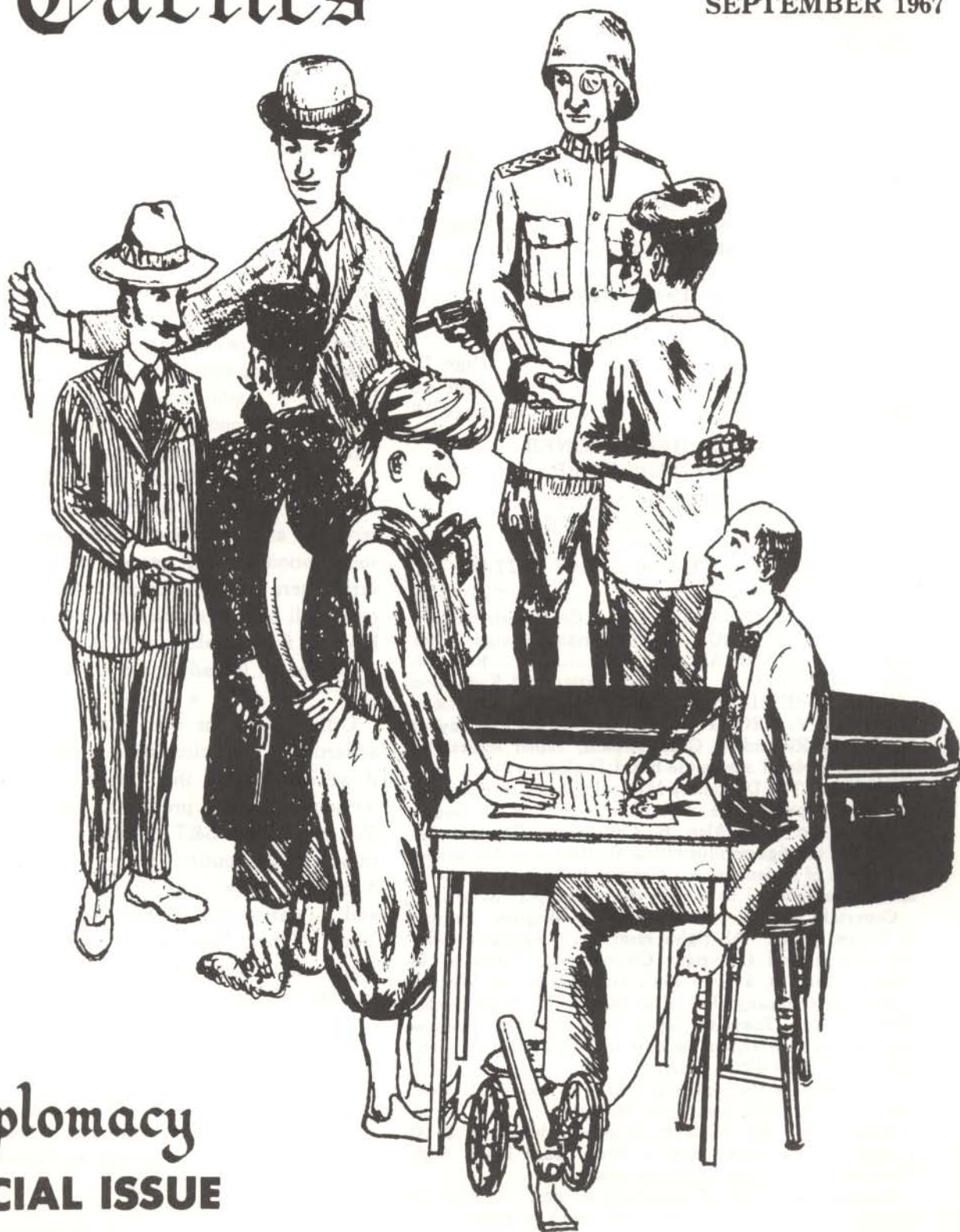


A JOURNAL OF AMERICAN WARGAMING

# Strategy & Tactics

VOL. 1 NO. 8

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Diplomacy  
SPECIAL ISSUE



# Strategy & Tactics

## A Journal of American Wargaming

Vol I No 8 September 1967

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**CHRISTOPHER WAGNER**  
EDITOR/PUBLISHER

ROBERT P. WAGNER  
U.S. REPRESENTATIVE  
J.K. NORRIS

REPRESENTATIVE FOR GREAT BRITAIN

HENRY H. BODENSTEDT .....Table-Top Editor  
MYRON R. BRUNDAGE .....Contributing Editor  
SCOTT C. BERSCHIG.....Variants/Design Editor  
JAMES F. DUNNIGAN.....Research  
JOHN VIDETTO .....Testing and Evaluation  
LYLE E. SMETHERS .....Photography and Copy  
RICHARD V. GROUT .....Art and Layout

**COVER** by Richard V. Grout depicts, rather accurately, the usual style of across-the-board Diplomacy.

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# CP



Several of you have asked why S&T is printed in Japan instead of in the good ol' U.S. of A. The most popular theory is that it is considerably cheaper to print it there (it is), but the primary reason is that I am stationed just outside Tokyo with the U.S. Air Force. Come spring, when my current commitment is fulfilled, S&T will come to you entirely from the United States.

In anticipation of this rather major change in publishing procedure, we checked on printing costs in the New York area, and (you guessed it) it looks like we'll be forced to raise our prices next year. Tentatively, we plan to ask \$6.00 per ten-issue subscription with single copies at 75¢. This would be only for those subscriptions and orders arriving on 1 January 1968 or after. In addition, we will not be able to allow new subscribers to begin their subscriptions with our first issue as we do now. We're running out of the early numbers very rapidly, and I doubt there will be any left to worry about by the end of the year. We kept the run fairly close in the beginning.

As a special offer to those of you who have supported S&T in its first year, we will accept renewals and extensions (within reason) of current subscriptions **at our present rates** as long as they arrive here sometime before 1 January. Our regular rates will also continue until that time, so if you have a friend who is considering subscribing, it would be to his advantage to act soon.

\* \* \*

Other things for next year: 20 or 24 pages as advertising and circulation continue to grow, and if we can pull off the change of publishing address without too many problems, we will go monthly. You should see S&T on sale across-the-counters of major hobby outlets too. As a matter of fact, S & T is now sold at the Womrath Bookshop and Library, 229 Fulton Ave., Hempstead, New York. They have a complete stock of all back issues and many other selections of interest to wargamers. Drop in if you're in the area.

\* \* \*

What with changes in subscription address, format, and the expansion, we seem to be consistently late again. In order to get things back on a more timely basis, there will be no S&T next month. The next issue will be November's.

\* \* \*

—Christopher Wagner





## DIPLOMACY

by John A. McCallum

John McCallum lays claim to the dubious distinction of being the oldest (at 50) of active Diplomacy players. When not kept busy with his duties as a meteorologist with the Canadian equivalent of the U.S. Weather Bureau, he publishes one of the most widely read Postal Diplomacy bulletins, *Brodingnag*, noted especially for its discussion of the game rules and its rating systems. John is also perhaps the one man most responsible for the sharp increase in Diplomacy's popularity among wargamers in the last year or so.-Ed.

"War is politics pursued by other means," said Clausewitz, and Diplomacy is that rare thing, a game which simulates the international politics which precede the actual outbreak of hostilities, as well as the purely military phase afterward. Invented by Allen B. Calhamer about ten years ago, it differs from other wargames in many respects, and is well worth investigating by wargamers momentarily tired of the more usual tactical type of game.

The board is the map of Europe as it was in 1914. The seven players each represent one of the seven major European powers of that period; the object of each of them is to gain con-

## POSTAL DIPLOMACY

by John Boardman, Ph. D.

Dr. Boardman, a 34-year-old professor of physics at Brooklyn College, is the originator of the system for postal play of Diplomacy and publishes *Graustark*, the oldest Postal Diplomacy bulletin. *Grau* continues to be a must for all serious Diplomacy fans, filled as it is with some of the most enjoyable press releases, erudite comment on the game, interesting letters, and controversial contemporary political comment. Then too, one can not wander very far in Postal Diplomacy without encountering his "Boardman Numbers" used to designate all games played in the standard bulletins. John is also a key man in science fiction fandom (treasurer of the 25th WSF Convention being held in N.Y. this month). I wonder what he does with his free evenings.-Ed.

In the spring of 1901, two British fleets moved toward Scandinavia. Almost simultaneously there was a general mobilization throughout Europe, as the major powers engaged each other in total war.

Clashes were reported from the Franco-Italian border. Russian troops, based in Warsaw, moved into Prussia. In the Balkans, Austria-Hungary and Turkey engulfed the smaller states and moved towards a

## DIPLOMACY VARIANTS

by Capt. Rodney C. Walker, USAF

Captain Walker, an Air Force officer with an M.A. in Political Science, is currently stationed in Turkey where he continues to publish *Erehwon*, a bulletin in large part devoted to Diplomacy variants. Involved in playing and designing wargames since 1956, he is often accused of introducing Diplomacy to San Diego, now a hotbed of political gamers. Captain Walker designs what are widely considered the best Diplomacy-related games around: including *Imperialism VII through XI*, *Open Door*, *Princes*, and *Feudalism I*. He holds the unique distinction of having his games played in bulletins other than his own, and, starting with our next issue, will assume chores as Diplomacy Editor for S & T.

Allan B. Calhamer's game, Diplomacy, has a number of unique features which, I think, helped endear it to its numerous fans, both those who are postal players and those who are not. For one thing, it is the first genuine multi-player game to eliminate the element of chance and allow the course of the game to be determined entirely by the actions and interactions of the players. For another, it eliminates the concept of "turns", which makes position of play an im-



**DIPLOMACY** (Cont'd from page 3)

trol of as much of Europe as possible. Obviously a player who just goes to war with all his neighbors will find that they all go to war with him, and his career will be a brief and inglorious one. This results in one of the great differences between Diplomacy and other war-games—as there are seven participants, each competing with all the others, they are driven to negotiate, and to arrange truces, non-aggression pacts, and alliances. Whence the name "Diplomacy". Negotiation with the other players begins before the opening move, and continues through most of the progress of the game. The old Italian adage, "the enemy of my enemy is my friend" finds frequent confirmation in these negotiations.

In order to permit due attention to the diplomatic aspects, the game is limited at the other end of the chain of command. The smallest unit that may be independently moved is a full Army Corps, which marches at a bound, from Sevastopol to Moscow. A player is never Captain Dufour concerned with moving his company across a river, nor even Marshal Ney concerned with the disposition of an army; he is Napoleon who orders the movements of a dozen armies, while the other half of his brain is occupied with persuading other powers to help him.

Another novelty in Diplomacy, as compared with the more usual type of board wargame, is the feature of the simultaneous move. In almost all other games players move alternately; white first, then black, then white again. In real life; however, a German army may be moving from the Vistula to the Rhine at the same moment as the French are rushing troops from the south to the Marne. This feature is neatly incorporated in the game: all movement orders must be written, and all seven players turn up their orders together on a given signal. From this stems the peculiarity that a perfectly legal order may prove impossible to carry out, if it is opposed by something done by one of the other players.

The game also mimics reality in having two types of units, armies and fleets. Fleets can only operate on the high seas and on land areas that border on the sea, armies only on dry land. The latter can, however, be carried across bodies of water by conveying fleets. The economic basis of war is likewise reflected in the game—a country which loses important areas, called "supply centers" must disband a corresponding number of units as it no longer has the wealth

required to maintain them. A gain of a supply center, similarly, allows the player to build an additional unit. A natural result is that the opening phase of the game usually sees a rush to occupy neutral territory—exactly as happened in 1914, when Belgium and Serbia were over-run in the opening weeks of the Great War.

The rules of Diplomacy recommend 15 minutes as the time limit for each move. As there are commonly about two dozen moves in a game, it can be seen that a game may take a long time to complete. And many players are apt to find 15 minutes all too short. During that quarter-hour they have to decide on their line of play, persuade other players to give the necessary support, and then write out the orders for each of the units they own. Another difficulty in the game as played over-the-board is the inevitable lack of secrecy. If the player for Germany sees the players for France and England in a long and earnest huddle, it will take no great genius on his part to discern that an attack on his forces is impending, as he is the only power in close contact with both England and France. In an effort to give more time for negotiation, as well as to insure secrecy for it, two developments of Diplomacy have occurred. The first is the "move-a-week" game. Players are chosen from a group that meets at frequent intervals—say 7 members of a bridge club which meets weekly. All the real play is done during the time between meetings. The players negotiate in person or by telephone in perfect secrecy, and write out the orders to their forces. The orders are displayed at the meeting of the club, and the new position of the board is shown—something taking about five minutes and conveniently done during the usual break for coffee; but the real play of the game, the negotiation and the ordering of the moves, is done in secret and with a week's time for thought.

The other similar development is Postal Diplomacy, played in amateur magazines. The players, who will usually live in widely separated cities, negotiate by letter. By an agreed deadline they send their moves to the editor of the magazine who acts as gamesmaster, i.e. the umpire of the game. Moves are usually two, sometimes three, weeks apart, allowing ample time for negotiation. Originated by John Boardman in his magazine Graustark four years ago, Postal Diplomacy has now grown to the point where there are more than 20 amateur magazines devoted to the game, and another 10 or 12 which carry variant games, such as Super-

diplomacy and Economic Diplomacy.

As the Postal Diplomacy magazines are produced by amateurs it would be unwise to list their names and addresses here: by the time this appears in print, one of the editors will have moved, another will have ceased publishing, and there will be several new ones. However, any interested reader who writes the author of this article, care of Strategy & Tactics, will receive by return mail a list of such magazines currently published, with remarks to show which of them have vacancies for additional players. These comments about changes of address of editors are not meant to give the impression that the Diplomacy magazines are in a constant state of flux. The first of them, Graustark has appeared every two weeks for the last four years, occasionally more frequently when the situation demanded it. Three others have been published continuously for longer than two years. And some of the younger journals have established an enviable reputation for regularity.

An interesting feature of the postal version of Diplomacy is that the space available has made it possible for players to publish propaganda to accompany their moves. Press releases are often written with the intention of influencing other players in the game, sometimes only as an embellishment of the play. These literary additions have taken many forms. Some use actual historical figures of the period, and imagine what they would have done or said under the circumstances of the action in the game. Many are purely fictional, and sometimes the historical and the fictional are combined. One player has written three full length short stories, each of them based on incidents in games that he was in. The best press releases can often be read with enjoyment on their own, independently of the action of the game to which they belong.

The magazines also give space to discussion of good strategy, and the like. Allan Calhamer, the game's inventor, publishes articles on play in some of them, and many journals have letter columns where readers can develop their ideas and others can reply. Beginning as news sheets which informed the players of the moves of the other players, these magazines have grown to the point where there have been single issues running to 30 or 40 pages.

The author of this article will be happy to try to answer any questions about Diplomacy, sent to him by the readers of Strategy & Tactics. Most other Postal Diplomacy gamesmasters will do the same. \* \* \*



## POSTAL DIPLOMACY

(Cont'd from page 3)

show-down over control of that troubled peninsula.

By early 1902, systems of alliance were beginning to emerge. Austria-Hungary and Italy were allied in a determination to seek control of the Mediterranean. After the failure of brief foray against Germany, English troops swept an expeditionary force into northern Russia while Russian troops were absent on the German frontier. The Franco-German bloc held the line against assaults from Russians in the East and the Italians in the South.

The winter of 1902 saw an Austro-Hungarian declaration of war on Turkey, followed within three years by a campaign which brought Austrian armies to the gates of Constantinople and the Caucasus. First Russia and then Italy collapsed, and the conclusion of an Anglo-Austrian alliance enabled those two powers to place the land of the Tsars under occupation.

In the West, a daring French invasion of England followed a detente with Italy in 1903. But the French expeditionary force received insufficient support, and English counter-attacks finally forced its evacuation in early 1907. By that year, Austria-Hungary was Europe's dominant power. In the East the Dual Monarchy pressed the Turks in a campaign against Germany. France and England, evenly matched, nervously patrolled Atlantic waters in search of each other's naval weaknesses. And, in occupied Russia, the English armies encroached upon the Austrian zone.

No, this is not an excerpt from a science-fiction story about an alternate time-track. It's a game of Diplomacy recently completed. Diplomacy is a board game for from 3 to 7 players, in which each player directs the armed forces and diplomatic maneuvers of a European power, based on the boundaries which existed in 1914. There is no element of chance in this game; each player makes or breaks alliances and orders his armies or fleets as turn of the play dictates. Players first try to capture supply centers in neutral countries and then to out-manuever their opponent's forces and cause them to retreat. The first player to have a majority of all the pieces on the board is the winner.

The basic space in Diplomacy is the province. The major powers are divided into from 5 to 7 provinces, and each of the smaller nations constitutes one province. No province

can hold more than one army or fleet at a time. Some of the provinces contain supply centers, which are eagerly sought after because a power can maintain one unit for each supply center which it controls. A power which loses a supply center must remove an army or fleet until the number of units agrees with the remaining number of supply centers under that power's control.

Each power begins with three units except for Russia, which has a greater length of frontier to defend and begins with four. Two moves, spring and fall, constitute a year, so that the game begins with the Spring 1901 move. After each fall move the number of units is made equal to the number of supply centers under control.

One unit may move with the support of another, and unless this attack is resisted with equal force it succeeds in advancing an army or fleet against enemy opposition. Sometimes, when four or five units are aligned against a nearly equal number along a long front, this situation can get quite complicated. But in all cases the advances or retreats are decided by the presence of a superior force and not by chance.

Before each move, there is a period for diplomacy, in which alliances are formed or broken, and joint operations may be agreed upon. Then, each player orders his forces to move or to support moves of other units. The players compare their orders, and see whether any battles or retreats are forced, and what supply centers change hands.

Postal Diplomacy, in contrast with the across-the-board game, gives players more time to consider and evaluate various offers of alliances. It is also possible for a player to treat with two opposing powers for the most advantageous alliance, without either knowing that he is dealing with the other. The postal game thus approaches more precisely the conditions under which actual diplomatic negotiations are conducted. Though a game may take several months to complete, its progress more nearly approximates the development of an international conflict with its attendant negotiations, forging and sundering of alliances, and military betrayals.

For the imaginative player, the postal game also affords the opportunity to compose press releases for publication in the game's bulletin. These releases have ranged from the facetious to the didactic and the serious. Sometimes players draw upon the *almanach de gotha* and attribute statements on government

policy to the actual men who governed the European powers during the first decade of the present century. Less serious players invent whole new governments, religions, or gray eminences for their powers. Samples of both kinds of press releases follow:

**Kalinin (UP):** Fierce words were shouted by Worker's Social Democratic Party head Plekhanov last night. The occasion was the by-election for the Duma Council seat vacated here by the death of Count Magnitsky.

Before an estimated 9,000 workers, Plekhanov attacked the Bolshevik, or Social Democratic Party, for living in the past and embracing the policy of violent overthrow of a system of government which has already passed away.

He called the head of the Bolsheviks, Vladimir Ulianov Lenin, a rabble-rousing bomb-thrower... unable to realize that the time of violent revolution had passed when the proletariat was given a chance to socialize the government by peaceful means, back in 1889. (Dick Schultz, Fredonia #2, 1964B, Spring 1901, Russia)

**London (Dick Tyler, New York Times News Service):** Protected only by a handful of Highland Guards, Rupert of Bavaria, looking every inch an imperial figure, rode... to the very heart of the Old City itself. Hanoverian naval units made no attempt to oppose his passage, and, in fact, disintegrated before him. Only around Portsmouth Naval Yards, where the French V Corps took two days to subdue savage but ineffectual resistance, in all the English South-east was there trouble.

A shadowy opposition still exists in the great base of Liverpool, but its effective sway does not extend beyond the hard-bitten Socialist stronghold of Lancashire. (Derek Nelson, Graustark #38, 1964A, Spring 1908, France)

**Warszawa:** Reports filtering into this beleaguered capitol indicate that the Polish dominions... have fallen apart, from the Great Gate of Kiev to the Great Wall of China. Only the glorious little group of guerilla rebels in Serbia, the crack 18th Regimental Palace Fifers, Szczecin Steamfitters' and Pipefitters' Local 334 CIO, seems to be making headway. The newly-appointed commander of that unit, Lance Corporal Wladyslaw O'Shaughnessy-Lubowiecki, was given the Triple Eagle Order of the Polish Cross, which was abolished in 1787 but which was never superseded by anything. The award includes a medallion, three crates of Florida oranges, and the Honorary (Cont'd on page 15)



## DIPLOMACY VARIANTS

(Cont'd from page 3)

portant factor in other games. Thirdly, it is amazingly simple. The Rules cover only 8 small pages—and in large print at that. The basic concept of the game is easy to learn, and can be taught in half an hour or less. Of course, the Rules are not the model of clarity which they seem to be upon first reading, but that is a problem easily solved.

The appearance of the first postal Diplomacy 'zine, John Boardman's *GRAUSTARK*, in 1963 began a rash of such 'zines, so that now their total number is somewhere over 2 dozen. It was probably inevitable that the fundamental concepts upon which the game is based would eventually be applied in different ways; that is, that variants would appear.

Of course, the game had "disadvantages", if they can be called that. For some, it was too simple. The answers to this problem included Dan Alderson's *Superdiplomacy*, Don Miller's *Economic Diplomacy*, and Charles Turner's *Omnibus Diplomacy*, not to mention team games galore, anonymous games, anarchic games, *Twin-Earth* and *Space-warp Diplomacy*, and all sorts of variations based on the same game and often on the same board. These, for the moment, I will call semi-variants, since they represent not as great a departure from the original game as do the later variants.

True variants, for the purpose of this article, are those which use a new game board (*Omnibus* actually fits in this category) or which effect massive changes in the original (i.e., the 9-man variants). The first of these was Don Miller's *Middle-Earth II*, begun in early 1966.

The author of this article has designed a number of variants, many of which are doing well in his 'zine *EREWHON*. It is the purpose of the author to discuss a few practical problems which occur in designing variants.

It seems that a successful variant is one which affords its players (assuming equal ability) equal opportunity to win. This entails two problems: (1) balance and (2) position. A third problem is movement, and a fourth is relevance. Let us look at each of these in turn.

1. **Balance.** Balance can be achieved in two ways—first, by means of intrinsic equality of the military force provided each player or, second, by providing equality in reference to a variable set of victory criteria. In Don Miller's *Mordor-Vs.-the-World* variant, Mordor is far stronger than

any other state—but the victory criteria are so arranged that it is also more difficult for Mordor to win—thus providing balance. My own *Imperialism IX*, based on the Peloponnesian Wars, has similar characteristics. However, it is also essential that balance be provided, in theory, for the first year or two of play—in the form of unclaimed supply centers so placed that nations with good defensive positions have less effective offensive positions than the more exposed and/or surrounded nations. In *Diplomacy*, for instance, the normal gain for England, Italy, and Turkey, who have the best defensive positions, is one new center, whereas the normal gain for each of the other four powers is two or three. This is balance. Those who are familiar with Don Miller's *Middle-Earth IV* may wish to compare the position of Angmar in that game: lacking any defensive advantage to compensate for a less-than-average offensive capability, and faced on the west by a power whose position gives it little choice but to attack eastward, Angmar seems certain to disappear from the board early in every game. In my own *Imperialism VIII*, which expands the original game to global scope, Austria's position greatly weakened by the lack of extra supply centers and the absence of any real outlet to the colonial areas. Austria's chances of winning—or even of surviving longer than 5 years—are very dim. These are two cases of lack of balance.

2. **Position.** The original board is designed so that, in addition to 34 supply provinces, there are 22 empty land provinces and 19 sea provinces. This, and the positioning of the Great Powers, allows for maximum flexibility of movement and helps to prevent "traffic jams" of pieces which forces the game into a sort of trench warfare. Sometimes these situations do occur, but they are not inherent in the game and tend to break up after awhile. Therefore, it is incumbent upon the variant designer to place his Great Powers and his supply centers in such a manner that movement can be free and the board does not become overcrowded. One difficulty in the *Omnibus* game seems to be that movement in some areas of the board may be cramped. One 91-man variant (which added Sweden and Spain) developed this exact tendency—by the fifth to seventh year of play, massive jams of pieces filled the board. In one game, one such jam ran the length from north to south and remained so rigid that the game was declared a 5-way draw after the jam had lasted 8 years (1905-1913). This kind of situation will occur if insufficient

thought is given to positioning.

3. **Movement.** Another problem, related to position, is the way in which players are allowed to move. That is, the design of the board may be such that a player has very little practical choice as to where he must move. To use Don Miller's *Middle-Earth IV* again, the position of Arnor in that game is such that it cannot avoid attacking Angmar. All supply centers lie to the east, and Angmar is either in the way or closer. Thus, Arnor has no practical choice of policy. In my own *Imperialism VIII*, the position of the U.S. is such that it will normally feel constrained to conquer Canada immediately, and the position of Canada is such that England cannot defend it. The result of this situation—inherent, really, in the world's geopolitical situation in 1901—is an almost inevitable U.S.-England war by 1902. Our country was indeed lucky that our leaders were not then actuated by the same motives which actuate the normal *Diplomacy* player. A variant designer, then, must be careful to place his Great Powers so that they have a practical choice of movement and, hence, policies.

4. **Relevance.** This factor is really not related to the others. It has to do with the enjoyment players derive from playing the game. Like table-top tactical games, the *Diplomacy* variants normally attempt to duplicate a recognizable historical situation—World War I (*Diplomacy* and many variants), World War II (my *Imperialism VII*), pre-Colonial America (Miller's *Indianomacy*), medieval France (Peery's *Hundred Years' War*)—or a popular fictional era (Miller's *Middle Earth* series or Peery's *Brave New World*). Since much of the fun of a postal game lies in the battles that go on in the press releases, the players ought to be able to identify with the countries they are playing—satirize their history, slander their enemies, etc. I think the same must be true for the ardent table-toppers. They would take far more to Chancellorsville than, say, to the Battle of Djerxville (or some other non-existent place). There is a sense of reality, of history, of identification. This is why I, for one, feel rather cold toward Miller's *Mythomacy*, which pits such unlikely, and otherwise unassociated, nations as Gramarye, Laputa, and Mu against each other. The press releases from this game bear me out—there is no sense of identification or identity to be found in them. In this case, the countries might as lief be called "A", "B", "C", and so on. For this reason,

(Cont'd on page 8)





# WARFARE WITH MINIATURES

By  
**HENRY H. BODENSTEDT**



A rather large number of table-top enthusiasts are now playing "Remagen Bridge". One player (a converted play-by-mail gamer, I suppose) is using his Weasels and Armored Cars, during the first three turns of the game, to occupy the German Reserve Sectors; that ends the game right there. I admit that player is perfectly within his rights to do so, according to the rules. When playing in person over a table top, however, one usually does not scheme that way. If someone tries to, the referee would certainly jump in with an impromptu ruling. It would not be possible to hold back several German Panzer Divisions with two platoons of Infantry in Weasels and a couple of armored cars.

To avoid possible conflicts of this sort, especially in cases where Remagen Bridge is played by mail, Carl Knabe and I have played two games with the sole purpose of scrutinizing the rules for improbabilities. After careful consideration, we have come up with the following:

## RULE AMENDMENTS FOR REMAGEN BRIDGE

- 1.) No bridge may be entered or left except from its bridgehead sector.
- 2.) No amphibious vehicle may enter a river sector occupied by a pontoon bridge in any stage of construction, unless crossing a constructed bridge.
- 3.) No vehicle must lose more than one sector of its movement factor during one pontoon bridge crossing. It may enter the first bridge sector if its maximum move would have taken it onto the pontoon bridge. It will lose one sector for crossing the bridge during its next turn.
- 4.) Such sectors of a pontoon bridge (except bridgeheads) will only support one motorized vehicle. It is permissible, however, to have three troops of Infantry, or one Infantry Weapon and one troop of infantry in the same bridge sector.
- 5.) A Weasel on a river sector may move one river sector, onto an adjacent land sector, and then end its move by moving onto either another land square or back into the river. Infantry may only mount or dismount while the Weasel is on land.
- 6.) An LVT may move one river sector and then must stop if it moves onto an adjacent land square. An

LVT can, however, load or unload its complement from an adjacent land square while in the river. This loading consumes one of its river movement factors for that turn.

7.) Paratroop trays may be placed eight to a sector.

8.) Paratroop trays that have entered the board before the American eighth turn may not be "dropped".

9.) The two U.S. Armored Tractors may only be used for moving guns. The two regular Trucks (Troop Carriers) may only be used to transport Infantry or Infantry Weapons. The Germans may use their Half Tracks (except for the Rocket Carrier) for either purpose. Whenever Infantry is transported, no guns may be hitched to the half tracks.

10.) For a gun on sector F-1 to be limbered to a tractor on sector G-1, consumes two sectors of their combined movement factors. One for the gun to move to the tractor's sector and another for the gun to be hitched up (Time factor!).

11.) In the identical manner Infantry or Infantry Weapons mount a vehicle to be transported.

12.) Hits from Indirect Fire are distributed evenly over the sector being fired upon, with units with the lowest Combat Value taking the first hit. For example: If a light tank and a medium tank are in a sector that receives three hits under indirect fire, the light tank takes the first hit, the medium tank the second, and the light tank the final hit.

13.) Hits from Direct fire may be directed by the firer upon any unit, within the target sector, he wishes. This unit must be completely eliminated before additional hits may be directed upon another unit in the same sector.

14.) Either player may remove a vehicle from the board ("dismantle") at any time. The U.S. may not receive this vehicle as replacement in that same turn. Also, a vehicle being dismantled is considered to "block" the part of the sector it occupies, during that turn. A vehicle may not fire or engage in combat the turn it is being dismantled.

15.) Any vehicle destroyed while on a bridge or road sector is considered to block the bridge or road during the subsequent turn. A blocked bridge sector may only be passed through by

Infantry. A blocked road sector may be passed through by other vehicles and Infantry, but only at regular, open terrain speed.

16.) No U.S. Unit may enter any of the four German Replacement sectors. Also, victorious U.S. units may not advance into these sectors after a melee.

17.) German units, which must withdraw from a replacement sector, and have no other place to go, may move off the board, to come on again at a later time. In a ROUT, under the same conditions, the units are eliminated (deserted).

Here are a few additional suggestions, which should be helpful when making up your armies for "Remagen Bridge":

## TRAY SIZES

Infantry, Engineers  
..... $3\frac{3}{4}'' \times 2''$  (3 men per tray)  
Paratroop..... $3\frac{3}{4}'' \times 1\frac{1}{4}''$  (2 men per tray)  
Infantry Weapons  
..... $2'' \times 2''$  (3 men per tray+weapon)

## GUNS IN FIRING POSITION

B.A.T. Gun (PAK)  $2\frac{1}{2}'' \times 2\frac{1}{2}''$  (4 men+Gun)  
Medium Gun ..... $3\frac{1}{4}'' \times 3\frac{1}{4}''$  (6 men+Gun)  
Long Range Howitzer  
..... $4'' \times 4''$  (8 men+Gun)

The above specified sizes make unit identification easier, especially when the exact model of the weapon cannot be obtained.

It is advisable to have a duplicate of all guns, glued in traveling position. This does not only look much more realistic, but avoids misunderstandings. To unhitch, the limbered up gun is simply exchanged for the same model in firing position, mounted on a tray.

Those who want to go all the way could make inserts with sitting infantry figures, to fit into the troop carrying trucks. A bazooka (Panzerfaust) or Machine Gun could be attached to these inserts also. Whenever a troop of Infantry or an Infantry Weapon is mounting a truck, it is removed from the table and exchanged for an insert, and vice versa.

According to the rule amendment, a destroyed vehicle blocks a bridge or a road for one complete turn. To indicate this, a busted up tank should be mounted on a  $2 \times 4''$  tray. The original vehicle can then be taken off the board at once, to be replaced for one turn—by the "wreckage tray". This procedure is extremely helpful

(Cont'd on page 9 Col. 3)



MYRON BRUNDAGE PRESENTS:

## AN INTRODUCTION TO AIR WARGAMES

by Donald Featherstone

*Mr. Featherstone needs no introduction, but for those new to the hobby, I'll include one anyway. As the author of War Games, Naval War Games, Air War Games, and Editor of Wargamer's Newsletter, he is probably the man who has done the most to propagate wargaming since H. G. Wells-ED.*

There is an ever-growing group of enthusiasts spread out across the world who find relaxation and interest in recreating battles on the tabletop. No period of history is safe from them; they delve into the arms and equipment of the Ancient Greeks, argue about the comparative ranges of the longbow and the crossbow, wrangle about Napoleon's tactics and positively foam with frustration over the deficiencies of the Sherman tank when opposed to a German Tiger. Logically, many of them find equal interest in re-fighting the Naval battles of history but here the modernists come up against a snag when they attempt to simulate the major sea battles of World War II. Now the problem of aircraft comes into the picture—how does one simulate the immeasurably faster movements of aircraft when attacking naval vessels? Thinking it might be simpler to begin at the beginning, these enthusiasts go back to the early days of aviation and soon become immersed in the fascinations of the aerial dog-fights which took place in World War I. Conversely however, the lower speeds of the aircraft have as many built-in problems as are raised by the faster-than-sound aircraft of today.

What has just been written is more or less the manner in which I became interested in Air wargames. At the same time, it is only fair to mention a certain commercial angle which entered into the picture. Having written a book on land wargames, followed by another on naval wargames, it seemed only logical to complete the trilogy by writing one on wargames with model aircraft. When first contemplated, this did not appear to me to be any sort of a proposition as I could not imagine that there was sufficient on the subject to fill a book nor that I knew enough on the subject. Two events brought a change of mind.

When half-way through "Naval Wargames" I began to become involved in battles such as Midway and the Coral Sea where the whole issue was decided not by the gigantic guns

of the battle-wagons but by the tiny aircraft which were bravely catapulted off into vast blue spaces over the Pacific. I realised that if I was to accurately describe modern Naval warfare then I had to deal with the subject of aircraft in that sphere. The second item arose when I had made up my mind to write a book on air wargames and I felt that it would be useful to read anything that had already been published on or around the subject. When writing "War Games", I found an extensive bibliography from the British War Office library to be of great value, similarly I found a list of books from the British Admiralty library to contain much of value. So I wrote to the British Air Ministry and asked if I might be given a similar list. Their answer, in four lines, was hair-raising—they knew of no book in existence on the subject! In these esoteric, wacky days in which writing is often as abstract as the puzzling painting on the wall, it is still difficult to find a subject, hitherto untouched, upon which to write. The challenge was too great to be resisted!

There have been many attempts to simulate the conditions of aerial warfare, ranging from the board games of Avalon Hill and the Milton Bradley Company to an ingenious, if almost impossible, method of moving a model aircraft around on the end of a rod in the same way as one fly-fishes. Air wargames are not for the unimaginative because it needs a whole lot of starry-eyed enthusiasm to believe that an aircraft, however beautifully and accurately made up from a plastic kit, is travelling at four or five hundred miles an hour when it is perched in lonely splendour on the top of a three-foot piece of dowling fixed into an iron flange resting firmly and immovably upon the floor. So if you are not a boy at heart, if you are not imbued with a boundless enthusiasm and a colourful imagination then do not frustrate yourself by becoming involved in fighting battles with model aircraft!

It is equally difficult to imagine movement when one considers the cardboard counters or tiny plastic model aircraft used in boxed games. At the same time however, it must be admitted that Avalon Hill games such as Midway and Blitzkrieg have just about gone as far into the strategic/tactical/technical factors as possible, short of actually making the

things buzz around the room. The Milton Bradley game *Dogfight* is a simple and relatively pleasing method of reproducing the slowly moving aerial combats of World War I but it never gets off the ground from being what it started out as, a game that even youngsters not in their teens can play.

Just as one wonders where do the flies go in the winter time so one is tempted to reason that all those aeromats who dangerously split the summer air with noisy and fast moving working model aircraft might tire of building these same aircraft throughout the long winter months. Surely within their breasts lies the latent desire to do more than spend the cold evenings cutting, sticking, and tinkering with something which, in the end, will fly but will only vaguely resemble a real aircraft. Is it too much to expect that they should devote some of their time and interest to the brilliantly scaled model aircraft available in vast numbers literally for pennies and then having made them not to leave them to collect dust on a shelf, but to use them in the manner for which they were originally intended—fighting? The know-how of these enthusiasts could surely evolve more realistic and effective means of using these models to simulate warfare in the air in a fashion superior to the ideas generated by those of us who have merely become interested in air wargames as a byproduct of our original pastime.

\* \* \*

### DIPLOMACY VARIANTS

(Cont'd from page 6)

the variant designer is far more apt to see his game played—perhaps several times—if he uses a familiar historical situation with which the players can identify.

These are a few of the basic problems which confront the variant designer. There are others. For instance, Diplomacy is basically a strategic game (as opposed to the table-top games, which place considerably more emphasis on tactics). But what of adding more tactical options, such as several different kinds of units or air power? What of rule modification to provide additional options (such as my multiple convoy rule in Imperialism VII)? They could themselves furnish material for an entire article, which I will endeavor to write in the near future.

\* \* \*

Wargamers interested in forming a 3-7 man Jutland PBM team in order to engage a British team of the same size, please contact Omar DeWitt, 78 Wickham Dr., Williamsville, N.Y.



# GENERAL STRATEGY: VIETNAM GAME

by Charles Litka

Gamescience's Vietnam game offers action on a wide level of play: politically, in the form of World Opinion, Terror, Political Stability; militarily, in the form of Regular forces, Irregular forces, Air forces, Ambush, and Psychological Warfare. The object of the game is to control South Vietnam. This can be done in two ways: militarily, by controlling a major part of the country with troops, or politically, winning the game on points. Point gain is based on control of provinces and bases, world opinion, and several other variables. But the overall strategy, simply put, is to destroy the enemy regular troops.

The VC should try to get as many points as possible before losing too many troops. These points must be gained militarily (though you cannot win militarily) and your targets for the first couple of turns should be Danang, Hue, Saigon, and some smaller bases. An all-out attack in the first few turns might catch the Government Forces (GF) off balance, and if the VC capture the key bases, they have the GF player within 6 points of defeat! But against more experienced players, you should direct your attacks against the smaller bases. Do not try to hold these bases! You receive three points when you take them, and the GF gets only one point when he takes them back. Besides, your troops make perfect targets for SAC bombing. For defending your provinces, the best tactic is #2, "Sneak attack or trap defense". As long as you are the lesser of the forces, you cannot lose. The best the GF can hope for is an even exchange or GF retreat. In an even exchange you lose an irregular unit, while the GF loses a regular unit. As for attacking provinces, it would be wise only to do so when trying to surround Saigon or clearing a route of free travel. The VC have limited resources, so you must plan a limited campaign. Limit it to areas that count—bases.

The Government Forces must play a waiting game in the first few turns. Let the VC use up his supply of regular troops on attacks that you can afford. Defend Saigon and your major bases very heavily. If the VC should capture a base, do not attempt to take it back until you can successfully defend it from new attacks. You must not let the VC surround your capitol, Saigon. It is also advisable to cut the VC provinces apart as much as possible, but make sure you are leaving nothing too weak

the attack. I do not believe more than one attack per turn is advisable, because, if the VC player is competent, you will lose at least one regular unit. Always attack with two ground forces; do not use aircraft to support if there is only one ground unit used to attacked. If the VC use tactic #2 in this case, you must lose one ground force (or retreat), and air units cannot hold control over a province. The only other way you should attack is to let the VC have "the most" troops: one GF regular force to a VC province. Since the odds are one-to-one in this instance, the VC are considered to have the superior force in provinces. Your best defense is #4 "Airborne attack or defense". Once the VC are down to two or so regular units, you can start to clean up the VC held provinces.

The effective use of Air Power by the GF player can be very influential in gaining victory. The best use of the air force is against infiltration. Place five air units against infiltration and you can almost be assured that there will be no new VC regular unit on the board until the rains set in. Then there is nothing much you can do about it. TAC can best be used in defense; in the attack its use is not advisable because if all friendly ground forces are destroyed, the VC retains possession of the province despite the presence of air units. SAC is a gamble, but it can pay off if you're lucky.

While the game is not decided on the Insurgency table, victory is sure helped along there. The psychological warfare section, because it is the most effective part of the table, is usually nullified by both players' protecting their own territory. The GF player places four pawns on the "Psy War in GF areas" portion and this stops any attempt by the VC to use psychological warfare there. The VC player usually does the same thing in VC held areas. Political stability can be of use, and could lead to big gains for the VC point-wise if the government should dissolve. Pressure should be placed on the Government every so often; try to catch the GF off guard. Ambush is useful when you are planning an offensive.

I have only touched on the subject of strategy in Gamescience Vietnam in an attempt to give you some ideas on which to build your own strategy. I would like to hear your opinions, and if any of you are interested in a PBM game of Vietnam, please contact me. (6114 Briarcliff Ct., Greendale, Wisc., 53129) \* \* \*

## MINIATURES (Cont'd from page 7)

for the U.S., since they are permitted to bring a destroyed vehicle back on the board, as reserves, on the next turn. The Germans could simply turn their lost vehicles upside down for one turn.

To indicate night turns, we installed a blue projector flood light about four feet above the table top. Every third turn all regular room lighting was turned off. Only the blue "moon light" remained, making it not only a very romantic scene, but, at the same time, reminding all players that a night move was in progress. Besides, it makes it a little more difficult to survey the battle area, which is quite realistic. (Darn it! I didn't see that Bazooka at the corner of the mountain!)

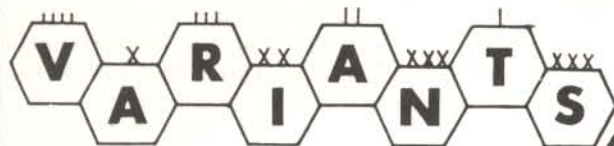
Now a final word to all of those table-top wargamers, who dislike to play with someone else's rules. May I suggest that you do not skip over the "Remagen Bridge" and "Siege of Bodenburg" pages? Even the most versatile wargamer will perhaps find a useful idea to improve his own games. Many of the charts, the firing methods, etc., could easily be incorporated into other modern or medieval games. One group in New Jersey, for example, has adopted the archer firing rule of "Bodenburg" for their Ancient wargames. Another wargamer from Pennsylvania reports using the "Remagen Bridge" gun firing method with his WWI game. If you are able to use just one idea with your game, neither your time nor mine will have been wasted.

I should now like to thank all of you for writing so many letters, expressing enthusiasm as well as giving constructive criticism. These letters are immensely helpful in improving "Remagen Bridge" and "Bodenburg". Also, your interesting ideas for games that you would like to see published in the future are always appreciated.

My very special thanks go to Messrs. Fred Pettit and Carl Johnson of Manamassa, N.J., H. Hayward Thresher of Essex Fells, N.J., Wayne Knouse and Son of Scotch Plains, N.J., and Carl Knabe II of Bloomington, Indiana, for their never-ending patience in playing and replaying these games, and for their many valuable contributions. \* \* \* H.H.B.

**WESTERN ENTERPRISES** For information on our Orders-of-Battle and new line of games, send 5¢ to Western Enterprises, Box 175, Hales Corners, Wisconsin 53130.





# DESIGN

by SCOTT C. BERSCHIG

On June 22, 1941, the German army, still fresh from its stunning victories in the Balkans and Greece, turned and flung its might into the vast depths of Soviet Russia along a front of over 2,000 miles, in the greatest land campaign in history.

The German Occupation lay over France, and German troops kept watch along the coasts of northern Europe; central and southern Europe were prostrate beneath the iron hell of Hitler's armies. Student had just taken Crete away from the British Navy, and in North Africa, Rommel and the Africa Korps were on the move.

The German troops massed along the borders of Russia were well-seasoned, veterans of a dozen victorious campaigns. The German junior officers were tactically the best-trained in the world. Guderian, Kliest, Hoth and Hoepner held mastery of the *panzerblitz*, a totally new concept in modern warfare, and one which other nations were only just beginning to comprehend.

Strategy & Tactics, in cooperation with James F. Dunnigan and the Kampf organization, is happy to present.

## THE AXIS ORDER OF BATTLE FOR THE EASTERN FRONT

| OKH RESERVE        | Size | C/M    | Avail   |
|--------------------|------|--------|---------|
| Unit               |      | Factor |         |
| 2 Pz               | XX   | 10-10  | 4/7/41  |
| 5 Pz               | XX   | 12-10  | 4/7/41  |
| 4 SS "Polizei"     | XX   | 6-6    | 15/7/41 |
| 60 Mot             | XX   | 8-8    | 10/7/41 |
| 15 Inf             | XX   | 6-6    | 3/7/41  |
| 46 "               | XX   | 8-6    | 15/7/41 |
| 68 "               | XX   | 6-6    | 15/7/41 |
| 73 "               | XX   | 5-6    | 4/7/41  |
| 79 "               | XX   | 5-6    | 15/7/41 |
| 86 "               | XX   | 5-6    | 15/7/41 |
| 93 "               | XX   | 6-6    | 4/7/41  |
| 94 "               | XX   | 5-6    | 4/7/41  |
| 95 "               | XX   | 5-6    | 3/7/41  |
| 96 "               | XX   | 5-6    | 4/7/41  |
| 98 "               | XX   | 5-6    | 4/7/41  |
| 106 "              | XX   | 5-6    | 8/41    |
| 110 "              | XX   | 4-6    | 8/41    |
| 112 "              | XX   | 4-6    | 1/7/41  |
| 113 "              | XX   | 4-6    | 8/41    |
| 132 "              | XX   | 6-6    | 4/7/41  |
| 183 "              | XX   | 4-6    | 9/41    |
| 197 "              | XX   | 5-6    | 15/7/41 |
| 206 "              | XX   | 5-6    | 1/7/41  |
| 260 "              | XX   | 5-6    | 4/7/41  |
| 294 "              | XX   | 5-6    | 4/7/41  |
| 339 "              | XX   | 4-6    | 9/41    |
| 707 Static         | XX   | 4-3    | 7/41    |
| 713 "              | XX   | 3-4    | 7/41    |
| 900 Mot            | X    | 4-10   | 1/7/41  |
| Kroat Mot          | X    | 2-8    | 1/7/41  |
| French Legion      | rgt  | 2-6    | 1/7/41  |
| 250 "Spanish Blue" | XX   | 3-6    | 8/41    |
| Para Assault       |      |        |         |
| "Meindl"           | rgt  | 6-4    | 9/41    |

(an air-droppable unit)

## SS RESERVE

(Available in Poland 1/7/41)

1 SS Cav Bgde "Fegelein" (3-8)  
2 SS Cav Bgde (3-8)

2 SS Mot Bgde (3-10)  
4 SS Mot Bgde (3-10)  
5 SS Mot Bgde (2-10)  
9 SS Inf Bgde "Totenkopf" (3-6)

## SS DIVISIONS (RN=renamed and re-equipped)

| Designation           | C/M<br>Mot. Div                        | RN    | C/M<br>PzGr Div     | RN    | C/M<br>Pz Div |
|-----------------------|--|-------|---------------------|-------|---------------|
| 1 SS "Adolf Hitler"   | 10-8                                   | 6/42  | 14-10               | 10/43 | 16-12         |
| 2 SS "Das Reich"      | 11-8                                   | 11/42 | 15-10               | 10/43 | 16-12         |
| 3 SS "Totenkopf"      | 10-8                                   | 5/42  | 14-10               | 10/43 | 16-12         |
| 4 SS "Polizei"        | 6-6                                    | 5/43  | 10-10               | —     | —             |
| 5 SS "Wiking"         | 10-8                                   | 11/42 | 14-10               | 10/43 | 16-12         |
| 6 SS "Nord"           | 8-8 (Mountain Division)                |       |                     |       |               |
| 7 SS "Prinz Eugen"    | 8-8 (Mountain Division formed 3/42)    |       |                     |       |               |
| 8 SS "Florian Geyer"  | 8-8 (Cav Div from 1 SS, 2 SS Cav Bgde) |       |                     |       |               |
| 9 SS "Hohenstauffen"  | —                                      | 11/42 | 14-10               | 10/43 | 16-12         |
| 10 SS "Frundsberg"    | —                                      | 11/42 | 14-10               | 10/43 | 16-12         |
| 11 SS "Nordland"      | —                                      | —     | 10-10 (formed 3/43) |       |               |
| 12 SS "Hitler Jugend" | —                                      | 6/43  | 15-10               | 10/43 | 16-12         |
| 13 SS "Handschar"     | 6-8 (Mountain Div 6/43 in Rumania)     |       |                     |       |               |
| 14 SS                 | 7-6 (Infantry Div 9/43 in Poland)      |       |                     |       |               |
| 15 SS                 | 7-6                                    |       |                     |       |               |
| 16 SS "RFSS"          | —                                      | 12/43 | 14-10               | —     | —             |
| 17 SS "G.v.B."        | —                                      | 12/43 | 12-10               | —     | —             |
| 18 SS "Horst Wessel"  | —                                      | 2/44  | 12-10 (Poland)      |       |               |
| 19 SS                 | 6-6 (Infantry Div 9/43 in Poland)      |       |                     |       |               |
| 20 SS                 | 5-6                                    |       |                     |       |               |
| 23 SS "Nederland"     | —                                      | 9/43  | 4-10 (Poland)       |       |               |
| 1 SS Cossack          | 8-8 (Cavalry Div 8/43 in Poland)       |       |                     |       |               |

## RUMANIAN FORCES

Start: 6 thru 8 Jaeger Div (5-7)

14 Jaeger Div (5-7)

1 and 2 Mtn Bgde (4-6)

4 Mtn Bgde (4-6)

5, 6, and 8 Cav Bgde (3-8)

## August 1941:

(Held in Rumania until then)

1, 7, 9 Cav Bgde. (2-8)

5 Mot. Mech Bgde (4-10)

3, 5, 11, 13, 15, 21 Inf Div (4-7)

23 Cav Div (5-8)

Guard Div (6-8)

23 Static Div (3-2)

9 and 10 Jaeger Div (5-7)

## March 1942:

12 Jaeger Div (5-7)

35 Inf Div (4-6)

## May 1942:

16 thru 19 Jaeger Div (4-7)

2 Cav Bgde (2-8)

20, 22 Inf Div (4-6)

25 Mtn Div (4-8)

1 Rum Pz Div (5-8)

2 Rum Pz Div (4-8)

## June 1942:

24, 26, 27 Static Div (2-2)

## ARMY OR NORWAY

69 Inf Div (6-6) 11/41

170, 196, 198, 214 Inf Div (5-6) 7/41

181 Inf Div (5-6) 10/43

199, Inf Div (5-6); 702 Inf Div (4-4) 9/41

14 LW Div (3-4); 122 Inf Div (5-6) 1/43

710 TNG Div (2-4)

//HQ and Staff—Optional//

416 Inf Div (4-6)

//Denmark Reserve—1/43//

Start: 2 Mtn Div (7-8); 3 Mtn Div (8-8)

6 SS "Nord" Mtn Div (8-8)

169 Inf Div (5-6)

August 1941: 6 Mtn Div (6-8)

## February 1942:

5 Mtn Div (6-8); 7 Mtn Div (8-8)

June 1942: 210 Inf Div (5-6)

## December 1942:

Recon Bgde "Norway" (3-14)

Ski Bgde (4-8)

## November 1943:

Pz Div "Norway" (5-10)

## Russian Front Reserve:

218 Inf (5-6) Div in Denmark.

## FINNISH FORCES

Start: 1 thru 10 Rifle Div (4-6)

11 thru 16 Rifle Div (3-6)

1 and 2 Inf Bgde (2-8)

1 Cav Bgde (2-8)

July 1941: 17 and 18 Rifle Div (3-6)

19 and 20 Rifle Div (4-6)

June 1942: 1 Finn Pz Div (5-10)

3 thru 5 Inf. Bgde (2-8)

## ITALIAN EXPEDITIONARY FORCES (CSIR)

Start: Torino Div (3-6)

52 Pasubio Inf Div (3-6)

3 Celere Mot Div (3-8)

October 1941: 30 Ravenna Inf Div (3-6)

31 Cosseria Inf Div (3-6)

5 Sforzesca Mot Div (3-8)

June 1942: 32 Tridentina Inf Div (3-6)

34 Vicenza Inf Div (3-6)

36 Julia Inf Div (3-6)

38 Cuneense Inf Div (3-6)

40 Inf Div (3-6)

42 Inf Div (3-6)

## HUNGARIAN FORCES

Start: 1 Cav Bgde (2-8)

1 Mot Inf Div (4-10)

2 Mot Inf Div (3-8)

1, 2 Hun Pz Bgde (2-10)

May 1942: 3, 6 Inf Div (2-4)

4, 5, 7 Inf Div (3-4)

June 1942: 11 thru 15 Static Div (2-2)

3 Hun Pz Div (4-10)

Organization and starting units appear on the opposite page. Next issue, we will present the remainder of the Axis Order of Appearance.







## NOTES ON THE GERMAN OB IN THE EAST

by James F. Dunnigan

The German Army high command, OKH, exercised overall control of all German armed forces in the east. This command also obtained and allotted reserves and reinforcements. As the German supply system was, for long range operations, rather primitive, supplies came directly from homeland depots, by rail, to the forward supply dumps from which divisional and non-divisional units picked them up. Therefore, OKH was responsible for administration directly behind the fighting zone. The largest operational command was the Army Group, which controlled two or more Armies as well as a major Air Force unit (Airflotte). This unit also controlled reserves allotted to it by OKH and issued only general orders to Armies under it.

The main, and more permanent, operational command was the Army. While Army Groups would be broken up and reformed to conform with changed strategic situations, the Army remained more or less intact. It controlled a varying number of Corps as well as non-divisional combat and non-combat units in addition to reserves. The Army was chiefly a planning and coordinating organization while the Corps was the unit that actually controlled the fighting. The Corps in this case was usually the Infantry Corps which contained one or more Infantry Divisions as well as non-divisional units. The Armored Group was actually an Army composed mainly of motorized units. Similarly the Armored Corps and Mountain Corps were also units containing mainly Armored and Mountain Divisions.

There were two types of rear area combat commands. There was the Rear Area Command which controlled Security Divisions and saw to it that the immediate rear of the combat units was kept in order. Army Mission Rumania was a special command which controlled units guarding the vital Ploesti oil fields.

The Divisions were the largest units with a standard organization. They were self-contained fighting units composed of, in varying proportion, infantry, artillery and motorized units. The most powerful division was the Armored Division containing 14,000 men, some 170 tanks, 4400 infantry, 600 machine guns, 100 other heavy infantry weapons, 39 anti-tank guns, 60 anti-aircraft guns and 36 field guns. The unit required 2700 vehicles and 36 miles of road space in order to move at a maximum rate of 50-60 miles a day.

The Infantry Division contained 17,000 men, 8,000 infantry, 550 machine-guns, 250 other heavy infantry weapons, 63 anti-tank guns, 12 anti-aircraft guns, and 48 field guns. The unit required 900 horsedrawn and 900 motor vehicles plus 25 miles of road space in order to move at a rate of 10-20 miles a day. The Motorized Infantry Division contained only 14,000 men and but 70% of the combat strength of the normal Infantry Division. However, it was fully motorized with 2500 vehicles and required 32 miles of road space to travel 60-90 miles a day. The Mountain Division contained 15,000 men, 7500 infantry, 600 machine-guns, 120 other heavy infantry weapons, 40 anti-tank guns, 12 anti-aircraft guns, and 48 field guns. The unit contained 860 motor and 700 horse drawn vehicles and required 24 miles of road space to move 15-25 miles a day. The unit could, of course, leave behind most of its heavier weapons and take to the hills if necessary.

The Light Division was a cross between the Mountain and Motorized Infantry Divisions. It contained 14,500 men, 6,200 infantry, 500 machine-guns, 220 other heavy infantry weapons, 60 anti-tank guns, 26 anti-aircraft guns and 36 field guns. The unit required 1,000 motor and 700 horse drawn vehicles plus 25 miles of road space to travel 20-30 miles a day.

The Cavalry Division had 10,000 men and about 50% of the Infantry Division's firepower. It could move 20-30 miles a day.

The SS (Schutzstaffel—"security section") units were equipped as motorized infantry. They were less experienced but more fanatical than the regular army troops. They took heavier losses and spent more time in reserve than regular troops. Men were admitted to the SS more for their political than their military qualifications. They were better armed and organized into larger units than the regular army troops. All things considered, they were as effective, man for man, as the regular army troops.

Foreign units serving with the Germans were, on the average, half as effective as German units of similar size.

### NON-DIVISIONAL UNITS

The German armies in the East contained 143 non-divisional artillery battalions. 12 were of Assault Guns (18 apiece), 27 of 105 mm guns (12 each), 37 of 150 mm howitzers (12), 12 fixed battalions of captured foreign weapons (9-12, 120-192 mm guns and howitzers each), 29 210 mm howitzer (6-9 each), 2 240 mm howitzer (6), 7 150 mm gun (9), 4 172 mm

gun (9), 22 rocket launcher ("nebelwerfer") (18 each). There were also 34 observation battalions which were, like the artillery battalions, assigned directly to divisions. The 11 mapping and surveying battalions were assigned to Corps and higher headquarters.

The engineer units consisted of 22 motorized and 30 horse-drawn combat engineer battalions. There were 194 bridge companies (4 per battalion) 91 general construction and 36 road building battalions.

Special troops consisted of 3 Machine gun Battalions (with 50 MG's), 13 anti-tank battalions, 18 light flak battalions and 10 heavy (88 mm) battalions. There were also 3 flame-thrower tank battalions and 12 armored trains (each with a dozen or so armor-plated railway cars) containing two or more artillery pieces, MG's, other heavy weapons and 3-400 men.

Railway artillery batteries contained one to three 150-800 mm guns each.

Further to the rear were the medical and supply units as well as railway construction units which would be needed to change the gauge of the Russian tracks so that German supplies could move forward.

**SECURITY DIVISIONS:** Usually about 10-12,000 men and consisting mostly of infantry (8-9,000) with 3-400 machine guns and rarely more than 100 other heavy infantry weapons. Usually no artillery and little transport. Units of these divisions are normally spread throughout the army rear area guarding vital installations and maintaining order.

### The Grand Fleet at Jutland #2 by J.K. Norris

**H.M.S. Agincourt:** Laid down in September 1911 and completed in August 1914 with a displacement of 27,500 tons, and 30,250 tons at full load. Fourteen 12 inch, twenty 6 inch, twelve 3 inch guns and three 21 inch torpedo tubes. Main armour 9 inches thick. Her designed horsepower was 34,000 for a speed of 22 knots. On trial with full load she developed 40,279 horsepower for 22.42 knots. She was built for the Brazilian Government, with the name of "Rio de Janeiro", but before being completed was bought by the Turkish Government who intended to call her "Sultan Osman I". Just before the war, in 1914, she was fitting out in Devonport but completion was delayed with many excuses until war became inevitable when she was taken over and completed for the Royal Navy. It is said that a knowledge of Portuguese was necessary to work all the bathroom fittings while the wardroom china retained its Turkish inscriptions. (Cont'd on page 15 Col. 2)



# SIEGE OF BODENBURG

by Henry H. Bodenstein

## ARCHERS AND ARQUEBUSIERS

The Defender's archers and arquebusiers may shoot once per turn at any target within range, immediately after the attacker has completed moving units.



Turk  
Archer

Archers and arquebusiers may shoot from several sectors at the same target or from the same sector at separate targets. The shots from a single archer may not be divided against separate sectors.

Target sectors must be indicated before the dice are rolled. It is not permissible to add archer shots to a sector which has sustained insufficient casualties, once the shooting has begun. Also, if all men in a target sector are killed before the archers aiming at that sector have shot, remaining archer shots may not be directed against other targets.

Archers cannot shoot from a sector in which a melee is in progress, except when first charged. When firing into sectors containing both enemy and friendly troops, casualties must alternate. Roll a die to determine which side absorbs the first hit.

Troops just moved in together with hostile men may receive archer fire in the sector(s) from which they entered into the melee (before they leave, so to speak). The Defender must indicate whether his archer fire was aimed at the incoming troops, or at other men—not participating in the charge—who may now be in the sector(s) from which the melee sector was entered.

It is permissible, if indicated beforehand, to shoot some archers at the oncoming men, and others at the men remaining behind.

The Attacker must follow-through with his charge even if casualties from fire have changed the odds in favor of the Defender.

Archers may shoot over occupied sectors, while arquebusiers must fire

in their line-of-sight.

Archer and arquebusier range within Woods is restricted to one sector (adjacent). Hills will not effect the range of archer or arquebusier fire.

## COMPUTING HITS

Each archer rolls the number of dice as indicated on the appropriate Range column of the Firing Chart. Hits are computed by dividing the total roll against a sector by the

### "Hit Divisor":

|  |         |    |
|--|---------|----|
| Open Terrain   | .....HD | 5  |
| 1 Parapet, small catapult, or supply wagon in sector         | .....HD | 7  |
| 2 Parapets, or large catapult in sector                      | .....HD | 10 |
| Hills, Woods   | .....HD | 10 |
| Within Castle (even if walls are down or through open gates) | .....HD | 10 |
| Siege Tower:   |         |    |
| *Men at base   | .....HD | 10 |
| * (Bridge Closed) Men on the very top (2 max)                | .....HD | 10 |
| Men inside cannot be hit by archers.                         |         |    |
| * (Bridge Open) Men inside and on top (usually charging out) | .....HD | 5  |

Note: Divisions must be even. Remainders are disregarded and cannot be carried over. A man is considered KILLED, and must be removed from the game, as soon as he has received the number of hits equalling his COMBAT VALUE.

Each hit must be carried (hang marker) until the end of the game or until the man is killed.

If a target sector contains different types of troops (mixed occupancy), hits must be distributed evenly, one at a time, according to the Hit Priority column of the Firing Chart.

EXAMPLE: Target sector has received 5 Hits.

| Men in sector    | Hits applied                                     |
|------------------|--|
| 1 Mounted Knight | 1st (wound); 4th (2nd wound)                     |
| 2 Heavy Footmen  | 2nd (1 man wounded); 5th (wounded man is killed) |
| 2 Archers        | 3rd (1 archer killed)                            |

Results: 1 Heavy Footman and 1 Archer killed, Mounted Knight received two wounds.

NOTE: No additional men of the same Hit Priority may be wounded, until already wounded ones in the same sector are killed. E.g., a sector containing 4 Heavy Footmen receives 4 Hits: Two of the four Footmen are killed (not all four wounded).

Archer and arquebusier fire will not damage or destroy Siege Equipment, Cannons, or parts of the Castle.

## CATAPULTS AND FORTRESS GUN

All catapults and fortress gun may be fired once per turn, providing they have not been moved during that turn.

Firing and computation of Hits are done in the same fashion as listed under "Archers" except that the Hit Divisor is always 5, regardless of the target sector's terrain or protective devices in it.

Catapult and gun fire is effective against Parapets, Supply Wagon, Catapults, Siege Tower, and certain parts of the Castle.

The following number of hits are required to destroy the indicated unit:

|                              |   |
|------------------------------|---|
| Moveable Parapet             | 1 |
| Small Catapult               | 3 |
| Large Catapult, Supply Wagon | 5 |
| Siege Tower                  | 6 |
| CASTLE: Walls B or C         | 3 |

|                    |   |
|--------------------|---|
| Main Gate, Keep    | 6 |
| Wall A (incl. Gun) | 9 |

As before, Hits are accumulated and carried until the end of the game.

If personnel are in the same sector with Siege Equipment, hits must alternate. Roll the die to see whether men or equipment receive the first hit. (Scaling ladders cannot be hit by catapult or cannon fire).

## FIRING CHART

|                                   | Combat Value | Hit Prior. | Shooting: target distance in sectors |   |   |   |   |        |
|-----------------------------------|--------------|------------|--------------------------------------|---|---|---|---|--------|
|                                   |              |            | 1                                    | 2 | 3 | 4 | 5 | 6      |
| Large Catapult                    | 5*           | 1-Alt.     | —                                    | — | — | 3 | 2 | 1 dice |
| Small Catapult                    | 3*           | 1-Alt.     | —                                    | 3 | 2 | 1 | — | — dice |
| Fortress Gun                      |              |            |                                      |   |   |   |   |        |
| Archer                            | 1            | 5th        | 2                                    | 1 | — | — | — | — dice |
| Arquebusier                       |              |            |                                      |   |   |   |   |        |
| Lansquenec Operator (defend only) | 1            | 4th        |                                      |   |   |   |   |        |
| Heavy Footman                     | 2            | 3rd        |                                      |   |   |   |   |        |
| Mounted Hun                       | 2            | 2nd        |                                      |   |   |   |   |        |
| Mounted Knight                    | 3            | 1st        |                                      |   |   |   |   |        |
| Supply Wagon                      | 5*           | 1-Alt.     |                                      |   |   |   |   |        |
| Siege Tower                       | 6*           | 1-Alt.     |                                      |   |   |   |   |        |

\* Figure indicates number of hits required to destroy that unit. Disregard for morale or melee computations.

1-Alt. Indicates hits received alternate between unit and men (mounted or unmounted) in sector.



When shooting a catapult at the CASTLE, the section fired at must be indicated beforehand. If several hits are scored in any one turn, they will be alternately applied to the structure and the men in the castle as follows:

Shots aimed at Walls B, C, or Main gate are alternately applied to men in the outer yard.

Shots aimed at Wall A are alternately applied to men in the courtyard.

Shots aimed at the Keep are alternately applied to the men thereon. If vacated, these shots are alternately applied to the men in either yard.

Roll die to see whether Castle or personnel receive the first Hit.

The Fortress Gun is considered permanently installed at Wall A. It is destroyed as soon as Wall A falls



Fortress Gun

(9 Hits).

If there aren't any men in the designated areas, all hits may be applied against the castle section under fire.

Catapult shots may be lumped against one sector, if so indicated before firing has begun. It is not permissible to split the dice allotted to any one catapult against several target sectors.

Catapult fire cannot be directed against troops that are engaged in a melee or against any part of the castle which is being stormed or occupied by the Invaders.

Catapult and Cannon fire is Indirect. It is therefore possible to fire over occupied sectors.

To be eligible for shooting, a Small Catapult must be manned by at least one operator; a large catapult by two operators. The cannon may be fired by any two men (incl. Archers) stationed in the courtyard.

A catapult or cannon **cannot** be fired during the turn it was manned.

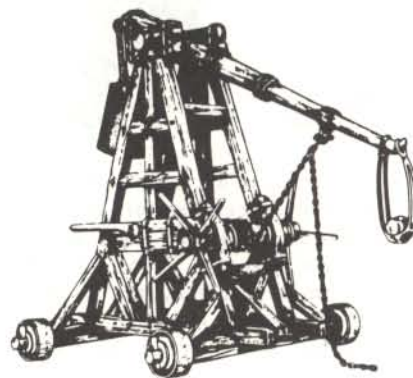
Operators are the only ones qualified to move the Siege Tower, and move or fire catapults. They carry no heavy weapons, but defend like Light Footmen. They are not allowed to attack or support attacks and must withdraw if left (after a melee) with hostile men in the same sector.

Armed men may abandon their weapons, and are then permanently converted to Operators. If this conversion occurs at the beginning of the turn, they may be used in that same turn to move equipment.

Next month HHB brings us the rules for MELEE, MORALE, and LOGISTICS as part four of our five-part series.



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## PUTTING THE BLITZ BACK IN 'KRIEG

by Gary Bedrosian

There have been many comments to the effect that a WWI situation of "Sitz" develops in the game Blitzkrieg because of a general inability to attack a good defense. I have found a solution to that problem that also makes the game more colorful and realistic.

1. Assume (for simplicity) that each division is made up of four or five brigades, each of uniform power in its category. Infantry brigades are 1-1-4, armored brigades are 3-2-6, armored infantry brigades are 1-1-6, and artillery brigades are 2-1-4.

2. Break-downs of divisions are as follows:

Armored Infantry: four 1-1-6 brigades = 4-4-6

Medium Armored: two 1-1-6 and two 3-2-6 brigades = 8-6-6

Heavy Armored: four 3-2-6 brigades = 12-8-6

Marines: four 1-1-4 PLUS one 3-2-6 = 7-6-4

Infantry: four 1-1-4 brigades = 4-4-4

Artillery: four 2-1-4 brigades = 8-4-4

3. Changes in Rules:

a. Factors lost become brigades lost.

b. When the armored brigade is in a Marine Division, it may invade and go into the woods—at a loss to mobility. It must, however, be a part of the entire 7-6-4.

c. No changes in Aircraft rules.

d. Defense factors still apply for supply, stacking, recreation, and air-transportation.

4. Air-mobile troops:

a. Air Assault is composed of helicopters and lightly armored vehicles. An exception to the four or five brigade rule, the 6-6-6 Air Assault becomes three 2-2-6's.

b. Parachute Divisions, of course, breakdown to four 1-1-4's.

5. On the Order of Appearance cards, 4-6 becomes 4-4-6, 6-4 becomes 7-6-4, 6-6 becomes 8-6-6, 8-6 becomes 12-8-6, 4-4 becomes 4-4-4, Air assault becomes 6-6-6, Rangers become 1-1-5 (mobility increase), and artillery stays the same. No substitute units other than those listed are used.

These changes should present the player with a more realistic view of a true "blitz". The virtue of armor's exploitation of a weak defense and its ability to concentrate are here employed by an increase in attack factor. Marines also become more than just infantry. This, I believe, is the true picture that should be presented by the game.

Editor's Note: Conversion to Mr.

Bedrosian's system can be accomplished simply by notating the backs of the available counters and the Order of Appearance cards as necessary. His relatively easy to set-up variant makes for a very interesting and exciting game. We hope you'll give it a try.—Ed.

## POSTAL DIPLOMACY

(Cont'd from page 5)

Chairmanship of the Board of Directors of the Warsaw City Pound. (Conrad von Metzke, Wild N' Woolly #25, 1965B, Spring 1904, Russia)

Berlin, Brandenburger Volksstaat (January 16 1906): We were stopped at Lichtenrade by an unshaven youth in Prussian military jacket and civilian trousers, who claimed to be a sentry for something called "The German People's Imperial Democratic Autarchy"...subsequent checkpoints were manned by "The Army of Universal Armed Peace", "The Anti-Holen-zollern German Empire", "The Socialist Empire Party"... "The Pure German Bund"...and "The Brandenburg People's State"...We came through without incident, except for a brief skirmish with the "Pure German Bund" in which my bodyguard was forced to kill a fanatic 16-year-old sentry named Schinkelgruber. (James Branch Water (J. Boardman) Trantor #16. 1964D, Spring 1906)

The foregoing was compiled from two articles written by Dr. Boardman for Donald Miller's excellent Gamesman, and published in Gamesman numbers two and three. It is printed here with Mr. Miller's kind permission and the consent of the author. The Gamesman, by the way, deals with all types of games: wargames, Diplomacy, chess, chess and Diplomacy variants, Go, card games, etc. Additional information is available from Mr. Miller at 12315 Judson Road, Wheaton, Md., 20906.

\* \* \*

## JUTLAND (Cont'd from page 12)

At Jutland she was in the 1st Battle Squadron, 6th Division; opening fire at 1817 hours with a full 14-gun salvo. During the short time she was in action she "seized the opportunity to fire full fourteen-gun salvos", the sheet of flame from her guns giving time after time, the impression that she had blown up. She again opened fire at 1908 hours. During the entire battle she fired a total of 144 rounds of 12 inch and 111 rounds of 6 inch she'l. At first glance 144 rounds seems to be a lot, but in fact it averaged just over 10 per gun, which gives an indication of just how short the action was. She suffered no damage at all. \* \* \*



Address comments, suggestions, etc., to Strategy and Tactics, Box 11-187, Loudonville, N. Y.

## FLETCHER PRATT'S GAME

Myron Brundage has asked that the following letter be published for those of you who wrote him concerning the FP rules.—Ed.

Dear Mr. Brundage,

My wife has asked me to answer your letter of March 13. First, please accept my apologies for the delay.

We feel that it would be premature to republish the rules for the Fletcher Pratt Wargame at this time. The rules need a working over, a new system of damage points has to be worked out, we have to figure out the full automatic guns on the Salem, and so on. I've even been working out a sliderule to replace the penetration curves...A lot more experimentation is needed before we freeze anything into print.

We're sorry to refuse your request, but we feel that, for the sake of the game, we have to.

—Dr. John D. Clark

I have passed on the letters of those who wrote to me to Mrs. Clark and her husband in hopes that it will help persuade them to change their minds, or hurry on their present work on a new edition—MRB

Mark Goldberg

I've noticed the General's quality has slightly improved to conform with yours. EXCEPT for one recent article. I think I'll write up that true story I've always meant to (as told to me by grandma) about how 14 Jewish Grandmothers, one Italian defector and a poodle held off Rommel and the Afrika Korps at El Alemein for three months.

Could it be that you refer to Hans Kruger's "Normandy: The way it Really Happened" in the July General? What with ultra-violet light for night-fighting and more King Tigers than were ever produced, it had to be a satire, right? Anyhow, after the Sinai Campaign, I'm not so sure your grandma was putting you on.

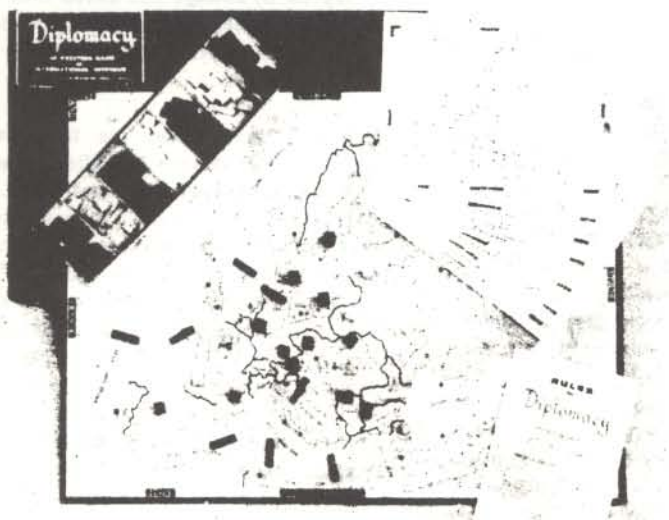
Opponents Guide: The Pacific Northwest War Games Association will begin publication of a guide designed to encourage across-the-board AH play in the area, arrange a tournament, and perhaps even a convention in 1968.

Wargamers in Washington, Oregon, Idaho, and British Columbia may contact Douglas Beyerlein, 3934 S.W. Southern, Seattle, Wash., 98116 for details.



# Diplomacy

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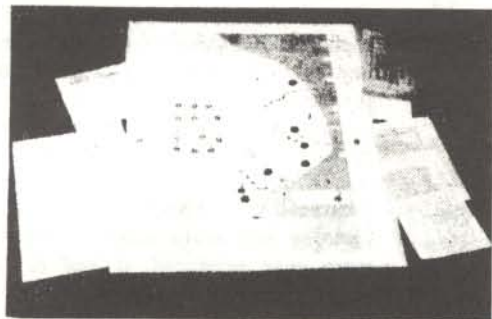
## WARGAMER'S RATING — DIPLOMACY

**Realism:** Excellent (diplomatic)  
Fair (military)  
**Complexity:** Excellent (diplomatic)  
Very good (military)  
**Rules:** Good  
**Chance Involved:** Nil  
**Physical Quality:** Excellent  
**Number of Players:** 3-7  
**Playing Time:** 3-6 hours.  
**Price:** \$7.50 (and well worth it)  
**Publisher:** Games Research Inc.  
48 Wareham St.  
Boston, Mass., 02118

**Comments:** The game's name is Diplomacy, hence the split ratings in the Realism and Complexity departments. As a straight wargame, Diplomacy borders on the abstract; but as a game of diplomacy, it is outstanding. The game is a whole new experience — we strongly recommend it for wargamers.

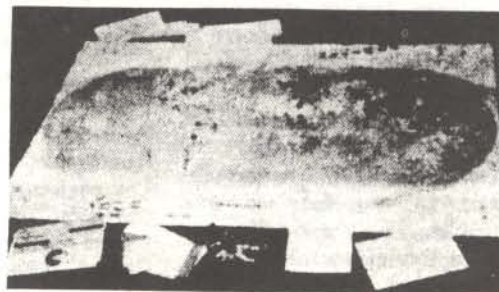
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